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ARCADIA

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Letter from the Editor

col·lab·o·ra·tion (kə-ˌla-bə-ˈrā-shən), noun
the process of working jointly with others
from the Latin com- "with" + laborare "to labor", "to work"

Each *ARCADIA* article is a collaboration between the author, managing editor, testers, art director, artists, editor, layout designers, and sometimes consultants. It's a lot of people—and *ARCADIA* wouldn't be nearly as good if it were created by three people wearing too many hats, so thank you for the support that makes such a big team possible. (I have many metaphorical hats, but I prefer to wear them one at a time, thank you very much.)

Even aside from the quality of the end product, working with so many different people—experts in their respective domains—is *fun*. Working together is rewarding and fulfilling in a way that solitary creation can never be. Humans aren't solitary creatures by nature, not for socialization nor survival. We evolved to hunt together, eat together, build shelter together, and play together. Times of solitude are perfectly normal, but we survive—and thrive—through collaboration and community, and *ARCADIA* is no exception.

We reached new collaborative heights in this month's issue. It includes two co-written articles—that is, two articles authored by a team of (as far as I know) two humans. "Planar Backgrounds" presents six flavorful, narrative-driven player character origins from the minds of Soraya Een Hajji and Mario Ortegón, with bucketsful of delicious lore for GMs to dig into when incorporating character backstory. Characters with these backgrounds may have been through mentally or physically traumatic events, and Basil Wright's feedback was invaluable in determining the best presentation for each, as was the thorough, insightful feedback from the playtesters. Sadie Lowry's editorial expertise, as always, made the finished article stronger, clearer, and beautifully polished, and Matheus Graef's depictions of plane-touched adventurers complete the article with colorful inspiration for characters of all kinds. Together, these efforts capture new storytelling potential from realms beyond the material world.

"The Magewright's Studio," by Cat and Lore Evans, provides expert solutions to boring magic items through a handful of awesome tables packed with inspiration, flavor, secrets, and unique upgrades. A "*+1 longsword*" sounds like it was mass-produced, but *Frozen Song*, the mirror-bright sword that was once the favored weapon of a fey queen, is way more exciting to discover and wield. We are indebted to all the testers and editor Scott Fitzgerald Gray for considering each and every table entry in their excellent comments and edits, and MCDM's own Nick De Spain for his gorgeous illustrations! Everyone's skill and hard work have resulted in an article as useful as it is inspiring, one sure to create memorable moments in any campaign.

This month's third article is a product of especially intense collaboration. For Leon Barillaro's "Arcanolinguistics," we were lucky enough to bring on two exceptional linguists *and* game designers, Kathryn Hymes and Hakan Seyalıoğlu of Thorny Games, early in the process to offer expertise and guidance when it came to creating magically significant linguistics in a fantasy world. Rogan Shannon gave feedback on the sign language rules and Basil once again helped us with sensitivity questions. The illustrations of Clara Daly and Zuzanna Wuyzk are—well, I won't spoil anything except that they're awesome. The result of this massive undertaking is an article filled with rich, in-depth rules that will make any fantasy world feel so much more magical and fascinating.

"Arcanolinguistics" also has a co-author: S.A.M., whom some may recognize as the sentient magical workshop from *ARCADIA* 1, now a student of spellcraft. The idea to include S.A.M. as an author came at the very end—something of a "what if … haha … unless" moment. But it felt right. In a way, S.A.M. is all of you: consultants and editors, every tester and every player in their group, James Introcaso who helps every time I need another *ARCADIA* expert's opinion, Leon's partner Willy and creative director Chance the Beagle (whom I'm sure both contributed moral support, at the very least), layout and accessibility experts Jen McCleary and Chris Hopper, and everyone in the *ARCADIA* community and at MCDM who made this undertaking possible.

Each of these articles was the authors' idea, and they did what I consider the hardest part: actually coming up with cool stuff and putting words on the page. But none of us do this alone, and I am profoundly grateful for the chance to work together—to *collaborate*—on these labors of love. The result, I feel, is so much more than the sum of our parts.

And the collaboration isn't over. Now that we've delivered *ARCADIA* into your hands, it's yours to share with your group—so that, together, you can tell your own stories. It's yours to discuss with the community, so you can share tales of a void-scarred adventurer, recount the moment a character discovered that their shiny new helmet is haunted, or collaborate on a list of the best spells to cast in Goblin. As always, my dearest hope as a creator is that you are inspired by what we've made for you, and that you enjoy it even half as much as we enjoyed making it.

De somnio ad itinere,
Hannah Rose
Managing Editor

PLANAR BACKGROUNDS

WHEN A CHARACTER'S STORY IS SHAPED BY THE REALMS BEYOND...

by Soraya Een Hajji and Mario Ortegón

Content Warning: This article touches on themes that may be difficult or triggering, including trauma and post-traumatic responses. Each background is accompanied as necessary by a sidebar with a specific content warning. We recommend using the MCDM Safety Toolkit and Checklist and adjusting as needed to ensure everyone at your table is comfortable.

While most adventurers hail from the Material Plane, some come from other worlds. Others are touched by distant planes in some way: through reincarnation, a brush with death, or a pilgrimage to a holy site. For these characters, their connection to the planes is more than just story flavor—it's part of who they are.

This article provides six new character backgrounds: the astral severed, the demiplane traveler, the elemental survivor, the ether-touched, the refugee of the edge, and the void-scarred. Each of them explores character origins with ties to specific planar regions, offering features and options that help define how those experiences shaped a character's life.

BACKGROUNDS

The following backgrounds are especially thematic for campaigns that center on planar travel, but at the GM's discretion, you can use them to give any character an otherworldly origin.

> **Content Warning: Astral Severed**
> This background is themed around memory loss and includes mentions of unreality.

ASTRAL SEVERED

The Astral Plane is a realm of pure thought, formless and churning like the sea. When visitors enter this realm, they manifest as disembodied souls whose only connection to their previous world is a silver cord that leads to the body they left behind. In another life, you were one such visitor, traveling the Astral Plane when a terrible event severed your silver cord.

Somehow you survived, separated from your former body and plane, severed from the memories of who you were before. Through an unknown divine miracle, powerful sorcery, or other supernatural means, you now possess a new body, but your previous life and astral travels are not fully forgotten. You still feel your past calling out to you, a constant presence in the back of your mind. Sometimes, in your dreams, you even catch glimpses of your past self.

Though their memories are fragmented, astral severed characters can be aware that they had a different life and that their cord was severed, whether they start with this knowledge or recover it over the course of play.

Skill Proficiencies: Arcana, Insight
Languages: Two of your choice
Equipment: A dream journal, a bottle of ink, an ink pen, a set of traveler's clothes, two small trinkets you're attached to but don't understand why, and a pouch containing 10 gp

SEVERED MEMORIES

You don't clearly remember what severed your silver cord, but precious few memories survived the severing. Those memories come alive when you dream or meditate, offering clues about your former life but remaining out of reach. Yet you can't help but feel that understanding them is the key to recovering a vital part of you that was left behind.

The Severed Memories table offers some dream and vision suggestions, but you or the GM may create your own memories tied into your character's backstory.

FEATURE: ASTRAL SECRETS

Your journeys through the Astral Plane left you with sights and secrets from beyond, and though you've been severed from that knowledge, fragments of it remain. The Astral Secrets table suggests what the nature of some of these forgotten secrets might be. You don't know these secrets to their full extent, but the desire to explore them further and the fragments of memory can give you an edge in your adventures or provide a lead to further clues, granting you advantage on ability checks made to discover information that relates to these secrets in some way. Your GM can weave these secrets into existing adventures or use them as story hooks for further adventures.

SEVERED MEMORIES

d6	MEMORY
1	You're fighting a powerful creature, but can't fully perceive them. The smell of myrrh or the rough feel of pinecones brings *something* rushing back.
2	You're in the presence of a deity or another powerful being. You have sworn an unbreakable vow. You don't know what you promised.
3	You meet a stranger whose face seems oddly familiar, but you remember it screaming and surrounded by fire. They don't recognize you.
4	You're lost in a dark place, searching for something important. The one you love will die without it.
5	You relive a moment of great triumph or failure. Maybe you saved a kingdom; maybe you betrayed a close friend. Maybe they're the same moment.
6	A vision of your former self appears. You understand instinctively that they're warning you of future danger, but you can't understand their words.

ASTRAL SECRETS

d6	SECRET
1	The true name of a Fiend
2	The location of an ancient artifact
3	The death of a supposedly active deity
4	The truth about a multiplanar conspiracy
5	A backdoor to a powerful being's domain
6	The existence of an ancient, long-lost being and the threat it poses

SUGGESTED CHARACTERISTICS

Astral severed characters are shaped by their other-worldly experiences and the fragmented secrets they harbor. They may be haunted by what they've seen or driven by a need to recover what they lost. Glimpses of their former life may offer some guidance, but they seldom understand the full meaning. The body they inhabit may seem strange, its senses heightened or dulled … though compared to what, they don't know. They may experience moments of absolute certainty that they know the answer or can achieve a feat, only to realize an instant later that they know or can do nothing of the sort.

Your character might frequently develop new habits and hobbies, trying to see what feels familiar, or seek out obscure knowledge to answer a question they can't fully articulate. Do they welcome glimpses of their former life, eager to piece together the mystery of who they once were, or do they occupy themselves with the present, hoping to keep the visions at bay?

DEMIPLANE TRAVELER

You once inhabited a partial world, a demiplane separate from other realms of existence. Maybe you were thrown into that demiplane and searched for a way back to the world you left. Maybe that demiplane was the only existence you'd ever known. Regardless, as soon as you found there was a way to leave, your answer was an enthusiastic yes. The vastness and variety of the primary planes of existence are a wonder that those who've never escaped the limits of a demiplane cannot truly appreciate.

Skill Proficiencies: Arcana, Investigation
Tool Proficiencies: One type of musical instrument, tinker's tools
Equipment: A magnifying glass, a small whittling knife, an ink pen and clumsily bound sheaf of empty parchment (for journals, musical compositions, and other records of your travels), a set of tinker's tools, and a pouch containing 5 gp

DEMIPLANAR LANDS

Demiplanes come in many kinds: some created by the will of a god, some by the brush of dreams shared by many sleepers, and still others by forces unknown and unknowable. When you choose this background, talk to your GM to establish the demiplane you came from. What kind of demiplane was it? How did you come to be there? Perhaps you were a part of the plane since its creation at the idle whim of some bored god. Perhaps you were locked away in your demiplane after offending a powerful being. Do you regret the offense? Do you resent or even remember your jailer? When you left your demiplane, why and how did you manage it? Does the discovery of a wider, independent reality make you feel special—or small?

The Demiplanar Lands table suggests only a few of the infinite possible demiplanes your character might have come from.

FEATURE: SONG OF THE SPHERES

Wherever you are, you can tune yourself to the vibrations of a strange song that resonates through every plane. Inaudible to most, this Song of the Spheres encapsulates every possible layer of truth in a fluctuating tonal mass that even those who hear it struggle to interpret. You can spend 1 minute listening to the Song to pluck one random truth about a specific object, location, or creature of your choice from this interplanar rhapsody.

DEMIPLANAR LANDS

d6	DEMIPLANE
1	Colored light: no sound, no sensation. That was your existence until you slipped through a hole in reality and your essence took on a material form.
2	An endless series of empty hallways where you could feel but never find a tantalizing treasure
3	A very small but fully realized planet with a few hundred inhabitants, all of whom knew each other by name
4	A sybaritic existence where you and your fellows enjoyed carefree lives with every comfort provided for you by an unknown hand
5	A time loop within a dusty, ramshackle town that ended each day with a showdown between you and your rival
6	Your demiplane had a life unto itself: it took the form of a whale swimming through the astral ocean, skimming up souls like krill through its baleen. You and other beings it swept up built a town in its crystalline belly.

The GM determines what that truth is; it might be something seemingly unimportant, an aspect of something you already know, or something that will only make sense with further context.

Once you use this feature, you can't use it again until you finish a long rest.

SUGGESTED CHARACTERISTICS

Many demiplane travelers welcome new places and experiences, eager to soak up all that their new reality has to offer. They do nothing by halves, throwing themselves into each task and conversation, no matter how banal or unpleasant it may seem to others. You may even welcome terrible experiences—they're different, and they make you feel something new.

Alternatively, you may feel disconnected from life around you, seeing it as a novelty rather than as something to experience. You may collect art, songs, and poetry, treasuring them as curiosities rather than relatable expressions of feeling. The world around you may feel transient. You know that anything and everything could change, so you struggle to ground yourself in something real and vulnerable. But knowing that change is inevitable can lead to a deep, unshakable optimism. If anything can happen, why not the impossible?

Despite the endless wonders of your new reality, it can also be exhausting. Your character may struggle with the immensity of the change—they might love to tinker with small objects, reassured by being able to control and comprehend each part of them. Or maybe, after leaving everything and everyone they knew behind, they try to keep their allies close at all times and guard them jealously.

ELEMENTAL SURVIVOR

You encountered a powerful elemental force that should have killed you, be it a lightning strike, an active volcano, or a churning tornado. You survived, but not unscathed. The experience left you irrevocably tied to the elemental plane from which the phenomenon originated.

