Kibbles' Compendium of Legends and Legacies



A complete collection of Classes, Subclasses, Spells, Feats

Kibblestasty 5E Homebrew

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ART: REGGY AZMAT

What's in this Book?

While the table of contents lists all the options available, this section will give a brief summary of the content to help readers find what they might be looking for, even if they don't know exactly what it is they were looking for already.

There's a vast array of character options in this book, so the summary is there to help you find which ones might speak to the next character you want to play.

Part 1: Classes

This book has four new classes introducing popular options to 5e, from classic ideas found in previous editions to brand new concepts. Here's a summary of them:

Occultist

The Occultist is a varied full caster that invokes many esoteric 'traditions' of magic, bringing both old and new options to 5e. In some ways, each subclass of the Occultist is so unique and varied from the others that it can be considered miniature classes unto themselves. In editions without subclasses, some of them were full classes.

The Occultist is most centered around the controller/support roles in a party, but depending on your choices it can do almost anything.

It offers a great deal of niche customization to fully bring a niche character to life, with a massive spell list being a core feature, along with wide selection of both class and subclass specific rites. Here's a quick summary of each subclass:

- **Tradition of the Witch.** The Witch is the 'iconic' or 'default' Occultist, being masters of spells and curses, they are supplemented by an enhanced familiar, and gain access to a lot of 'classic witch stuff' in their rites (flying brooms, floppy hats, potion mixing, and more). They can pick from a Black, Green, or White (...or even Red for those using blood magic) Coven, though all of the covens are some flavor of control/support role, just each with their own twist (debilitation, illusion, and binding respectively). Consider this option if you have practiced your cackling and want to play a twist on a classic spellcaster [p. 15]
- **Tradition of the Hedge Mage.** The Hedge Mage is the tradition older than the traditions themselves, and the path to 'I just figured it out as I went'. These patchwork and scrappy spellcasters use their magic in unconventional and varied ways, from twisting how spells work to stealing bits and pieces of other traditions (or even other classes). They make the most of what they have, excel in casting cantrips and other simple magics. [p. 21]
- **Tradition of the Oracle.** Oracles are an esoteric tradition, straddling the line between the arcane and divine most keenly as they delve into the mysteries of magic. They gain their powers in thematic clusters—be it the power of life or death, light or darkness, fire or nature, or any combination of those and more. Add those on top of a double heap of foresight, and they become anything you choose—delving fire can make them a blaster while delving war can make them a hybrid combatant, while life opens the door to being a potent healer. [p. 24]
- **Tradition of the Shaman.** Shamans call on the powers of spirits, both elemental and ancestral, to empower themselves. They are most damage-dealing focused of the Occultist subclasses, able to fill the role of a melee striker, ranged striker, or blaster based on their choices and attributes. Consider this option if you want to unleash elemental powers or wade into the fray empowered by the spirits. [p. 29]
- **Tradition of the Spiritualist.** The most esoteric and subtle of the occult traditions, Spiritualist call forth totems and lay down powerful hexes to inexorably shift the balance of power in their favor. A support/controller role by nature, consider this option if you want to have a subtle by pervasive effect on the battle, deploying a range of powers to debilitate and empower [p. 32]
- **Tradition of the Voidwatcher.** What happens to a mind when it gazes into what lies beyond, and sees the end of all things? A Voidwatcher can be considered a 'fallen Oracle' and Occultist's who's path was forever altered by an event. Featuring the Conclusions of Annihilation, Madness, or Tranquility, how they choose to react to their brush with the end dictates their power and role [p. 35]

Spellblade

The Spellblade is the fusion of martial and magic combat made singular, most perfectly represented by their core ability: Spellstrike. This ability allows them to cast a spell into their weapon, and deliver it to their foe by hitting them with it.

The are half-casters that focus mostly on the striker role, with some variation found in subclasses that lean more toward being a defender, or different flavors of damage and utility.

This is a good class for those that want it all, they tend to be highly mobile in combat with plenty of ways to teleport, and have a wide arsenal of abilities

to unleash at any given time.

These subclasses are called Techniques, and each represents a loadout of weapons and approach:

- **Battlemage.** The core iconic Spellblade subclass, this represents a balanced fusion of magic and technique, getting a selection of classic spells. Consider this option if you want a balanced striker. [p. 47]
- **Aether Blade.** Channeling their powers to conjure and enhance a blade of scintillating power, the Spellblades focus on force damage and their iconic energy blade to scythe their way through the battlefield. A more focused and specialized striker option. [p. 48]
- **Guardian.** Taking the Spellblade chassis in the direction of a defender, this technique allows you to gain and distribute impressive defenses, at the cost of some of your power as a striker. Able to use heavy armor and shields, Spellblades of this technique are study arcane bulwarks for their allies to rely on. [p. 49]
- **Mage Hunter.** A Spellblade that uses their magic to hunt down mages, they are any wizard's worst nightmare. Armed with a variety of tools to not get ensnared by magic and stop enemy spell casters in their tracks, they are fully equipped to bring justice to those used to teleporting away from it. [p. 51]
- **Rimeblade.** A frost-focused Spellblade that covers their blade in ice and unleashes a deluge of arctic powers to freeze their foes. The nature of their powers affords them more control aspects than most Spellblades. This one is straight forward—if you are looking for blade + mage + ice, look no further. [p. 53]
- **Swiftblade.** A dual wielding specialization that can rain down a flurry of attacks. They specialize in magic that enhances their assault, either by boosting their attacks and mobility, or delivering a key piece of burst damage through spellstrike. Consider this option if you want to do as much damage to one target as possible. [p. 50]
- **Spellfist.** A Spellblade that forgoes the blade part to get as up close and personal as possible, they specialize in point blank blasts and grappling, making their grip both hard to escape and deadly. Consider this option if you ever wanted to just punch someone with a fireball. [p. 56]
- **Spellshot.** A ranged archetype for Spellblade, they integrate their spellstrike feature into ranged attacks to deliver punishment from a safe distance. A solid striker, take this option if you're looking to keep your distance in your spell slinging. [p. 52]

Warden

Wardens are the bulwark of nature, natural powers manifested into a chosen champion. They are extremely durable with a power set that is emblematic of the aspect of nature they represent. They can channel the power of anything from beasts and plants to more esoteric and specialized primordial powers such as the powers of time or dragons themselves.

The Warden is a good pick for anyone that wants a more control-forward melee character, serving as a defender/controller role primarily. Their Primal Interdiction is their iconic feature, which makes an increasing area around them difficult terrain, meaning enemies will have a difficult time bypassing them. Here is a description of their subclasses:

- **Elemental Soul.** Harnessing the power of fire, ice, and lightning, these Wardens are the iconic force of nature that represent the primordial rage of the elements. It is versatile and balanced offering a blend of single target, area of effect, and even some ranged options to the classic warden kit of a control heavy melee. [p. 64]
- **Beasthide.** Channel the fury of beasts, these tap into an ancient and untamed ferocity. They deal higher damage than most Wardens, showcasing their brutality to anything that falls into the claws. Consider this option if you want to ensure that your foes do not ignore by threatening to rip their faces asunder. [p. 66]
- **Elderheart.** Ancient and inexorable, these represent the purist force of nature that lurks in the depths of the forests that no civilized creature has set into. Their grip is endless roots, pulling their enemies into the brambled heart of the grove. The highly defensive and control oriented Warden, these deal relatively low damage, but wear down their foes through inevitable power. [p. 67]
- **Stoneblood.** Solid and durable, these Wardens are the most defensive and durable breed of Warden, drawing on the earth under their feet to turn their flesh and blood as hard as stone. Few things can break their defense, and none can make them bleed. Pick this option if you want to be an indomitable monolith on the battlefield. [p. 69]
- **Sunwatcher.** At the origin of life the sun is ancient and primordial, its light brings safety and warmth, but its fury brings endless power that blinds and burns. The most supportive and ranged Warden, pick this option if you want to be able to support your allies from anywhere on the field. [p. 70]

- **Ironbound.** Drawing the strength of metal to form a carapace of plate, spikes, and chains, some may view these Wardens as a corruption of their more natural primal mandate, but few doubt their power. A heavy armor wearing, martial weapon wielding Warden for those that prefer heavy metal to pure nature. Like most Wardens they are still a tank and controller, but their ability to wield heavy two handed weapons opens some new options. [p. 72]
- **Dreadwing.** Dragons are one of the ancient primal powers, and some Wardens have learned to draw on that ancient power, gaining a fragment of their power to bring terror to the skies over their enemies. Consider this option if you want to see your foes cower before your might. [p. 74]
- **Timetwister.** A unique Warden option that veers toward the support end of the spectrum, Timetwisters manipulate the flow of time to give more to their allies and less to the enemies. Play this option if you're looking for a Warden that specializes in support and control. [p. 76]
- **Astral Guardian.** At the origin of all powers lies the astral beyond, and these Wardens draw on that primordial existence to manifest their own will into reality. This option adds some supportive elements allowing their allies to teleport, while doing more damage than some options, giving up some of the control aspects for more damage and utility. [p. 77]
- **Bone Binder.** Shunned by some, Warden's of this dark path recycle the materials of life to make bone constructs. This is a unique Warden that brings a pet with them... if one of a grim aspect. They do all the normal Warden things, but share those with their trusty pile of bones. Play this option if you want to forge a bone buddy. [p. 79]

Warlord

Warlords are battlefield commanders who use the power of their presence to enhance the abilities of their allies. Some guide their allies through cunning tactical advantages while others are a beacon of charisma that inspires their allies to fight with greater zeal. Others still simply have a calm collected head on the battlefield that can leverage their martial experience to get the best results.

Warlords do not control their allies. Instead, they polish what they can already do and open new opportunities for their allies to shine on the battlefield. A Warlord is a force multiplier. Consider this class if you like to shine the spotlight on your allies in combat, rather than take center stage for yourself.

It is a support focused class that can provide a bit of a durable body, a secondary striker, or some controller elements depending on its subclass choice.

Each subclass has a generally preferred primary attribute:

- **Commander's Presence.** The iconic Warlord, their presence and leadership comes from a steady hand and head, they are wisdom based veterans of the battlefield. They lean toward being a hybrid of support and tank. Consider this option if you want to keep your allies alive and in the fight. [p. 87]
- **Chieftain's Presence.** A Warlord that joins the fray with gusto, they are proficient damage dealers, focusing on physical attributes and charisma to maximize their impact on the battlefield. They specialize in war cries and aggressive options that allow them and their allies to trade some of their defenses for more damage. [p. 88]
- **Dancer's Presence.** A unique Warlord that takes center stage on the battlefield, they specialize in staying one step in front of their foes while inspiring their allies. They are uniquely centered around the Dodge action, gaining special bonus actions when they take it. They fill a tank and support roles, being difficult to hit while being able to distract and draw the ire of enemies, even as they inspire their allies. [p. 95]
- **Dreadlord's Presence.** Most Warlords focus on inspiring their allies, but these are different breed. They weaponize their powerful presence to terrify their enemies. While they can still support their allies, their true calling is as a controller that demoralizes their enemies, leaving them paralyzed in fear. [p. 96]
- **Packleader's Presence.** Cunning and stealthy, these are the Warlords of the wilderness, leading their party to most effectively fight with hit and run tactics, traps, and using the terrain to their advantage. They dabble in some druidic magic to better turn the environment to their advantage. [p. 91]
- **Paragon's Presence.** Bold and daring, they carry the banners of their armies, stand in the front of their armies, and lead the charge without fear. Paragons fight in the thick of it, gaining martial weapon proficiency and wielding weapons and charisma with equal poise. [p. 92]
- **Noble's Presence.** Nobles exude a charisma that borders on divine, driving those that fight by their side to act with greater zeal. They are fully support focused, and specialized in making their allies do more damage. They can turn that Charisma

against their foes issuing commands that can be hard to resist. [p. 90]
- **Tactician's Presence.** The clever intelligence option of Warlords, they rarely fight themselves, but always have ways to contribute. They specialize in predicting the actions of their enemies and opening new paths for allies. [p. 94]

Part 2: Subclasses

Barbarians

The following are new subclass options for the Barbarian class:
- **Path of the Bladestorm.** A Barbarian whose rage takes on a supernatural aspect empowering the winds and weapons around them to echo their fury. Consider this path if you want to hurl weapons and create storms of blades. [p. 102]
- **Path of the Dragon.** Channeling the primal fury of the scaled tyrants, these Barbarians channel their ferocity to gain a host of natural weapons and elemental powers, eventually gaining the ability to take the skies like the tyrants they emulate. [p. 103]
- **Path of Instinct.** Instead of flying into a rage, these Barbarians enter a cold state of perfect focus, relying on their supernatural instincts to guide them to perfect form. This is the option for those who want to be a Barbarian that breaks the mold of an angry smashing brute. [p. 105]
- **Path of Mutation.** The purest expression of the angry smashing brute, these Barbarians channel a rage so potent it warps their flesh and body, becoming thundering titans of fury and force. They pick up their foes and toss them about like ragdolls and can grow physically larger to better smash. [p. 106]

Bard

The following is a new subclass option for the Bard class:
- **College of Fools.** When dealing with a Bard of this college, their enemies never know if they are dealing with an idiot, a cunning combatant, or some mixture of the two. Tumbling and flourishing their way through the battlefield, they juggle weapons and wits equally. [p. 108]

Cleric

The following are new subclass options for the Cleric class:
- **Dream Domain.** Followers of gods whose domain touch the vast dreamscape, these Clerics are shepherds of dreams, gaining the ability to bring rest and respite to their allies, and call upon the vastness of the dreamscape to manifest powers into reality. [p. 109]
- **Judgment Domain.** Embodying the divine will of gods of justice, Clerics of this Domain possess the iron will and ruthless powers to bring justice to those that would seek to escape its grasp. They are armed with tools of retribution and restraint to bring down monsters and criminals alike. [p. 111]
- **Martyr Domain.** A Cleric of this domain seeks to take on the suffering of the world, to be the first to harm when necessary, shielding their companions by taking their burdens and helping them endure, even at the cost of their own health and safety. A healer and support role, they excel at ensuring the survival of others. [p. 113]

