

THE RED CURSE



The Savage Coast is cursed. That is a fact. And the center of it all is the Red Curse, a three-part curse upon all who inhabit the area. The curse is of a mysterious and long forgotten origin, and can be traced to three different sources, which all came together to make the curse what it is today.

Due to the Red Curse, divination magic is rendered useless on the Savage Coast.

The Legacies and Cinnabryl

The Red Curse manifests in powers known as the Legacies. They were once the creation of some long-forgotten mages in times immemorial which everyone in the cursed lands has. The Legacies are easily recognized by the mutation that comes with them, and all Legacies are dangerous to the bearer without the magical mineral known as

Cinnabryl, which is refined and made into jewelry that keeps the curse from mutating the bearer to death.

Contracting the Curse

The Red Curse is contracted fairly easily. Should an individual linger in the cursed region for too long (on average 13 days), the curse takes effect. There are three periods which all have a certain effect on the cursed individual. Depending on the region the cursed individual was in at the time of contracting the curse, the Legacy that manifests could be wildly different. The three periods are known as the Time of Grace, the Time of Loss, and the Time of Change. In addition to the Legacy manifesting, the cursed individual's skin turns red, they feel (not lethal) physical pain, and they begin appearing as magical if magic or curse detecting spells are cast in their vicinity.

Time of Grace

The Time of Grace is the first period one experiences after contracting the Red Curse. It is the least harmful of the time periods related to the curse.

- The Time of Grace lasts for 1d4+5 days.
- The cursed person can use their Legacy once as an action and cannot do so again until they finish a Long Rest.
- Wearing Cinnabryl can stop the stat drain during the Time of Loss, but 1 point from the affected Ability Score is lost permanently regardless.

Time of Loss

The Time of Loss follows immediately after the time of Grace. The Legacy now manifests fully, and with it the dangers it brings.

- The Time of Loss lasts for 2d4 days.
- The Cursed person can use their Legacy as an action three times and cannot do so again until they finish a Long Rest.
- One Ability Score, related to the Legacy, goes down by 1 permanently each day (unless the cursed individual wears Cinnabryl, in which case only the first Ability Score drain is applied). If any Ability Score is reduced to 0, the individual mutates to death.

Time of Change

The Time of Change is the last of the three periods, and the least harmful. The cursed person develops a physical mutation related to the Legacy they possess. The change is purely cosmetic and doesn't affect the Legacy in any way. Once the Time of Change is over, the Legacy has finally manifested to the fullest and the cursed individual can enjoy the curse to the fullest.

Cinnabryl

To halt the mutation, one needs Cinnabryl, a magical mineral found only on the Savage Coast. The mineral is toxic to anyone without the Red Curse (1d4 necrotic damage every day, which cannot be healed without removing the Cinnabryl from one's person), but to those who possess the curse the mineral is needed to live. Anyone without Cinnabryl who has a Legacy must get more in an hour or suffer the maximum 8 days of the Time of Loss. A Cinnabryl necklace or ring will last for 2 weeks and costs 10 gp. After Cinnabryl is used up it decays and becomes one of the ingredients used to create an alloy called Red Steel. If you can acquire Cinnabryl after the second Time of Loss, you will need a *Remove Curse* spell cast on you, and the Ability Score that was affected will recover 1 point each day, until the Ability Score is back to what it was before. After that the mutation

can be removed with another *Remove Curse* spell, and you will be back to normal like you were before.

Removing the Red Curse

The Red Curse only works in the cursed regions. If you leave the cursed lands, you will still need Cinnabryl, but your Legacy will not function. To remove the Red Curse, you need only leave the cursed region and find a cleric to cast a *Remove Curse* spell on you. After that the Legacy and the curse will vanish from you. To remove the Red Curse from the Savage Coast all together is a campaign level event and is considered nigh impossible by even the Immortals.

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The Legacy Template

Name of the Legacy

Ability Score: The ability score that the Legacy drains during the Time of Loss.

Duration: How long the effect of the Legacy will last.

The description of the Legacy.

Mutation: How the Legacy mutates the character

Region 1 Legacies

Aid

Ability Drain: Intelligence

Duration: 1 minute

The user bestows themselves, or a creature they touch an amount of temporary hit points equal to twice their level.

Mutation: The character sprouts small, rounded lumps, about an inch in diameter, usually on the face and hands. The more hit points the character can bestow, the more lumps appear.

Amber Paralysis

Ability Score: Dexterity

Duration: 2 rounds/level

The character can use this Legacy to incapacitate one individual who is within 10 feet. Unwilling targets are allowed to make a Wisdom saving throw (DC=8 + Proficiency Bonus + Wisdom modifier) to avoid the effects. If the Wisdom saving throw fails, the recipient is encased within a hard, red, amber-like shell about a quarter of an inch thick. Possessions are encased as well. The victim is held completely immobile for the duration. Unwilling creatures can repeat the saving throw at the end of their turn. All bodily functions cease without harm to the victim. The shell cannot be penetrated by gas or liquid and has AC 20 against attacks. Missiles from the magic missile spell or the Missile Legacy can penetrate the shell, and a Disintegrate spell will dissolve it and probably the person inside as well. The Disintegrate

Legacy can dissolve portions of the shell. Amber Paralysis can be used beneficially, to protect someone from physical attack, to keep the recipient from bleeding to death when reduced to negative hit points, or to prevent someone from breathing poisonous gas or from drowning. Successful attacks made on the incapacitated individual cause normal damage.

Mutation: The character is encased in a paper-thin, slightly glistening, red shell. The shell provides no protection and does not hinder movement or breathing. It does cover the caster's eyes, causing the world to appear red. It also covers the caster's mouth, so that a hole must be made for eating. The caster's voice is muffled when no hole is made, but sufficient air passes through the shell for the character to breathe.

Armor

Ability Score: Charisma

Duration: 1 minute/level

When this Legacy is activated, the character's skin changes to a deep red and sometimes acquiring a light covering of scales or other form of armor. This covering does not inhibit the character or get in the way of any clothing or armor. The character gains a bonus to their Armor Class equal to +1 per three levels.

Mutation: A cursed character gains a thickened body covering of some kind. The covering usually appears to be scales, plates, bands, bark, stone, or something similar. It provides no protection unless the Legacy is activated but alters the character enough so that clothing and armor must be specially made.

Burn

Ability Score: Strength

Duration: Instantaneous

The character can release a flame to burn an enemy. The character must make a successful attack roll (Dexterity) to cause damage directly to the enemy, but even a miss might set fire to clothing or other flammable materials, if the enemy fails a Dexterity saving throw (DC=8+ Proficiency Bonus + Dexterity modifier). On a successful hit the target takes 1d10 fire damage. On a failed Dexterity saving throw the target is set on fire and takes an additional 1d6 fire damage each round, until a successful saving throw is made. A 1st-level character has no range for the power and must touch the target to be burned. The caster's range increases by 5 ft per level after the first (10 ft at 2nd level, 15 ft at 3rd level, etc.), to a maximum range of 60 ft. The flame sets fire to any flammable materials it touches.