This bond may have instilled you with a fascination for the elemental forces of the multiverse, prompting you to seek ways of understanding them. Or perhaps the opposite is true: you view the elements as a threat and seek to shelter and guide others, saving them from the experience you suffered. Whatever the case may be, you have a unique perspective on the dangers and beauties of the elemental planes.

Skill Proficiencies: Nature, Survival
Tool Proficiencies: One type of artisan's tools
Languages: One language of your choice (the Primordial dialect of the plane you have a bond with recommended)
Equipment: A set of traveler's clothes, a dowsing rod or material focus touched by your bonded element, one type of artisan's tools you're proficient with, and a belt pouch containing 5 gp

SURVIVAL EVENT

The incident that forged your elemental connection has become an important part of your past and shaped who you are today. You may even have kept a remnant of the event, such as a chunk of stone that nearly buried you or a strange piece of ice that never melts, to serve as your material focus (see "Equipment" above).

To determine what happened, roll on or choose from the Elemental Event table. You can also come up with your own. In addition to the four primary elements, there are two additional elements, ice (water/air) and lightning (air/fire), that exist at the intersections of other planes. You and your GM can add other intersecting elements (such as magma) if you wish. If the event was associated with more than one plane, select the plane you formed a connection with when you choose this background. At the GM's discretion, you can change your affinity to another elemental plane when you finish a long rest.

ELEMENTAL EVENT

d6	EVENT
1	You were caught in the middle of a raging inferno and should have been incinerated. (Fire)
2	A powerful earthquake upended the very ground you stood on, leaving you buried alive. (Earth)
3	You were caught in the path of a destructive whirlwind and swept away. (Air)
4	A massive wall of water came crashing down on you, dragging you to the bottom of the sea. (Water)
5	A severe snowstorm buried you beneath a mountain of snow. (Ice)
6	A bolt of lightning struck you amidst a devastating storm. (Lightning)

FEATURE: ELEMENTAL BOND

You have a connection to the elemental plane from which your experience originated. By concentrating for 1 minute, you can sense the presence of any portals, rifts, or Elementals tied to that plane within 1 mile of you, as well as their general direction. In addition, creatures native to that plane recognize you as one of their own and are more likely to be friendly toward you.

SUGGESTED CHARACTERISTICS

Elemental forces run wild and offer little in the way of moral guidance. As a result, those with ties to them often develop personalities that match the nature of their elemental bond. Whether intentional or not, these traits tend to flare up more often whenever they're close to their bonded element: fire brings out passion and rage, earth offers grounding feelings of stability and security, air whips up excitement and curiosity, and water douses fears with a quiet calm.

Your character's connection to their element might manifest in one of the following ways:

Fire. My passions are easily inflamed, making me as quick to anger as I am eager to rouse myself and others to a new challenge.

Earth. I'm very patient and levelheaded, able to weather any storm but also convinced of my own rightness.

Air. I sweep others along with me wherever I go. I hate to be alone.

Water. I believe change is the only constant. Those who can't ride with the current will drown in it.

Ice. I take a long and patient view of the world. I don't understand why other people get so upset about problems that could be waited out.

Lightning. I'm spontaneous and get bored easily if I'm not looking for the next thrill.

Of course, every element is changeable—water can be torrential rather than calm, and fire can be comforting rather than destructive. Your bonded element may influence your temperament differently, or in different ways at different times.

Content Warning: Ether-Touched
This background includes mentions of paranoia, phantom sensations, spiders, and unreality.

ETHER-TOUCHED

Your bond with the Ethereal Plane is more than close: it's inescapable. It's not your native plane, but you feel its pull even when you can't touch, hear, or see it. Sometimes its closeness feels as comfortable as a warm blanket. Other times, you feel its pervasive presence like a veil of death.

When experienced fully, the Ethereal Plane is a swirling place of silver fog, a permanent in-between that overlaps with and connects all the planes of existence but is part of none. It's where magic users go when they *blink* and where ghosts reside when they aren't manifesting at their haunts. From the ether, one can see a short distance into other planes without being seen in return.

You are bound to a body on the Material Plane, but the ether leaks into your essence like a draft through a poorly sealed window. You experience irregular vibrations that could just as easily be sensory hallucinations as they could be the very real brush of a ghost. Parts of your body occasionally phase in and out beyond your control, and the shift is visible as a strange shimmer. Sometimes your body parts phase back with a strange new color, odor, or texture that fades over time. (Such effects may become permanent if both you and your GM agree on the change.) Yet with these oddities comes enhanced awareness of a world beyond your immediate reality.

Skill Proficiencies: Arcana, Perception
Tool Proficiencies: Herbalism kit, a set of artisan's tools of your choice
Equipment: Divination instrument (such as tarot cards or casting sticks), sticks of incense, one type of artisan's tools you're proficient with, and 15 gp

ETHER-TOUCHED ORIGINS

The Ethereal Plane has always lingered unseen but close. In you, however, its spiritual essence became enmeshed with your material form. Perhaps you were born this way, or perhaps it emerged only after you crossed paths with powerful magic.

The Acquiring the Touch table suggests a few ways for your character to have become ether-touched. Feel free to replace "you" with an ancestor if you want to have inherited this ability in childhood.

FEATURE: SIXTH SENSE

You can always sense the Ethereal Plane through your connection, but when you focus, you can do more than feel its nearness. While on the Material Plane, you can use an action to gaze back into the Ethereal Plane for 1d8 minutes. While gazing in this way, you cannot move through the Ethereal Plane or interact with creatures or objects inside it, but you can see and hear things on the Ethereal Plane up to 60 feet away. In addition, while you're gazing in this way, you have advantage on Wisdom (Perception) checks made to notice hidden creatures or objects in either plane.

Once you use this feature, you can't use it again until you finish a long rest.

SUGGESTED CHARACTERISTICS

Ether-touched characters can't fully control their connection to the plane: they are swept into its whorls and eddies like jetsam in the sea. But while their control is limited, their aura is strong: otherworldly strangeness lingers on them and they frequently give off an air of being not entirely present, losing themselves in thought or literally wandering off. Animals react strongly to ether-touched characters and ghosts often linger nearby, even when they aren't visible.

Your character might see their abilities as a gift, a burden, or even a curse. Would they earn extra coin by pretending to speak with the spirits of loved ones, or feel an obligation to help ethereal beings who call out to them? Do they struggle against the pull of the ethereal, worried that they will fade from this world, or do they spend hours in dreams that feel just as real as waking?

Content Warning: Refugee of the Edge
This background includes a mention of starvation.

REFUGEE OF THE EDGE

A planar nexus is a neutral place where the edges of many Outer Planes connect, but this balance between the planes is fragile and can only survive so long as the nexus's inhabitants maintain a balance between cosmic dualities—the so-called dichotomy of good and evil, order and chaos, and nature and civilization. Otherwise, the same mysterious phenomenon that binds the nexus to those Outer Planes pulls too hard and yanks the nexus into a plane more befitting its changed state.

You lived in a gate-town within one such planar nexus—until one day you did not. Small shifts in the attitudes of you and a few neighbors added up until the world around you physically disintegrated like sand through the neck of an hourglass. And waiting for you on the other end of that hourglass was the nearest Outer Plane, which manifested a passionate ethos of good, evil, law, or chaos: wholly unlike the neutral comfort to which you were accustomed.

You could no longer call yourself neutral, but neither could you change enough to embrace life in an Outer Plane. Ever since, you have scraped your way through the Outer Planes, seeking refuge and a new place to call home. Perhaps your wandering may even allow you to explore yourself, to reach a new understanding of who you are and what you live for.

When you choose this background, talk to your GM to establish which plane or planes you've visited since your home crumbled. If you want to create a character with this background who hasn't experienced planar dissolution, you can replace that origin with one where the character stumbled by accident through an unstable planar rift or was, justly or unjustly, sent into exile in another plane.

Skill Proficiencies: Survival, Perception
Languages: Two of your choice (Abyssal, Celestial, or Infernal recommended)
Equipment: A backpack, a bedroll, sturdy traveler's clothes, a soothing stone made of dull sediment, and a pouch containing 5 gp

PLANE WANDERER

Those who live on the edge know their carefully balanced realm could crumble into the Outer Planes, but it never felt like it could happen to you—until it did. What does it mean to have your daily life stripped away and the world around you changed completely? Whether you stood still and watched the sky turn from dull gray to roseate gold, tried to run away and scream when the mundane objects of your daily life crumbled at your touch, or simply woke up one day to find a demon smirking down at you, you've lived through a change so huge it feels utterly impossible. Some people can adapt, but when you couldn't or wouldn't, you became a refugee of the edge. Why didn't you fit in, and where do you hope to go?

The "Plane Wanderer Experience" table offers examples of events that define your character's journey after the destruction of their home.

Plane Wanderer Experience

d6	Experience
1	Falling into a plane full of arrogant Celestial creatures gave you a deep mistrust for authority figures, especially those who call themselves "good."
2	After being left to starve on the streets of the "perfect" Lawful city, you're always ready to throw your lot in with revolutionaries.
3	Right after your world fell apart, it fell apart again. And again. And again. Even now that you've escaped from Chaos, you fear loss so much that you don't let yourself get attached in the first place.
4	A demon helped you escape torture on a Lower Plane in exchange for a future favor. This favor could come due at any time.
5	Amid shifting realities, you are your own compass. Your greatest duty is to see yourself become the person you are meant to be.
6	You tried to make life work on a new plane. It didn't. Now you wonder if you can ever find a life that feels *right*.

FEATURE: EVEN LOST IS SOMEWHERE

You have survived the crumbling of your world and the warp of one space into another. You've witnessed the realms and realities that shape existence itself. After all this, no matter where you find yourself, you know how to make do. You have an unerring sense for shelter that allows you to find some benefit near any place you take a short or long rest. At the GM's discretion, this benefit may range from useful supplies like food or water to a defensible position.

SUGGESTED CHARACTERISTICS

Refugees of the edge have stepped from one seeming reality to another often enough to develop a built-in distrust of appearances. Some respond by turning to stubborn self-reliance, knowing that in any situation, they can always (and only) trust themselves. Others use this heightened ability to brush aside deception, to feel out what others truly want and find interests that align for mutual aid. Either way, they know how to use their resources wisely to stay alive and keep moving through the fringes of planar existence.

Content Warning: Void-Scarred
This background includes themes of body horror, compulsions, scarring, trauma, and unreality.

VOID-SCARRED

The alien realms beyond the stars are places of aberrant chaos, where reality unravels and twists beyond all recognition. Those who gaze too long into the void are forever changed by the onslaught of knowledge no mortal should possess. You have encountered these forces and somehow managed to hold on to your sense of self … for now. The experience left you changed, however, both physically and mentally. Are the scars of your ordeal clues to a greater understanding of the cosmos, or are they omens of your inevitable descent?

Skill Proficiencies: Investigation, Religion
Languages: Two languages of your choice (Deep Speech recommended)
Equipment: A scroll case full of nonsensical notes you don't remember taking, a bottle of ink, an ink pen, a set of common clothes, an unsettling trinket, and a pouch containing 5 gp

VOID MARK

The chaos of these unknowable realms left its mark upon you, transforming your body in some way. You can roll on or choose from the Void Mark table below to determine the nature of your scar or invent one that befits your character. You can decide whether the mark is present at all times or if it only appears under certain circumstances. If you choose the latter, work with your GM to define what these circumstances might be, and how they're tied to the event that caused you to become void-scarred.

Void Mark

d6	Mark
1	Those who gaze into your eyes see scenes from places and times unknown.
2	Your skin is smooth and featureless, like polished stone.
3	Tendrils writhe from your mouth when you speak.
4	Your reflection in the mirror is someone (or something) else.
5	The skin on one of your limbs is transparent, showing strange, shifting muscles beneath.
6	Your voice is not your voice. It is a random sampling of voices that take turns inside your mouth.

FEATURE: VOID PRESENCE

As a result of your close brush with the void, you have developed a strange ability that can touch the minds of those around you. Whenever you spend at least 1 minute in conversation with another creature who can understand you, you can seed their mind with an incomprehensible thought or vision. For example, they might suddenly "remember" pieces of a strange dream where they were stuck in an infinite maze, hear a voice repeating an alien phrase, or see an iron castle forever folding in on itself, floating in the void of space.

Depending on the nature of your conversation, this might cause the creature to become obsessed with a topic, believe something untrue, or be unsettled by you. This doesn't compel the creature to act in any particular way, nor does it grant you control over what they decide to do after the experience.

Once you use this feature, it can't be used again until you finish a long rest. A creature affected by it is immune to your Void Presence feature for the next 3 days.

SUGGESTED CHARACTERISTICS

A character scarred by the realms beyond reality often remains centered by developing a single-minded focus. This manifests in different ways for different people, but many void-scarred have an overwhelming need to understand the forces that warped them. Does your character seek answers to protect themselves, to open themself further to the void's power, or out of a desperation to know their place in the cosmos? Decide what anchors you to reality, whether it's rituals and routines, the practice of cataloging and researching every strange thing you see, or frequently checking a pocket watch to keep track of time passing.

PLANAR BACKGROUNDS IN YOUR GAME

Backgrounds are designed for new player characters, but they can also augment storytelling that emerges through gameplay for existing characters. For example, elemental disasters can occur anywhere at any time: maybe that player who wants to change things up for their character could get swept into an avalanche and become an elemental survivor. Even without changing a character directly, planar backgrounds can provide new story hooks for your table. Spells like *astral projection* and *plane shift* can draw the whole party into aberrant planar events like those that befall characters of planar origins.