Druid

The following are new subclass options for the Druid class:
- **Circle of Aspects.** Channeling primal spirits, Druids of this Circle wade into the fray as melee combatants, blending magic and supernatural strength to render asunder those that would defy the natural will. [p. 114]
- **Circle of the City.** A Druid that has adapted to civilization, living in the urban forest of mankind, they connect to the life that thrives in such a place. A master of small animals, they find companions among the pigeons and rats, able to use them as ears and messengers commune with a city in a way few of its human inhabitants consider. [p. 116]
- **Circle of Elements.** Channeling the raw power of elements, these Druids represent the most untamed forces of nature, unleashing fire, ice, wind, lightning and earth; they leave scorched and torn earth in their wake, knowing that such land is meant to be reclaimed by nature. [p. 118]
- **Circle of Growth.** A plant focused Druid, they encourage new growth to sprout... even among the fields of war where it might hinder the foes. They call forth a magical sapling that serves as an anchor for their allies and bulwark against their foes, and have a wide range of area of control spells at their fingertips. [p. 120]
- **Circle of Roots.** A primordial guardian that can take on the form of a mobile tree, they become extremely tough and powerful in this form, gaining a host of grappling roots with which to pull down their foes. [p. 122]
- **Circle of the Wild.** A druid that has a powerful animal companion, they work in tandem, with their companion empowered by the magic the Druid unleashes. A pet focused subclass for Druid. [p. 123]

Fighter

The following are new subclass options for the Fighter class:

- **Adventurer.** This is the option for the prototypical Fighter, well rounded with some extra skills and tricks, they specialize in being well stocked and prepared with potions and scrolls, always preparing a little of this or that on the side to pull out when they need it the most. [p. 126]
- **Brawler.** Fighters that get up close and personal, they thrive off an expanded definition of 'weapon'... a list that includes tables, chairs, and goblins for them. Perfect for the Fighter that wants to be as rough and tumble as they come, mixing grappling with bonking. [p. 127]
- **Champion.** A perfect paragon of martial valor, these are Fighters that refine what it means to be a Fighter. They gain few bells and whistles making them perfect for purists who just want to excel at pure martial expression with powerful passive enhancements. [p. 128]
- **Crusader.** A holy warrior that champions a divine cause. They answer to no oath, being guided by the will of a higher power or cause, no matter where that may take them. They mix a Fighter's martial prowess with a 1/3 divine caster. They blend a dash of support in with a fighters normal combination of tough striker. [p. 130]
- **Green Knight.** A nature knight, these are 1/3 casters that draw on the Druid spell list. Their connection to the abundant life of nature gives them an unusual resilience that makes them recover from even grievous wounds. [p. 132]
- **Spiritsworn.** These are Fighters with a close connection to a spirit bound weapon. They have a flexible combination to combat, their spirit weapon able to take a variety of forms and their style of combat adapting to it as it changes. Their connection to a magical spirit gives them some magical abilities themed around the type of spirit they've bonded to. [p. 134]

Monk

The following are new subclass options for the Monk class:

- **Way of the Elements.** An Elemental based monk that becomes an avatar of the elements. They can unleash flaming kicks, whips of water, and blasts of compressed air. A great option for any monk that wants to spend their ki on something flashier than punching a little harder. [p. 138]
- **Way of the Outcast.** Not all monks are cut out to be ascetic, and Monks of this way are the ones that have fallen off the wagon. Their temples are taverns, their meditations are usually during gambling, and their training is bar room brawls. They excel at more brutal and dirty tactics. [p. 140]
- **Way of the Sword Saint.** Taking sword arts to a new level, these Monks can spend their ki to unleash a wide array of powerful supernatural skills with the blade, striking like the wind, leaping through the skies, and even slashing through magic. [p. 142]

Paladin

The following options are new subclass options for the Paladin class:

- **Oath of Silence.** Taking a stand against the clamor and chaos of the world, these Paladins often belong to esoteric and strict orders, standing in opposition to depravity of the most unhinged uses of magic, offering serene shelter and sanctuary in a world gone mad. [p. 144]
- **Oath of the Goodest Boi.** A very serious option made for the 1st of April and included in the book by popular demand, this is the first and last stop needed for any doggo paladin that wants to be the bestest boi. [p. 145]

Psion

The following is a new subclass option for the Psion class; the Psion was published in *Kibbles' Compendium of Craft and Creation* and can be found for free online:

- **Knowing Mind.** A precognition based Psion that brings new ways to leveraging knowing the future. A generally support focused option that seeks to pull the strings behind the battle to build to a favorable conclusion. [p. 147]

Ranger

The following is a new subclass option for the Ranger class:

- **Bounty Hunter.** A Ranger that specializes in bringing down their targets, dead or alive. They have unique features around tossing nets, navigating more urban settings, and bringing down targets alive. The arm of justice gets a bit longer for each Ranger walking this path. [p. 148]

Rogue

The following are new subclass options for the Rogue class:

- **Assassin.** A variable subclass that can specialize in different approaches to reaching a shared final conclusion. They can be blades in the dark, faces in the crowd, or masters of poisons. [p. 150]

- **Divine Hand.** Faithful adherents to an order or god, these are the first and last resort for problems that cannot be prayed away. 1/3 spellcasters drawing from the Cleric spell list. [p. 151]
- **Surgeon.** Vital field medics who can save a life with their quick interventions, or end one with an even quicker intervention. Intelligent and educated, these erudite Rogues make an excellent ally and concerning enemy. [p. 152]

Sorcerer

The following are new subclass options for the Sorcerer class:

- **Fey Warped.** A sorcerer whose power comes from a connection to the fey. Their powers befuddle through charms and illusions, adding a little twist and bite to their powers. They are slippery and tricky, and specialize more in control and trickery than most of their Sorcerer kin. [p. 154]
- **Fiendish Bloodline.** Empowered by the lower planes, these Sorcerers are fire and brimstone made manifest, destructive casters whose power corrupts them as they wield to give them... even more power. Specialized in destruction and mayhem, they might not be evil, but few would welcome seeing one with open arms. [p. 155]
- **Phoenix Spark.** Born from the overflowing flames of creation, they are brimming with destructive life force. They balance destruction and creation, fire and life. Their flames nourish and annihilate in equal measure. [p. 157]
- **Sea Soul.** Turbulent and tempestuous, they are born of the restless seas, they churn the water bring to forth storm and rime. They specialize in a host of new water spells to fling and freeze foes. [p. 159]
- **Stoneheart.** Strong and steady, these Sorcerers lean toward being a melee specialist, empowering themselves with strength and durability drawn from stone. They can take a hit and deal it back even harder. [p. 161]

Warlock

The following are new subclass options for the Warlock class, representing new patrons that can grant them their otherworldly powers:

- **The Dragon.** Making a pact with a dragon grants a host of classical dragon powers. Blasts of Elemental power, an optional set of claws, and, of course, the eventual promise of becoming a dragon yourself. It leans towards the blasting route, but has some unique melee options as well. [p. 162]
- **The Fey.** Deals with Fey are classic, and this iteration of it offers a host of familiar fey powers with a bit more fey flavor and dazzle. [p. 166]
- **The Knowledge Keeper.** A pact with an ancient being of great knowledge, often formed by scholars that couldn't leave any stone unturned in their pursuit of knowledge. Creatures such as sphinxes may offer pacts such as these, but they can be with other beings that might normally fall under another pact, but was made by knowledge seekers. [p. 167]
- **The Overseer.** There are eyes that watch over mortals from the beyond, and those that would share the vision with such beings can form this pact. They gain a wide array of eye rays that are quite the sight to behold. [p. 168]
- **The Ooze.** A pact made with an amorphous being of ooze and slime, granting some fraction of their powers and abilities to the Warlock. They are resilient and flexible, gaining the ability to shrug off blows and morph their body. [p. 170]
- **The Tempest.** In the heart of the storm one can find powerful entities of chaos and fury, and this pact taps their ancient primal power. Warlocks that form this pact are followed by a storm that grows in power as they use their powers. [p. 171]

Wizard

The following are new subclass options for the Wizard class:

- **Astronomical Order.** Wizards are scholars of magic and mystery, and few things are more magical and mysterious than the cosmos. They channel cosmic power to create star motes which can bombard their enemies or form empowering constellations. [p. 173]
- **Theurge.** Not all Wizards are content to stop at the boundaries of arcane magic. If a Wizard is meant to be the master of magic, should they not master all magic? These Wizards delve divine power, plundering its secrets, though not without a cost. Blasphemers and zealots alike are united in their quest to unlock divine magic through this unique path. [p. 175]

Part 3

Beyond all of the options above, the book offers even more!

- **Feats!** The book offers the largest selection of feats yet for a 5e book, with over 40 new feats empowering martial characters with powerful new moves, mystical abilities, or weapon mastery. [p. 180]
- **Spells!** This spell unites Generic Elemental Spells with all the spells I've written over the years for a staggering list of over 200 new spells. [p. 202]



ART: GERY ADRYTIA

Occultist

Wisps of purple smoke and dancing shadows rise from the ritual as the young human woman with strange magical markings tattooed across her hands whispers words in a language long forgotten, calling forth ancient powers.

The woods creak and bend, black wings beating as a raven alights on the outstretched hand of an ancient elf, her eyes as black as the raven's. Soft words are spoken, and the elf nods in agreement.

A young orc lets out a bellowing roar and flames burst into a form taller than an ogre, causing her enemies to flee. She holds up her spear and the flames pour from the roaring fire spirit to it, swirling about it, causing it to roar alight with searing magical flames.

The mysterious halfling woman gives a knowing smile, her unseeing eyes focused on you. She knows what you've come for, and tosses a handful of incense into the fire; what it is she sees in there? Your fate? Your destiny? As she speaks, it is only in riddle.

Occultists are those that follow the old ways: a path of ritual and wisdom long known yet oft forgotten. Rather than force magic to obey, they bind, twist, manipulate, and compromise with it. They follow ancient agreements and techniques to produce results that few fully understand, even those that use them, but that they know it will work, for it always has.

Ancient Traditions

Occultists are spellcasters following legacies that go far back. While they may or may not be directly tutored or influenced by another member of their tradition, their path to magic involves unearthing ancient secrets, old ways, and knowledge gleaned from spirits, ghosts, and elementals.

They often personify aspects of their magic in ways that other casters find odd, coaxing and manipulating magic forces by ancient laws and bargains. Occultists tread between the arcane and the divine, not necessarily worshiping any god, but treating gods and spirits alike with cautious respect for their domains, asking for what they take, and carefully giving thought to their actions.

Each tradition that appears in the Occultist is an ancient legacy of magic, found deep within folklore and story. Every villager could tell you stories of Occultists and their traditions, and they are often seen in this context. Though villagers and the superstitious might fear them and their magic, they may be more likely to turn to them than a Wizard; at least an Occultist makes sense to them, even if they are scared by their powers.

Spiritual Magic

A common thread of the magic wielded by the Occultist is the spiritual connection of it; the demi-divine nature of magic that taps into the weave of magic, oft through intermediaries such as gods, spirits, elementals, and more.

Frequently an Occultist may call upon their magic through the mediums of spirits quite directly, even having names for the spirits it calls about to bring about certain magical effects. The verbal component of an Occultist's spell might be calling upon a spirit to work their wish, an invocation of their ancient bargain, or words in a language designed to bind and persuade.

The Occultist

Level	Proficiency Bonus	Features	Occult Rites	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spell Casting, Occult Tradition	—	3	3	2	—	—	—	—	—	—	—	—
2nd	+2	Occult Rites	2	3	4	3	—	—	—	—	—	—	—	—
3rd	+2	Occult Tradition Feature	2	3	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	4	6	4	3	—	—	—	—	—	—	—
5th	+3	—	3	4	7	4	3	2	—	—	—	—	—	—
6th	+3	Occult Tradition Feature	3	4	8	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	10	4	3	3	2	—	—	—	—	—
9th	+4	—	5	4	11	4	3	3	3	1	—	—	—	—
10th	+4	Traditional Expertise	5	5	12	4	3	3	3	2	—	—	—	—
11th	+4	—	5	5	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	6	5	14	4	3	3	3	2	1	—	—	—
13th	+5	—	6	5	15	4	3	3	3	2	1	1	—	—
14th	+5	Occult Tradition Feature	6	5	16	4	3	3	3	2	1	1	—	—
15th	+5	—	7	5	17	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	7	5	18	4	3	3	3	2	1	1	1	—
17th	+6	—	7	5	19	4	3	3	3	2	1	1	1	1
18th	+6	—	8	5	20	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	8	5	20	4	3	3	3	3	2	1	1	1
20th	+6	The Old Ways	8	5	20	4	3	3	3	3	2	2	1	1

Creating an Occultist

When creating an Occultist, the most important decision will be what Tradition you follow. Each Tradition of an Occultist is distinct, with divergent flavor and calling upon a different aspect of folklore.

Quick Build

You can make an Occultist quickly by following these suggestions.

First, Wisdom should be your highest ability score, followed by Constitution or Dexterity. Second, choose a background that lives on the fringes of society. Third, choose the *chill touch*, *guidance*, and *poison spray* cantrips, along with the following 1st-level spells: *burning hands*, *cure wounds*, and *hideous laughter*.

