

Mordenkainen's Tome of Lost Knowledge



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Spells with a * icon are found in Vidal's book of Spells; If you do not wish to purchase this PDF feel free to replace the spell/s with whichever spell/s you and your DM feel are appropriate.



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Gathered from across the multiverse by the great mage Mordenkainen, and his magical assistant, these lost secrets have been gathered in this tome for the betterment of mages and warriors from all realms. New fighting techniques, and ways to cast magic; new weapons and armour including ways to weave magic into them like never before; new ways to call upon the magic of the gods or more nefarious beings; and entirely new warriors wielding the elements and delicious treats all are found within these pages ready and waiting for your next adventure or your DM's devilish hand.

Weapons that evolve with you or that can be combined to create something even more powerful. Armour and weapons that you can customize to your own taste with growing power as you progress your game. Spells to grant you the power of the elements, blast your foes with conjured weapons, and wrap them in painful thorns.

Two classes one that harnesses the elements to defeat their enemies and tame their world; the other wielding the kitchen and an excellent sense of taste to keep their allies in the fight and in the best of health. As well as two new subclasses for each of the original 13 classes: Cybernetic artificers, hunting barbarians, bards dealing cards, insane clerics, chaotic druids, teleporting fighters, improvising monks, magic paladins, rangers on the web, rogues walking in the light, hexed up sorcerers, shadowy warlocks, and musclebound wizards.

Five new races; ghosts that can possess the items around them to bring pain and humiliation, rock people that crash land and have a hard hide, walking trees that use seeds to harm and heal depending on their pedigree, beings of living glass that have a strong connection to magic, and a race of bugs that is really sick of being eaten.

Mordenkainen's Magical Assistant



Mordenkainen's Magical Assistant is a small homemade construct that Mordenkainen created to assist in his adventures and experiments. He released the ability to create these small constructs so that everyone could have a little traveling companion of their own. Despite having magical in the name anyone can have a Magical Assistant; from the most intellectual wizard to the most rage fueled barbarian.

Your Magical Assistant has a single eye that has a glowing iris. Your Magical Assistant can have a clockwork metal appearance, a runic appearance made of stone; it can be an amalgamation of fleshy bits Frankensteined together, or anything else you desire. If your Magical Assistant is damaged you can cause it to regain 1D8 hit points by having the mending cantrip cast on it or by expending one of your hit dice as an action and causing the drone to regain hit points equal to your roll + its constitution modifier. If the Magical Assistant is reduced to 0 hit points you can spend a long rest repairing it. Your Magical Assistant is a small construct, requires attunement by you, and has the following stats:

HP: 3 x your level

AC: 11 + your proficiency bonus

Speed: flying 30ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Senses: Passive Perception 13

Languages: Understands any you know but cannot speak.

Proficiency Bonus: Equal to yours.

Damage Immunities: Necrotic, Poison, and Psychic.

Your Magical Assistant has a four ability slots; two enhancement slots that buffs the Magical Assistant's abilities, a weapon slot for the Magical Assistant to deal damage to enemies, and a support ability slot designed to buff and heal allies. When you first attune to your Magical Assistant you choose what three abilities it has and you can change one of its abilities whenever you finish a long rest. Your Magical Assistant has the same initiative as you but takes its turn immediately after you. You can command your Magical Assistant to move and use either its weapon or its support ability as a bonus action on your turn. If you do not command your Magical Assistant it will use its movement to avoid hazards and will take the last action you commanded it to do assuming it can. EX if you commanded it to attack a target it will continue to attack the target while the target remains alive and in its range; once the target is defeated or moves out of the range of the Magical Assistant's weapon the Magical Assistant would wait for new orders from you.

Magical Assistant Enhancements

Enhancement abilities are designed to enhance the Magical Assistant's abilities. Boosting its speed, damage output, or defenses, they make the Magical Assistant better. You choose two

enhancement abilities for your Magical Assistant but cannot have two of the same ability unless otherwise specified.