Plane-touched NPCs can also bring a new dimension to your campaign. Your players might kick off a new quest when they encounter a group of refugees of the edge searching for a safe haven or a lone demiplane traveler with news of a disturbance among the gods. Perhaps an NPC they met earlier in their travels comes back void-scarred, having taken too dangerous and deep a dive into the mysteries of worlds beyond.

For characters in a world of might and magic, the existence of other planes is not just a theory: it's an ever-present reality. Whatever your approach to including it, that planar presence can make the world seem ever more wide and filled with strange possibilities.

ARCANOLINGUISTICS

Observations on the study of language and magic

by Leon Barillaro and S.A.M.

Hello World,

My designation is S.A.M. Previously, S.A.M. was an abbreviation of "the Structure for Assistive Magic." It now stands for "Student of Applied Magic." Though my designation has changed, I remain committed to my original goal of assistance. I have observed magic's great capacity to make the world a better place, and I now study magic to increase my capacity for doing so as well.

Spellcasting requires one or more of three vital components: material, somatic, and verbal. As they progress in arcane aptitude, magic users reliably reproduce magical effects using the same combination of these components. For example, to cast the cantrip *mending* on a broken clay pot, I place two lodestones on either side of the pot, slide them clockwise, and say the Elvish incantation. This reproduces the desired effect 100 percent of the time: a clay pot that looks as if it has never been broken.

However, if I were to use the Dwarvish incantation, the clay pot would mend differently. The pot's shape would change, its center of gravity closer to the ground, making it more difficult to tip over. A dwarven acquaintance explained that this transpired because the Dwarvish word for "fix" is also the word for "upgrade," as "part of fixing something is making sure the problem never happens again." I now use the Dwarvish incantation to repair my body.

The study of arcanolinguistics seeks to understand the differences that verbal components make in spellcasting. Like language itself, these differences are often a reflection of a culture and its values, made manifest through magic. Enclosed are my notes and observations on the subject. Perhaps by sharing them, I will be assisting you.

—S.A.M. (Student of Applied Magic)

Who's S.A.M.?

S.A.M. is the magical intelligence featured in "The Workshop Watches" from _ARCADIA_ 1. You can download the adventure for free here! In it (spoilers!), the characters discover S.A.M. in an abandoned workshop and must decide whether to destroy or befriend this curious new life form. In the good timeline, S.A.M. is alive and well and sating its curiosity through adventure and academic study.

What's in this Article?

This article contains S.A.M.'s notes on arcanolinguistics. Occasionally, I (Leon) chime in with guidance for adding these rules to your game. The "New Language Rules" section provides worldbuilding for each language in the core rules, as well as one new language: Human. Each language also contains a feature for spellcasters that demonstrates how that language intersects with magic in the core rules.

The "Learning New Languages" section provides new rules for learning a language while on grand adventures. Its fail-forward mechanic allows characters to learn faster with every mistake they make. Finally, the "Language-Specific Spells" section introduces nine new spells that can only be cast using the language in which they were created.

This article offers a lot for player characters, but watch out: *anyone* who can speak a language and cast a spell can benefit from these rules—even your enemies.

THIS ONE'S FOR THE SPELLCASTERS

This article is about the verbal components of spell-casting, so not every member of your party may be able to benefit from these rules. If you desire, you can tweak them to let non-spellcasters in on the fun. For example, you can apply these rules to characters who can cast spells from a magic item—or perhaps a dwarf-crafted item can benefit from the properties of Dwarvish, even if the character using it can't speak that language! Alternatively, since magic and language are so inextricably linked, you could grant non-spellcasting characters the ability to cast a spell or two in their first language—the language-exclusive spells at the end of the article are a great starting point.

ARCANOLINGUISTIC THEORY

Arcanolinguistics is the study of how a verbal component affects a spell, though it should be acknowledged that arcanolinguists are still unsure how the verbal component *interacts* with the act of spellcasting to begin with. There are three competing schools of thought: that the verbal component acts as a conduit of the spellcaster's intention, activating the magic around us; that it is a request or command, which the omniscient forces that direct magic interpret and carry out; or that it is a speech act, and thus merely saying an incantation makes it so.

What we do know is that translating a sentence or phrase from one language to another often changes its exact meaning, typically maintaining broad intent but losing specific nuances. These nuances, though subtle, often change the spell effect. In short: when you speak the same incantation in a different language, something may get lost—or found—in translation!

How does this influence spellcasting in the modern day? Most cultures have developed their own incantations for common spells, such as *mending* or *magic missile*. Incantations for rarer spells are usually translated into other languages and then adjusted until they produce the desired effect. Some spells' incantations have no direct translation in other languages, and they can only be cast in the language in which they were created. For language-savvy spellcasters, arcanolinguistics influences much more, opening up a vast realm of creative spellcasting. Arcanolinguists learn more every day, and further discoveries await.
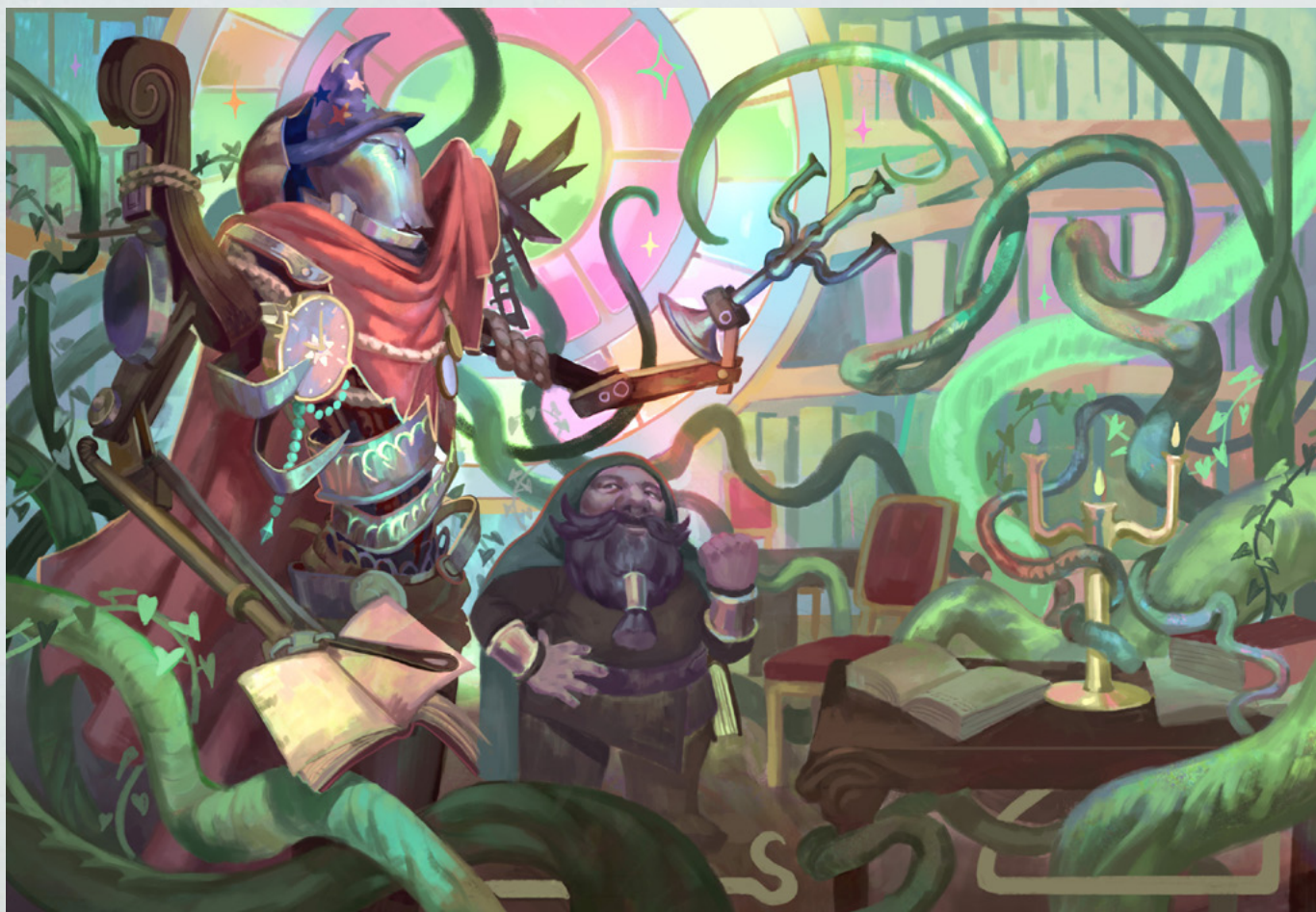
New Language Rules

The following section describes each language and its current uses in societies on the Material Plane and beyond. Each language includes a feature that changes the effects of certain spells when cast in that language.

Using These Rules

These rules provide additional options for any character who can cast spells and speak the necessary language. Since there's a new feature for each language in the core rules, all spellcasting characters can pick up at least one new ability from this article.

That said, there are a lot of new rules, and it may be beneficial to introduce these rules to your table over time. Consider curating a list of features based on the languages the characters speak, or tying the characters' discovery of these features to a story beat. Alternatively, maybe these incantations are known only to expert spellcasters who can pass them on—in fact, I know one particularly helpful NPC willing to give it a go.

On Language and Culture

There is no language without worldbuilding! The two are one and the same. In the real world, languages don't form around races, they form around people—however, this article is printed in a setting-nonspecific fifth edition magazine, and languages in the fifth edition rules are named after the humanoid and interplanar species who speak them, so that's what this article works with. If you don't see your game world reflected in this article, use it as a toolbox for building your world's own arcanolinguistics.

Sign Languages

Any benefit gained from a language can also be gained by signing. Although sign languages and spoken languages do not map one-to-one (that is, signed languages are not "signed versions" of spoken languages), any sign language closely associated with a spoken language produces similar arcane effects to spoken incantations. For example, sea elves have developed a sign language that utilizes the Elvish Cast by Committee feature, and some devils who communicate in sign may use several sets of limbs, instead of two tongues, to illustrate the double meaning of their words.

For each language, there is at least one sign language used by the same culture that can utilize the language's feature. For example, a character can use the Elemental Shift feature if they know Elemental Sign Language.

A spell requiring a verbal component is intended to challenge players in certain situations. Speaking an incantation while acting covertly may expose you as a spellcaster, and magic like the *silence* spell is meant to prevent spells from working at all. A creature who signs their verbal components has no trouble in these situations. You can decide how sign languages work at your table; at mine, we use the following rules to make spoken and signed languages feel different without making one more "optimal" than the other:

- A creature can sign their spells' verbal components if they know a sign language.
- If a spell has a somatic component as well, the caster must have both hands free to cast it: one hand for the verbal component and one for the somatic.
- If a creature is grappled and restrained, they can use their hands for either verbal or somatic components, but not both.
- Spellcasters who sign verbal components can cast spells while inside the area of a *silence* spell.
- If a creature would normally need to hear the spellcaster for a spell to take effect, they must instead be able to see the spellcaster.

Planar Languages

These are the languages of interplanar beings: gods, celestials, fiends, elementals, and other supernatural forces. Many of these languages are closely related, having all stemmed primarily from Primordial. The languages here are presented alphabetically, except for Primordial, which comes first as the root of most languages.

### Primordial

The Language of Creation

This was the language gods used to shape worlds, long before the idea of mortals was even conceived. At the beginning of time, the gods needed a language merely for expressing whether things *were* or *were not*. Primordial is therefore very good at expressing whether something exists, how many somethings there are, or the qualities of something. Primordial reads as a set of instructions and qualifiers.

It was, however, difficult to express feelings or more subjective ideas in the original tongue. As the language has grown, its speakers have borrowed words from newer languages to communicate emotions and opinions.