Class Features

As an Occultist, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Occultist level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Occultist level after 1st

Proficiencies

Armor: Light armor
Weapons: Daggers, quarterstaffs, light crossbows
Tools: Herbalism kit
Saving Throws: Wisdom, Charisma
Skills: Choose two from Animal Handling, Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a quarterstaff, *(b)* a dagger, or *(c)* one simple weapon (if proficient)
- *(a)* a component pouch or *(b)* an occult fetish
- *(a)* a scholar's pack or *(b)* an explorer's pack
- *(a)* leather armor, or *(b)* scale mail, (if proficient)
- An herbalism kit

Alternatively, you may start with 4d4 × 10 gp to buy your own equipment.

Spellcasting

As a practitioner of occult magic, you have inherited and developed techniques to manipulate reality through mediums of rituals, spirits, elements, and more. See Spells Rules for the general rules of spellcasting and the Spells Listing for the Occultist spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the Occultist spell list. You learn additional Occultist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Occultist table.

Spell Slots

The Occultist table shows how many spell slots you have to cast your Occultist spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *lightning tendril* and have a 1st-level and a 2nd-level spell slot available, you can cast lightning tendril using either slot.

Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the Occultist spell list.

The Spells Known column of the Occultist table shows when you learn more Occultist spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Occultist spells you know and replace it with another spell from the Occultist spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your Occultist spells. Your magic comes from a practitioner's knowledge of tradition, ritual, and the way things work learned through experience, care, and cunning. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Occultist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast any Occultist spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use an occult fetish as a spellcasting focus for your Occultist spells.

Occult Fetish

Similar to a holy symbol or an arcane focus, an occult fetish is a magical focus, but one that functions for the Occultist.

It can be almost anything, though usually has a somewhat macabre bent, such as a skull decorated with feathers or pendant decorated with teeth and runes. You can buy or make one for 10 gp, and it typically weighs about 1 lb.

Occult Tradition

Choose an occult tradition, shaping your the techniques, features, and rites available to you from the following: Witch, Hedge Mage, Oracle, Shaman, Spiritualist, or Voidwatcher.

Your choice grants you features at 1st level, 3rd level, 6th level, and 14th level.

Occult Rites

As you delve into your Tradition of occult magic, you find deviations and branches to explore that help you specialize and perfect your craft in the way that best suits you.

At 2nd Level, you gain two occult rites of your choice. Your occult rites options are detailed at the end of the occult tradition description for tradition specific Rites, and at the end of the class description for general rites. You can select from either your tradition or class list. When you gain certain Occultist

levels, you gain additional occult rites of your choice.

Additionally, when you gain a level in this class, you can choose one of the occult rites you know and replace it with another occult rite that you could learn at that level. A level prerequisite in an occult rite refers to Occultist level, not character level.

Class & Subclass Rites

Each occult tradition has specific rites that only they can select, and for each tradition, these are added to the pool of rites with the class rites you can select. You can select from either list when you are selecting a new rite.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Traditional Expertise

Starting at 10th level, your passed down knowledge of tradition gives you expertise in a skill of your tradition; choose one of your skill proficiencies from among Animal Handling, Arcana, Medicine, Nature, Religion, or Survival. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. If you do not have proficiency in any of the selected skills, you instead gain proficiency in one of your choice.

Additionally, when you make a Wisdom ability check, you can draw upon your tradition and expend a spell slot to gain advantage on the check.

The Old Ways

At 20th level, your mastery of ritual and tradition is extensive and unparalleled; you've unlocked ancient secrets and perfected techniques to master rituals completely. Any Occultist spell you know of 3rd level or lower becomes a ritual spell for you. When you cast a spell without the ritual tag as a ritual, it requires additional consumed material components worth 10 gold per level of the spell.

Additionally, your mastery of rituals allows you to work them more quickly. A spell cast as a ritual only takes additional turns equal to the spell's level to cast (for example, casting a 3rd level spell as a ritual would take four turns to cast, casting as your action or bonus action on the fourth turn). Spells with a casting time of a reaction cannot be cast as a ritual.

Tradition of the Witch

A Witch can be many things, and most often refers to someone that villagers find scary and weird, but at the heart of every crazed story there's a sliver of truth. That truth is that Witches do indeed exist.

Some may openly live as they are, while others may be the last person the superstitious villagers would expect. Varied in their powers, designs, and traditions based on their Coven, generalizing about a Witch is challenging. They are most often defined by the varied and utilitarian magic they use, hexes that make crossing them unwise, and powerful intelligent familiars.

Witch's Magic

When you select this tradition at first level you learn the spell *find familiar,* and when you summon a familiar with this spell, it acts on your initiative. Additionally, you can select two additional cantrips of your choice from the Occultist spell list.

Witches & Gender

While the term "witch" is often used to refer to a female spellcaster in contrast to a male "warlock," the Warlock class is certainly available to any gender and the same is generally true for the Witch subclass.

Various settings' lore and mythos may make assumptions about gender for witches, but by their very nature PCs tend to be the exception to rules. This subclass is not limited to any particular gender.

Coven

Starting at 1st level, you select the Coven you belong to from among the Black Coven, the White Coven, or the Green Coven. Based on which Coven you select, you gain access to additional spells and manifest different special powers. Spells gained from this feature are added to your spells known and count as Occultist spells for you, but do not count against the total number of spells you can know.

While the Covens are often associated with Evil, Good, and Neutral respectively, you do not have to have a particular alignment to join a particular coven — it is merely your area of expertise and what traditions you know.

Each Coven explores a different expression of magic. A Witch of the Black Coven specializes in inflicting pain, curses, and eventual agonizing death on those that cross them. By contrast, a Witch of the White Coven focuses on binding and healing. The focus of a Witch of the Green Coven is the closest to the Witch's roots in hag-like fey magic, drawing power from nature to baffle her foes and control her surroundings.

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Black Coven

Witch Level	Bonus Spells
1st	*rotting curse*[K], *hideous laughter*
3rd	*blindness/deafness*, *darkness*
5th	*bestow curse*, *curse of doom*[K]
7th	*black tentacles*, *devour shadow*[K]
9th	*killing curse*[K], *contagion*

White Coven

Witch Level	Bonus Spells
1st	*binding curse*[K], *healing word*
3rd	*calm emotions*, *hold person*
5th	*karmic curse*[K], *mass healing word*
7th	*banishment*, *resilient sphere*
9th	*enfeebling curse*[K], *dispel evil and good*

Green Coven

Witch Level	Bonus Spells
1st	*befuddling curse*[K], *entangle*
3rd	*alter self*, *enlarge/reduce*
5th	*curse of misfortune*[K], *major image*
7th	*greater invisibility*, *polymorph*
9th	*swapping curse*[K], *seeming*

Familiar Bond

At 3rd level, when you cast *find familiar*, your familiar gains an Intelligence, Wisdom and Charisma of 10 (unless that respective score is already greater) and the ability to speak any languages you speak. When your familiar takes damage, you can choose to take that damage yourself instead, transferring all damage to you.

Additionally, you can cast spells with a material component if your familiar can access the material component without holding it yourself (including curse spells that can acquire the material component by touching the target creature).

Black Coven

As a reaction to a creature within 30 feet of your familiar hitting with an attack, you can have your familiar subtract 1d4 + half your Occultist level (rounded down) from the attack roll (no action required from the familiar). It can do this a number of times equal to your Wisdom modifier, regaining all uses after you complete a long rest.

White Coven

When you complete a long rest, your familiar gains temporary hit points equal to your Wisdom modifier + twice your Occultist level. While it has temporary hit points, as an action your familiar can teleport to a creature within 30 feet of it and grant that creature one or more of its temporary hit points. You can direct it to do this immediately using your reaction when a creature within 30 feet of it takes damage (no action required by the familiar).

Green Coven

When you complete a long rest, your familiar gains a number of illusory duplicates equal to your Wisdom modifier (a minimum of one). These persist until destroyed by taking damage or you complete a long rest. The illusory duplicates cannot take any actions, but move and act like your familiar during your turn, staying within 30 feet of you or it.

At the end of your familiar's turn or when it takes damage, it can swap places with an illusory familiar (no action required by the familiar). If it does this as a result of taking damage, the illusory familiar is destroyed but the familiar takes no damage. Illusory duplicates are immune to damage while within 5 feet of you.

Unless otherwise specified, illusory familiars occupy the Witch's space and move with them.

Witch's Touch

Starting at 6th level, whenever you cast a spell with a range of touch (including through your familiar), you can add one of the following modifiers to the spell:

- **Temporary Hit Points.** It grants one affected target temporary hit points equal to your Wisdom modifier. Only one creature can have these temporary hit points at a time.
- **Bonus Damage.** It deals additional damage equal to your Wisdom modifier to one affected creature.
- **Misfortune.** It adds or subtracts 1d4 from the target's next attack roll or saving throw before the start of your next turn.

You can also confer these effects to another spell with a range longer than touch by making its range touch. If you make the range of a curse spell touch, you no longer need the material component for the spell.

Alternatively confer these effects as an action without casting a spell by touching a target (making a melee spell attack against the target if it is an unwilling creature).

Master of Curses

Starting at 14th level, you no longer need the material component for curse spells (even when casting them at range).

Additionally, casting 1st level Hex or Curse spell no longer interrupts or is interrupted by concentration of other spells, though this cannot let you concentrate on more than two spells at a time, with at least one being a 1st level Hex or Curse. If you lose concentration while you are doing this, concentration is lost on both spells.

Witch Specific Rites

Animate Broom *(Prerequisite: 12th-level Witch)*

You infuse an object (traditionally a broom) but any vaguely broom-shaped object (like a staff, spear, or similar) can be used with flying magic, turning it into a Broom of Flying. If your broom is lost or destroyed, you can create a new one during 8 hours of work. If a previous broom still exists when you make a new one, it loses its magic upon the completion of the new one.

Animate Hair

As an action, you can expend a 1st-level spell slot to cause your hair to lengthen, strengthen, and spring to life for 1 minute. When you use this feature and as an action on your subsequent turns while it is animated you can make melee spell attack with a range of 10 feet, dealing 1d8 bludgeoning damage on hit. This damage increases by 1d8 when you reach 5th Level (2d8), 11th level (3d8), and 17th level (4d8). If you hit a Large or smaller creature with this attack, as a bonus action you can attempt to grapple the creature with your hair using your Wisdom modifier in place of your Strength modifier to initiate and maintain grapple. Your reach with touch spells is also increased to 10 feet while it is animated.

A grappled creature can contest the grapple as normal, or deal 5 slashing, fire, or acid damage to the hair to free themselves. The hair has an AC of 12, and you take no damage when it is attacked.

Companion Coven

As a ritual that takes 1 hour, you can form a coven bond with one willing creature. While both of you are conscious and within 120 feet of each other, you gain the ability to share spell slots up to a maximum spell slot of your Witch level divided by four (rounded down).

While this bond is active, you can use your Spellcasting feature to cast using their spell slots (consuming them as normal), and they can use their Spellcasting feature (if they have one) to cast using your spell slots (consuming them as normal).

Additionally, you know their location at all times while they are part of your coven and within 120 feet of you. You can only be bonded to one creature with this bond at a time. You can end this coven at any time.

Curse Specialist

All the curses and hexes from other covens are added to your Occultist spell list as options you can pick when learn new spells. In addition, when you select this rite, you can select one curse or hex spell of a level you can cast to learn, and it does not count against your spells known.

Divine Presence *(Prerequisite: White Coven)*

Your familiar is always under the effect of the *sanctuary* spell (using your spell save DC). If it deals damage (such as channeling one of your spells), the effect is suppressed until the start of its next turn.

Evil Eye

You gain the ability to lay the most unsettling gaze upon a creature. As a reaction to a creature within 15 feet attacking you, you can unleash a terrifying glare at them (occurring after the attack completes). The target creature must make a Wisdom saving throw against your spell save DC or become frightened of you until the end of your next turn. Once a creature has succeeded on a save against this ability, they are immune to it for 24 hours.

Additionally, you gain proficiency in the Intimidation skill.

Familiar Swap

If your familiar is within 60 feet of you, as an action, you can swap places with your familiar. If you cannot fit into the space where your familiar is, the ability fails and you take 1d6 force damage. Once you use this Rite, you must finish a short or long rest before you can use it again.

Form of the Familiar

You learn the *form of familiar*[K] spell and gain the ability to cast it once without expending a spell slot as an action. You regain the ability to cast it in this way again after completing a short or long rest. You can also cast the spell using any spell slots you have.

Light of the Moon

You can channel to power of the moon, drawing its light following ancient traditions. You learn the spells *faerie fire* and *moonbeam*. When you cast either of this spells, allied creatures of your choice within the area of effect are not affected, and instead gain temporary hit points equal to your Wisdom modifier.

Ray of Enfeeblement

You learn the *ray of enfeeblement* spell and you can cast it once without expending a spell slot. You regain the ability to cast it in this way again after completing a short or long rest.

Riding Familiar

If you have a familiar without a flying speed, as an action you can make them become a creature one size larger than you (up to Large sized) for 8 hours. As an action, you can revert your familiar to its normal size. At 12th level, you can use this ability on a familiar with a flying speed. Once you use this rite, you must finish a short or long rest before you can use it again. Your familiar's strength becomes 10 while enlarged, if it was not already higher.

Skulking Familiar

Any familiar summoned by you gains proficiency in the Stealth skill and its movement doesn't provoke opportunity attacks.

Witch's Brew

During a short or long rest, you can infuse a spell with a casting time of one action or bonus action into a concoction, expending the spell slot or consumed material components on completion of the rest.

This spell can subsequently be cast by anyone carrying the potion by drinking the potion as an action (not requiring any spell slots or components), with the drinker as the target, acting as the caster of the spell, but using your spellcasting ability modifier.

The potion remains potent until you complete a long rest and recharge the spell slot expended to create the potion.

Witch's Claws

As an action, you can form your fingernails (or similar physiological feature if you do not have fingernails) form into wicked claws and you make a

melee spell attack against a creature within 5 feet of you.