Mutation: The skin of the character is red and hot to the touch. They sweat constantly and must drink twice as much water as a normal member of the same race. In addition, the character releases small flames from their hands or mouth at random intervals. These flames set fire to anything flammable that they touch. Usually, the irises of such characters' eyes are red.

Charm

Ability Score: Constitution

Duration: 1 minute

You attempt to charm a humanoid or a monster you can see within range. It must make a Wisdom saving throw. If it fails the saving throw, it is charmed by you until the effect ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the effect ends, the creature knows it was charmed by you.

Mutation: A character with this Legacy grins constantly. The individual's mouth is changed to bare the character's teeth in a wide, somewhat maniacal grin. This affects the character's speech, making it difficult to use the lips to make sounds. This makes the "f" and "v" sounds particularly difficult to speak; the sounds of "p" and "b" are almost impossible. This unfortunate side

effect makes casting spells that require verbal components particularly difficult.

Create Liquid

Ability Score: Strength

Duration: Instantaneous

The character can create water, wine, or milk with this Legacy, up to four gallons per level. The type of liquid is determined each time the Legacy is activated, and it appears anywhere desired, within 10 feet of the caster but not within the body of a living being. If no container is prepared for the liquid, it falls. The liquid is normal in all ways and is the same temperature as the surroundings. Its taste is average, neither very good nor very bad.

Mutation: Liquids (sweat, sour milk, and bad wine) ooze constantly from the pores of the character, who also drools almost constantly.

Detonate

Ability Score: Wisdom

Duration: Instantaneous

The character can cause an object to explode. The object must weigh between one and five pounds and must be within 20 feet of the caster. Only a complete object can be affected, not part of a larger object.

The item is broken into tiny pieces, which cause 2d6 points of piercing damage to anyone within 10 feet of the explosion. This Legacy cannot affect magical, living, or animated items. If the object is being held by someone, that individual can make a Dexterity saving throw (DC=8 + Proficiency Bonus + Dexterity modifier) to avoid its destruction.

Mutation: At random intervals, small items (as detailed above) within five feet of the Afflicted explode. This includes clothing and mundane items, but seldom weapons. These explosions are loud but cause no damage to people nearby.

Fight

Ability Score: Intelligence

Duration: 1 minute

By using this Legacy, the character can acquire the same weapon proficiencies as a Fighter. In addition, the character has advantage on attack rolls for the duration. This only applies to melee attacks.

Mutation: A character with this Legacy is very temperamental and angers easily. In addition, whenever the character handles a weapon, his hand acquires the form of that weapon within 4 rounds. The form lasts for 2d4 hours before instantly reverting to its original form. An altered hand is no different from a

normal hand in terms of damage it inflicts in an attack, but if the character activates the Fight Legacy while the hand is in altered form, it becomes a weapon capable of inflicting damage (as the weapon) per hit for the duration of the activation.

Grow

Ability Score: Charisma

Duration: 1 minute

When the caster activates this Legacy, the size and weight of the character, or of any one other creature size Large or smaller within the caster's sight, is increased by one category (Small-sized creatures become Medium, Medium-size creatures become Large, Large-size creatures become Huge, and so forth). Attack damage is adjusted accordingly. An unwilling target of the Legacy can make a Wisdom save (DC=8 + Proficiency Bonus + Wisdom modifier) to avoid the effects entirely. Clothing and armor worn by the target do not change in size when the Legacy is used, so they are ripped apart. Multiple applications of this Legacy cannot be used for cumulative effect but merely extend the duration of the change.

Mutation: Some portion of the character's body becomes permanently enlarged (not the whole body). Typical effects include one or

more limbs becoming twice their normal size. The character might instead change in one dimension, becoming twice as wide, thick, or tall as normal, with all features appearing stretched in that dimension. On some other Afflicted, the facial features grow, so the character has big ears, eyes, lips, and nose.

Light

Ability Score: Dexterity

Duration: 2 rounds/level

This Legacy creates a reddish light that illuminates the surroundings in a radius of 30 feet. The Light springs from one of the character's hands or the forehead. The caster chooses the point of emanation when the Legacy is acquired and is unchangeable thereafter. While it is just bright enough to show details in the area, it is not enough to cause harm or even temporary blindness.

Mutation: The character is constantly outlined in a reddish glow, and their eyes glow red. This glow makes hiding impossible. Consequently, the character's distance vision is impaired, giving the character a -2 penalty to hit rolls with ranged attacks. When the Legacy is activated, the glow dissipates, and the Light springs forth as described.

Proficiency

Ability Score: Player's Choice

Duration: 1 minute

The character gains a weapon or skill proficiency of their choice for the duration. The proficiency gained is decided by the character each time the Legacy is activated and cannot be changed during activation. Any knowledge gained from use of the Legacy is forgotten by the character when the duration expires, though anything written down could be preserved. Other characters have the normal chances to remember facts noted.

Mutation: The character acquires some type of minor physical deformity, such as large ears, warts, a nasty overbite, etc.

Projectile

Ability Score: Wisdom

Duration: Special

The character can produce physical missiles from their body and shoot them at an opponent. The character's body changes when the Legacy is activated: sprouting quills, developing a horn or blowhole through which rocklike projectiles are propelled, growing a snout through which the missiles are spit, or producing thick claws that are fired from the fingers. The form of

the projectiles is chosen by the character when the Legacy is acquired and can never be changed. The number of projectiles produced is equal to twice the caster's level, and each is fired separately with its own attack roll. All can be fired in the same round, or they can be fired at a rate of one per round until all are used. Multiple targets can be fired at. The projectiles are not considered magical and inflict 1d6 points of piercing damage per hit.

Mutation: The character sprouts quills over much of the body, a blowhole or horn forms, or the character's fingers lengthen and become tube-like. In some cases, the character's mouth and nose lengthen into a tube-like snout. When the Legacy is activated, projectiles are fired from whatever growth forms, which is otherwise useless.

Senses

Ability Score: Strength

Duration: 1 minute

The character gains superb senses of sight, hearing, smell, and touch. The character can note small details (such as a disguise or a hidden door) by sight, hear faint sounds, identify, or track individuals by smell, read by touch, or tell precisely how much something weighs by lifting it (or attempting to lift it). While active, the character with this Legacy gains

advantage on all Wisdom (Perception) checks that rely on sight, hearing or smell.

Mutation: The character's eyes, ears, and nose grow large and misshapen. Sometimes, the fingers grow as well, becoming elongated.

Sight

Ability Score: Constitution

Duration: 1 minute

Each use of this Legacy enhances the character's vision. The character can gain Darkvision, the ability to see normally underwater, the ability to see through normal or magical fog, or the ability to see invisible creatures and items. Treat this effect as either the *See Invisibility* or *Darkvision* spells. The caster chooses the exact effect each time the Legacy is activated and cannot be changed during that activation. Note that the ability to see invisible beings does not allow the character to see ethereal forms that do not have a visible manifestation, nor to see creatures whose natural state is invisibility.

Mutation: The character's eyes usually change, perhaps growing to very large proportions or even growing eyestalks. Alternately, the character might grow an extra eye in the center of the forehead or in some other place. This eye is completely

useless, but it sometimes moves of its own accord as if looking around. If an extra eye is grown, it becomes active when the Legacy is activated, and the character's normal eyes stop functioning for the duration of the Legacy.