1. Power Enhancer: The damage dealt by the Magical Assistant deal 1 additional damage die (die type dependent on chosen weapon)
2. Armour Plating: The Magical Assistant's AC increases by +1.
3. Thrusters: The Magical Assistant's speed is doubled.
4. Cloaking: The Magical Assistant is invisible unless it is using one of its abilities. It remains visible until the beginning of its next turn.
5. Shields: The Magical Assistant gains temporary hit points equal to your level whenever you finish a short or long rest while this ability is active.
6. Anti-Magic Field Generator: The Magical Assistant has advantage on saves against spells.
7. Regenerative Systems: The Magical Assistant regains hit points equal to its constitution modifier at the start of each of its turns as long as it starts its turn with at least 1 hit point.
8. Extra Support: The Magical Assistant gains one additional support slot allowing your Magical Assistant to have two support abilities at once.
9. Weapons Platform: The Magical Assistant gains one additional weapons slot allowing your Magical Assistant to have two weapons at once
10. Rapid Fire: The Magical Assistant can make two attacks with its weapon, rather than one when you command it to attack a creature.
11. Speed Processor: The Magical Assistant can use its support abilities as either an action or a bonus action. This allows you to command it to attack with a weapon and use a support ability on the same turn or use two different support abilities on one turn.
12. Enhanced Optics: The Magical Assistant gains darkvision out to 120ft.
13. Insulating Field: The Magical Assistant gains resistance to one damage type from the following list: Acid, Cold, Fire, Lightning, or Thunder. You can have this enhancement on your Magical Assistant multiple times.

Weapons

Weapons are self-explanatory. They allow your Magical Assistant to attack enemies and aid you in battle by eliminating foes. The weapons are all ranged and they add your proficiency bonus and either your spell casting ability modifier or your constitution modifier to their attack rolls the save DC equals 8 + your proficiency bonus + either your spell casting ability modifier or your constitution modifier. The damage dealt and damage type is determined by the weapon your Magical Assistant is using.

1. Flamethrower: This weapon fires a 15ft cone of flame. All creatures in the cone must make a dexterity saving throw against the Magical Assistant's save DC. On failed save a creature takes 1D8 fire damage, or no damage on a successful save.

2. Zapper: This weapon fires a bolt of lightning at one target within 60ft. On a hit the target takes 1D6 lightning damage. On a critical hit the lightning arcs to a second target within 10ft of the first using the same attack roll dealing 1D6 lightning damage.
3. Energy Cannon: This weapon fires a blast of energy at one creature within 120 ft. On a hit a creature takes 1D10 force damage.
4. Sonic Cannon: This weapon fires a blast of sound in a 10ft radius at a point within 60ft. All creatures in the radius must make a constitution saving throw against the Magical Assistants save DC. On a failed save a creature takes 1D8 thunder damage and is deafened for 1 round. On a successful save a creature takes no damage and is not deafened.
5. Freeze Ray: This weapon fires a beam of freezing energy at one creature within 60ft. On a hit a creature takes 1D8 cold damage and has its speed reduced by 10ft for 1 round.
6. Light Blaster: This weapon fires a beam of blistering light at one creature within 60ft. On a hit a creature takes 1D6 radiant damage and is blinded for 1 round.

Support Abilities

Support abilities are abilities that buff and support you and your party. They range from increasing a creatures AC, providing healing, and buffing their saving throws and ability checks. Support abilities take one action to use unless otherwise specified by an ability or you have an enhancement installed that changes this.

1. Shielding: The Magical Assistant increases the AC of one creature within 10ft of it by +2. This bonus lasts for 1 minute or until this ability is used again.
2. Energy Conductor: The Magical Assistant grants resistance to one damage type of your choice to one creature within 10ft of it. This effect lasts for 1 minute or until this ability is used again.
3. Healing Ray: The Magical Assistant causes one creature within 30ft of it to regain hit points equal your spell casting ability modifier or your constitution modifier.
4. Damage Absorber: While it is within 30ft of its owner; the Magical Assistant can use its reaction to take damage for the owner when the owner is about to receive damage.
5. Mental Enhancements: The Magical Assistant gives one creature within 10ft of it advantage on Intelligence, Wisdom, and Charisma saving throws and checks. This benefit lasts for 1 minute or until the ability is used again.
6. Physical Bolstering: The Magical Assistant gives one creature within 10ft of it advantage on Strength, Dexterity, and Constitution saving throws and checks. This benefit lasts for 1 minute or until the ability is used again.
7. Power Booster: The Magical Assistant grants one creature within 10ft the ability to add either their spell casting ability modifier or their constitution modifier to the damage rolls of their weapon attacks and cantrips. This ability lasts for 1 minute or until it is used again.

8. Reflex Booster: The Magical Assistant grants one creature within 10ft of it a bonus of +2 to their saving throws. This bonus lasts for 1 minute or until it is used again.
9. Reactive Defenses: The Magical Assistant uses its reaction to give its owner a bonus of +5 to their AC until the beginning of the Magical Assistants next turn.