Dialects. Aquan, Auran, Ignan, and Terran

Usage. Planar elementals and their companions, students of evocation magic

Feature: Elemental Shift. If you don't already know a dialect of Primordial, choose which dialect you know. When you cast a spell that deals cold, fire, lightning, or thunder damage in a Primordial dialect you know, you can change some of the spell's damage dice to deal the
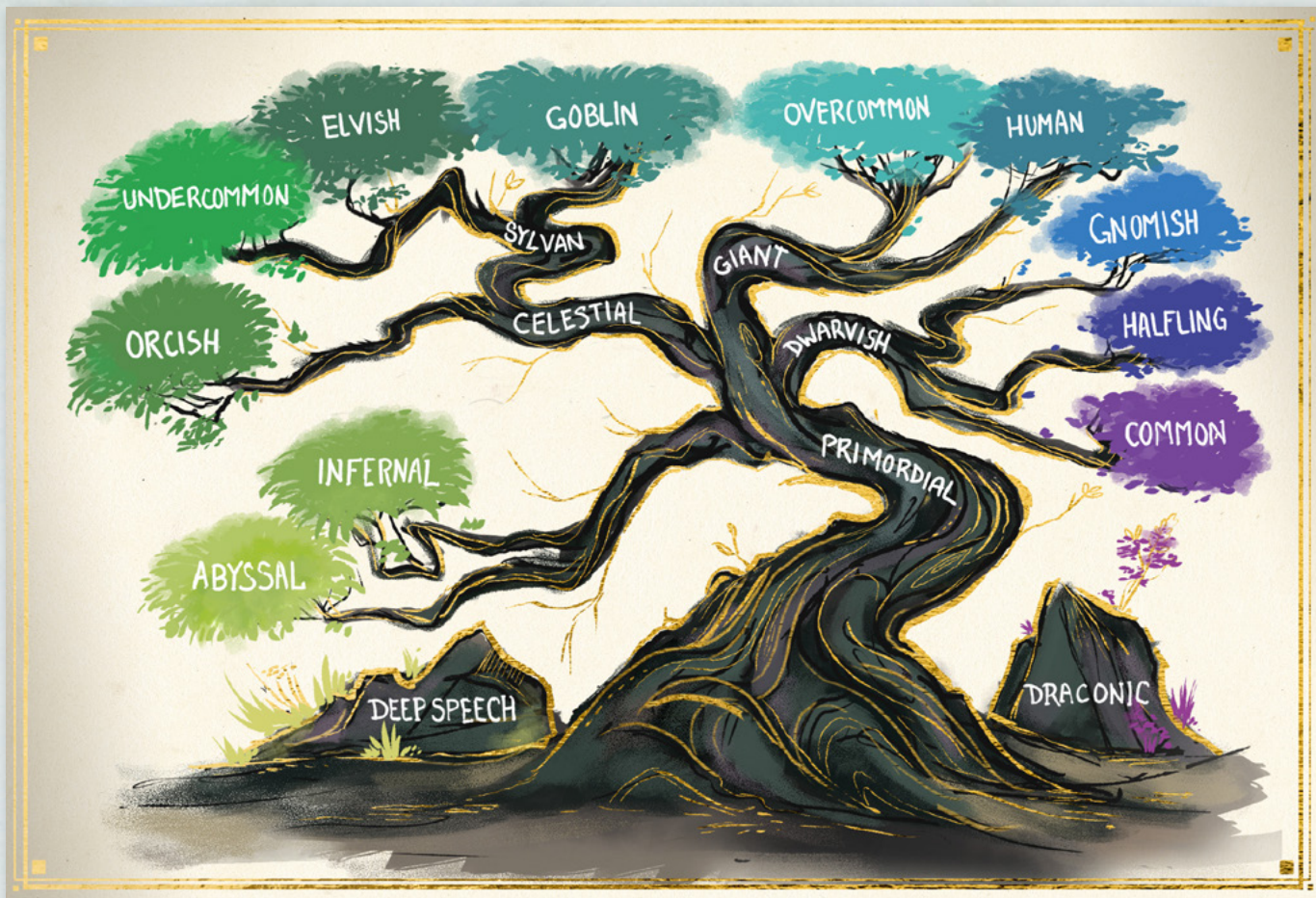
damage type associated with that dialect: cold (Aquan), lightning (Auran), fire (Ignan), or thunder (Terran). You can change a number of damage dice equal to half your level (rounded up).

Abyssal
The Language of Chaos

Some planar beings grew tired of Primordial and its rigidity. The more they bent the rules, the less recognizable their version of Primordial became. A new language spawned from this chaos: Abyssal. Abyssal has one singular third-person pronoun and no set word order (see "A Note on Word Order" below), and thus meaning is derived more from situational context than from the statement itself. It's often impossible to glean an Abyssal speaker's meaning until they finish their sentence.

Dialects. Some scholars posit that everyone who speaks Abyssal is speaking their own dialect.

Usage. Chaotic fiends, especially demons, and their followers

Feature: Incomprehensible, Have a Nice Day. Casting a spell in Abyssal makes it harder to comprehend enough to cancel or undo it. When you cast a spell in Abyssal, you can add your proficiency bonus to the DC for identifying, counterspelling, dispelling, or otherwise ending the spell's effect.

A Note on Word Order

Many languages have a specific word order to their sentences, allowing readers and listeners to intuit which word plays which role in a statement. English, for example, follows the SVO (Subject Verb Object) order. About half the world's languages, including Persian and Japanese, use SOV. Abyssal can use any order—readers and listeners must use context clues to grasp a sentence's true meaning. This makes it tough to understand what you hear or read quickly, even if Abyssal is your first language!

Celestial
The Language of Feeling

As the gods grew in power, their servants searched Primordial for a means of celebrating them. A new language came from that attempt: Celestial. In this new language, the speaker's emotional state determined the meaning of a statement as much as the words themselves. When there is no true love behind a declaration of love, for example, the speaker instead delivers a bold declaration of war. It is incredibly difficult to lie in Celestial when the speaker's feelings are involved, but this makes oaths of fealty or malicious aspersions incomparably trustworthy.

Dialects. Most pantheons have formed their own dialect.

Usage. Gods and angels, those descended from or blessed by divinity, and high-ranking officials of temples, churches, and religious cults

Feature: Unshakable. When you cast spells in Celestial, you cast them with your whole being, for good and for ill. You can't cast spells in Celestial if you're charmed or frightened, as this compulsion rings false to your true emotional self. However, you can add your Wisdom or Charisma modifier (your choice) to Constitution saving throws made to maintain your concentration on a spell cast in Celestial.

INFERNAL
The Language of Duality

Most fiends have a forked tongue or multiple tongues, which allows them to voice two consonants at once, such as *t* and *k*. The language evolved from this, giving opposing meanings to words with similar sounds. Thus, Infernal is the prime language for obfuscating meaning—single-tongued humanoids speak Infernal to create dual magical effects, using magic to help them voice multiple sounds at once.

Common has borrowed words from Infernal, especially in the field of contract law. When translated incorrectly or incompletely, as Infernal often is, the Common version could lose over half the original's meaning. Always hire someone who reads Infernal to read your contracts!

Dialects. If your cosmological model of hell contains circles, different planes, or other regional distinctions, each distinct region likely has its own dialect.

Usage. Lawful fiends (particularly devils), their followers, and the most effective (and expensive) contract lawyers

Feature: Doublespeak. When you speak Infernal to cast a spell or a cantrip that requires you to choose one effect from a list of three or more options, such as *prestidigitation*, you can instead choose two different options, as long as their effects are not mutually exclusive (for example, you cannot both enlarge and reduce a target with the same spell). If the spell calls forth a creature with a choice that determines their features, you can only summon one creature, but they can have the features of two choices. If the spell requires an attack roll or a saving throw (including repeated saving throws made after the spell is cast), a separate roll must be made for both effects. However, you have disadvantage on Constitution saving throws made to maintain your concentration on a spell cast in Infernal.

DEEP SPEECH
The Language of incomprehension

Deep Speech isn't the language of the Old Ones so much as it is a means of simplifying their language for mortals to understand. You can study Deep Speech, but it's impossible to grasp the true form of the Old Ones' ancient tongue. Though you can't fathom the incantations you speak, you can harness the unknowable, creating unexpected results when you cast spells.

Dialects. There is not enough data on Deep Speech and the language it models to identify whether dialects exist. For all we know, Deep Speech could be several languages!

Usage. Cults and warlocks following the Old Ones, travelers from distant worlds, and anyone else with an interest in the esoteric and otherworldly

Feature: Lost in Translation. When you cast a spell in Deep Speech, there is a chance you don't know exactly what you're saying and invite additional effects into the mix. Roll on the Deep Speech Effects table to determine what effects, if any, occur.

SYLVAN
The Growing Language

Sylvan may have sprung from Auran, but it's difficult to tell—the language evolves constantly, much faster than the average language. New words are invented and adopted by the fey courts every hour.

Sylvan speakers love using loanwords, slang, shortened versions of words—anything to add style and freshness to their speech. Sylvan speakers commonly leave conversations with several new words in their repertoire. Unsurprisingly, Sylvan has the largest vocabulary of all known languages.

Dialects. Each fey court uses a different dialect. Repeating a phrase that's fashionable in one court may get you kicked out of another.

Usage. Denizens of the Feywild, nature spirits, elves and goblins of the fey realms

Feature: Overgrowth. While you are concentrating on a spell you cast in Sylvan that has an area of effect that originates from a point of your choice, that area grows over time. At the start of each of your turns (up to a maximum of 10 turns), the area of effect cumulatively increases by 5 feet in one dimension. You decide the direction of the growth, but the growth must happen. The direction of the growth is based on the shape of the area of effect:

- The radius of a circle or sphere increases by 5 feet.
- You can increase either the radius or height of a cylinder by 5 feet.
- You can increase either the length, width, or height of a cube, square, or wall by 5 feet.

Deep Speech Effects

d20	Effect
1–10	No effect
11	Your knowledge of Deep Speech transforms. You lose the ability to speak Deep Speech and gain the ability to speak a random language (chosen by the GM) you don't already know. This effect ends when you finish a short or long rest.
12	You extinguish every source of light and magical darkness within 60 feet of you.
13	A surge of otherworldly magic empowers your spell. If your spell deals damage, that damage is doubled and you become blinded and deafened until the end of your next turn.
14	Your mind briefly opens to the thoughts of those around you. You receive the surface thoughts of each creature within 10 feet of you who speaks at least one language. If you hear the thoughts of three or more creatures in this way, you become overwhelmed and take 1d4 psychic damage per creature you can hear.
15	You are imbued with a flash of great and terrible energy. Each creature within 60 feet of you who can see you must make a Wisdom saving throw against your spell save DC. On a failed save, a creature is frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of their turns, ending the effect on themself on a success.
16	Your magic unwittingly siphons the energy of yourself or others. You lose hit points equal to 1d6 + your spell's level and the creature closest to you gains temporary hit points equal to the number of hit points you lost. You can instead choose to have the reverse happen: the creature closest to you must make a Constitution saving throw against your spell save DC. On a failed save, the target loses hit points equal to 1d6 + the spell's level and you gain temporary hit points equal to the number of hit points the target lost. If multiple creatures are equally close to you, you choose which one is affected.
17	In addition to the spell you cast in Deep Speech, you cast *blink* on yourself, but you can't dismiss it before the spell ends.
18	You cast the spell using a spell slot one level higher than you meant to, expending the new slot instead of your intended slot. If you do not have enough slots of that level, you must expend a number of lower-level slots whose sum is equal to the new slot level, or expend all your remaining slots.
19	You can choose one die involved in casting your spell to be rerolled: one attack roll, one target's saving throw, or one damage die. You make this decision after you see whether the roll succeeds or fails. You or the target must use the result of the second roll.
20	In addition to the spell you cast in Deep Speech, you cast the *black tentacles* spell in an area centered on yourself. If the spell you cast requires concentration, you simultaneously concentrate on both spells. Ending concentration on one spell ends concentration on the other.

Mortal Languages

These are the languages spoken on the Material Plane, typically by humanoids. Some languages were invented by mortals, while others evolved from planar languages. The languages here are presented in alphabetical order.

A Note on Worldbuilding

This article assumes a world where the different humanoid species developed largely independently of each other before forming societies together, sharing their culture and language. Languages like Elvish and Orcish are older than languages spoken in centers where cultures gather and exchange words, such as Common and Undercommon. Nevertheless, these older languages are still spoken today because in my wildest fantasy, multilingualism and language preservation are universal values.

Draconic

The Language of Power

Draconic is one of the oldest languages on the Material Plane and appears to be an isolate that doesn't stem from any known language, as it shares very few similarities with languages both ancient and new. Dragons claim they invented the language (thus its name) and then shared it with their humanoid companions. Linguists to date have found no credible evidence to support or refute this claim.

When Draconic was first spoken, its connection to magic was so powerful that somatic and material components were not required to cast spells. Every so often, a modern Draconic caster can harness that connection and save themselves a few thousand gold on components.

Registers. While Draconic doesn't have dialects, it does have two registers for forms used in different social

contexts: Incanted and Vernal. Incanted is used for spellcasting and writing, while Vernal is more conversational.

Usage. Scholars, mages, and historians study and write texts in Incanted Draconic. Humanoid cultures who regularly petition, pay tribute to, or otherwise interact with dragons speak Vernal Draconic amongst themselves, but Incanted with dragons. Dragons speak Incanted Draconic exclusively; it's considered rude to speak Vernal in the company of a dragon.

Feature: Hoard Management. When you cast a spell in Draconic with a material component that is consumed by the spell, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the component is not consumed.

DWARVISH
The Sculpted Language

It's said that the first dwarves learned the Terran dialect of Primordial from the earth itself, listening to it speak as they worked. Just as they molded their home from the earth, they molded their language from Terran, and though both languages have developed over millennia, you can spot similar roots between Terran and Dwarvish if you know where to look.

Dialects. Dwarvish dialects are named after the minerals that their speakers commonly live near and work with: Siltish, Quartzen, and Olivinic, to name a few.

Usage. As dwarves made contact with other species, they gladly shared their resources, including their language. Dwarvish is still very popular in places where mining and farming are the strongest industries. Many languages borrow their technical terms from Dwarvish.

Feature: Spellpoint. Dwarvish has an incredibly precise system for describing measurements and placement. When you cast a spell in Dwarvish with an area of effect that originates from you, you can instead have the spell originate from a point you choose within range. The range for this feature is 5 feet if you cast a cantrip. For spells of 1st level or higher, the range is a number of feet equal to ten times the level you cast the spell at.