Speed

Ability Score: Wisdom

Duration: 1 round/level

The character with this Legacy may speed his or her actions, in a manner identical to the *Haste* spell. This special ability may only be used by the character who possesses the Legacy.

Mutation: In most cases, the character gains additional legs, usually two. In some cases, the character's normal legs might change into a cluster of insectoid or other arthropod legs (like an ant, spider, or even a millipede). The character might also gain extra arms. These extra limbs grant no special abilities except when the Legacy is activated. However, any extra legs become necessary for locomotion regardless of whether the Legacy is active.

Swim

Ability Score: Intelligence

Duration: 1 minute

When active, the character receives advantage on Strength (Athletics) skill checks related to swimming. Many characters, though not all, transform when this Legacy is activated, typically growing webs between their fingers and flipper-like feet, or a huge fin like a mermaid. In some cases, a character's fingers grow to about twice normal length with webbing between them, or the arms become large fins. The character, if any, determines the precise changes when the Legacy is first acquired, and the changes will remain the same with each activation of the Legacy. Any transformation takes place instantaneously.

Mutation: The character permanently transforms in one or more of the manners described above. The extra growth serves no useful purpose except when the Legacy is activated.

War Cry

Ability Score: Wisdom

Duration: Instantaneous

The character with this Legacy can issue a loud cry with a range equal to 10 ft. per every 3rd level of the character, up to a maximum of 60 feet. Within that range, opposing monsters must immediately make a Wisdom saving throw (DC=8 + Proficiency Bonus + Strength/Charisma modifier); failure means they panic and flee. An

opponent who succeeds suffers no ill effects from the War Cry, but ones who fail suffer a loss of courage and cannot attack for 1d4 rounds. In addition to the inability to attack, the scared foes must move as far away from the character as they can for the duration.

Mutation: In most cases, the character's mouth becomes very large. In some characters, the mouth changes to become trumpet-shaped, with the teeth exposed in a ring around the inside. The character's jaw parts are immovable, and the individual cannot eat solid food unless it is finely chopped.

Weapon Hand

Ability Score: Intelligence

Duration: 1 minute/5 levels

When this Legacy is activated, one of the character's hands changes shape to resemble a normal melee weapon that can be wielded in one hand. Any one-handed, non-mechanical weapon is possible, from a sword to a hammer or a whip (but not a crossbow or a great sword). The caster selects the weapon form when the Legacy is first acquired, and it cannot be changed. The weapon has most of the properties of a normal weapon of that type, such as hardness and sharpness, but it looks like the

character's normal flesh. Regardless of the weapon's form, it causes 1d8 points of damage per attack, and it is not considered a magical weapon in any way. It is possible for the caster to use the Legacy twice to transform both hands into weapons.

Mutation: A character always has one hand in the shape of a weapon. The flesh of this hand is as soft as normal flesh, and it cannot be used as a weapon except when the Legacy is activated, though most can be used to punch as a normal fist. The hand can no longer be used for manipulation, except to shove things around.



Wind

Ability Score: Constitution

Duration: Special

The character can generate a wind from their mouth. This wind is sufficient to extinguish candles, torches, and other unprotected flames. This effect is identical to the *Gust of Wind* spell, but with a limited range of only 15 feet.

Mutation: The character's features appear windswept, as if affected by an incredibly strong wind. The nose tilts, the eyes are a small distance to one side from where they should be, and the mouth's shape is distorted. In addition, a small vortex of wind

surrounds the character, causing hair and loose clothing to whip about constantly.

Region 2 Legacies

Animal Form

Ability Score: Charisma

Duration: 1 minute

The character can assume the form of one living animal of approximately the same mass. This form can be that of a normal animal, a smaller form of a huge animal, or a larger form of a tiny animal. The animal can have any characteristics the character wishes. For example, a character might choose the form of a wolf with a ragged left ear so they can be identified by companions.

Alternately, the character could choose the form of a 200-pound mouse with hands for spellcasting. Whatever form the character chooses when the Legacy is first gained, that is the only shape available from then on. The character gains the creature's mode of locomotion and breathing, but not any other abilities (attack, magic, movement, etc.).

When the Legacy is activated, the caster's equipment melds into the new shape. As long as the shape has a mouth, the caster can speak while in animal form. Other Legacies can be used while the caster is in animal form, but spells can be cast only if the form

allows completion of the appropriate verbal and somatic components.

Mutation: The character transforms into the form, completely or partially, staying that way as long as they remain cursed.

Anti-Poison

Ability Score: Charisma

Duration: 3 rounds/level

The character can bestow advantage to a character's next Constitution save against poisons. This Legacy can be used on either the caster or another character.

Mutation: The character grows fangs, claws, or even a barbed tail. Though these cannot be used for an attack (or any other purpose), they must be used when the Legacy is activated. With activation, a character actually injects an anti-toxin into the body of the poisoned character, using fangs, claws, or tail.

Bite

Ability Score: Intelligence

Duration: 1 minute

When this Legacy is activated, the character grows fangs and can bite for damage. An attack roll must be made. While active, the character possesses a bite attack. The bite deals

1d6 + Strength modifier piercing damage.

Mutation: The character's teeth grow large, and the mouth becomes misshapen. Some characters grow long fangs or even tusks.

Breathe Water

Ability Score: Constitution

Duration: 1 hour

While this Legacy is activated, the character can breathe water as if it were air. The Legacy does not enable the character to swim or move freely in water, nor does it enhance vision in any way.

Mutation: The character often grows gills, usually on the neck, but sometimes on the upper torso or even in a crest on the top of the head. For some Afflicted, the change is the growth of a breathing tube, either from the nose or the top of the head, with a fringe of gills around it.

Chill

Ability Score: Constitution

Duration: Instantaneous

Similar to the *Ray of Frost* spell, the character can generate a cold spray to cause damage to an opponent if they make a successful spell attack roll. A 1st-level character has no range for the power and must touch

the target to be affected. For each level after the first, the character's range increases by 5 ft. (10 ft. at 2nd level, 15 ft. at 3rd level, etc.), to a maximum range of 60 feet. The cold can issue from the character's mouth or hand. The point of origin is chosen when the Legacy is acquired and can never be changed. The amount of damage is 1d8 plus 1 point per level of the character.

Mutation: The skin of the character is cold to the touch. They feel cold and shiver almost all the time. Small patches of frost form in the character's hair or fur and on exposed skin. The irises of the character's eyes turn white, and the skin, fur, or other body covering pales.

Crimson Fire

Ability Score: Strength

Duration: 2 rounds/level

By using this Legacy, the character may cast the spell *Faerie Fire*.

Mutation: The character is constantly under the effect of the *Faerie Fire* spell, as described. In addition, the character's eyes glow red.

Digging

Ability Score: Intelligence

Duration: 1 minute

The character gains a burrowing speed of 30 ft. for the duration.

Mutation: The character's hands usually acquire a shovel-like shape, which prevents fine manipulation of objects.