On hit, the target takes 1d10 + your Wisdom modifier slashing damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). At 6th level, you can apply your Witch's Touch feature when you hit with this attack (including potentially dealing your Wisdom modifier damage twice).

Witch's Hat

You invest a hat (traditionally a floppy wide brimmed black witch's hat) with some of your magic, turning it into a Hat of Disguise. If your hat is lost or destroyed, you can create a new one with 2 hours of work. If a previous hat still exists when you make a new one, it loses its magic upon the completion of the new one.

Wicked Curse *(Prerequisite: 5th level)*

You learn the *bestow curse* spell. When you cast bestow curse, you can select two of the listed options.

Witch Curses

These are special spells gained through the Coven spell list.

Curse Spell Material Components

All curse spells require "something from the target creature—such as blood, hair, or scales—which the spell consumes" as the material component. This can be satisfied by either by having that material, or being in range to touch the creature while casting the spell.

Upcasting curses

All curses with no upcasting trait gain the following upcasting text:

*"**At Higher Levels.*** If you use a 9th-level spell slot, the spell lasts until it is dispelled and grants a duration that doesn't require concentration."

Remove Curse Interaction

The *remove curse* spell cast a level equal to higher than the level of the curse spell ends the effect of any curse spell.

Befuddling Curse

1st-level enchantment (curse)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute

You befuddle a creature's mind, swapping the position of two things it can see that are of the same size and category (for example, two medium creatures or two gargantuan buildings). The target creature must make a Wisdom saving throw. On failure, it is unaware the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped targets, it can repeat its saving throw against the effect.

Binding Curse

1st-level enchantment (curse)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute

You bind a creature to a point within 5 feet of it, causing glowing chains of light to connect it to that point. For the duration of the spell, if the creature attempts to move away from the point, it must succeed on a Wisdom saving throw or be unable to move more than 5 feet away from the point until the start of its next turn.

If the target starts its turn more than 10 feet from the binding point, it must succeed on a Strength saving throw or be dragged 5 feet toward the binding point.

Curse of Misfortune

3rd-level enchantment (curse)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute.

You curse a creature within range, bringing it bad luck. When you place this curse, pick a number from 2 to 19. Whenever the target rolls the chosen number on an attack roll, saving throw, or ability check, that number is treated as 1.

Additionally, once during the effect you can use your reaction when the target rolls an attack roll, saving throw, or ability check to force to reroll the d20 and use the lower roll. You regain the ability to do this each time the target rolls your chosen number.

Curse of Doom
3rd-level enchantment (curse)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute.

You curse a creature within range, dooming it. The next attack roll that hits the target creature becomes a critical hit, after which the spell ends.

> **Critical Hit vs 20**
> Note that while this makes the attack a critical hit, it does not make it a natural 20, meaning effects like a vorpal sword would not be triggered.

Enfeebling Curse
5th-level enchantment (curse)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute.

You curse a target creature, causing an overwhelming sense of powerlessness to wash over it. Any time it attempts any action which would deal damage, it must make a Wisdom saving throw. On a success, it takes action as normal. On a failure, it completes the action, but the action deals no damage to any targets.

Karmic Curse
3rd-level enchantment (curse)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute.

You hex a target creature, placing a karmic binding on it. For the duration of the spell, the first time the target it damages another creature on a turn, it takes 4d6 psychic damage.

Killing Curse
5th-level enchantment (curse)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute

You curse a creature within range to die. The target's current and maximum hit points is reduced by 3d10 + 10. If this causes a creatures to have zero hit points, the creature dies.

For the duration of the spell, the target cannot regain hit points unless from a magical effect cast by a spell slot of higher level than this spell slot this curse was cast with, and any death saving throw they roll is automatically considered a 1.

At the start of a creatures turn while they are under the effect of this spell, they make a Charisma saving throw. On failed save, their current and maximum hit points is reduced by an additional 1d10 + 10. On a successful save, the spell ends. A creature's maximum hit points lost to this spell are restored when it takes a long rest, or through the effects of a spell such as *greater restoration*.

Rotting Curse
1st-level necromancy (curse)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute

You inflicting a rotting decay on a creature, causing it to begin to rot. For the duration of the spell, every time the target takes damage, it takes an additional 1d4 necrotic damage.

Additionally, the effect of all healing on the target creature is reduced by half and the target creature has disadvantage on any Charisma checks for social interaction during the effect of the spell.

Swapping Curse

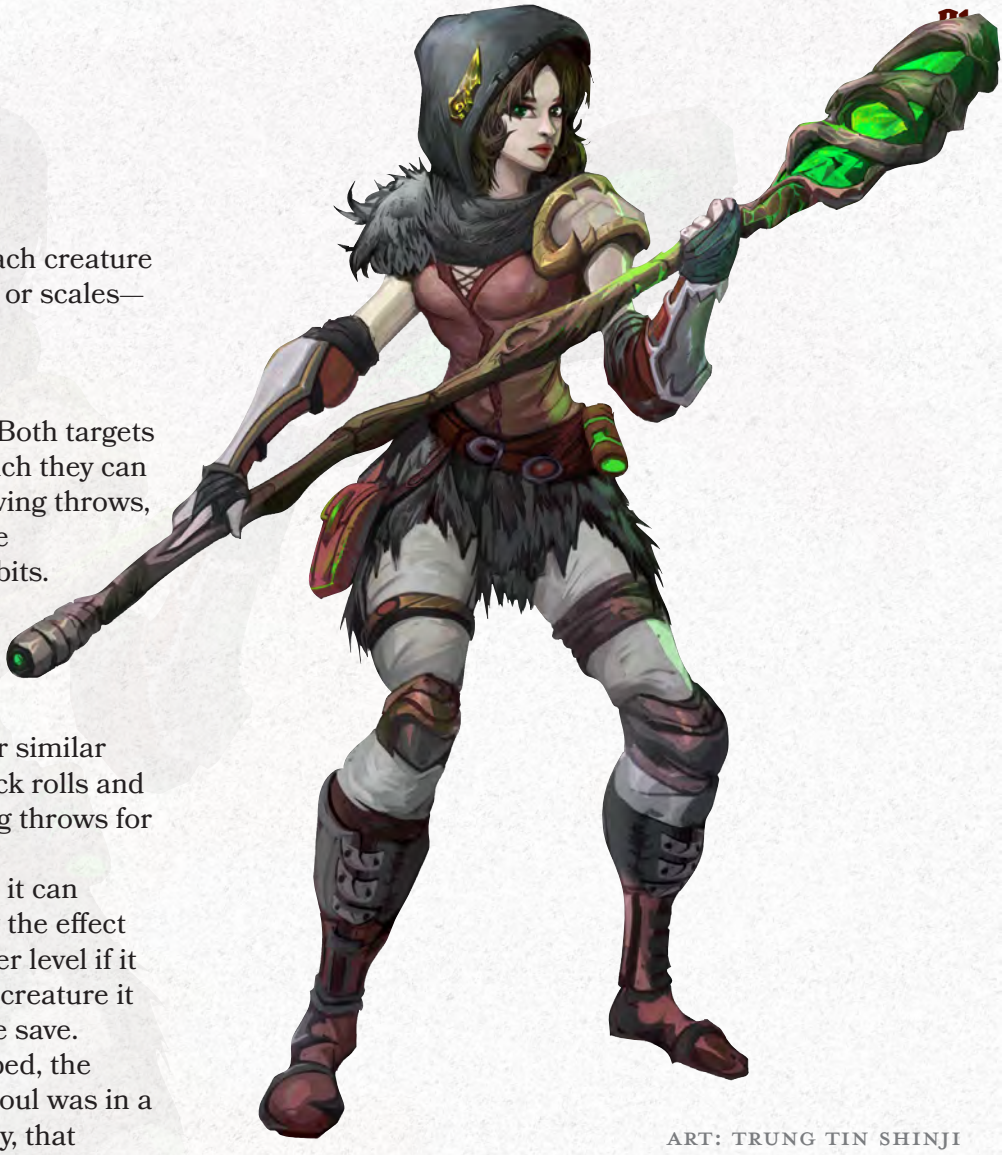
5th-level enchantment (curse)

Casting Time: 1 action.
Range: 60 feet
Components: V, S, M (something from each creature the spell is targeting—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute.

You cast a curse targeting two creatures. Both targets must make a Charisma saving throw (which they can choose to fail). If both targets fail their saving throws, for the duration of the spell their souls are swapped. A soul controls the body it inhabits. It gains any ability score, actions, or abilities the body had (besides legendary actions or legendary resistance), but retains its own spell casting (if it has the spellcasting, innate or similar feature), and has disadvantage on all attack rolls and strength, dexterity, and constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creature's turn, it can choose to repeat the saving throw, ending the effect on a successful save. If its CR (or character level if it has no CR) is higher than the body of the creature it was swapped into, it has advantage on the save.

If a creature dies while its soul is swapped, the souls return to their original bodies. If a soul was in a dying creature that returns to a living body, that creature takes 5d10 necrotic damage.



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Tradition of the Hedge Mage

This tradition is a loose collection of magic users that benefit from a wide array of traditions and practical knowledge to build up a collection of eccentric magical knowledge. Their methods are often frowned upon by those of more studied routes, but their practical skills cannot be denied, and their unique understanding of magic that they have developed with their own hands and minds should not be underestimated.

Practical Skills

You gain proficiency in your choice of one of the following skills: Animal Handling, Arcana, Medicine, Nature, or Survival. All cantrips from the Wizard and Druid are added to the Occultist spell list for you, as well as *thaumaturgy*.

Additionally, you learn 1 additional cantrip of your choice and you learn a new cantrip, you can select from the above expanded list in addition to the Occultist list, and treat them as Occultist spells.

The Way I Learned It

You learn your magic through self-discovery, often encompassing trial and error. Not knowing what is supposed to be impossible or impractical, your magic develops unique aspects. You can modify spells you learn with the following feature.

When you learn a new Occultist spell, you can modify some of its properties representing your unique way of casting that spell. These changes permanently affect the spell for you, but when you swap out a spell when gaining a level in the class, you can instead modify these properties from a spell you know. You can learn the same spell multiple times with different selections (i.e. "ranged cure wounds") You may apply any number of these properties when learning or modifying a spell.

- **Damage Type.** You can change any of the following damage types into another of the following damage types: acid, cold, fire, lightning, or poison.
- **Range.** You can make a spell with a range of 10 feet or more instead have a range of Touch, or give

a spell with a range of Touch a range of up 10 feet (if it was a melee spell attack, it becomes a ranged spell attack if the range is greater than Touch).

- **Components.** You can exchange a verbal, somatic, or material component of a spell for another type of component the spell does not normally have, such as changing a spell from requiring verbal and somatic components, to requiring somatic and material components. Material components with a cost cannot be replaced, but can be exchanged for a different material component of equal cost.

Customization and Power

The Way I Learned It feature provides fairly little power or mechanical difference, though with variability of damage type and range comes some power.

Casting Style

Additionally, your self-taught casting style has resulted in some practical advantages. Select one of the following casting styles:

Reliable Casting. When you roll a 1 or 2 on a damage die for an Occultist cantrip, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Habitual Casting. When you cast an Occultist cantrip that requires concentration, you can instead cause the effect to persist without concentration a number of rounds equal to your Occultist level (for example, as 1st level Occultist, it would end at the start of your next turn). You can end a spell persisting in this way early as an action.

Tactical Casting. When you take the Ready action with an Occultist cantrip, it does not require concentration to keep the spell readied.

Personalized Path

At 3rd level, you gain one additional spell known and one additional Occult Rite known. This rite can come from the Hedge Mage rites or from the general Occultist rites. These do not count against your spells or rites known.

Improvised Ritual

Starting at 3rd level, you can cast a spell with the ritual tag without knowing that spell. When you do so, it takes the additional time as if casting it as a ritual, but still consumes a spell slot. You can improvise spells of a level equal to one-third of your Occultist level (for example, a 3rd level Occultist can improvise 1st level rituals).

Spells improvised this way can be from any spell list, but if it is not on the Occultist list, you must have the spell in a written form (such as a wizard's spellbook or a scroll).

Stolen Techniques

At 6th level, you can learn one new 1st or 2nd level spell from the bard, cleric, druid, or wizard spell list. The spell becomes an Occultist spell for you, but does not count against your spells known.

Additionally, you can delve into the rites of another tradition. You learn one additional occult rite that does not count against your rites known. This rite can be selected from any Occultist subclass or from the general Occultist rites, but cannot be a rite with a prerequisite.

Empowered Cantrips

Starting at 6th level, once per turn when you roll damage for an Occultist cantrip, you can add your Wisdom modifier to the damage dealt.

Cantrip Mastery

Starting at 14th level, you can cast an Occultist cantrip with a casting time of one action as a bonus action. When you cast a cantrip in this way, it is cast as if you are 1st level.

Bonus Action Casting

This does not remove the restrictions around bonus action spells, meaning that when you do this, you cannot cast a leveled spell with your action, but can cast two cantrips. This works particularly well with non-scaling cantrips that do things beside damage, such as provide defenses or utility.

Hedge Mage Rites

Hedge Magic *(You can take this rite multiple times)*
You learn an additional cantrip from the Occultist list or from the expanded list provided by the Practical Skills feature.

Hedge Knight *(Prerequisite: Vestments of War rite)*
You gain proficiency in heavy armor.

I Know That One!
When you make a saving throw against a spell you know, or make a spellcasting ability check to use *counterspell* or *dispel magic* against a spell you know, you have advantage on the saving throw or spellcasting ability check.

Learning on the Fly
When you pass a saving throw against a spell of 5th level or lower, you gain the ability to cast that spell for the next minute (expending any spell slots or components it would normally require to cast it).

Manipulate Magic *(Prerequisite: 5th-level Hedge Mage)*
You learn one Metamagic option of your choice from the Sorcerer class. You can use this Metamagic option once, regaining the ability to use it again after completing a long rest. When using it this way, you use it as if you expended 3 or less sorcery points.
You can use it again before completing a long rest by expending a spell slot of a level equal to the number of sorcery points the Metamagic would cost to use.