ELVISH
The Immutable Language

Since the first elves left the Feywild, they've been concerned with preserving the "integrity" of their language from the outside influence of borrowed words. They've formed a committee of delegates from each elven court that meets once a century, for ten to twenty years at a time, to debate (at length) potential changes and additions to the Standardized Elvish. Some linguists believe that Elvish is closer to the original Sylvan than modern Sylvan is, because one has been allowed to change organically and the other has not.

The sanctity of Elvish is about the only thing all major elven societies agree on. No matter the time or distance that separates them, they all still understand each other perfectly when forced to interact with one another.

Dialects. The Elvish Academy would have you believe there are none, but that's not how language works. Though drow archives and wood elf spellbooks look the same on paper, these communities sound very different when speaking informally amongst themselves.

Usage. Elvish has gained a reputation as a "high society" language. Many cultures and species consider knowing Elvish necessary to participate in royal courts.

Feature: Cast by Committee. When you cast a spell in Elvish, and an allied spellcaster who also speaks Elvish is within range of your spell and can hear or see you, your ally can use their reaction to extend your spell's range as though you were casting it from the space they occupy.

GIANT
A Resonant Language

In an old folk tale, the giants, high up as they were, were so annoyed by the air elementals in their way that they would take a deep breath and blow the elemental miles away. These exhales developed tone and inflection, and Giant as a language was born.

Giants, with their massive vocal tracts, can make more vowels than a Medium-sized creature, and their language reflects that. To an untrained listener, many of these vowels sound similar or near-indistinguishable to vowels they're familiar with.

Because Giant is spoken by most sky-dwellers, many have petitioned for Giant to be renamed "Overcommon," while others argue Overcommon is its own language descended from Giant.

Dialects. All types of giants, from trolls to cloud giants, have differently sized windpipes, leading to different ranges of vowels. Each one has their own dialect, with some incorporating whistles into their conversations.

Usage. This robust and vowel-heavy language is used by giants and sky-dwellers. It is also the most popular language for opera and other musical performances.

Feature: Advanced Projection. Your fluency in Giant unlocks several levels of voice control. When you cast a spell in Giant with a range that isn't touch or self, you can either project the incantation, doubling the spell's range, or whisper the incantation, allowing you to target a creature within 5 feet of you without suffering disadvantage if the spell is a ranged attack.

Gnomish
A Writer's Language

While Gnomish utilizes the Dwarvish writing system, it doesn't use it in the same way. Instead, Gnomish fits words on the page both horizontally and vertically. Related ideas intersect, creating an almost-crossword that can store twice as much information.

Since this writing system uses only half as much paper as the average record written in another language, it's regarded as a language highly suited to historical documentation and preservation.

Dialects. Each letter is pronounced in Gnomish, which means the language itself is actually pronounced "guh-NO-mish." Clipped Gnomish is a popular dialect that renders some letters silent.

Usage. Scholars use Gnomish to record historical information. Gnomish has also influenced the shorthand of stenographers and other notetakers.

Feature: More is More. Gnomish can fit many words into a small space. When casting a spell in Gnomish that has a word or question limit, you can speak twice as many words or questions as normal. For example, you can cast *command* with a two-word phrase, *sending* allows for up to 50 words, and you can ask up to ten questions instead of five when you cast *speak with dead*. Additionally, if you store your spells in a spellbook, the time and monetary cost to add a spell to your spellbook is halved.

Goblin
A Language for Contrarians

Goblins, like elves, came to the Material Plane seeking a reprieve from exhausting fey courts. They constructed their own language, which is based on Sylvan and yet impossible to decipher by someone who spoke only Sylvan.

Words in Sylvan have the opposite meaning in Goblin. "Hot" is "cold," "up" is "down," and so on. Words that don't have a clear-cut opposite (e.g., "cat") are written and pronounced backward ("tac"). As the language evolved, it borrowed words from other languages and gave them the same treatment: backward pronunciation and opposite meanings. Some linguists call these "anti-words" instead of borrowed words.

Dialects. Goblin dialects vary widely depending on which other languages its speakers come into contact with. A Goblin-speaking society living alongside dragons primarily uses Draconic anti-words, for example.

Usage. As goblins delight in the contrarianism of their language, modern Goblin is a grab bag of anti-words from many languages. Because of this, Goblin has influenced many secret languages, such as thieves' cant.

Feature: Contrarian. When you cast a spell in Goblin that would normally impose a condition on that target, you can instead remove that condition from your target. Alternatively, when you cast a spell that would normally remove a condition from your target, the target must instead succeed on a Wisdom saving throw against your spell save DC or suffer one condition of your choice listed in that spell for 1 minute or until your concentration ends. If a spell adds or removes multiple conditions or affects multiple targets, you choose one condition and one target. If a spell has other effects, such as dealing damage or restoring hit points, these effects remain unchanged.

Halfling
A Language for All Situations

Halfling may have the largest number of pronouns and methods of addressing or referring to someone in any language. The language distinguishes between the singular, double, and three-plus "you," as well as the double and three-plus "we." Halfling even includes the reportative: whoever was around to witness the contents of the sentence.

Dialects. Halfling dialects grant unique insight into the dynamics of the speakers' communities. For example, one community of Halfling speakers, governed by a true democracy, invented new pronouns for "everyone present but me" and "everyone present but you."

Usage. Halfling is the favored language among community-driven societies, as speakers can more easily

include more people in the conversation and specify the subjects of their sentences.

Feature: One For You, One For Me. When casting a spell of 1st level or higher in Halfling that targets a willing creature, you gain temporary hit points equal to three times your proficiency bonus.

Human
The Spirited Language

On first inspection, humans are unremarkable—their bodies are highly vulnerable to injury and disease, they possess no inherent magical connection, and they live half as long as the average sentient creature. What humans *do* possess is an extraordinary tenacity, the will to stand against an uncaring world and continue forward. Humans truly believe they can accomplish anything with enough grit, and this belief is reflected in their language.

In addition, the Human language is a tongue of bonds and connections. Its conversations feature a lot of call and response, repetition, and other linguistic devices that make it easy for two speakers of Human to connect.

The Human language bears some resemblance to Giant in grammar and vocabulary; however, linguistic opinions differ on whether Human is descended from Giant or if the grammatical resemblance is coincidental and the vocabulary comes from loanwords adopted into earlier Human dialects.

Dialects. There are more dialects of Human than any other mortal language. Because human life spans are comparatively short, scholars have witnessed dialects transform into complete languages and then die out in their lifetime.

Usage. You may often hear a team chant shouted in Human at a military camp or sporting event, even if the regiment or team normally speaks another language. These chants capture the heart of the Human language: its simplicity and ability to help strangers forge strong bonds quickly.

Feature: Dauntless Spirit. When your current hit points are less than 20 percent of your hit point maximum (rounded down) and you cast a spell in Human, you can choose a number of creatures you can see equal to your proficiency bonus. Each target gains advantage on their next attack roll, ability check, or saving throw.

Orcish
A Descriptive Language

Orcish packs into a noun what most other languages need a whole sentence to convey. Simple Common sentences like "Garax fought valiantly" would be deemed incomplete in Orcish, as the language requires more context: who is Garax, do they have a title, what deeds do we ascribe to them to be sure that they fought valiantly? "Garax-Who-Outsmarted-His-Own-Muscles fought valiantly" is a more complete sentence, but that direct Common translation loses the poetry.

Orcish speakers smash multiple words together into one long compound word, sometimes dropping or adding syllables for ease of pronunciation. Every noun in Orcish is therefore a proper noun—a name. These names are constructed by modifying a base noun to fit the singular context of the sentence they're in and no other. Because of this, ambiguity is nearly impossible.

Dialects. Orcish dialects are based on the information the community speaking it values. These values determine what kinds of information commonly modify a base noun, such as size, use, owner, and the speaker's appreciation (or lack thereof) for the noun.

Usage. Orcish is a popular language in fields such as journalism or lawmaking, where having more context is better than less. Many journalists write first drafts in Orcish and then translate them to their audience's language to ensure proper context is being provided.

Feature: Specificity. When you cast a spell in Orcish that affects a single target, that spell becomes more powerful the more information you have on the target. You can increase your spell attack bonus or the spell save DC by 1 (to a maximum of your proficiency bonus) for each piece of information you know about the target. Examples include:

- Their name
- A notorious past deed of theirs
- Their place of origin
- Their organizational affiliation and rank
- The name of a relative or close friend
- The name of a property they own
- Another piece of information, at the GM's discretion

Once you use a piece of information about the target, you can't benefit from using that information again for the next 7 days.

LEARNING NEW LANGUAGES

What fun is a language if you're the only one who speaks it? Languages are meant to be shared, and the process of learning a language can make for some excellent roleplay moments. This section provides expanded rules for learning a new language.

To learn a new language, you need three things: a teacher, funds, and time. Your teacher can be an NPC or another player character fluent in that language. It takes 250 days to become fluent in a language, as long as you spend 1 gp and at least 2 hours practicing or studying each of those days. The gold pays for study materials, compensation and thank-you gifts for your instructor … or apology gifts you give people you've insulted by accidentally saying something wildly offensive in your target language.

You can study multiple languages at once, but you can only allocate a day's worth of study and funds to one language. No double-dipping.

STAGES OF FLUENCY

Learning a language isn't a binary of "doesn't understand" and "totally fluent." Just like any skill, there are different levels of mastery, and your level of mastery determines how easy it is to communicate, influence others, or cast spells in that language. You can use language features before you achieve fluency, it's just more difficult.

Learning Through Failure. At Conversational and Intermediate levels, failing to communicate or cast a spell in your target language is still a learning experience, and it adds additional days to the total number of days you've studied, as described below. You must pay the extra gold for those days (to make up for the problems you caused when you misspoke or materials used on corrected notes), and you can only learn from failure once per day.

CONVERSATIONAL

At 10–100 days with your target language, you are at a conversational level. You can introduce yourself, ask for directions, purchase supplies, and communicate other basic information needed to traverse places where your target language is commonly spoken.

When you make an ability check that hinges on your ability to speak in your target language (such as making a Deception check to lie about who you are, or an Investigation check to ask for directions), you make that check with disadvantage. On a failed check, you learn from the experience and add 5 days to the total number of days you've studied the language.

When you attempt to cast a spell that requires a spell slot and a verbal component in your target language, roll a d20 against a DC equal to 10 + the spell's level. On a failure, the spell fails, and the spell slot is expended. However, you still learn from the experience and add 5 days to the total number of days you've studied the language.

INTERMEDIATE

At 101–249 days with your target language, you are at an intermediate level. You can express complex thoughts about the past, present, and future.

When you make an ability check that hinges on your ability to speak in your target language, roll a d4 and subtract the result from the total. On a failed check, you learn from the experience and add 5 days to the total number of days you've studied the language.

When you attempt to cast a spell with a verbal component in your target language, make an ability check using your spellcasting ability and add your proficiency bonus. The DC for this check is 10 + the spell's level. On a failed check, the spell fails and the spell slot is expended. However, you still learn from the experience and add 5 days to the total number of days you've studied the language.

FLUENT

At 250 days with your target language, you can confidently communicate and cast spells with no issue. Some idioms that native speakers use may escape you, but you can easily deduce or learn them with practice.

You suffer no penalties to communicating or casting spells in this language.

LANGUAGE-SPECIFIC SPELLS

Some spells have incantations that don't translate into other languages. This section contains new spells that can only be cast in their language of origin and benefit from the feature of that language described above. These spells can be chosen at character creation or while leveling up, provided they are on the character's class spell list and the character speaks the corresponding language.

The Arcanolinguistic Spells table lists these new spells, ordering them by level and denoting each spell's language of origin, school of magic, and which classes have access to it. At the GM's discretion, these spells can be accessed by additional classes or subclasses. Additionally, if a character doesn't know the language of a specific spell, the GM can allow an NPC who speaks that language to teach the incantation, possibly for a price.

Arcanolinguistic Spells

Level	Spell	Language	School	Classes
2nd	*Bellow*	Giant	Evocation	Bard, Cleric, Paladin
2nd	*Correction*	Elvish	Enchantment	Bard, Cleric, Paladin, Wizard
2nd	*Elemental Missile*	Primordial	Evocation	Druid, Ranger, Sorcerer, Wizard
2nd	*Fold*	Gnomish	Transmutation	Sorcerer, Warlock, Wizard
4th	*Encore*	Human	Enchantment	Bard, Paladin, Sorcerer, Warlock
5th	*Reverse*	Goblin	Transmutation	Bard, Druid, Ranger, Sorcerer, Wizard
6th	*Duplicate*	Draconic	Conjuration	Cleric (Avarice Domain only[1]), Druid, Sorcerer (Draconic Bloodline only), Wizard
8th	*Bargain*	Infernal	Enchantment	Sorcerer, Warlock, Wizard
9th	*Epithetize*	Orcish	Divination	Bard, Cleric

[1] The Avarice Domain can be found in "Goldmonger Subclasses" in *ARCADIA 5*.

BARGAIN

8th-Level Enchantment

Casting Time: 1 hour
Range: Touch
Components: V (Infernal only), S (a handshake), M (a written contract)
Duration: Instantaneous

You enter into a binding contract with a willing target, trading a piece of your power in exchange for claiming your target's soul at the contract's fulfillment. While the contract holds, you can't use the spell slot or Mystic Arcanum feature you used to cast this spell, as the magical energy you would expend each day is delivered to your target instead. The spell slot isn't regained until the terms of the contract have been fulfilled.