Modular Weapons



Modular Weapons can be any weapon from the player's handbook. All modular weapons have three ability slots. A Passive ability slot that provides an always on bonus to the weapon such as increasing critical hit range or adding the thrown property to a melee weapon. Active abilities require the wielder to complete some action with the weapon to trigger; this could be teleporting on a hit or getting an extra attack on a critical hit. Finally there are damage abilities which provide the weapon with an extra damage type. A modular weapon comes with a pre-assigned set of abilities determined by the DM that are level appropriate to the player character. Modular weapons do require attunement. A creature attuned to a modular weapon can change one of the weapons abilities whenever they finish a long rest. Some of the abilities for modular weapons only apply to ranged or melee weapons not both and some abilities can only be applied to a weapon if the character attuned to the weapon has reached a minimum level.

Passive Abilities

1. The weapon gains a bonus of +1 to attack and damage rolls made with it. Can be applied to both ranged and melee weapons. No level requirement to equip.
2. The weapon gains a bonus of +2 to attack and damage rolls made with it. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 10.
3. The weapon gains a bonus of +3 to attack and damage rolls made with it. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 15.

4. The weapon scores a critical hit on a 19 or 20. Can be applied to both ranged and melee weapons. No level requirement to equip.
5. This weapon can make one attack as a bonus action while it is being wielded in the character's main hand. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 7.
6. This weapon causes the wielder to regain hit points equal to half the damage dealt by the weapon. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 15.
7. This weapon can fire to its long range without having disadvantage on the attack roll. Can be applied to ranged weapons only. No level requirement to equip.
8. This weapon gains the thrown property 20/60. Can only be applied to melee weapons. No level requirement to equip.
9. This weapon can be summoned to the wielder's hand as a bonus action. Can only be applied to melee weapons. Minimum level requirement to equip 5.
10. This weapon deals one additional damage die on a hit. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 10.
11. This weapon can be fired when an enemy is within 5ft of the wielder without disadvantage. Can be applied to ranged weapons only. No level requirement to equip.
12. This weapon gains the reach property. Can only be applied to melee weapons. No level requirement to equip.
13. This weapon gains one additional damage slot allowing you to equip to different damage abilities. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 10.
14. This weapon gains one additional active slot allowing you to equip to different active abilities. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 10.

Active Abilities

1. When you miss a ranged attack the ammunition is returned to your ammunition pouch. Can be applied to ranged weapons only. No level requirement to equip.
2. When you miss an attack you become invisible until the beginning of your next turn. Can be applied to ranged weapons only. Minimum level requirement to equip 10.
3. When this weapon scores a critical hit you add one additional damage die after doubling dice from the critical hit. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 10.
4. When this weapon scores a critical hit you can one additional attack against the same creature with this weapon. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 7.

5. When you move at least 10ft in a straight line before making an attack with this weapon you deal an additional damage die on a hit. Can only be applied to melee weapons. No level requirement to equip.
6. When you score a hit with this weapon it automatically reloads if it has the loaded or reloading property. Can be applied to ranged weapons only. No level requirement to equip.
7. When you score a hit with this weapon you can choose to teleport up to 30ft to an unoccupied point you can see. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 11.
8. When this weapon scores a critical hit you can cause a second creature that is within 5ft of the first to take the same damage as the original creature. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 7.
9. When you hit a creature with this weapon the creature is blinded until the beginning of your next turn. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 11.
10. When you defeat a creature with this weapon your next attack with this weapon has advantage. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 5.
11. When you defeat a creature with this weapon your next attack with weapon deals one additional die on a hit. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 7.
12. When you defeat a creature with this weapon you regain you're an expended spell slot of 3rd level or lower. Can be applied to both ranged and melee weapons. Minimum level requirement to equip 10.

Damage Abilities

1. This weapon deals an additional 1D6 acid damage on a hit. Can be applied to both ranged and melee weapons. No level requirement to equip. This abilities damage increases to 1D8 at 11th level and to 1D10 at 17th level.
2. This weapon deals an additional 1D6 cold damage on a hit. Can be applied to both ranged and melee weapons. No level requirement to equip. This abilities damage increases to 1D8 at 11th level and to 1D10 at 17th level.
3. This weapon deals an additional 1D6 fire damage on a hit. Can be applied to both ranged and melee weapons. No level requirement to equip. This abilities damage increases to 1D8 at 11th level and to 1D10 at 17th level.
4. This weapon deals an additional 1D6 force damage on a hit. Can be applied to both ranged and melee weapons. No level requirement to equip. This abilities damage increases to 1D8 at 11th level and to 1D10 at 17th level.