Mass Cantrip
When you cast an Occultist cantrip that targets one or more creatures, you can make the cantrip target a number additional creatures within range equal to your proficiency bonus. Once you use this rite in this way, you must finish a long rest before you can use it again. You can instead expend a spell slot to gain a similar effect, causing the cantrip to target a number of additional creatures equal to the level of spell slot spent.

Mastered Basics *(Prerequisite: 15th-level Hedge Mage)*
When you cast an Occultist spell you know using a 1st-level spell slot, it is cast as if you spent a 2nd-level spell slot instead.

Practice Makes Perfect
You've cast a spell so many times it has become second nature. Select a 1st level Occultist spell you know. You can cast this spell without expending a spell slot a number of times equal to half your proficiency bonus (rounded up), regaining all uses when you complete a long rest.

Practiced Reach
When you use the Way I Learned It feature to add range, you can make the range of the spell up to 30 feet.

Potent Cantrip *(Prerequisite: 7th-level Hedge Mage)*
Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ready-Made Spell
Over the course of 1 minute, you can perform a special ritual to cast a spell into an item, expending a spell slot as normal. The spell being stored has no immediate effect when cast this way. Thereafter, a creature holding the item that is aware there is magic infused it can trigger the stored magic, with the effect of casting the spell.
The spell uses your spell save DC, spell attack bonus, and spell casting ability, but is all other ways treated as if the creature holding it cast the spell. You can infuse a number of spell levels equal to your proficiency bonus this, regaining the ability to infuse more when you complete a long rest. Any items infused this way lose their power if you regain the spell slot used to infuse the item.

Savant Focus *(Prerequisite: 7th-level Hedge Mage)*
You can focus all of your experience into using your most basic magic potently. As a bonus action you can enter a state of focused concentration, as if concentrating on a spell. When you do so, you gain advantage on attack rolls made for cantrips for 1 minute, or until you end your concentration on this state of focus.

Studious Mage *(Prerequisite: 3rd-level Hedge Mage; you can take this rite multiple times)*
You can select spell a from the Wizard or Druid spell list, but only of a spell level lower than the highest level spell level you can cast. You learn the spell and it becomes an Occultist spell for you.

Simple Magic *(Prerequisite: 5th-level Hedge Mage)*
Even as you gain power, you are adept with using small bursts for simple magic. You can sacrifice a spell slot of 3rd level or higher to gain two 1st-level spell slots. If the spell slot is 5th level or higher, you can gain two 2nd-level spell slots. You cannot store more than twice your usual maximum number of any spell slot level this way.

The Way I Learned To Improvise
When you cast a spell as a higher level than its default level, you can modify it on the fly with The Way I Learned It, changing one property for each level above its normal spell slot level (in addition to any normal effects of upcasting the spell).

Utility Master *(Prerequisite: 5th-level Hedge Mage)*
When you cast cantrips that can lift weight, affect external elements, target an area on the ground, or cause minor instantaneous effects, you lift twice as much, target twice the area, or maintain an additional instantaneous effect.

Tradition of the Oracle

An Oracle is an Occultist whose power comes to them from their connection to fate; bound and empowered Oracles carry some piece of divine mystery within them, tied to an aspect of destiny and fate. As their power grows they begin to understand this mystery with revelations, unlocking its secrets and the power they contain.

An Oracle typically does not directly serve a god, rather they often are people whose fate has entangled them in the affairs of the gods. Oracles have great power, but their powers are not ones that mortals were meant to have, and consequently they are frequently burdened by their powers.

Divine Touch

At 1st level when you select this tradition, you have been touched by a divine revelation that has given you a gift of insight and a dramatic flair to deliver it. You learn the cantrips *guidance* and *thaumaturgy*.

You learn the following spells at the following levels. These are Occultist spells for you.

Occultist Level	Spells Learned
1st	*identify*
3rd	*locate object*
5th	*clairvoyance*
7th	*locate creature*
9th	*legend lore*

Mystery Unveiled

Additionally at 1st level, the touch of the divine inside of you has opened up new pathways of magic and understanding that most cannot comprehend—a connection to magic. Select one of the following mysteries: Darkness, Death, Fire, Life, Light, Nature, Souls, or War. Spells learned from your Mystery are Occultist spells for you, but do not count against your spells known.

Some oracles are burdened with too much power for their mortal body. Optionally you can select to be one of these by selecting the "Oracle's Curse" feature, gaining an additional divine boon and curse.

You can select an additional Mystery at 5th (two Mysteries) and again at 11th level (three Mysteries).

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Mystery of Darkness

Your understanding of darkness unlocks the secrets shrouded from others. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	*illusory pit*[K]
3rd	*darkness*
5th	*hungering void*[K]
7th	*devour shadow*[K]
9th	*devouring darkness*[K]

Oracle's Curse

Optional Feature

These are optional additions for an Oracle to select at 1st level.

Blind. You are permanently blinded. You gain the Oracle's Sight rite. It doesn't count against your rites known.

Frail. Frail. Your hit dice become d4s. Your hit points at level 1 become 4 + your Constitution modifier, and hit points at higher levels become 1d4 (3) + your Constitution modifier. Once per day when you complete a short rest, you can regain expended spell slots with a combined level equal to half your Oracle level (rounded up).

Burned. (Requires Mystery of Fire) Your hands are scarred by terrible burns. You have disadvantage on weapon attack rolls and Sleight of Hand checks. You gain the Truth of Fire rite. It doesn't count against your rites known.

Forsworn. Visions of the future come easily to you, but sharing them becomes impossible. You are unable to reveal the results of your divination spells to others through any means. The casting time of divination spells that take 1 minute is reduced to 1 action for you.

Mystery of Death

Your understanding of the nature of death unlocks its secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	*false life*
3rd	*gentle repose*
5th	*wither*[K]
7th	*blight*
9th	*killing curse*[K]

Mystery of Fire

Your understanding of the nature of fire unlocks its secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	*burning hands*
3rd	*continual flame*
5th	*fireball*
7th	*fire shield*
9th	*pyroclastic lance*[K]

Mystery of Life

Your understanding of the nature of life unlocks its secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	*healing word*
3rd	*aid*
5th	*mass healing word*
7th	*vital surge*[K]
9th	*mass cure wounds*

Mystery of Light

Your understanding of light illuminates the world in new ways. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	*prismatic flash*[K]
3rd	*moonbeam*
5th	*daylight*
7th	*greater invisibility*
9th	*field of stars*[K]

Mystery of Nature

You know the secrets of nature. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	*entangle*
3rd	*spike growth*
5th	*plant growth*
7th	*carnivorous garden*[K]
9th	*insect plague*

Mystery of Souls

Your understanding of the nature of souls unlocks their secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	*unseen servant*
3rd	*spiritual weapon*

Occultist Level	Spells Learned
5th	*spirit guardians*
7th	*guardian of faith*
9th	*raise dead*

Mystery of War

Your understanding of the nature of war unlocks its secrets for you. You gain proficiency with simple weapons, medium armor, and shields, and when you make a weapon attack, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Additionally, you learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	*bless*
3rd	*iron wind strike*[K]
5th	*whirling conflagration*[K]
7th	*dimension cutter*[K]
9th	*flickering strikes*[K]

Revelations of Fate

You can expand on the powers granted by your Mysteries with special Oracle specific Occult Rites called Revelations. A Revelation is triggered when you cast a spell. You can trigger only one Revelation per spell cast.

Fate Reading

Starting at 3rd level, your connection to the flow of fate gives you the ability to read from it, tracing outcomes and glimpsing the unknowable future. When you are hit by an attack, you can use your reaction to add your Wisdom modifier to your AC until the start of your next turn (including against the triggering attack). You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Additionally, you learn the *augury* spell and can cast it at will without expending spell slot.

Winding Paths of Fate

This does not negate the normal drawback of casting *augury* multiple times. As you delve further for more information, it becomes harder to read as the flow becomes more turbulent for your changes to it.

Enlightened Understanding

Starting at 6th level, whenever you activate a Revelation, you gain temporary hit points equal to your Wisdom modifier. Additionally, you can trigger a Revelation when you cast a 1st level or higher spell that otherwise doesn't fit its requirements (for example, triggering Revelation of Fire on a spell that doesn't deal fire damage)

Master of Prophecy

Starting at 14th level, you can cast *augury* a number of times equal to your Wisdom modifier per day before it starts having a chance to return random answers.

Additionally, when you divine the future with *augury*, you can issue a cryptic prophecy, with three specific points for rolls that may occur within the next 30 minutes. For each specific point you prophesize, if you specify only the type of roll (for example, an attack, a Strength (Athletics) check, or an initiative roll, etc.), a d4 is reserved (example "someone will be particularly quick when rolling initiative").

If you specify a specific action and a specific person, a d6 is reserved (for example, "when the wizard Caius rolls for initiative, he will be unusually quick"). If you give it a specific unlikely condition, a d8 can be reserved at the discretion of the GM.

A specific action or person can only have one prophesied event. If a prophesied event takes place (at the discretion of the GM it has occurred), the oracle can spend the reserved die and add it to the roll; if multiple events trigger the prophecy, the oracle can select which of them is affected by the reserved die.

Oracle Specific Rites

Death Watcher *(Prerequisite: 12th-level Occultist)*

You can see the lines of fate, and detect when one of them is about to snap. When an ally that can see or hear you would drop to 0 hit points as a result of taking damage, as a reaction you can manipulate their fate with a cryptic warning, causing them to narrowly avoid their demise, instead dropping to 1 hit point.

Once you use this Rite, you must finish a long rest before you can use it again.

Divine Miracle

You learn one cleric spell of your choice. The spell must be of a level you can cast, as shown on the Occultist table, or a cantrip. The chosen spell becomes an Occultist spell for you and does not count against your spells known.

Divine Sight *(Prerequisite: 15th-level Occultist)*
If you have blindsight, you gain truesight with a range equal to your blindsight.

Oracle's Sight
You gain blindsight with a range of 15 feet. When affected by the Blinded condition for more than a minute the range of this sight is doubled while under that effect.

Revelation of Darkness (*Prerequisite: Mystery of Darkness)*
You understand that darkness is all encompassing, interrupted only by tenuous motes of light. When you cast a spell of 1st level or higher creates that dim light, darkness, or that obscures you from the vision of one or more creatures, you can teleport to another point you can see that is in dim light or darkness within 30 feet as a bonus action.

Revelation of Death *(Prerequisite: Mystery of Death)*
You can manipulate negative energy. When you cast a spell of 1st level or higher that deals cold or necrotic damage, you can add your Wisdom modifier to one damage roll of that spell. Channeling the power of death in this way temporarily withers and weakens you, reducing your movement speed by 5 feet until the end of your next turn.
If you use this while already weakened in this way, the duration is extended and the effect is cumulative. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of Fire *(Prerequisite: Mystery of Fire)*
Your powers draw flames all around you. When you cast a spell of 1st level or higher that deals fire damage, you can shroud yourself in flames until the start of your next turn. You gain half cover and any creature that strikes you with a melee attack or ends their turn within 5 feet of you takes 1d6 fire damage. At the start of your next turn, you take 1 fire damage. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of Life *(Prerequisite: Mystery of Life)*
Your powers are tied to the nature of life and its ever shifting balance. When you cast a spell of 1st level or higher that restores hit points or grants temporary hit points, you can heal a creature other than yourself within 30 feet for a number of hit points equal to your Occultist level. Your current hit points are reduced by half as many hit points as you restore with this feature.
You can only use this ability on creatures that have vibrant life pulsing within them.
This revelation does not work on undead, constructs, or creatures at zero hit points. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of Light *(Prerequisite: Mystery of Light)*
You grasp that looking into the light blinds as surely as looking away from it. When you cast prismatic flash or a 1st level spell or higher spell that sheds 5 feet or more of bright light, as a bonus action you can force one creature within 30 feet of the light to make a Dexterity saving throw, or become blinded until the start of your next turn.
A creature is unaffected by this effect if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Revelation of Nature *(Prerequisite: Mystery of Nature)*
When you cast a 1st level spell or higher that creates difficult terrain, you can force one creature to make a Dexterity saving throw. On failure, if the creature is within the area of the spell creates difficult terrain, its movement speed is reduced to zero. If it is outside the area of difficult terrain, its movement speed is reduced by half.

Revelation of Souls *(Prerequisite: Mystery of Souls)*
The souls of the departed are all around. When you cast a spell of 1st level or higher, you can conjure a medium sized benevolent or tormented spirit to an empty space you can see within 30 feet.
The first creature to enter the spirit's space or end their turn within the spirit's space gains a number of hit points equal to 1d4 + the level of the spell if you summoned a benevolent spirit, or takes necrotic damage equal to 1d4 + the level of the spell if the spirit was a tormented one. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of War *(Prerequisite: Mystery of War)*
Within war, you see the essence of perfect conflict. When you cast a spell of 1st level or higher on your turn, you can make a single melee weapon attack as bonus action. When you reach 6th level, you can trigger the Revelation of War when you cast an Occultist cantrip.

Touch of Fire *(Prerequisite: Mystery of Fire)*
You learn the *burn*[K] cantrip. Additionally, as a bonus action you can take 1 fire damage and can cause a weapon you are carrying to burst into flames for 1 minute or until you let go of it. For the duration, it sheds bright light for 10 feet and dim light for an additional 10 feet. Attacks made with the weapon while it burns deal an additional 1d6 fire damage.

Truth of Darkness *(Prerequisite: Mystery of Darkness)*
Darkness is home to those that live in it. Any darkvision or blindsight you have is doubled in range, up to a maximum of 120 feet. If you have neither, you gain a darkvision of 30 feet, which is doubled by this feature to 60 feet. You can see normally in dim light and darkness.