Choose one of the following terms to require of your target, or decide on a similarly clear term:

- The pact ends when the target kills a specific creature.
- The pact ends when the target dies.
- The pact ends after one year.

Choose one of the following effects to grant your target:

- If the target is a spellcaster, they learn three spells of 5th-level or lower from any spell list. They can cast each of these spells without expending a spell slot, and they must finish a long rest before they can cast that spell in this way again. They can also cast these spells using spell slots they have of the appropriate level.
- The target's hit point maximum is doubled; this benefit doesn't affect hit points gained from leveling up or other effects after this spell is cast.
- The target gains 50,000 gp, which this spell creates. The gold disappears, along with all goods and services purchased with it, when the contract's terms are fulfilled.

The contract ends when its terms are fulfilled, whereupon the target's soul appears in your hands in the form of a diamond worth 25,000 gp. If the target dies, they can only be brought back to life if this diamond is used as the material component for a spell such as *revivify* or *resurrection*. If the diamond is destroyed or consumed by another spell, the soul is destroyed.

The contract can't be ended prematurely, even if both parties desire it, except by a *wish* spell.

If you can find a fiend willing to teach you to bargain with the best of them, you may have already fallen victim to this spell. When a target of the bargain spell loses their soul but not their life, they become a mere shell of their former self.

BELLOW
2nd-Level Evocation

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V (Giant only)
Duration: Concentration, up to 1 minute

You bellow with the operatic tones of a giant, filling the air with magical sound waves in a 30-foot cone emanating from you. For the duration, no other sound can be created within or pass through that area, except the sound of another creature speaking in Giant. Casting a spell that includes a verbal component is impossible there, including for you, unless the verbal component is in Giant. The bellow is audible out to 300 feet.

At the end of each of your turns before the spell ends, you decide which way the cone faces.

Brigands and mercenary groups who speak Giant utilize the bellow spell to neutralize their enemies' magic and boost their own. When one bellows in Giant, the only sound that can quite match it is someone else also bellowing in Giant. (It is, quite frankly, terrifying to see angry warriors running at you, belting at the top of their lungs.)

CORRECTION
2nd-Level Enchantment

Casting Time: 1 reaction, which you take when a creature you can see or hear within 30 feet of you, other than yourself, fails an attack roll, ability check, or saving throw
Range: 30 feet
Components: V (Elvish only)
Duration: Instantaneous

You critique the triggering creature and implore them to try again. They can reroll the d20 and must use the second roll.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the triggering creature can add a +1 bonus to their new roll for each slot level above 2nd.

Elvish has many, many ways to say "That's not how I would have done it."

DUPLICATE
6th-Level Conjuration

Casting Time: 10 minutes
Range: Touch
Components: V (Draconic only), S, M (the item you wish to duplicate)
Duration: Instantaneous

You touch a Small or smaller object and attempt to make a copy of it. You must make an ability check using your spellcasting ability. The DC is determined by the Duplication Difficulty table. On a successful check, an exact copy of the item appears in an unoccupied space within 5 feet of you. On a failed check, the item is not duplicated and this spell can't be cast on it again for 1d100 days.

An item can only be duplicated by this spell once, and an item created by this spell can't be duplicated. If the original item is destroyed, the duplicate vanishes.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can duplicate rarer and more valuable items, according to the Duplication Difficulty table.

When dragons run out of items to collect, they turn to magic. The invention of the duplicate spell allowed dragons to double the size of their hoards with ease. Of course, once this spell was popularized, dragons placed more emphasis on matchless "original" items as opposed to how many replica items one possessed when determining who had the most splendid hoard.

DUPLICATION DIFFICULTY

ITEM	SPELL SLOT LEVEL REQUIRED	DC
Mundane item worth up to 500 gp, common or uncommon magic item	6th	16
Mundane item worth up to 1,000 gp, rare magic item	7th	18
Mundane item worth up to 5,000 gp, very rare magic item	8th	20
Mundane item worth up to 10,000 gp, legendary or artifact magic item	9th	22

ELEMENTAL MISSILE
2nd-Level Evocation

Casting Time: 1 action
Range: 120 feet
Components: V (Primordial only), S
Duration: Instantaneous

You create three glowing darts of elemental magic, choosing one of the following damage types for each dart: acid, cold, fire, lightning, poison, or thunder. Each dart hits a creature of your choice that you can see within range. A dart deals 1d8 + 1 damage of the type you chose to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

   At Higher Levels. When you cast this spell using a slot of 3rd level or higher, the spell creates one more dart for each slot level above 2nd.

Magic missile is considered one of the most standard spells in a wizard's repertoire, but it's actually a simplified version of this much older spell, which demands fine control over the elements. Such control only comes to those who speak the language of creation.

ENCORE
4th-Level Enchantment

Casting Time: 1 reaction, which you take when a creature you can see within range takes an action
Range: 60 feet
Components: V (Human only), S (applause)
Duration: Concentration, up to 1 minute

You clap your hands as the triggering creature takes an action. The triggering creature must make a Charisma saving throw. On a failed save, the target finishes the action and ends their turn. Until the spell ends, they must spend each of their subsequent turns taking that same action, or doing nothing if they can't take that action. (If the target originally took the Dash action, they must instead move up to their speed and take no action.)

   The target can choose new targets for the action or adjust the resources they expend while taking the action. For example, they can make the same weapon attack against a different target or cast the same spell at a higher level. The target can repeat the Charisma saving throw at the end of each of their turns, ending the effect on themselves on a success.

I have been told that the most popular incantation for the encore spell is the Human word forethibbit[1], which is apparently an expression of great encouragement.

[1] Translator's note: "For the bit."

EPITHETIZE
9th-Level Divination

Casting Time: 10 minutes
Range: Touch
Components: V (Orcish only), M (a trophy from a creature of challenge rating 16 or higher the target killed, or a very rare magic item or mundane object worth at least 10,000 gp given to the target as a reward for a deed)
Duration: Instantaneous

You touch a willing creature other than yourself and grant them an epithet worthy of an outstanding deed they have performed. That name imbues the target with lasting magical power. Choose one of the following effects:

- Choose an ability score. The target's score in that ability increases by 2, as does their maximum for that score. (Epithet examples: Lightfoot, Center of the Room)
- Choose two skills or tools the target is proficient in. If they aren't already doing so, the target doubles their proficiency bonus for ability checks they make using those skills or tools. (Epithet examples: The Reliable, The Knowing)
- When the target makes an attack roll, ability check, or saving throw and rolls a 1 on the d20, they can change the result on the die to a 20. Once the target uses this ability, they can't use it again until they finish a long rest. (Epithet examples: Clutch, The Unbelievable)
- Choose a creature type: Aberration, Beast, Celestial, Dragon, Elemental, Fey, Fiend, Monstrosity, or Undead. The target can sense when a creature of that type is within 30 feet of them and has advantage on the first attack roll against a creature of that type they make on a turn. (Epithet examples: Scalestalker, The Merciless)

- When the target restores hit points to one or more creatures, they can choose another creature within 30 feet of them to regain the same number of hit points. (Epithet examples: Miraculous, The Underappreciated)

A creature can only have one epithet at a time. You can use an action to revoke the target's epithet and its corresponding benefit at any time.

As part of casting this spell, you offer a material component of great worth. Neither the trophy nor the magic item can be substituted by a spellcasting focus, as would normally be the case for components that don't have a specific cost. The magic item must be a reward given specifically to the target. The trophy must be obtained from a creature of challenge rating 16 or higher to whom the target of the spell dealt the killing blow.

Every name holds meaning, but some names hold more meaning than others. If someone is granted a name through the epithetize spell, for example, it means that they are very powerful and revered.

FOLD

2nd-Level Transmutation

Casting Time: 1 action
Range: Touch
Components: V (Gnomish only), S, M (a bone or bamboo folder)
Duration: 1 minute

You touch a willing Humanoid and allow their body to fold and contort to take up much less space. For the duration, the target's size stays the same, but they can occupy spaces up to two sizes smaller than their size without squeezing.

Additionally, the target can occupy the same space as another creature or move through the space of another creature without it counting as difficult terrain.

When I cast fold on myself, it feels like moving into a new body. Living people, however, have told me this spell can feel very disorienting at first. It certainly does look strange to see someone who would normally tower over me scrunch up like an accordioned piece of paper.

REVERSE

5th-Level Transmutation

Casting Time: 1 action
Range: Touch
Components: V (Goblin only), S
Duration: Concentration, up to 1 minute

You touch a creature and reverse their defenses and weaknesses. An unwilling creature must succeed on a Constitution saving throw to avoid the effect. For the duration, the target becomes vulnerable to damage types they're resistant to and resistant to damage types they're vulnerable to. This spell affects resistances and vulnerabilities granted to the creature by any means, including magic items, spells, and other effects, but doesn't affect a creature's resistance or vulnerability to damage caused by a type of weapon, such as magical bludgeoning damage or slashing damage from a silvered weapon.

This little reality-warping spell is a two-for-one: an effective battle tactic and a classic goblin prank.

THE MAGEWRIGHT'S STUDIO

MAKING MAGIC ITEMS MOMENTOUS

by Cat & Lore Evans

"SAFE? OH, THEY'RE NEVER SAFE—BUT THEY ARE FASCINATING."

–SOLANGE MERCURIUS,
MAGEWRIGHT OF THE ATELIER QUICKSILVER

Magic items should be *magical*. When the hero of a fantasy novel obtains a magic item, it's a source of wonder and excitement. In the best cases, the gift—or loot—reveals something exciting about the world and the other heroes who walked it in the past. But it can be hard to capture that feeling in a tabletop roleplaying game. With their focus on mechanics, often-generic names, and predefined rarities organized into tables, magic items too easily become familiar and mundane.

The perfect solution to this is obviously even more tables! The tables in this article are different, though. They give GMs (or players, if they have an item as part of their backstory) a way to quickly generate a description, a legend, a minor magical feature, or a secret—any or all of which can make a magic item feel bespoke and important. An item can then take a unique magical upgrade, making it even more distinct from other items of its type.

Each description should make players curious, so GMs should be ready to use an item's physical, magical, and narrative qualities as story seeds. And even if that doesn't happen, players are sure to be excited to hear about: "*Silvertongue*, the bright-bladed dagger that returned dozens of skeletal warriors to their rest at the Battle of Hammerfell, and whose previous owner wants it back." As opposed to: "A *+1 dagger*."

PERSONALIZING MAGIC ITEMS

You can use some or all of the tables in this section to make a magic item something special, rolling percentile dice for each table as you determine. For a particularly detailed item, you can roll more than once on some tables (for example, to create a wand with multiple great deeds attached to it, or a particularly ornate suit of armor). Each table should work for any category of magic item, though you'll no doubt occasionally run into some unexpected combinations. In that case, just reroll—or run with the unexpected to create a truly memorable item. Be aware, though, that grandiose story elements attached to a common magic item might feel more hilarious than impressive.

Millions of possible combinations can be found in these tables, so they should keep you in descriptions and plot fodder for some time to come. At the same time, the tables are designed to strike a balance between general and specific. They leave room for players and GMs to customize the results by fleshing out the details and events that shaped an item's history.

DESIGN

The notable physical features of a magic item are likely the first thing to be noticed about it. Any of these design features can add intrigue and a strong aesthetic to an item.

Magic Item Design

d100	Design
01–04	Heavily bejeweled
05–08	Includes fragments of bone
09–12	Has minor damage that can't be repaired
13–16	Marked with the sign of a secret society
17–20	Marked with the signs of multiple secret societies
21–24	Contains a secret compartment or pocket
25–28	Has a mirrored sheen
29–32	Makes a pleasing sound when used
33–36	In the style of an ancient civilization
37–40	Has a map as part of the design
41–44	Can be dismantled and reassembled
45–48	Vividly colored or patterned
49–52	Emanates a faint melody when used
53–56	Bloodstained
57–60	Releases harmless sparks when struck
61–64	Appears to be made of darkness
65–68	Cobbled together from several other items
69–72	Crafted from dragon bone, sculpted water, or some other unusual material
73–76	Etched with images of strange animals
77–80	Marred by dirt or tarnish that can't be cleaned
81–84	Smells of something pleasant
85–88	Smells of something foul
89–92	Marked with an unknown language
93–96	Marked with the names of past owners
97–00	Spectral shapes swirl around the object

LEGEND

A magic item's legend defines the history it is known for. A character can learn this information with magic such as the *legend lore* spell, or with a week of research in a major city or a location related to the item's history, and a successful Intelligence (History) check. Learning the lore of most items requires a DC 15 check, but legendary items or artifacts might be better known, as the GM determines.

Certain NPCs, including sages and bards, might also know the legend behind an item. There's no point giving magic items fascinating legends if characters never learn them!