Disrupt

Ability Score: Dexterity

Duration: Instantaneous

With a red light that leaps from their hand or eye, the character can cause damage to any single undead being within 30 feet. A spell attack roll must be made. On a hit the attack deals 1d6 radiant damage.

Mutation: Non-living organic material (such as cloth, leather, or a quarterstaff) occasionally crumbles to dust when the character touches it. In addition, the character's hands or eyes often glow with a red light, and the skin acquires a deathlike pallor.

Entangle

Ability Score: Intelligence

Duration: 1 round/level

When this Legacy is activated, the character's arms, fingers, or hair

grows into tentacles. The character chooses the precise method when the Legacy manifests and it can never be changed. Growth is five feet per three levels of the character, up to a maximum length of 25 ft. They can be used to retrieve or wield items from a distance or entangle a single opponent (melee attack) and may constrict held items or creatures for 1d6 bludgeoning damage per round (escape DC=8 + Proficiency Bonus + Strength modifier).

Mutation: The character's hair is long and unruly, often moving of its own accord and sometimes touching another person or picking up small items. If the hair is cut, it grows back to its original length at a rate of one foot per round.

Alternatively, the character's fingers or arms grow into long tentacles. These tentacles are no stronger than normal fingers or arms until the Legacy is activated.



Farsight

Ability Score: Strength

Duration: 1 minute

The character can see clearly, even reading if so desired, for a distance of up to 300 feet per level (to a maximum distance of one mile), though not through obstacles. If the character prefers, the Legacy can instead be used to examine

something in minute detail, enabling the character to detect tiny seams, minute marks, even the impressions left from writing.

Mutation: The character's eyes change. They might grow to very large proportions or even grow eyestalks. In addition, the character has trouble seeing normally. Items within one inch of the character's eyes can be seen as clearly as normal, as can items at a distance of 60 feet or more. Anything else appears somewhat blurry. The character has disadvantage on melee attack rolls.

Fly

Ability Score: Wisdom

Duration: 1 minute

For the duration of this Legacy, the caster can fly at a speed of 30 feet.

Mutation: The character has permanent wings of some type, but they are useless except when the Legacy is activated. Some have flattened bodies instead of wings, so they are only about two inches thick from front to back.

Meld

Ability Score: Charisma

Duration: 1 minute

This Legacy allows the character to meld their body and possessions into

stone, dirt, or wood, the player's choice. Once the material to meld into is selected, it cannot be changed. The character becomes part of the surface of the material for the duration of the Legacy. Up to 100 pounds of possessions can meld with the character. The material into which the character melds (typically a wall, floor, tree, or even a table or door) must be at least as large as the caster. Any damage done to the surface of the item is passed on to the character. Melding into material requires one round, though exiting is instantaneous.

Mutation: The character's body tends to merge with any earth (or wood) being touched if the character rests too long in a single spot. For example, the character's arm might sink into a table, feet into a path, and so forth. In addition, the character's body acquires the look of the material being touched. A character leaning against a stone wall would find their flesh (and fur or scales, if applicable) taking on a stony appearance, or a character touching a tree would begin to gain a bark-like covering. This lasts until the character touches another item into which they could meld; in the meantime, he or she will enjoy advantage on Dexterity (Stealth) checks while in that particular setting.

Plant Form

Ability Score: Dexterity

Duration: 3 rounds/level

The character can assume the form of an inanimate plant of approximately the same mass. The form can be that of any type of plant and can have any characteristics the character wishes. For example, a character might choose the form of a giant flower or a slender tree with only a few leaves. The character has only one available form, chosen when the Legacy is acquired, and can never change it.

Mutation: The character usually sprouts leaves, flowers, or other plant parts from their body. Some gain a grass-like covering. The character needs regular sunlight or becomes nauseous.

Red Shield

Ability Score: Constitution

Duration: 2 rounds/level

The character generates a glowing, transparent red shield from one hand, which can be up to 5 feet in radius. The character can choose to produce a shield smaller than the largest possible, but the shield is always circular. When this Legacy is activated the character gains +2 to their Armor Class.

Mutation: Shield-like, round growths, about the size of bucklers, appear on the backs of the character's hands.

These cannot be used for defense, because hitting them causes damage to the character. However, when the Legacy is activated, one of the shield growths (caster's choice) expands to the size called for by the Legacy and hardens.

Repel Metal

Ability Score: Intelligence

Duration: 1 round/level

Metal weapons cannot hit the character when this Legacy is activated. During this time, any metal swung or hurled at the character veers away at the last moment. Metal worn by the character remains in place.

Mutation: A character with this Legacy cannot touch metal; small items skitter out of reach, and the character cannot force their hand to touch larger items. The character cannot wear metal armor or armor with any metal components. Fast-moving metal, like a swinging sword, can still hit the character (although not while the Legacy is active).

Shape Stone

Ability Score: Wisdom

Duration: 2 rounds/level

With the activation of this Legacy, the character becomes able to mold

stones with bare hands. To the character, stone feels like soft clay; it can be molded and shifted, or even torn apart. To mold a cubic foot of stone requires one to four rounds, the exact time required depending upon the amount of precision desired. The caster can change general shape, tear out pieces, or create a hole in about one round, but shaping stone more artistically, such as to create a small, rough statue, requires closer to four rounds. The DM can choose the exact amount of time required or simply roll 1d4. Of course, this also determines the amount of stone that can be affected. When the Legacy's duration expires, the stone remains in its new shape, finished or not.

Mutation: The character gains a stony exterior covering, usually of a red, orange-red, or reddish grey color. This covering replaces scales or skin. If the character normally has fur, this now sprouts from seeming cracks in the covering, but most of the character's hair falls out. This covering provides no special protection to the individual. In addition, it can be molded rather easily. For example, the character's features can be changed, and the indentation from a weapon strike remains in place until the flesh is remolded.

Sleep

Ability Score: Charisma

Duration: 1 minute

When activated, this Legacy functions in a manner identical to the *Sleep* spell.

Mutation: The character always appears tired, with droopy features and eyelids. The character has trouble sleeping, but yawns incessantly, usually noisily.

Spikes

Ability Score: Charisma

Duration: 1 minute

When this Legacy is activated, the character grows spikes over the entire body. All the spikes are sharp, though most of them are small. Spikes on the backs of the hands are fairly long, however. The spikes pierce the caster's clothing and any non-metal armor worn, though metal armor impedes them. If another creature physically touches the character (bitten, slapped, punched, grabbed, or wrestled, for example), the individual touching the character receives 1d6 points of piercing damage. In addition, the character can physically strike an opponent with the backs of the hands (requiring an attack roll) for 1d6 piercing damage per successful hit.

Mutation: The character grows spikes over the entire body, but these spikes are relatively soft, causing damage only when the Legacy is activated.

The spikes are uncomfortable, and they require special clothing and armor to be made. The character cannot wear plate armor of any material except red steel.

Strength

Ability Score: Intelligence

Duration: 1 round/level

When this Legacy is activated, the character gains a temporary bonus of +1 to Strength for every two levels, up to a maximum Strength score of 24. If the character's Strength score is already 24, the character instead gains a flat +2 bonus to their Strength score for the duration of the Legacy's effect.