Truth of Death *(Prerequisite: Mystery of Death)*
The march of death is inexorable. Necrotic damage you deal ignores resistance to Necrotic damage, and treats immunity as resistance, and leaves the touch of death on the target until the start of your next turn. While under the Touch of Death, any hit points the target regains is halved (rounded down).

Truth of Fire *(Prerequisite: Mystery of Fire)*
Everything burns. When you roll fire damage, you can reroll any number of fire damage dice. You must use the new rolls. If you reroll all the dice of the damage roll, the damage bypasses any fire resistance a target has. For each die rerolled, you take 1 fire damage which can't be reduced in any way.

Truth of Life *(Prerequisite: Mystery of Life)*
The breath of life is shared by all creatures. When a creature of CR 1/4 or higher dies within 60 feet of you, you can use your reaction to transfer some of that dispersing life force to another creature within 60 feet of you (including yourself). The target creature gains hit points equal to your Wisdom modifier, or the maximum hit points of the creature (whichever was lower).

Truth of Light *(Prerequisite: Mystery of Light)*
The light reveals all. Magical bright light you create reveals invisible creatures, any attempt to hide within it is made with disadvantage, and grants advantage on saving throws and ability against illusions. You can end these effects for the duration of that bright light on a source of bright light as a bonus action.

Truth of Nature *(Prerequisite: Mystery of Nature)*
You can cast *speak with plants* or *speak with animals* without expending a spell slot. Once you do so, you cannot do so again until you complete a short or long rest.

Truth of Souls *(Prerequisite: Mystery of Souls)*
You are one with the souls. You have advantage on Constitution saving throws to maintain concentration on spells granted by the Mystery of Souls.

Truth of War *(Prerequisite: Revelation of War, 5th-level Occultist)*
There are many paths to victory. When you cast a spell of 1st level or higher on your turn, the next time you hit a creature with a melee weapon attack before the end of your turn, you can force them to make a Saving Throw against your Spell Save DC, or suffer from a condition based on the level of spell slot cast (you can select the condition of a lower level effect instead of you choose) until the start of your next turn. The type of saves and conditions are listed on the table below.

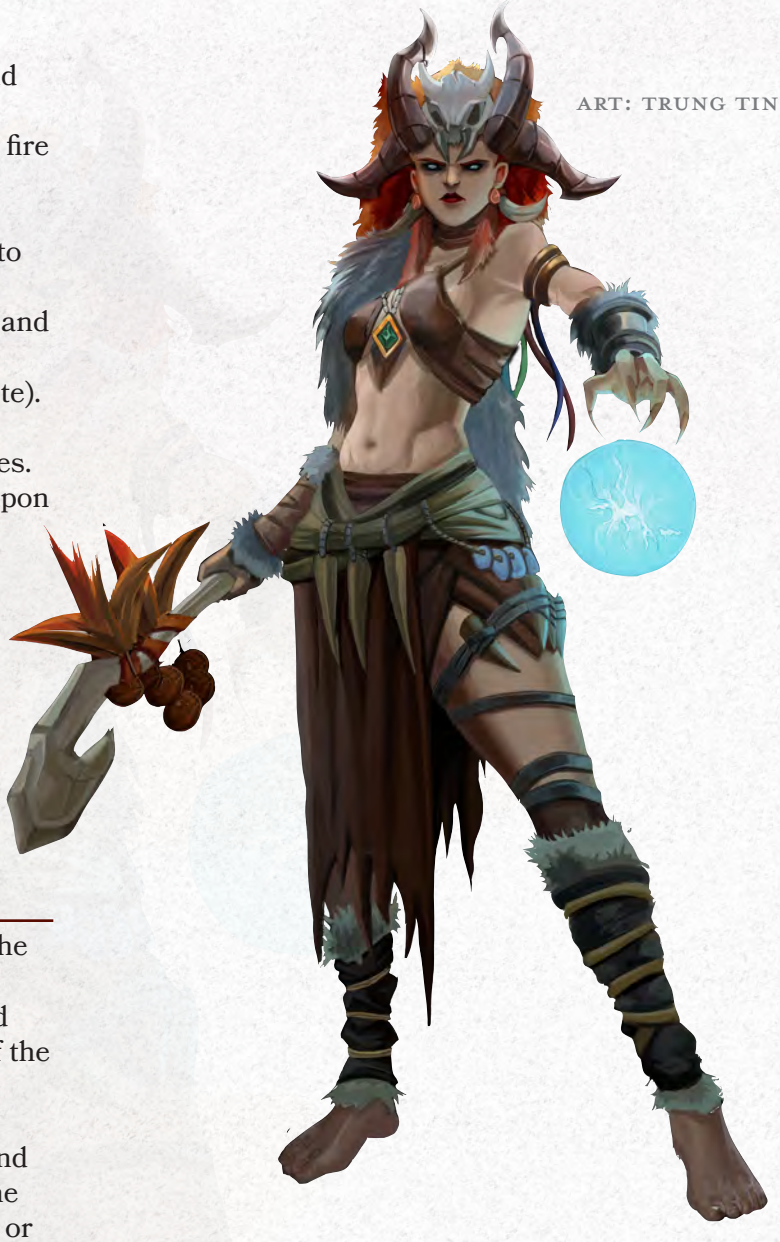
Spell Level	Condition	Save
1st	Prone	Strength
2nd	Poisoned	Constitution
3rd	Frightened	Wisdom
4th	Blinded	Constitution
5th	Restrained	Strength
6th+	Stunned	Constitution

Twin Revelation *(Prerequisite: 9th-level Occultist)*
When you cast a spell that invokes a Revelation, you can invoke two different Revelations at the same time.

Halo of Mystery *(Prerequisite: 15th-level Occultist)*
When you roll initiative or as a bonus action at any time, you can invoke the power of a mystery you know, causing its power to swirl around you forming a halo. This halo lasts until you invoke another Mystery this way, or dismiss it as a bonus action. It's effect depends on the Mystery Invoked.

- **Darkness.** You shrouded in darkness and difficult to make out. You have half cover against attacks and are considered to be in dim light regardless of the surrounding light.
- **Death.** You gain resistance to necrotic damage. If you are reduced to 0 hit points, you can make a Wisdom saving throw with a DC of 10 + the damage taken to be reduced to 1 hit point instead on success.

- **Fire.** You shed bright light in a 5 foot radius and dim light for an additional 5 feet. You gain resistance to fire damage, and immunity to the fire damage of your own spells.
- **Life.** When you restore hit points to another creature, they gain temporary hit points equal to half the hit points restored.
- **Light.** You shed bright light in a 20 foot radius and dim light for an additional 20 feet (this light interacts with Truth of Light if you have that Rite). You gain resistance to radiant damage.
- **Nature.** You become surrounded by thorny vines. Any creature that strikes you with a melee weapon attack takes 1d8 piercing damage.
- **Souls.** You become ghostly and translucent, gaining a flying speed of 20 feet and can pass through objects less than a foot thick, as well as through creatures, and ignore all difficult terrain.
- **War.** When you take damage, you can subtract your Wisdom modifier from the damage taken (reducing it to a minimum of 1).



ART: TRUNG TIN SHINJI

Tradition of the Shaman

A shaman is an Occultist that walks the paths of the spirits, binding them to their cause to empower themselves or bring havoc to their foes. Tough and powerful, they are most often found in the thick of the fight, wreathed in their primal power.

A shaman may view themselves as in service to their spirits or as served by the spirits; the what and the how of their contract can vary wildly, as can the source of their spirits, be it pulling from ancestral or primal powers.

Spiritual Warrior

When you select this subclass, you gain proficiency in simple weapons, medium armor and shields. You can add your Wisdom modifier in place of your Dexterity modifier for calculating the AC of light or medium armor. Additionally, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Call Spirit

Starting at 1st level, as a bonus action you can call a spirit to your side. This can be a primal spirit of fire, cold, or lightning, or an ancestral spirit with radiant or necrotic power. This bond lasts for 10 minutes once formed. You can release a spirit early as an action, and it is immediately released if you call another spirit.

While a spirit is bonded to you, your melee weapon attacks deal an additional 1d4 damage of the spirit's type.

When you call it or as a bonus action while it is bonded, you can manifest the spirit in a space you can see within 30 feet of you. The spirit is medium sized but spectral in nature while manifested. While the spirit is manifested, whenever you take the attack action you may replace any number of attacks you could normally take with melee spell attacks from your bonded spirit. On a hit, this melee spell attack deals 1d4 + your Wisdom modifier damage of the spirit's type. As a bonus action you can move it up to 30 feet in any direction or recall it to yourself, ending its manifestation.

A manifested spirit cannot move more than 60 feet from you, and is recalled to you if you are ever more than 60 feet from it.

Empowered Spirits

Starting at 3rd level, when you call a spirit, you can expend a spell slot to empower that spirit. An empowered spirit adds additional damage to your weapon and deals additional manifested damage based on the level of the spell slot expended, its damage becomes the amount shown in the Empowered Spirits table. While the spirit is called and not manifested, at the start of each of your turns, you gain temporary hit points equal to the level of the spell slot spent to empower it.

Slot	Bonus Weapon Damage	Manifested Damage	Temporary Hit Points
1st	1d6	2d4	1
2nd	1d8	2d6	2
3rd	1d10	2d6	3
4th	1d12	2d8	4
5th	1d12	2d8	5

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

If you have a manifested spirit, you can replace one or both attacks with the spirit's melee spell attack.

Spiritual Empowerment

Starting at 14th level, when you cast a spell of 1st level or higher, you can make a single weapon attack as a bonus action. If you have a manifested spirit, you can attack with it in place of making a weapon attack.

Shaman Specific Rites

Avatar of the Elements *(Prerequisite: 11th-level Shaman)*

You learn the *form of fire*[K], *form of ice*[K], and *form of stone*[K] spells. These are Occultist spells for you. When you cast one of these spells, you can choose to shorten the duration of the spell to 1 minute. When you do so, the spell does not require concentration.

Dance of the Spirits *(Prerequisite: 5th-level Shaman)*

When you cast *spirit guardians*, you can choose the spell's damage type from among cold, fire, lightning, necrotic, and radiant, regardless of your alignment.

Additionally, you have advantage on Constitution saves to maintain concentration on *spirit guardians* and other spell that conjures a spirits.

Detonate Spirit

As an action you can detonate a manifested spirit, causing it to erupt in a flare of power. All creatures within 10 feet of the spirit must make a Dexterity saving throw. A creature takes damage equal to twice the spirit's manifested damage on a failed saving throw, or half as much damage on a successful one if the spirit was empowered with a spell slot. The spirit is immediately released and disappears.

Elemental Weapons *(Prerequisite:* fists of fire *or* ice weapon *cantrip)*

You can cast *fists of fire* or *ice weapon* when you roll initiative (no action required). When you create a weapon with *fists of fire* or *ice weapon*, the damage die of the weapon is increased by one size (for example, from a d6 to a d8).

Energized Weapon *(Prerequisite: 3rd-level Shaman)*

You gain the ability to infuse your weapon with the power granted to you by the spirits. While you have an empowered spirit bonded, as a bonus action you can pour all of its energy into your weapon (recalling it if it is manifested). The next attack with that weapon adds twice the additional damage from the spirit, but the bond immediately expires.

Feral Spirit

While the spirit is empowered by a spell slot, you gain advantage on spell attack rolls you make with a manifested spirit if you or an allied creature that is not incapacitated is within 5 feet of the target creature.

Guidance of the Spirits *(Prerequisite: 3rd-level Shaman)*

When you expend a spell slot to empower a spirit with your Empowered Spirits feature, you can select a number of skills equal to the spell slot level expended that the spirit is proficient in. While it is not manifested, you gain proficiency with these skills. If you expend a spell slot of 5th level or higher, you can exchange three skill proficiencies to gain expertise in one skill.

Mistwalker

You can see through heavy obscurement when the obscurement is caused by fog, mist, or smoke, natural or otherwise. While you are shrouded by fog, mist, or smoke, you have half cover.

Enhanced Bond *(Prerequisite: 7th-level Shaman)*

When you are empowered by a spirit called by a spell slot of 1st level or higher, you can add the level of the spell slot spent to your Strength, Dexterity, and

Constitution saving throws.

Primal Earth

You harness the primal elemental powers of earth and stone, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	*create pit*[K]
3rd	*earth ripple*[K]
5th	*seismic wave*[K]
7th	*orbital stones*[K]
9th	*fissure*[K]

Primal Fire

You harness the primal elemental power of fire, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	*burning hands*
3rd	*scorching ray*
5th	*fireball*
7th	*wall of fire*
9th	*pyroclastic lance*[K]

Primal Ice

You harness the primal elemental power of ice, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	*arctic breath*[K]
3rd	*cold snap*[K]
5th	*sleet storm*
7th	*ice storm*
9th	*cone of cold*

Primal Storm

You harness the primal elemental powers of storm and lightning, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	*thunderwave*
3rd	*gust of wind*
5th	*lightning bolt*
7th	*jumping jolt*[K]
9th	*sky burst*[K]

Radiate Power *(Prerequisite: 15th-level Shaman)*

While you have a spirit bonded to you, as a bonus action you can cause it to emanate power, causing all creatures within 5 feet of you (or it if it is manifested at another location) to make a Dexterity saving throw against your spell save DC. On failure, they take damage equal to the spirit's manifested damage, or half as much on a successful save.

Rite of Prowess

You can select one fighting style from Dueling, Great Weapon Fighting, or Two-Weapon Fighting.

Shaman's Touch *(Prerequisite: 7th-level Shaman)*

When you use your action to cast a cantrip with a range of touch, you can make one weapon attack as a bonus action.