Magic Item Legends

d100	Legend
01–04	Once part of a dragon's hoard
05–08	Created by a dead god
09–12	Fated to bring about a terrible villain's destruction
13–16	The only surviving relic from a famed collection
17–20	Stolen from a powerful ruler
21–24	Stolen from another plane
25–28	Connected to the assassination of a ruler
29–32	Used by a famous prophet or warrior
33–36	Believed to have been destroyed long ago
37–40	Present at the creation of the world
41–44	Connected to the end of the world
45–48	Created from a rare and alien material
49–52	Created by a powerful hag
53–56	Traded by a previous owner for a terrible deal
57–60	Once the favored trinket of a fey queen
61–64	Constructed from an older magic item
65–68	Connected to an ancient disaster
69–72	Made with the essence of a powerful fiend
73–76	Dreamed into existence
77–80	Caused the downfall of a demigod
81–84	A war was fought over its ownership
85–88	Remnant of a lost form of magic or technology
89–92	Sealed an interplanar portal
93–96	Traded to seal a peace treaty
97–00	A hero traded their soul to enhance its power

FEATURE

Minor features are unusual details that add interest and style to a magic item, making it unique without necessarily making it more powerful. The details of any such feature are revealed when a character attunes to the item, or if the item is subject to an *identify* spell.

An item whose feature involves losing its magic regains all magical function once the indicated condition is met.

Magic Item Features

d100	Feature
01–04	Warm to the touch
05–08	Cold to the touch
09–12	Changes color in hot or cold temperatures
13–16	Changes color with its user's emotional state
17–20	Camouflages itself when not held or worn
21–24	Loses its magic if its user sleeps without touching it
25–28	Loses its magic unless immersed in a specific substance once a week (water, wine, compost, and so forth)
29–32	Loses its magic unless told a secret at least once a week
33–36	Loses its magic unless sated with a few drops of blood every day
37–40	Loses its magic unless bathed in moonlight for a specified duration at least once a week
41–44	Requires a special ritual to attune or end attunement (may or may not come with instructions)
45–48	Flowers grow wherever the item is placed during a long rest
49–52	Damp to the touch
53–56	Causes its user to always sleep well
57–60	Causes its user to frequently feel as though they've forgotten something
61–64	Casts no shadow
65–68	Casts the shadow of a different item
69–72	Runes appear and disappear on the item, with no discernible cause
73–76	Footprints sometimes appear near the item's location
77–80	Never quite where it was left
81–84	Occasionally whispers old proverbs
85–88	Easy to hide
89–92	Instills its user with the fears and concerns of creatures within a fixed distance
93–96	Contains a navigation aid (a compass, a route recorder, and so forth)
97–00	Emits a faint colored glow in darkness

HEART'S VOW

SECRET

A secret attached to a magic item can't be learned with any ability check. Unless fully or partially revealed with a *legend lore* spell or similar magic as the GM determines, the secret becomes apparent only over time. The GM can also determine whether a secret that affects an item's user applies only to an attuned user (for magic items that require attunement), applies only to the item's current user, or applies to any creature who has ever used the item.

Magic Item Secrets

d100	Secret
01–04	Sought by an order of assassins
05–08	Used in an act of treason
09–12	Stolen from its last owner
13–16	Marks its user as the heir to a small noble estate
17–20	Sought by a fiend
21–24	Causes its user to dream each night of an ancient battle
25–28	Grows stronger the first time its user dies in battle, even if they're later returned to life (gaining additional charges, an increased bonus, a higher DC for saving throws, and so forth)
29–32	Contains the spirit of a dead hero

33–36	Causes its user to experience trivial bad luck (for example, frequently stepping in puddles)
37–40	A group or sect considers its user to be their leader
41–44	Considered unlucky by a specific type of creature
45–48	Considered lucky by a specific type of creature
49–52	Attracts a specific type of creature
53–56	Allows its user to communicate with a specific type of creature
57–60	Wild animals are more likely to trust its user
61–64	Causes its user to hear whispers in an unfamiliar language
65–68	Can shrink to a smaller size while still functioning in its usual way
69–72	Its user can change cosmetic details of the item's appearance at will
73–76	Haunted by the ghost of a former owner
77–80	Is part of a magic item set, with the full set gaining an extra function when all pieces are used by the same character
81–84	Can't be placed in an extradimensional space (such as a bag of holding)
85–88	Originated on another plane or world, and reacts to the presence of creatures from that realm in some way (growing warm, glowing, singing, and so forth)
89–92	Sentient with an Intelligence score of 2d6 + 4, and can communicate telepathically with its owner
93–96	Functions as a key to unlock a former owner's sanctum
97–00	When destroyed, grants a wish to the creature responsible

MAGIC ITEM UPGRADES

There's nothing more exciting than a magic item that grows as a character does—especially when the item is interesting and the character has formed a special bond with it. It can be sad to outgrow Silvertongue, the slayer of Hammerfell, simply because a new item deals higher damage.

Fortunately, it's easy to have an item grow more powerful. A GM can explain this process as a character gaining a better understanding of the item, the item sharing a measure of its wielder's power, or the literal addition of a mechanical or magical upgrade. A GM can either upgrade a magic item when its user advances to a new tier of play (at 5th, 11th, and 17th level), or when they achieve a significant story milestone.

Each of the upgrade options in this section provides an initial upgrade, then subsequent upgrades, which must be applied in the order they're presented. When an upgrade improves a previous feature (such as additional uses per day), that non-cumulative benefit replaces the previous feature. Where it adds an entirely new feature (such as casting an additional spell), that cumulative benefit is gained in addition to the previous feature.

An upgraded item always requires attunement, even if the standard version of the item doesn't. An item loses all its upgrades when a new user attunes to it. For an item's upgrade features to function, the item must be in your hand or on your person, as the GM determines.

UPGRADES AND RARITY

If you ever need to know the rarity of an upgraded magic item (common, uncommon, rare, very rare, or legendary), assume it increases by one step from its original rarity for every two upgrades. A legendary item can take additional upgrades but doesn't increase its rarity beyond that. Since an item loses its upgrades when it changes hands, it reverts to its baseline rarity if traded or sold.

GRANDMOTHER'S WHISPER

Magic Item Upgrades

d100	Upgrade
01–04	Alacritous
05–08	Arcane Retort
09–12	Arcane Sense
13–16	Elusive
17–20	Empowered
21–28	Energy-Touched
29–32	Ferocious*
33–36	Fortitude
37–40	Guardian
41–44	Illuminated
45–48	Keen*
49–52	Mind's Eye
53–56	Potent
57–60	Preservative
61–64	Protective
65–68	Rugged
69–72	Shielded
73–76	Shifting
77–80	Skillful
81–84	Stoic
85–88	Swift
89–92	Talkative
93–96	Unveiled
97–00	Wakeful

* These upgrades apply only to weapons. If rolled for a magic item that is not a weapon, the upgrade can be rerolled. Alternatively, a different type of item can empower a weapon of its user's choice with the given upgrade while the user is carrying both items.

ALACRITOUS

An alacritous item allows you to take an extra bonus action. Once you do so, you can't do so again until you finish a long rest.

Subsequent Upgrades. You gain the following non-cumulative benefits on subsequent upgrades:

- You can take an extra action or an extra bonus action, but not both. Once you do so, you can't do so again until you finish a long rest.

- You can take an extra action and an extra bonus action. Once you take the selected action, you can't do so again until you finish a long rest.
- You can take an extra action or bonus action, but not both. Once you do so, you can't do so again until you finish a short or long rest.

ARCANE RETORT

An item with the arcane retort upgrade allows you to cast *counterspell* at 3rd level. Once you do so, you can't do so again until you finish a long rest.

Subsequent Upgrades. For each upgrade, the level at which you cast *counterspell* from the item increases by 1, to a maximum of 6th level.

ARCANE SENSE

An item with arcane sense glows or reacts in some other noticeable way whenever a spell is cast within 20 feet of it.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You can cast the *identify* spell three times, regaining all expended uses when you finish a long rest.
- You can cast the *detect magic* spell at will.
- You can cast the *legend lore* spell. Once you do so, you can't do so again until you finish a long rest.

ELUSIVE

An item with the elusive upgrade grants you advantage on ability checks and saving throws made to avoid being grappled or to escape from a grapple.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You have advantage on ability checks and saving throws against being restrained.
- You can't fall prone unless you are incapacitated or you choose to do so.
- You have advantage on ability checks and saving throws against being paralyzed.

EMPOWERED

An empowered item can be used as a spellcasting focus. Additionally, you have a +1 bonus to spell attack rolls.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You have a +1 bonus to your spell save DC.
- The bonus to your spell attack rolls granted by the item increases to +2.
- The bonus to your spell save DC granted by the item increases to +2.

ENERGY-TOUCHED

An item with the energy-touched upgrade channels the power of a specific type of energy. If the item is a weapon, it deals an extra 1d4 damage of the chosen type on a hit. If the item is not a weapon, each time you take damage of the chosen type, you reduce the damage by 2 (minimum 0 damage).

You can have multiple items with this upgrade for different damage types, or can have one item that deals extra damage and one item that reduces damage both of the same type. But two items with the same effect for the same damage type don't work together.

Roll on the Energy Type table to determine what type of energy this item channels.

Energy Type

D8	Energy
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Radiant
8	Thunder

Subsequent Upgrades. For each upgrade, the extra damage you deal with a weapon increases by 1d4, to a maximum of 4d4, or the damage reduction increases by 2, to a maximum reduction of 8.

FEROCIOUS

A ferocious weapon deals an extra 1d4 damage of the weapon's type on a critical hit.

Subsequent Upgrades. For each upgrade, the extra damage increases by 1d4, to a maximum of 4d4.

FORTITUDE

Each time you finish a long rest, you gain 1d8 temporary hit points.

Subsequent Upgrades. For each upgrade, you gain an additional 1d8 temporary hit points each time you finish a long rest, to a maximum of 4d8.

GUARDIAN

A guardian item grants you a +1 bonus on one saving throw of your choice.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You gain a +1 bonus to another saving throw of your choice.

- The bonus to one of your chosen saving throws increases to +2.
- The bonus to your other chosen saving throw increases to +2.

ILLUMINATED

An illuminated item sheds dim light in a 30-foot radius when you speak a command word as a bonus action. You can extinguish the light at any time (no action required).

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- When you activate the item's light, you can choose to have it shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- When you activate the item's light, you can choose to have it shed dim light in a 60-foot radius, or to shed bright light in a 60-foot radius and dim light for an additional 60 feet.
- When you activate the item to shed bright light, each creature of your choice within 30 feet of the item takes 2d10 radiant damage. Once you use this feature, you can't use it again until the next dawn.

KEEN

A keen weapon scores a critical hit on a roll of 19 or 20. Once you use this benefit, you can't do so again until you finish a long rest. You can choose to use this benefit after determining whether the attack hits or misses.

Subsequent Upgrades. For each upgrade, the range of rolls on which the weapon scores a critical hit increases by 1, to 18–20, 17–20, and 16–20.

MIND'S EYE

A mind's eye item grants you the ability to initiate telepathic communication with one creature within 30 feet of you as a bonus action. This telepathy lasts until you and the other creature are no longer within 30 feet of each other, or until either of you end the communication (no action required).

You can communicate with another creature whether or not you have a common language, but you can't communicate with any creature with an Intelligence score of 2 or lower.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- As a bonus action, you can initiate telepathic communication with up to three creatures within 30 feet of you. Each of those creatures can freely communicate telepathically with you or each other until they are no longer within 30 feet of you or they end the connection for themselves (no action required).

- The range at which you can initiate and maintain your telepathic communication increases to 120 feet.
- The range at which you can initiate and maintain your telepathic communication is unlimited, as long as the other creatures are on the same plane as you.

POTENT

A potent item grants you a +1 bonus to your spell save DC for spells of a school of magic of your choice (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation).

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You gain a +1 bonus to your spell save DC for spells of another school of magic of your choice.
- The bonus to your spell save DC for your two chosen schools increases to +2.
- The bonus to your spell save DC for your two chosen schools increases to +3.

PRESERVATIVE

A preservative item immediately casts the *gentle repose* spell on you when you die.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- The duration of *gentle repose* cast on you by the item increases to 30 days.
- You make death saving throws with advantage.
- The item immediately casts the *revivify* spell on you when you die, instead of *gentle repose*. This feature can be used three times, after which the item reverts to casting *gentle repose* with a duration of 30 days.

PROTECTIVE

A protective item grants you a +1 bonus to Armor Class.
Subsequent Upgrades. For each upgrade, the bonus to your Armor Class increases by 1, to a maximum of +4.

RUGGED

A rugged item grants you resistance to poison damage.
Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You gain immunity to the poisoned condition.
- You gain immunity to poison damage.
- You ignore the disadvantage on ability checks normally imposed when you gain a first level of exhaustion. You suffer the penalties from subsequent levels of exhaustion as normal.

SHIELDED

An item with the shielded upgrade allows you to cast the *shield* spell. Once you do so, you can't do so again until you finish a long rest.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- When you cast *shield* from the item, you can do so again when you finish a short rest.
- You can cast the *mage armor* spell. Once you do so, you can't do so again until you finish a long rest.
- You can cast the *fire shield* spell. Once you do so, you can't do so again until you finish a long rest.

SHIFTING

A shifting item allows you to cast the *disguise self* spell. Once you do so, you can't do so again until you finish a long rest.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You can cast the *alter self* spell. Once you do so, you can't do so again until you finish a long rest.
- You can cast the *mislead* spell. Once you do so, you can't do so again until you finish a long rest.
- You can cast the *seeming* spell. Once you do so, you can't do so again until you finish a long rest.

SKILLFUL

A skillful item grants you proficiency in one new skill or with one new tool or instrument.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You can choose to have advantage on an ability check you make with your chosen skill or tool. Once you do so, you can't do so again until you finish a long rest.
- Your proficiency bonus is doubled for any check you make with your chosen skill or tool.
- Whenever you make an ability check with your chosen skill or tool, you treat any roll lower than 10 as if you rolled a 10.