Mutation: The character sometimes grows two extra arms. Usually, specific muscles grow to huge proportions. The muscular growth sometimes affects one arm, though it may affect both arms, both legs, or the torso instead. Only the muscles of a specific part of the body grow. The expanded muscles grant the character no advantage, but they make the sizing of armor and clothing difficult.

Temperature

Ability Score: Dexterity

Duration: Special

This Legacy can have one of three effects, chosen by the character each time it is activated.

The first use gives the caster immunity to normal temperature extremes, such as desert heat or arctic cold, for a number of hours equal to character's level.

The second effect provides partial immunity to unnatural or unusual effects that can be used as attacks. For a number of rounds equal to the character's level, the character takes only half damage from normal or magical fire, or from cold-based attacks (any saving throws that apply automatically succeed).

The third effect of the Legacy allows the character to adjust the temperature in the area upward or downward by as much as 20 degrees. The area affected has a maximum radius of 30 feet, and the effect lasts for a number of minutes equal to three times the character's level.

None of the effects of the Legacy are cumulative with other uses of the Legacy, though they can be cumulative with spells of similar effects.

Mutation: The character suffers from personal temperature extremes. At times, the character's flesh feels cold, often temporarily growing thick hair, fur, or scales; cold breezes also emanate from the character to affect those nearby. At other times, the

character's flesh feels hot, temporarily shedding fur, hair, or scales; hot breezes then emanate from the character to affect those nearby. Changes between the two states are relatively slow, taking as much as a day, while the different states might last for as long as a week.

Region 3 Legacies

360-Vision

Ability Score: Strength

Duration: 1 minute

With activation, the character sprouts an extra eye at each temple and two in the back of the head. These eyes do not have sharp vision, but they can detect movement and distance. Thus, they cannot be used to search or examine something, but could be used to detect an opponent. The character has advantage on Wisdom (Perception) skill checks and cannot be ambushed. These extra eyes can be blocked in normal ways. If a character normally has Darkvision, so do the extra eyes. Other sight-related spells and Legacies can operate through the additional eyes.

Mutation: The character sprouts extra eyes, two at the temples, and two in the back of the head. On occasion, eyes appear in other places, such as the chest, arms, and hands.

All these other eyes are useless, transmitting no sight to the character. They tend to move about on their own, as if glancing around.

Anti-Missile

Ability Score: Wisdom

Duration: 1 round/level

The character gains partial immunity to all non-magical hurled or projected missiles. Only critical hits can damage the character during this time. Enchanted missiles and magical attacks are completely unaffected by this Legacy.

Mutation: The character grows some sort of body covering which might resemble spikes, large scales, bark, rocks, wrinkled skin, or writhing worms. This covering feels like normal flesh and provides no special protection unless the Legacy is activated. Unfortunately, it is fairly thick and makes it necessary for the character to have special clothing and armor made.

Ball of Fire

Ability Score: Strength

Duration: Instantaneous

The character can throw a small flaming ball at a single opponent. It forms in the character's hand and grows to one foot in diameter when

thrown. The character must make a successful ranged attack to hit an opponent; the ball has a range of 30 ft. Damage caused by the ball is 1d4 points for every level, up to a maximum of 10d4. Fire resistant creatures are immune to damage from this Legacy.

Mutation: The skin of the character is red and hot to the touch. They sweat constantly and must drink twice as much water as a normal member of the same race. In addition, the character's clothing smolders, and paper occasionally bursts into flame when the character holds it. The irises of the character's eyes usually turn red.

Craft Item

Ability Score: Constitution

Duration: Special

Using this Legacy, the character gains a +15 bonus to all tool checks related to creating items and may create items in half the normal time required if all tools and materials are present.

Mutation: The character's hands twitch nervously, as if always constructing something, and the character becomes exceedingly clumsy. At random intervals, items handled or worn by the character fall apart: bowstrings break, swords fall

apart, backpacks rip, pottery cracks, etc.

Cure

Ability Score: Dexterity

Duration: Instantaneous

The character can heal damage equal to 1 hit point of damage per level, plus his or her Constitution modifier (minimum of 1, up to a maximum of 20 hit points plus Constitution modifier. Healing must be applied all at once but can be applied to one or two recipients plus the character, if desired. The character must touch recipients. The hit points are split among recipients as the character desires.

Mutation: In many cases, the character's hands become covered with a gauzy web, much like a bandage. On occasion, small pieces of this webbing fall from the hands. This webbing neither helps nor hinders the character, though it reduces touch sensitivity in the fingers. In other cases, the character constantly sweats and drools a milky liquid. It is a mild anesthetic, which causes the character to feel numb and tingly. The liquid has no healing effect, nor will it dispel pain.

Disintegrate

Ability Score: Constitution

Duration: Instantaneous

The character can cause up to one cubic foot of non-living solid material to crumble into dust. The material to be affected must be touched, which might require an attack roll. The exact material affected is determined by the character, but it must all be connected (so a piece of a wall could be affected, or several feet of a rope). Normal materials are destroyed immediately, but magical items and materials are immune to the Legacy.

Mutation: Random items the character touches slowly crumble to dust. In addition, the character's hair and skin constantly crumble and flake.

Displace

Ability Score: Intelligence

Duration: 2 rounds/level

After this Legacy is activated, if the character is hit by a physical object, they teleport a short distance (up to 10 feet), but the Legacy provides no more than one such displacement per activation. The displacement instantaneously moves the character away from the attack that caused it, eliminating all damage from that attack. The place where the character reappears is random, but it is physically as safe as the character's immediately previous location. The character never reappears inside a

solid object or in the direct path of an already moving weapon.

Mutation: The character's hands or head sometimes displace to a position one or two feet from where they were previously. They do not disconnect from the body; instead, the neck or arm grows instantly to the new length and shape required. This happens at unpredictable intervals, and 2d4 turns are required for the extremity to gradually return to its original position as the neck or head returns to its original size and shape.

Find

Ability Score: Dexterity

Duration: 1 minute

The character gains advantage on all Wisdom (Perception) and Intelligence (Investigation) checks for the duration of the Legacy.

Mutation: The character often grows an extra eye, sometimes on an eyestalk. This eye is useless for seeing, but sometimes moves around as if observing. Some characters instead grow feathery antennae which sometimes move on their own. In addition to the eye or the antennae, some characters gain a forked tongue. The tongue sometimes flicks out of the characters mouth on its own. In addition, the character

constantly misplaces small, relatively unimportant items like coins or keys.

Float

Ability Score: Dexterity

Duration: Special

With the use of this Legacy, the character can slow his or her rate of fall. This allows the character to fall as much as 100 feet per three caster levels, up to a maximum of 500 feet, without taking damage from the fall. The character can instead use the Legacy to float upward for a number of rounds equal to their level, levitating slowly at a rate of 10 feet per round. A single activation of the Legacy works to slow a fall or to levitate upward, but not both.

Mutation: The character's body weight is reduced by half, while remaining the same size. The Afflicted also sprouts feathers from various places on the body.

Fog

Ability Score: Constitution

Duration: 1 minute

The character can create fog in a 10 ft. cube.