Strength of Spirit *(Prerequisite: 9th-level Shaman, a Strength score higher than your Wisdom score)*

You can increase your Wisdom ability score by 2, up to a maximum of 20. This cannot make your Wisdom ability score higher than your Strength ability score.

Totemic Rite

You gain the power to place one totem from the Spiritualist Totem Binding feature (selected when you gain this feature). You can place that totem once, after which you must complete a short or long rest before you can place it again.

Warding Power

You learn the *shield* spell. It becomes an Occultist spell for you, but does not count against your number of spells known.

Tradition of the Spiritualist

Occultists who delve into the mystical arts of spiritual health and ailments, Spiritualists are masters of indirect methods and mystic secrets, gleaned only from ancient methods and whispers from the beyond. Mysterious and often reclusive, they wield subtle powers to strengthen or debilitate.

Other Names for Spiritualist

Spiritualists are sometimes called Witch Doctors colloquially, but that name isn't entirely accurate. Like all common use names, this can cause misunderstandings with more historical references, as well as simply seem too similar to another subclass name (the Tradition of the Witch).

ART: TRUNG TIN SHINJI



Mystical Medicine

At 1st level when you select this tradition, you gain proficiency in the Medicine skill (Or another skill if you are already proficient), and gain advantage on ability checks to determine the nature of magical ailments, curses, hexes, bewitchments, or enchantments that affect a creature.

Malignant Possession

Starting at 1st level, when you hit a creature with an attack or it fails a saving throw against one of your Occultist spells, you can afflict them with a malignant spirit. This spirit haunts them for 1 minute, and while it persists any time the creature makes an attack roll, saving throw, or ability check, you can use your reaction to cause the spirit hindering them to bring them misfortune. Roll a d6 spirit die and subtract it from the result of their roll. You can do this after they roll, but before the outcome is determined.

The spirit can be removed by effects that remove or prevent possession (such as *protection from evil and good*), or the target can attempt to rid itself of the spirit as an action, making a Wisdom saving throw against your spell save DC, removing the spirit and ending the effect on success).

The size of the spirit die increases at 5th level (to a d8), 11th level (to a d10), and 17th level (to a d12). Once you use this ability, you cannot use it again until you complete a short or long rest.

Spiritualist Spells

Additionally, as a Spiritualist, you learn the following spells at the following levels. These are Occultist spells for you.

Occultist Level	Spells Learned
1st	*spiritual consultation*[K], *unseen servant*
3rd	*boil blood*[K], *lesser restoration*
5th	*cruel puppetry*[K], *spirit guardians*
7th	*compulsion*, *suffocate*[K]
9th	*geas*, *commune*

Totem Binding

Starting at 3rd level, as an action, you can create a totem of power at a point within 15 feet of you. You learn two totems when you gain this feature, and another totem at 5th level (3), 11th level (4), and 17th level (5). The following are the list of totems you can select:

- **Agonizing Totem.** Any creature of your choice that starts its turn within 10 feet of the totem or enters within 10 feet of it for the first time on their turn takes 1d6 necrotic damage. Any creature that damages the totem from within 10 feet of it takes 1d6 necrotic damage.
- **Binding Totem.** Terrain within 10 feet of the totem is difficult terrain for creatures of your choice, and any creature attempting to teleport into or out of the radius must make a Charisma saving throw against your spell save DC, or the attempt fails.
- **Grasping Totem.** When you create the totem, it attempts to bind a Large or smaller creature of your choice within 10 feet, forcing them to make a Dexterity saving throw against your spell save DC. On failure, they are pulled to within 5 feet of the totem and grappled by it (escape DC equals your spell save DC). This totem cannot be made mobile by other effects or features.
- **Life Totem.** When a creature starts its turn within 10 feet of the totem you can heal them with the totem for 1d6 hit points. The totem does this a number of times equal to your Wisdom modifier, after which its power fades and it crumbles.
- **Sanctuary Totem.** All creatures of your choice within 10 feet of the totem are under the effect of *sanctuary*. This effect is broken under the normal conditions of *sanctuary* and cannot be regained from a totem for 1 minute once lost.
- **Shrouding Totem.** All creatures and objects (including the totem) within 10 feet of the totem are lightly obscured from creatures beyond 10 feet of the totem, and gain the benefits of half cover against ranged attack rolls originating from outside the totem's radius.
- **Soothing Totem.** All creatures of your choice within 10 feet of the totem have advantage on saving throws against being Charmed or Frightened.
- **Warding Totem.** All creatures of your choice within 10 feet of the totem gain resistance to all damage, but the totem takes damage equal to the damage taken by creatures that benefit from the resistance (which can destroy the totem, ending the effect).

A totem is a Small sized object with an AC of 12 and hit points equal to your Occultist level. If it is reduced to 0 hit points, it is destroyed and its effect ends. A creature cannot be affected by more than one of the same type of totem at the same time. A totem cannot be moved once placed. Totems can last a maximum of 1 minute, after which they lose power and crumble away. You can place a number of totems equal to your Wisdom modifier, regaining all uses when you complete a long rest.

Totemic Technique

Additionally at 3rd level, you can select a technique to specialize in for using your totems, granting you a bonus to them. Select one of the following when you gain this feature:

- **Dancing Totems.** Instead of placing your totems at a point, you can summon your totems as Tiny sized mobile objects that orbit you in your space and emit their effects from your space. The totems can still be targeted and destroyed individually.
- **Sturdy Totems.** Your totems add your proficiency bonus to their AC and have hit points equal to twice your Occultist level.
- **Swift Totems.** You can place a totem as a bonus action instead of an action.

Empowered Totems

Starting at 6th level, your totems that roll a die roll an additional die (for example 1d6 becomes 2d6). The number of dice increases against (to 3d6) to at 14th level.

Rotting Affliction

Additionally at 6th level, when you roll a spirit die for Malignant Possession to hinder the target, the target takes necrotic damage equal to the value rolled on the die.

Grand Spirit Totem

Starting at 14th level, as an action you can place a Medium sized grand totem on an empty space within 30 feet of you that attracts and binds a swarm of powerful malevolent spirits. It has the normal AC and hit points of your totems, but gains a number of temporary hit points equal to 5 times your Wisdom modifier. If you have the Dancing Totems specialization, you can choose to make it a tiny sized object that orbits you as other totems do instead.

Any creature other than you that starts its turn or enters within 20 feet of the totem for the first time on their turn must make a Charisma saving throw. On failure, it is plagued by the spirits and subtracts your Malignant Possession die from all attack rolls, saving throws, or ability checks it makes for the full duration of the totem while within 20 feet of the totem. It is treated as if under the effect of Malignant Possession for rites and features that modify your Malignant Possession, but can take damage from Rotting Affliction only once per turn.

If a creature exits the range of the totem, it is no longer under the effect, but becomes automatically under the effect once more if it enters range of the totem (without getting to make another save). This effect only ends once the totem's effect ends, or the totem is destroyed. The totem lasts for 1 minute, and can be dismissed early as a bonus action, after which it crumbles to dust.

This totem does not consume a use of your Totem Binding feature, but once you invoke this totem, you cannot invoke it again until you complete a long rest.

Spiritualist Rites

Chilling Possession

Your Malignant Possession chills the target, reducing the movement speed of the target by 10 feet while under the effect.

Contagious Possession *(Prerequisite: 9th-level Spiritualist)*

If a creature dies while under the effect of Malignant Possession, you can force another creature within 30 feet of it to make a Charisma saving throw. On failure, it becomes under the effect of Malignant Possession. You cannot use this feature if the creature died from the effects of Destructive Possession.

Controlled Convulsion *(Prerequisite: 5th-level Spiritualist)*

When your Malignant Possession causes the attacker to miss the target with a melee attack, you can redirect the attack to another creature within range of the attack. The new attack makes a new attack roll.

Destructive Possession

As an action you can end the Malignant Possession of a creature by denoting the spirit within them, forcing them to make a Charisma saving throw. On failure, they take 2d8 necrotic damage, or half as much on a successful save. The damage increases by 2d8 for each point of proficiency bonus above 2.

Expansive Totems *(Prerequisite: 5th-level Spiritualist)*

The area of effect on your totems that affect a 10 foot radius expands to 15 feet.

Ghost Step *(Prerequisite: 5th-level Spiritualist)*

You learn the *ghost step* spell, and can cast it once without expending a spell slot. You regain the ability to cast it again without a spell slot when you complete a long rest.

Lethargic Possession

When you use Malignant Possession, the spirit saps the target's energy. They gain 1 level of exhaustion while the spirit haunts them. This level of exhaustion ends if the spirit stops haunting them.

Restraining Totem *(Prerequisite: Grasping Totem)*

Your Grasping Totem restrains creatures while they are grappled by it.

Spirit Eye *(Prerequisite: 9th-level Spiritualist)*

You can cast *arcane eye* without expending a spell slot, with the eye taking the form of an invisible spirit. Once you cast it this way, you cannot cast it this way again until you complete a long rest.

Spirit Wards

You gain the effect of *protection from evil and good* against all incorporeal spirits and undead.

Spiritual Conversationalist *(Prerequisite: 5th-level Spiritualist)*

You learn the spell *speak with dead* and can cast the spell without a spell slot once, regaining the ability to do so again on a long rest.

Additionally, *speak with dead* is a ritual spell for you.

Totem Master

You regain one use of your Totem Binding feature when you complete a short rest.

Totem Savant

You learn an additional totem from your Totem Binding feature.

Totem Teleport *(Prerequisite: 5th-level Spiritualist)*

As a bonus action, you can switch places with any of your totems within 60 feet (teleport to an empty space within 5 feet of it, and the totem teleporting it to a point adjacent to the space you teleported from).

Twin Totems *(Prerequisite: 18th-level Spiritualist)*

When you use your Totem Binding feature you call forth two different totems at the same time with a single use of the feature.

Zealous Spirits *(Prerequisite: 9th-level Spiritualist)*

You are followed by friendly spirits that protect you. Once per turn, when a creature within 60 feet attacks and hits you, it must make a Wisdom saving throw against your spell save DC to avoid the spirits retaliation. On failure, it takes 2d6 necrotic damage, or half as much on a success.

Tradition of the Voidwatcher

Voidwatchers are those that have gazed into an infinite void and glimpsed a creature of unlimited power, a plane beyond comprehension, or truth beyond the veil. They forever have a fragment of what they have seen embedded into their eyes, branded onto their mind. While some creatures are driven entirely insane (or, perhaps more troubling, entirely sane), those that remain functional are those that can grasp and contextualize what they have seen, compartmentalizing and containing their fragment of madness within them. How a Voidwatcher processes the insignificance of reality influences their powers, though they all tend to develop a certain fatalistic streak having seen something on a scale beyond mortal comprehension.

Eye of the End

Starting at 1st level when you follow this tradition, you gain the ability to look into a creature's fate and see their doom. As an action, you can look upon a creature within 30 feet that you can see through the perspective of the void, seeing glimpses of the many horrible ways they could suffer or die and gaining insight into their fears.

You gain advantage on the first Charisma (Intimidation) check against that creature you make in the next minute, and you roll a d20 fate die. The next time the target creature makes a saving throw against one of your Occultist spells within the next minute, they use the result of the fate die instead of rolling a saving throw, forewarning you of the potential outcome of your spell. This negates any potential advantage or disadvantage they might have on the roll.

Once you use this ability, you cannot use it again until you complete a short or long rest.

Eschatological Conclusion

Starting at 1st level, when you select this tradition and gain your powers through exposure to the void, you select how to embrace the end of existence, granting you a measure of resolve to continue, and granting you one of the following powers.

Conclusion of Annihilation

You learn the *acid splash* and *decaying touch*[K] cantrips, and learn the following spells at the following levels. The spells are Occultist spells for you and do not count against your spells known.



ART: TRUNG TIN SHINJI

Bonus Spells

Occultist Level	Spells Learned
1st	*eyes of immolation*[K]
3rd	*shatter*
5th	*erode*[K]
7th	*pillar of fire*[K]
9th	*devouring darkness*[K]

Conclusion of Madness

You learn the *message* and *minor illusion* cantrips, and learn the following spells at the following levels. The spells are Occultist spells for you and do not count against your spells known.

Bonus Spells

Occultist Level	Spells Learned
1st	*terrifying visions*[K]
3rd	*disorient*[K]
5th	*fear*
7th	*compulsion*
9th	*dominate person*

Conclusion of Tranquility

You learn the *guidance* and *resistance* cantrips, and learn the following spells at the following levels. The spells are Occultist spells for you and do not count against your spells known.

Bonus Spells

Occultist Level	Spells Learned
1st	*sanctuary*
3rd	*calm emotions*
5th	*dispel magic*
7th	*death ward*
9th	*hold monster*

Void Gaze

Starting at 3rd level, as a bonus action you can unveil the void's reflection within your eyes for 10 minutes. When you unleash this power and as a bonus action on each of your turns for the duration, you can direct this power at a creature within 60 feet, with an effect depending on your Eschatological Conclusion selection.

- **Conclusion of Annihilation.** Make a ranged spell attack. On hit, the target takes 1d8 force damage.
- **Conclusion of Madness.** The target must make a Wisdom saving throw against your spell save DC. On failure, the target takes 1d4 psychic damage and the first attack against them before the start of your next turn has advantage.
- **Conclusion of Tranquility.** The target gains 1d8 temporary hit points.

While this effect is active, you gain the ability to see through both natural and magical darkness as if it were bright light for a range of 60 feet, and are immune to the blinded condition.

You can use this power a number of times equal to your Wisdom modifier, but each time you use it again before completing a short rest you must make a DC 10 Wisdom saving throw. On failure, you become blinded until you complete a short or long rest. While blinded in this way, you have a blindsight of 10 feet. You regain all uses of the feature on a long rest.

Empowered Gaze

Starting at 6th level, the effects of your Void Gaze are empowered, and you add your Wisdom modifier to the damage or temporary hit points of the effect.