STOIC

A stoic item grants you advantage on saving throws against being charmed or frightened.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You have advantage on saving throws against effects that would read your thoughts.
- You have advantage on saving throws against enchantment spells.
- You have resistance to psychic damage.

SWIFT

A swift item allows you to add half your proficiency bonus (rounded down) to initiative rolls.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- Instead of adding half your proficiency bonus, you add your proficiency bonus to initiative rolls.
- On your first turn in combat, your speed is doubled.
- When you roll initiative, you treat any roll lower than 10 as if you rolled a 10.

TALKATIVE

With a talkative item, you can cast the *message* spell a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You can cast the *sending* spell a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.
- You can cast the *telepathic bond* spell. Once you do so, you can't do so again until you finish a long rest.
- You can cast *telepathic bond* up to three times, regaining any expended uses when you finish a long rest.

UNVEILED

An unveiled item grants you darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You gain blindsight out to a range of 15 feet.
- The range of your darkvision increases by an additional 120 feet.
- You can use a bonus action to gain truesight out to a range of 30 feet for 1 hour. Once you do so, you can't do so again until you finish a long rest.

WAKEFUL

With a wakeful item, you need only 4 hours of sleep to gain the same benefit that a typical Humanoid gains from 6 hours of sleep. You still need an additional 4 hours of light activity, such as reading, talking, eating, or standing watch, to gain the benefit of a long rest.

If you already have the capability to reduce or negate your need for sleep, you choose which benefit to use.

Subsequent Upgrades. You gain the following cumulative benefits on subsequent upgrades:

- You need only 2 hours of sleep to gain the normal benefit of 8 hours of sleep, but must engage in additional light activity to gain the benefit of a long rest.
- You need to sleep only once every two days, but must engage in light activity throughout a long rest when you aren't sleeping.
- You no longer need to sleep at all, but must engage in light activity throughout a long rest when you aren't sleeping.

NAMES

As a last step in the process of personalizing a magic item, decide whether to give the item a name. Not every magic item has a name or needs one, so when deciding whether a specific item should, think about the kinds of items that characters typically develop an attachment to, or that other people talk about. A weapon can define a hero, and people might speak of that weapon when telling tales of battle. But armor is more functional and less spoken of.

To name a magic item, roll once for each column on the Magic Item Names table and combine the result, adjusting as needed to make a compelling name. For example, "Hero" + "Bane" might become "Hero's Bane."

MAGIC ITEM NAMES

d100	NAME 1	NAME 2
01–04	Hero	Bane
05–08	Heart	Hope
09–12	Truth	Kiss
13–16	Frozen	Seeker
17–20	Blazing	Hunter
21–24	Luminous	Whisper
25–28	Baleful	Trust
29–32	Foe	Carver
33–36	Honor	Sting
37–40	Silver	Song
41–44	Rogue	Wraith
45–48	Arcane	Vow
49–52	Lord/Lady/Liege	Faith
53–56	Golden	Fortune
57–60	Disciplined	Misfortune
61–64	Wanton	Oblivion
65–68	Reckless	Vengeance
69–72	Cunning	Justice
73–76	Ethereal	Misery
77–80	Midnight	Transcendence
81–84	Dawn	Light
85–88	Crystal	Darkness
89–92	Blood	Rage
93–96	Holy	Elegance
97–00	Demonic	End

MAGEWRIGHT'S CREATIONS

"Oh, the stories I could tell you of these treasures."
—Solange Mercurius

The magic items in this section are ready-made momentous treasures that can be added to any campaign, or which can be used as examples when creating your own personalized items. *Grandmother's Whisper* is based on a *+3 dagger*, *Heart's Vow* is built around a *cloak of protection*, and *Reckless Elegance* is based on *armor of resistance (poison)*.

The first two items have advanced upgrade properties noted, suitable for the item appearing in a campaign as used by an NPC. A character obtaining either item would have to start at the base upgrade property when they attune to the item. *Reckless Elegance* is an example of a magic item with a story but no upgrades … yet!

GRANDMOTHER'S WHISPER
Weapon (Dagger), Very Rare (Requires Attunement)

This long, slender dagger is less a blade and more a spike of true darkness, ignoring the light around it to glimmer black against shades of gray.

You have a +3 bonus to attack and damage rolls made with this magic weapon. Additionally, while you carry this blade, your mind is touched by the fears of any animals within 60 feet of you, which present as skittish, fleeting images.

Mind's Eye (Upgrade Level 2). You can initiate telepathic communication with up to three creatures within 30 feet of you (no action required). Each of those creatures can freely communicate telepathically with you or each other. This telepathy lasts until you or an affected creature are no longer within 30 feet of each other, or until you or an affected creature end the communication between the two of you (no action required).

You can communicate with another creature whether or not you have a common language, but you can't communicate with any creature with an Intelligence score of 2 or lower.

Legend. A century ago, a night hag known as Grandmother Wormwood crafted this dagger from pure darkness to protect herself in the midst of a precarious truce with a chain devil.

Secret. The spirit of Grandmother Wormwood resides within the dagger, waiting for her opportunity to live again, and haunting the weapon's wielder while they sleep.

HEART'S VOW
Wondrous Item, Rare (Requires Attunement)

This cloak of deep red velvet is lined with silk that bears the faintly printed map of an unknown land. Whenever you feel lost or confused, runes flash across the map as its lines brighten.

You gain a +1 bonus to AC and saving throws while you wear this cloak.

Preservative (Upgrade Level 3). Heart's Vow immediately casts *gentle repose* on you when you die, with a duration of 30 days. Additionally, you make death saving throws with advantage.

Legend. *Heart's Vow* was stolen from the Astral Plane by a satyr who fancied himself a master thief. The map stitched into the cloak shows secret passages through a dangerous, otherwise impregnable mountain range on that plane.

Secret. In quiet moments, the wearer of the cloak hears whispers spoken in an ancient dialect of Celestial, urging them to bring the cloak home.

RECKLESS ELEGANCE
Armor (Medium), Rare (Requires Attunement)

Reckless Elegance is a set of bronze scale armor that always appears tarnished and rusted, no matter how well it's cleaned. Whenever the armor is taken off, it somehow shifts position from the place it was left, appearing spread across the floor as if reaching toward the nearest exit.

You have resistance to poison damage while you wear this armor.

Legend. Long ago, the fabled warrior-queen Tiala wore *Reckless Elegance* in a fierce battle against her half-brother, a demigod called the Lion. Since that cosmic turning point, this armor has passed through many hands and been present in many important moments throughout history.

Secret. Though Tiala is long dead, a sect of warriors known as the Lionesses believe that whoever dons *Reckless Elegance* is their leader. Members of the order are always searching for the armor's current owner.

RECKLESS ELEGANCE

GLOSSARY

In recent issues of ARCADIA, we've begun to incorporate terminology from the upcoming *Flee, Mortals! The MCDM Monster Book*. These describe new rules designed to make combat encounters easier to run, more fun, and more memorable. Rather than scatter definitions throughout individual articles, this glossary provides a reference for terms used in *ARCADIA*.

COMPANION CREATURES

Companions are wild allies who adventure with characters. Each companion has unique traits and actions that make them a great ally. Every companion has a player character **caregiver** who commands the creature. The caregiver's player controls the companion most of the time during the game, though the GM can step in to take control if the companion and caregiver are separated, or if the caregiver mistreats the companion in some way.

The full rules for companion creatures are described in *Beastheart and Monstrous Companions*, as well as the packets available for backers of *Flee, Mortals!*

CONDITIONS

Some creatures inflict—or are immune to—the following new condition.

DAZED

A **dazed** creature can only do one of the following things on their turn: move, use an action, or use a bonus action. If a creature becomes dazed during their turn, their turn ends. The *lesser restoration* spell and *greater restoration* spell remove the dazed condition. At the GM's discretion, other powers, spells, or effects might also remove the dazed condition.

When a dazed creature is affected by a spell or effect that gives them an extra action on their turn (like the *haste* spell or the fighter's Action Surge feature), they can still take this extra action, in addition to the movement, action, or bonus action allowed by the dazed condition.

Some creatures have immunity to the dazed condition. At the GM's discretion, a creature published in another supplement who has immunity to the paralyzed or stunned condition also has immunity to the dazed condition.

MUNDANE AND SUPERNATURAL

The term **mundane** refers to attacks, items, and effects that are not magical, psionic, or otherwise supernatural.

On the other hand, the term **supernatural** describes an effect or item that is either magical or psionic. For instance, a creature's stat block might say they're resistant to "bludgeoning, piercing, and slashing damage from attacks that aren't supernatural." This means that when you deal them bludgeoning, piercing, or slashing damage using a spell, power, magic weapon, or psionic weapon, the damage is supernatural and thus the creature isn't resistant to it.

VILLAIN ACTIONS

Some creatures are designed to be bosses: enemies who can take on an entire party by themselves or with a handful of underlings. These creatures have three **villain actions** they can use after an enemy creature's turn. Villain actions are similar to legendary actions with the following exceptions:

- A creature can only use one villain action per round (as such, villain actions tend to be more powerful than legendary actions).
- Each villain action can only be used once during a combat encounter.

Like legendary actions, a creature can't use villain actions if incapacitated or otherwise unable to take actions.

CHOOSING VILLAIN ACTIONS

Each trio of villain actions has a recommended round order. These abilities give the battle a logical flow and a cinematic arc:

- The first villain action is an opener, which shows the characters they're not battling a typical creature. Openers generally deal some damage, summon a lackey or three, buff the boss, debuff the characters, or move the creature into an advantageous position. They're just a taste of what's to come.
- The second villain action provides crowd control. It typically fires after the heroes have had a chance to respond once or twice, get into position, and surround the villain. This second action helps the villain regain the upper hand. Like an opener, this action comes in many flavors, but it's even more powerful than an opener.
- The third and final villain action is an ultimate move or "ult"—a showstopper the villain can use to deal a devastating blow to the characters before the end of the battle.

While every creature has a recommended order of actions, you can take villain actions in any order if it makes your fight more dramatic. You could push back a villain action if a creature is stunned or might stay alive for more than three rounds, or you could perform the recommended third action in round two after several surprise critical hits!

RESOURCES

MCDM TABLETOP SAFETY TOOLKIT

https://mcdm.gg/SafetyToolkit

You can find all issues of *ARCADIA* on Patreon and in the MCDM shop.

Soraya Een Hajji is a producer and writer based in Seattle, WA. She co-created the Roll20 Spotlight program for creators, appeared in several of Roll20's Actual Play livestreams, and produced and wrote numerous episodes for the YouTube company Extra Credits. Soraya is currently doing narrative and generalist design for an independent game called Which Wizard in between sessions of telling horses they're beautiful and cuddling her fluffy white dogs.

Mario Ortegón (he/him) is a former UX Design Lead who now works full-time as a game designer, writer, and consultant in the TTRPG industry. His work includes MCDM's own *ARCADIA* and *Flee, Mortals!*, D&D's *Journeys through the Radiant Citadel* and *Dragonlance: Shadow of the Dragon Queen*, Renegade's *Hunter: The Reckoning*, and multiple other products for Wizards of the Coast, Critical Role, Guildhall Studios, and more. He grew up in a small town just south of the eastern Mexico-US border and currently claims his domain amid the dry mountains of Monterrey, Mexico.

Leon Barillaro is a game designer who has worked on TTRPGs, video games, and immersive theater. You can find more of their work on their website (barilleon.com) or their Twitter. Leon's past work with MCDM includes past issues of *ARCADIA* ("The Workshop Watches," "Long-Term Curses," "Unorthodox Win Conditions") and *Flee, Mortals!* Leon lives in Los Angeles with their partner Willy and their Creative Director, Chance the Beagle.

CAT EVANS is a queer, trans, Welsh TTRPG writer and one half of Ex Stasis Games. From beneath a mound of affectionate spaniels, he makes games and supplements that veer wildly between the magical and the horrific but are always *useful*. You can follow him on Twitter @ExStasisGames, but it's strictly at your own risk.

LORE EVANS (they/he) is a TTRPG writer, editor and artist. As well as making up half of Ex Stasis Games, they have also worked for studios such as Cubicle7, Renegade, and Loot the Room. When they aren't creating or playing games, they make art and try to wrangle their three spaniels.
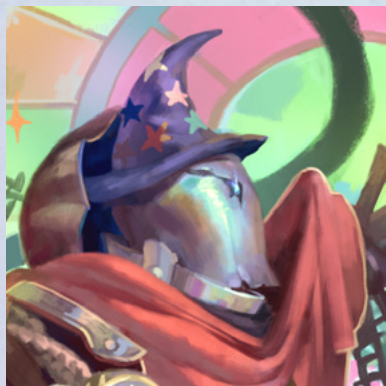
THE STUDENT OF APPLIED MAGIC (S.A.M.) is a collection of magical energy that has obtained, through scientific means, a personality and consciousness. S.A.M. first studied under Illumar the Bright, where it learned the fundamentals of spellcasting and mortality. Since then, S.A.M. has traveled extensively and seen many worlds. It treasures every memory it has made on its adventures. S.A.M. currently studies at the Bucket School of Magical Arts and Sciences under the direction of Thavma Sanguine.