Mutation: The character's flesh becomes puffy and feels soft to the touch. This affects most of the character's body, so the face becomes

misshapen, and the character looks as if they have gained quite a lot of weight. In addition, the character breathes out wisps of fog and "sweats" them from the pores.

Gas Breath

Ability Score: Charisma

Duration: 1 round/level

The character can expel a poisonous, gaseous breath from their mouth. If the gas is not expelled before the Legacy expires, the gas dissipates. When the gas is expelled, it is expelled in a 15 ft. cone. All creatures caught in the gas must succeed a Constitution saving throw (DC=8 + Proficiency Bonus + Constitution modifier) or suffer 4d4 poison damage. In addition, the creature has disadvantage on all Strength ability and skill checks for 1 minute.

Mutation: The character has foul body odor and breath. In addition, the character's flesh becomes puffy and discolored in some places, and the character breathes out wisps of yellowish fog and "sweats" them from the pores.

Gaseous Form

Ability Score: Constitution

Duration: 1 minute + 1 minute/5 levels

This Legacy functions identically to the *Gaseous Form* spell.

Mutation: The character flesh becomes puffy and feels soft to the touch. This affects most of the character's body, so the face becomes misshapen, and the character appears to have gained a lot of weight. The flesh of some characters becomes transparent as well. Also, the character breathes out wisps of fog and sweats them from the pores.

Hypnosis

Ability Score: Hypnosis

Duration: 1 minute

When this Legacy is activated, the character's eyes glow with a swirling red fire. The Legacy functions identically to the spell *Suggestion*, allowing the character to affect any single target within 30 feet, assuming the target has an Intelligence of at least 5 and understands the language spoken by the character.

Mutation: The character's eyes glow a fiery red, and lights seem to whirl within them. People conversing with the character become distracted and lose track of the conversation quite easily.

Leap

Ability Score: Intelligence

Duration: Instantaneous

This Legacy allows the character to cast the jump spell upon himself or herself, with each activation.

Mutation: A character's leg muscles may grow to huge proportions. Some characters suffer a greater change, their legs changing to look like a grasshopper's legs or a frog's legs.

Phase

Ability Score: Intelligence

Duration: 1 round/level

The character can adjust the composition of their body, so it becomes possible to pass through solid matter and for solid matter to pass through the character. For the duration of the spell, the character is considered to be incorporeal.

Mutation: The character's flesh becomes soft and puffy, distorting form and features. The character tends to sink into solid matter if they spend more than a moment in the same place, and any clothing of a weave coarser than silk tends to merge with their body. Extrication takes about one round, and can be rather painful, as if the character were pulling a bandage from a fresh wound.

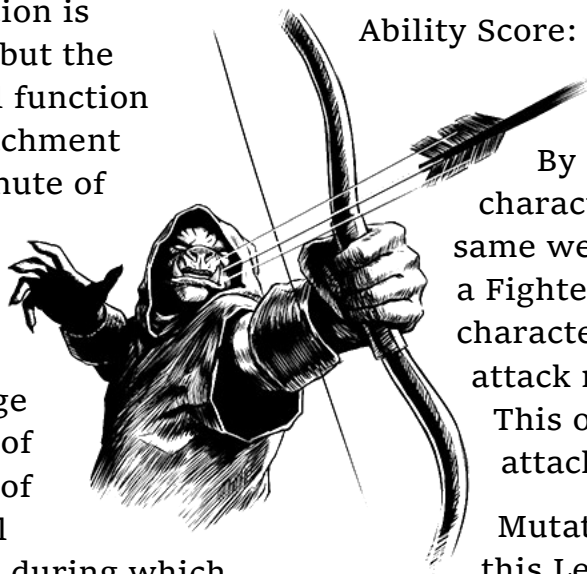
Separation

Ability Score: Charisma

Duration: 2 minutes

The character can detach a hand or an eye from their body, which can then act on its own. For example, a detached eye left in a room can see whatever crosses in front of it, or it can roll around for a better view, while transmitting visual images to the character. A detached hand can move on its own and even retrieve small items. The detached parts are controlled by the character. The separation is bloodless and painless. At the end of that time, the part reappears where it belongs. Detached parts can be damaged normally and are considered to have the same Armor Class as the caster (though the part can find cover more easily).

Mutation: At unpredictable intervals, the character's hands fall off or eyes pop out. As with the normal use of the Legacy, this separation is painless and bloodless, but the detached part ceases all function until reattached. Reattachment must occur within a minute of when the part falls away, or the body part cannot be reattached, and the character suffers damage (1d4 points for the loss of an eye, 1d8 for the loss of a hand). Such items will regrow after 1-2 weeks, during which time another body part must be used to activate the Legacy (such as the other hand or the other eye).



Sleeping characters wake when one of their body parts detaches.

Shock

Ability Score: Strength

Duration: Instantaneous

This Legacy functions identically to the *Shocking Grasp* spell.

Mutation: The character is constantly affected with static electricity. Whenever the character touches another person or object, they receive a mild shock. If the character has fur or hair, it stands on end all the time. Clothing worn sticks together and to the character. The character's skin is dry and flaky.

Shoot

Ability Score: Wisdom

Duration: 1 minute

By using this Legacy, the character can acquire the same weapon proficiencies as a Fighter. In addition, the character has advantage on attack rolls for the duration. This only applies to ranged attacks.

Mutation: Characters with this Legacy are very temperamental and anger easily. In addition, their arms and fingers grow in length, to perhaps twice normal

length, as if stretched out of proportion by excessive throwing or firing of missiles. The lengthened extremities provide no particular advantage.

Shrink

Ability Score: Charisma

Duration: 1 minute

When the character activates this Legacy, the size and weight of the character, or of any one other creature size Large or smaller within the character's sight, is decreased by one category (Small-sized creatures become Tiny, Medium-size creatures become Small, Large-size creatures become Medium, and so forth).

Attack damage is adjusted accordingly. An unwilling creature can make a Wisdom saving throw (DC=8 + Proficiency Bonus + Wisdom modifier) to avoid the effects.

Multiple uses of this Legacy cannot be used for accumulative effects but merely extend the duration. Clothing and armor do not change size with the affected creature, so they become unfit for the creature to wear.

Mutation: Some part of the character's body shrinks. Typical effects include one or more limbs becoming half their normal size (though never just one leg). The character might instead change in one dimension, becoming half as wide, thick, or tall as normal, with all

parts of the body appearing shrunk in that dimension (so if the character becomes half as wide, so do the character's eyes). On some characters, the facial features shrink, so the character's ears, eyes, lips, and nose become small. When the character uses the Legacy to affect themselves, the character's original dimensions (before acquiring the Legacy) are used to determine the size of the new form.

Translate

Ability Score: Strength

Duration: 1 minute

When this Legacy is activated, the character gains an additional Language Proficiency of their choice for the duration. All knowledge of the language is forgotten at the end of the duration.

