Ancestries

July 8, 2023

Ancestral Traits

The description of each ancestry includes ancestral traits that are common to members of that ancestry. The following entries appear among the traits of most ancestries.

Ability Score Increase

Every ancestry increases one or more of a character's ability scores.

Age

The age entry notes the age when a member of the ancestry is considered an adult, as well as the ancestry's expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

Alignment

Most ancestries have tendencies toward certain alignments, described in this entry. These are not binding for player

characters, but considering why your dwarf is chaotic, for example, in defiance of lawful dwarf society can help you better define your character.

Size

Characters of most ancestries are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few ancestries are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons, as explained in "Equipment."

Speed

Your speed determines how far you can move when traveling ("Adventuring") and fighting ("Combat").

Languages

By virtue of your ancestry, your character can speak, read, and write certain languages.

Lineages

Some ancestries have lineages. Members of a lineage have the traits of the parent ancestry in addition to the traits specified for their lineage. Relationships among lineages vary significantly from ancestry to ancestry and world to world.

- [Anurian](#)
- [Avanari](#)
- [Chelunen](#)
- [Dragonborn](#)
- [Dwarf](#)
- [Elf](#)
- [Felioni](#)
- [Gnoll (Ancestry)](#)

Oblivion Blade

July 8, 2023

Weapon (longsword), very rare (requires attunement)

This item appears to be a longsword hilt made from grey unpolished iron. While grasping the hilt, you can use a bonus action to cause a blade of pure darkness to appear or make the

blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the Oblivion Blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals force damage instead of slashing damage and ignores non-magical armor. When you hit a psionic creature with it, that target takes an extra 1d8 force damage.

Once a day, the blade can also function according to the [Carve](#) spell.

Sinkhole

July 8, 2023

8th Level Evocation
Casting Time: 1 action
Range: 500 ft.
Components: V, S, M (a piece of obsidian wrapped in dried clay)
Duration: Concentration, up to 1 Minute

You evoke a large quantity of [Oblivion](#) energy below the ground such that the ground above it becomes unstable and suddenly crumbles and sinks into a pit 100 feet deep. A creature standing on a spot where a sinkhole opens must succeed on a Dexterity

saving throw or fall in and take 10d6 falling damage. A creature that successfully saves moves with the hole's edge as it opens.

Any structure over the radius that's completely within the radius of the sinkhole automatically collapses into the hole. A structure that overlaps the sinkhole radius takes 10d10 bludgeoning damage. If a structure reaches 0 hit points, it collapses into the hole. A creature that falls into the hole or is inside the structure must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage in addition to the falling damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Plague of Darkness

July 8, 2023

7th Level Evocation
Casting Time: 10 minutes
Range: 50-mile radius circle
Components: V, S, M (a black cloak)
Duration: 1 Day

You create a layer of darkness above the clouds that blocks all light from the sun, moon, and stars. Darkvision still functions normally as if in total darkness, and other light sources function normally.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the radius doubles for each slot level above 7th.

Dark Messenger

July 8, 2023

4th Level Illusion
Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a raven feather)
Duration: 1 round

You create a dark intangible figure appearing in the shape of a bird but non-reflective black. Once sent, the messenger vanishes into [Oblivion](#) and reappears at the location you chose. On arrival, the messenger transforms into a programmed shape, usually words, but whatever shape you choose, no larger than a 3-foot cube. The message disappears when a living creature with an Intelligence of at least 3 touches it.

Carve

July 8, 2023

6th Level Conjuration
Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Concentration, up to 2 hours

A dagger-sized black blade appears and slowly carves through rock, wood, or anything else with an Object Armor Class of 18 or less. The blade can dig a trench or hole at a rate of 1000 cubic feet every 10 minutes. You can also use the blade for finer cuts, like sculpture or engraving at the same rate as would be needed to do so by hand with your skill level. While the blade can be used against a living target, it moves slowly enough that any creature that's not paralyzed, restrained, or otherwise unable to move would be able to avoid the blade. An immobilized target will be pushed along with the material being moved.

Oblivious Movement

July 8, 2023

4th Level Abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (a black leather glove)
Duration: 1 Hour

You touch a willing creature. For the duration, the target is enveloped in a shadowy field, and the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be grappled or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles. Finally, being underwater imposes no penalties on the target's movement or attacks.

Exploding Devastation

July 8, 2023

7th Level Evocation
Casting Time: 1 action
Range: 150 ft./20 ft. sphere
Components: V, S, M (a small bag of obsidian shards)
Duration: Concentration, up to 1 Minute

You charge the bag with [Oblivion](#) energy, and it reduces to a 1-inch dark sphere, which you can then direct to float anywhere within range. When the spell ends, either because your concentration is broken or because you decide to end it, the bead detonates into an explosion of shards of Oblivion energy. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 12d6 force damage on a failed save, or half as much damage on a successful one.

The energy damages objects in the area, including carried objects held facing the blast, at the DM's discretion, a successful save using the Armor Class of the object reducing damage by half.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d6 for each slot level above 7th.

Sphere of Annihilation

July 8, 2023

3rd Level Evocation
Casting Time: 1 action
Range: 60 ft./5 ft. sphere
Components: V, S, M (an obsidian marble)
Duration: Concentration, up to 1 Minute

A 5-foot-diameter sphere of [Oblivion](#) energy appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 force damage on a failed save, or half as much damage on a successful one. The creature must also succeed on a Dexterity saving throw for any equipment touched by the sphere, at the Dungeon Master's discretion, or the item takes the same amount of damage.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, it can move in any direction, but if it moves outside of range, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot

level above 2nd.

Touch Oblivion

July 8, 2023

3rd Level Evocation
Casting Time: 1 action
Range: 60 yards
Components: V, S, M (Shard of obsidian)
Duration: 6 rounds

When cast, this spell calls into being a 40-foot cube of inky-black nothingness that chills everything inside it. Those within must succeed on a successful Constitution saving throw or take 6d6 points of damage. Those who are successful take only half damage from the numbing cold. All within the cube are chilled to the bone whether they successfully save or not and have Disadvantage to their attack and damage rolls for the next 1d4 + 1 rounds. Those within the cube are unable to see through the blackness; the caster is able to make them out as dim shadows within it.