Mutation: The character constantly changes form, transforming from the physical appearance of one race to that of a similar race. Tails and wings are neither lost nor gained during transformation. The character gains none of the special abilities of the other race and loses none of their normal abilities. For example, a lupin transforming into a phanton grows gliding membranes but cannot glide. Similarly, a rakasta transforming into a human loses their claws but can still cause the same damage with a clawing attack. Each transformation

takes several days but the form acquired lasts more than two days. In addition, at random intervals, the character speaks or writes in another language, without conscious control or effort. Sometimes, this is only for a few words. At other times, it lasts for a few sentences or even over the course of an entire hour.

Region 4 Legacies

Acid Touch

Ability Score: Charisma

Duration: Instantaneous

The character produces acid from the hands or mouth (player's choice). Once the source of the acid is chosen, it cannot be changed. The acid does no harm to the character but causes damage to an opponent if the character makes a successful ranged or melee attack roll. After the Legacy dissipates, the acid again becomes inactive. The amount of damage is 1d6 per level of the caster, to a maximum of 8d6. The acid affects plants and flesh only, whether that material is living or dead. It does not affect metal or stone. Thus, an attack that does not cause damage to an opponent might adversely affect that opponent's clothing.

Mutation: The character constantly secretes a brownish, slightly acidic liquid from the hands or mouth. The secretion slowly dissolves any plant

or animal material that it contacts (such as a cotton tabard or leather gloves). It also causes an inflammation where it touches the character flesh. Unless the character activates the Legacy, the acid is too weak for use as an attack.

Animate

Ability Score: Wisdom

Duration: 1 minute

The character can animate a single item composed of any non-magical material weighing less than 10 lbs. It is not possible to animate only part of a larger object. To be animated, the item must be touched, and it must remain within 30 ft. of the caster. Attempting to animate an object in someone's possession requires the person to make a Dexterity saving throw (DC=8 + Proficiency Bonus + Dexterity Modifier) to avoid the effects. The item moves as appropriate: a rug slithers, a jar rolls, an arrow flies, a sword might balance on its pommel and strike, etc. The speed for the object is 15 ft., and it can attack once per round after the one who animated it. If the item is a weapon, it causes normal damage for its type with no bonuses for Strength or magic. Other objects cause 1d4, or even 1d6 points of damage depending on mass, shape, and other factors. Animated items have AC 14 and hit

points equal to twice the character's level.

Mutation: The character suffers little physical change but acquires numerous nervous habits. They are in constant motion, rubbing their hands together, brushing dust from their clothing, etc. The character's hair (or fur) seems to constantly move of its own accord. In addition, small items nearby often animate without prompting; pebbles roll around, the character's belt slithers away, a friend's dagger jumps from its sheath, objects fall from shelves, and so forth.

Blend

Ability Score: Constitution

Duration: 1 minute

The character's coloring (and that of any possessions worn or held) changes to match the surroundings more closely. When active, this camouflage grants the character advantage on all Dexterity (Stealth) checks. This is further accompanied by a +4 bonus to the skill check if the Legacy is used in surroundings with plenty of cover (such as jungle, tall grass, piles of rubble, etc.).

Mutation: Some characters with this Legacy automatically change to colors that contrast with their surroundings, making them stand out. The flesh of other characters

grows transparent, so that bones and sometimes, internal organs become plainly visible. If a character's bones are the only parts that do not turn transparent, they often turn some shade of red. This transparency in no way makes the character more difficult to see unless the Legacy is activated.

Clairvoyance

Ability Score: Dexterity

Duration: 1 round/level

This Legacy allows the character to see from a different location. The location must be within a number of feet equal to twice the caster's level x 10. The character can see from any point within the given range but gains no other special vision powers through the use of this Legacy. A character of 8th level or greater can also hear from the chosen location (clairaudience).

Mutation: The character's eyes change; they might grow to very large proportions or perhaps grow eyestalks. Alternately, the character might grow an extra eye in the center of the forehead. While this eye is completely useless, it sometimes moves of its own accord as if looking around. Occasionally, the character sees visions of real events occurring anywhere from 100 feet to several miles away. These visions are very

brief and disorienting, almost never granting any advantage.

Climb

Ability Score: Wisdom

Duration: 1 minute

This Legacy gives the character a 30 ft. climbing speed, as well as advantage on Strength (Athletics) checks related to climbing when active.

Mutation: In some cases, the character's hands and feet become sticky, so that debris and small items stick to them. The stickiness is not enough to aid the character except when the Legacy is activated. In some characters, the arms or fingers change into rope like tentacles. These can be used like the character's normal extremities, but when the Legacy is activated, they can be flung to attach to a high point on a wall or other obstacle, allowing the character to climb it. Sometimes a character's limbs become spindly and spider-like, with an extra joint on each finger. Short, bristly hair may sprout from the character's body.



Dexterity

Ability Score: Wisdom

Duration: 1 round/level

The character receives a +1 bonus to their Dexterity per caster level for the duration of the Legacy, up to a maximum Dexterity score of 24.

Mutation: The character typically grows two extra arms, or extra fingers. their fingers usually gain an extra joint, growing to twice their normal length. Optionally, the character might grow an extra pair of legs. Unless the Legacy is activated, extra arms are useless and hang limply, but if the character grows extra legs, they are necessary for locomotion and inhibit the character's movement if damaged.

Disguise

Ability Score: Wisdom

Duration: 1 minute/2 levels

The character can alter their form and appearance. The Legacy functions similarly to the Change Appearance option of the *Alter Self* spell, with one important difference: while the *Alter Self* spell is merely an illusion, this Legacy is an actual physical metamorphosis into the new identity. This change lasts for the given duration and does not detect as magical (it is an extraordinary

ability, not supernatural or spell-like).

Mutation: The body of the character changes constantly: fur, hair, and scales grow and disappear; a tail might grow or disappear. The character's height changes by as much as an inch per minute, weight by as much as 5 lbs. per minute, and the character's facial features change at irregular intervals. The character's features and form stabilize only when the Legacy is activated. Note that these changes cause problems with the fit of most clothing and armor.

Duplicate

Ability Score: Strength

Duration: 2 rounds/level

When activated, this Legacy functions identically to the spell *Mirror Image*.

Mutation: All or part of the character's body is always duplicated. The character might appear to have an extra arm, head, or nose. Sometimes, an entire body duplicate appears and follows the Afflicted, performing acts that might be embarrassing for the character. All such manifestations are illusory.

Feel Magic

Ability Score: Strength

Duration: 1 round/level

The character can detect, and to an extent identify, magical emanations in anything they touch. Note that this Legacy is not adversely affected by vermeil (the magical dust that covers the Savage Coast and makes Divination magic useless) or the Red Curse like other forms of divinatory magic are. The character automatically gains Proficiency in the Arcana skill. By touching an object while the Legacy is activated, the character will be able to determine if that object is magical. If it is handled for a full round, the character may attempt an Intelligence (Arcana) check at advantage to determine one single property or feature of the item. Only one such fact can be determined per use; handling the object for longer might reveal another fact, or it might reveal the same one again. To discover additional features of the item (if any) requires multiple activation of this Legacy. If a living being is touched while the Legacy is activated, the character will know if that individual is enchanted in some way (charmed, for instance) and whether the target possesses a Legacy. By examining a single person for at least a full round, the character can determine a fact about the being, such as how many Legacies that individual has, whether the being is affected by a charm, or how advanced the Red Curse is on the being. Use the same rules as above for magic items.

Mutation: Most characters with this Legacy grow long, feathery antennae from their foreheads; some develop a covering of fine cilia on their hands. The character can use Feel Magic only by using the antennae or cilia. Otherwise, the growths are useless, though they sometimes move of their own accord.

Missile

Ability Score: Constitution

Duration: Special

The character can release missiles of magical energy from the fingertips. Each Missile causes 1d6 points of piercing damage, and the character can release one Missile per every three levels, up to a maximum of five missiles per activation of the Legacy. For each Missile fired, a ranged attack roll must be made. The missiles can be fired all at the same time or one per round until used up. Similarly, they all can be shot at the same target or at different targets without penalty. Even inanimate objects can be the target of the Missile Legacy.

Mutation: Each of the character's fingers lengthens and acquires a tube-like shape. The missiles are generated in and fired from these tubes.

Phantasm

Ability Score: Constitution

Duration: 1 round/level

When this Legacy is activated, a horrifying, illusory visage takes the place of the caster's normal features. This Legacy functions in a manner identical to the spell *Cause Fear*.

Mutation: The character's visage becomes very ugly, but rather than generating horror in those who view it, it causes disgust and revulsion. Others might seek to avoid interaction with the character, though they will not flee in terror.

Poison

Ability Score: Charisma

Duration: 1 minute

The character can produce poison from fangs, sharp claws, or a stinger of some sort, which appear when the Legacy is activated. The method of delivery causes no damage other than that produced by the poison. A successful melee attack roll is necessary to deliver the poison. If the poison is not used before the Legacy expires, it loses its potency and becomes inactive. The poison deals 2d6 poison damage to a target and poisons them for 1 minute. This damage increases by 1d6 each level.

Mutation: The character grows fangs, claws, or a stinging tail, but these are useless except when the Legacy is

activated. In addition, the character's flesh (or fur or scales) acquires ugly splotches of bright colors.

Red Steel

Ability Score: Dexterity

Duration: 1 minute

With this Legacy, the character can temporarily enchant a melee or missile weapon, giving it the properties of red steel. Creatures hit with a red steel weapon cannot be healed or regenerate until the end of their next turn. For further information refer to the **Mystara Player's Guide**.

Mutation: The character acquires a silvery-red color over the whole body, and his eyes glow red. Smokepowder explosions affect the character as if the character were an Inheritor (refer to the Inheritor character kit in the character kits chapter).

Reflect

Ability Score: Intelligence

Duration: 1 round/level

This Legacy allows the character to reflect a single attack directed at them within its duration. The Legacy can reflect a melee or missile attack, or any spell or Legacy that does not have an area of effect. If the

character suffers several attacks while the Legacy is activated, only one can be reflected, and this immediately ends that activation of the Legacy. For example, a character attacked with two missiles from a *Magic Missile* spell could reflect only one, or a character attacked with sword and hammer could reflect only one. Note that an attack must hit the character to be reflected, but the character takes no damage from the attack. The individual who originated the attack must make a successful Dexterity saving throw (DC=8 + Proficiency Bonus + Dexterity modifier) or suffer the damage from the reflected attack.

Mutation: Many characters acquire a shiny, silvery body covering. Normal visual reflections can be seen in this coating. Other characters are affected as if they have the Armor Legacy.

Regenerate

Ability Score: Charisma

Duration: Special

With each activation of this Legacy, the character regenerates a number of hit points equal to their level at a rate of one hit point per round. The Legacy does not operate when the character has 0 or fewer hit points, but it can help the character regrow small body parts such as a nose or finger.

Mutation: The character constantly sprouts small growths, and skin flakes away from these spots. Some Afflicted grow additional body parts, like an extra nose, ear, or finger, which eventually flake away and fall off.

Silence

Ability Score: Intelligence

Duration: 1 minute

The character can cause an aura of silence to encase one person, either the character or another target. This Legacy functions identically to the *Silence* spell. This Legacy is typically used for stealth purposes, so the recipient creates no noise while moving, but it also prevents the recipient from vocalizing (which includes casting spells with verbal components).

Mutation: Most characters with this Legacy become mute, losing their tongues. Some become deaf, losing their ears. Many acquire a particularly loud walk. Some have loud voices, but their feet become large and brush-like, creating only a whisper of sound when the character moves. In other characters, the sounds the character creates fluctuate wildly in volume.

Spell Shield

Ability Score: Strength

Duration: 1 round/level

When this Legacy is activated, a flat, transparent, glowing red disk begins to orbit around the character. The disk is about a foot in diameter and moves very quickly. During this time, the shield interferes with the effects of all Legacies and spells directed at the character, who receives advantage on all saving throws against spells. The effects for success and failure of the saving throw are normal.

Mutation: The character grows some sort of body covering, which might resemble spikes, large scales, bark, rocks, wrinkled skin, or writhing worms. This covering feels like normal flesh and provides no special protection. It is fairly thick but appears only in scattered patches. These patches slowly migrate around the character's body. The character must wear special clothing and armor to accommodate the changed flesh.

Unlock

Ability Score:

Duration:

With the activation of this Legacy, the character gains a Proficiency in Thieves Tools. In addition, the character gains advantage on Thieves Tools checks made to open locks.

Mutation: The character's fingers (on one or both hands) double in length, acquiring an extra joint at the end. This extra joint takes on the shape of a lockpicking device. When the Legacy is activated, the character uses these organic lockpicks to open the lock, though a Thieves Tools check is still required.

Weaken

Ability Score: Constitution

Duration: 2 rounds/level

Using this Legacy, the character can weaken any other living being they touch. A melee attack roll is required. The target must make a successful Dexterity saving throw (DC=8 + Proficiency Bonus + Strength modifier) to completely avoid the Legacy's effects. If the saving throw fails, the target suffers the loss of half of its Strength (a character with an 18 in Strength is reduced to 9, and so on) for the duration of the Legacy's effect. Strength scores cannot be reduced below 1 with this effect. A creature weakened by this Legacy suffers all applicable penalties.

Mutation: The character looks very weak. Though the Strength score is unaffected, the character seems to have no muscle tone, appearing extremely emaciated and sickly.

Webcasting

Ability Score: Strength

Duration: Special

When this Legacy is activated, the character assumes a demi spider form. An extra eye appears at each temple, the fingers and thumbs acquire an extra joint, and two fangs grow in the character's mouth (similar to the Aranea's hybrid form). The new eyes cannot see, and the change in the fingers grants no advantage. However, the fangs can be used to bite for 1d4 damage. A character who normally has no bite attack gains one. In addition to these transformations, spinnerets appear in the palms of the character's hands. With each activation, the caster can generate a 10-foot strand of webbing from each of the two spinnerets. These sticky web strands are strong enough to support approximately 500 pounds. For every three levels, an additional 5 feet is added to the webbing's length.

Grappling an opponent with a web requires an attack roll. Severing a strand requires a successful Strength (Athletics) check (escape DC=8 + Proficiency Bonus + Dexterity modifier). Restraining a Medium creature requires at least 20 feet of webbing.

Mutation: The character acquires a demi spider form, as described previously, permanently.