They Watch

Starting at 14th level, when you use your Void Gaze ability, you can create up to three spectral eyes at points within 60 feet of you, each of which last for 1 minute or until you dismiss them as a bonus action. Each eye projects a 30 foot cone in a direction of your choice. You can see through these eyes into their cones of vision as if you were seeing from your own eyes. When a creature starts its turn in or moves into the gaze of a spectral eye during its turn, you can subject them to the effect of your Void Gaze from that eye (each eye can effect a creature once per turn).

Once you use this feature, you cannot create spectral eyes in this way again until you complete a long rest.

Voidwatcher Rites

Chaotic Thesis

When you use your Void Gaze or They Watch feature, you can choose which effect you want, selecting any of the Eschatological Conclusion effects. You can select different effects for each eye for the They Watch feature.

Conviction of Annihilation *(Prerequisite: Conclusion of Annihilation)*

Your conviction toward your thesis grows, allowing you to draw on additional aspects of it and learn the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	*melting glob*[K]
3rd	*unstable explosion*[K]
5th	*hungering void*[K]
7th	*dimension cutter*[K]
9th	*acid rain*[K]

Conviction of Madness *(Prerequisite: Conclusion of Madness)*

Your conviction toward your thesis grows, allowing you to draw on additional aspects of it and learn the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	*induce headache*[K]
3rd	*see invisibility*[K]
5th	*hypnotic pattern*
7th	*confusion*
9th	*sudden hazards*[K]

Conviction of Tranquility *(Prerequisite: Conclusion of Tranquility)*

Your conviction toward your thesis grows, allowing you to draw on additional aspects of it and learn the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	*tranquil moment*[K]
3rd	*silence*
5th	*counterspell*
7th	*banishment*
9th	*antilife shell*

Cycle of Annihilation *(Prerequisite: Conclusion of Annihilation)*

When you reduce a creature to 0 hit points with Void Gaze, you can immediately use the ability again targeting another creature within range as part of the same action. You can do this a maximum number of times in a turn equal to your proficiency bonus.

Dance of the Mad Puppet *(Prerequisite: Conclusion of Madness)*

When a target is compelled to move by an Occultist spell you cast, you can pick the direction the target moves, even if you would normally not be able to (for example, a spell that causes the target to run away from you can be used to make the target run in any direction). This does not change a target's willingness to enter hazardous spaces.

Disciple of Discord *(Prerequisite: Conclusion of Madness)*

You thrive on chaos and discord. Any time you cast a spell of 1st level or higher that causes a target creature to become act against their will, become frightened, or take psychic damage, you gain temporary hit points equal to your Wisdom modifier.

Doombringer *(Prerequisite: 5th-level Voidwatcher)*

When you roll a Fate Die for a creature using the Eye of the End, you can subtract your Wisdom modifier from the roll determining the result of their next save.

Ending Spoilers *(Prerequisite: 9th-level Voidwatcher)*

You can use your Eye of the End feature as a bonus action.

Piercing Gaze *(Prerequisite: 15th-level Voidwatcher)*

If a creature ends its turn within the cone of sight of one the eyes created by They Watch, it has disadvantage on saving throws against your spells until the start of its next turn.

Inexorable Annihilation *(Prerequisite: Conclusion of Annihilation)*

Creatures that fail a saving throw against your 1st level or higher Occultist spells that deal damage gain lingering cracks in their form which slowly erode them. They take 1d6 force damage at the end of each their turns. This ends after dealing damage if the creature is more than 120 feet from you, you cannot see the creature, or you are incapacitated.

Reflexive Annihilation *(Prerequisite: Conclusion of Annihilation)*

When you take damage from another creature within 60 feet of you, you can temporarily let loose the annihilation within you as revenge. The target must make a Dexterity saving throw against your spell save DC, taking a number of d6 dice equal to your proficiency bonus as force damage on failure, and half the damage on a success. Once you use this ability, you cannot use it again until you complete a short rest.

Self Reflection *(Prerequisite: Conclusion of Tranquility)*

When grant temporary hit points with Conclusion of Tranquility to another creature, you gain an equal number of temporary hit points.

Serene Acceptance *(Prerequisite: Conclusion of Tranquility)*
You remain calm and unperturbed by the chaos around you, as you wait calmly for the end of reality. You gain advantage on Constitution saving throws to maintain concentration on spells, and advantage on any ability check to maintain a calm state of mind, expression, or demeanor.

This is Fine
You remain unperturbed in even the most dire circumstances. You become immune to the frightened condition.

True Voidsight *(Prerequisite: 15th-level Voidwatcher)*
You gain truesight for the duration of your Void Gaze.

Tranquil Touch *(Prerequisite: Conclusion of Tranquility)*
When you cast a spell of 1st level or higher on a creature, you can choose to end the charmed or frightened condition on that creature.

Unflinching Gaze
You gain an additional use of your Void Gaze feature, and no longer have to make a saving throw against blindness when the feature ends when using it again before completing a short rest.

Unmaking Eye *(Prerequisite: 5th-level Voidwatcher)*
When you use your Eye of the End feature, your next melee weapon attack against the target creature becomes a critical hit.

Wildcard *(Prerequisite: 12th-level Voidwatcher, Conclusion of Madness, Chaotic Thesis)*
You can no longer choose which option to use with your Void Gaze, but roll randomly to determine the effect. In exchange, the effect gains additional die of temporary hit points or damage (for example, Conclusion of Annihilation would deal 2d8 force damage). You can pick the target after rolling for the effect.

Occultist Rites

The following are Occult Rites that can be selected by any Occultist, regardless of subclass.

Alchemical Rites
You gain proficiency with alchemist's supplies. During a long rest, you can use them to concoct an improvised Potion of Healing by spending 1 hour of the long rest to tend to its simmering. Due to its improvised nature, it expires in 24 hours, and has no value in gold pieces.
During this process, you can expend a 5th level spell to brew a Potion of Greater Healing instead. The expended spell slot is regained when the long rest is completed as normal.

Blood Magic
You gain the Hemomancer feat.

> **Limited Availability.**
> This feat is only available when using the optional blood magic spells (presented later in the book).

Emblazoned Focus
You emblazon a mystical mark on yourself via a tattoo, scar, or similar permanent mark. You can use this mark as your spellcasting focus for your Occultist spells. You no longer need a free hand to cast spells with somatic or material components, as you can channel your magic through the mark, though it glows visibly when you do so. The mark must remain uncovered to function as a spellcasting focus (casting in this way does not remove the signs of casting a spell, it merely means you do not need a free hand).

Expert of Tradition *(Prerequisite: 10th-level Occultist)*
Choose a skill you are proficient in from among Animal Handling, Arcana, Medicine, Nature, and Survival. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. If you do not have proficiency in any of the selected skills, you instead gain proficiency in one of your choice.

Forbidden Rites *(Prerequisite: 5th-level Occultist)*
You learn the spell *animate dead*. It is an Occultist spell for you and does not count against the number of Occultist spells you know. This spell cannot gain the ritual tag with Lost Ritual.

Lost Ritual
You learn of a ritual lost to time. Select an Occultist spell you know of 5th level or lower. This spell gains the ritual tag. You can cast this spell as a ritual once, and must complete a short or long rest before casting it as a ritual again.

Markings of Protections
You mark yourself with magical symbols and patterns, protecting you from harm. While you are not wearing any armor, your AC becomes 11 + your Wisdom modifier. You can use a shield and still gain this benefit.

Occult Magic *(You can take this rite multiple times)*
Your Occultist spells known increases by one. You can select this rite multiple times.

Occult Shield
You gain proficiency with shields. Your shield can serve as an Occult Fetish for your Occultist spells.

Occult Sight
You gain the ability to see invisible creatures within 30 feet if those creatures are undead or fey. You gain advantage on Wisdom (Perception) checks to detect creatures made of or animated by magic (such as constructs, elementals, or undead).

Protective Ward
You make a ward against supernatural harm. While you wear this charm, you can use it to cast p*rotection from evil and good* without expending a spell slot, material components, or requiring concentration, but the spell lasts a number of rounds equal to your Wisdom modifier. You can cast this as a reaction to being attacked or making a save it would affect, but when you do so it only lasts until the start of your next turn.
Once you use this charm, you cannot use it again until you complete a short or long rest.

Rite of Immortality *(Prerequisite: 15th-level Occultist)*
You continue to age, but you will no longer die of old age, and suffer none of the frailty of old age.

Rite of Youth *(Prerequisite: 15th-level Occultist)*
You cease to visually age, and can even choose to become more youthful in appearance, though your lifespan remains the natural lifespan of your race.

Root of Magic *(Prerequisite: 15th-level Occultist)*
You learn 10 cantrips from any class lists of your choice. They are Occultist spells for you.

Spatial Storage
You can convert a pocket, ring, hat, or bag into a spatial storage device, capable of carrying up to 5 x your Occultist level pounds, with 0.5 x your Occultist level cubic feet of storage space. For example, a level 5 Occultist can store up to 25 pounds, not exceeding a volume of 2.5 cubic feet, within the storage space. As an action, you can send an item you are holding into the storage space or retrieve an item from the storage space to your hand.
If lost, you can recreate the spatial storage device during a short rest.

Specialized Poisons
When you deal poison damage with an Occultist spell or created poison, you can (but don't have to) specify a creature type (such as beast or monstrosity) it is created to affect. Damage from that spell or poison ignores resistance and immunity to poison damage by creatures of that type. Creatures without the selected creature type have resistance to poison damage from the spell effect or poison.

Spirit Sense
You gain the ability to gaze into the spiritual world around you. As an action, you can gain a special form of sight that lasts 1 minute. While under the effect of this special sight, you are blind beyond 30 feet, but within 30 feet you can see into the ethereal plane. Within this sight range you have advantage on ability checks and saving throws to detect and see through illusions, see invisible creatures, and perceive the original form of a shapechanger or transformed creature.

Soulburn
You can make your powers sear the very soul of the creature they strike. When you deal cold, fire or lightning damage, you can choose to deal necrotic damage instead.

Sympathetic Bond
You learn the *warding bond* spell. It is an Occultist spell for you, but does not count against your spells known.
When you cast *warding bond*, you can choose to increase the power of the bond. When you do so, if either bonded creature makes an Intelligence, Wisdom, or Charisma saving throw, both creatures make the save. If either succeeds on the saving throw, both succeed, but if both fail, both are affected by the condition being saved against, even if only one was targeted. If both creatures are saving against the same effect, they do not roll twice, but both succeed if either succeeds on the saving throws and only fail if both fail the saving throw.

Vestments of War
You gain proficiency with medium armor.

Losing Invested Objects
If a Rite creates an object, you can recreate that object if it is lost or destroyed. If the rules are not specified elsewhere, it is a process that requires any base object the Rite did and 4 hours of time. If the original still exists anywhere, it loses its magical properties when you complete this process.

Occultist Spell List

Cantrips (0 Level)

Acid Splash
Burn[K]
Chill Touch
Decaying Touch[K]
Dancing Lights
Druidcraft
Electric Arc[K]
Fists of Fire[K]
Freeze[K]
Guidance
Ice Weapon[K]
Illusionary Dart[K]
Impact[K]
Light
Mending
Message
Minor Illusion
Poison Spray
Produce Flame
Resistance
Rock Slam[K]
Shocking Grasp
Stone Forming[K]
Water Bullet[K]

1st Level

Acid Bubble[K]
Aldricor's Elemental Rebuke[TAG]
Animal Friendship
Awaken Rope[K]
Bad Blood[K]
Bane
Blade Mirage[K]
Bramble Binding[K]
Burning Hands
Comprehend Languages
Cure Wounds
Crippling Agony[K]
Detect Magic
Detect Poison and Disease
Disguise Self
Electrify[K]
Feather Fall
Fog Cloud
Gale Bolt[K]
Grip of the Dead[K]
Hideous Laughter
Identify
Illusory Script
Illusory Pit[K]
Inflict Wounds
Induce Headache[K]
Karmic Reflection[K]
Lightning Tendril[K]
Nauseating Poison[K]
Speak with Animals
Spiritual Consultation[K]
Stone Fist[K]
Unseen Servant
Violent Updraft[K]
Water Blast[K]

2nd Level

Acid Arrow
Alter Self
Alacrity[K]
Animal Messenger
Augury
Barkskin
Become Fire[K]
Become Stone[K]
Become Water[K]
Become Wind[K]
Blindness/Deafness
Boil Blood[K]
Calm Emotions
Clay Touch[K]
Crackle[K]
Dancing Object[K]
Dancing Wave[K]
Darkness
Darkvision
Detect Thoughts
Disorient[K]
Earth Ripple[K]
Ethereal Immolation[K]
Form of Familiar[K]
Enhance Ability
Enlarge/Reduce
Gentle Repose
Heat Metal
Hold Person
Hurricane Slash[K]
Invisibility
Imbue Luck[K]
Lesser Restoration
Locate Object
Mirror Image
Misty Step
Poison Dart[K]
Protection from Poison
Pseudopod Slam[K]
Ray of Enfeeblement
Scorching Ray
See Invisibility
Shattering Shield[K]
Silence
Spider Climb
Spike Growth
Suggestion
Summon Swarm[K]
Vacuum Pull[K]
Vicious Hound[K]
Vicious Vapors[K]
Web
Wind Cutter

3rd Level

Acidic Pit[K]
Animate Shadow[K]
Bestow Curse
Blink
Bramble Barrier[K]
Clairvoyance
Counterspell
Cruel Puppetry[K]
Dispel Magic
Erode[K]
Fear
Fly
Gaseous Form
Ghost Step[K]
Haste
Hungering Void[K]
Hypnotic Pattern
Illusionary Fireball[K]
Instant Bulwark[K]
Magic Circle
Mounting Paranoia[K]
Mutate[K]
Nondetection
Plant Growth
Quicksand[K]
Rain of Spiders[K]
Remove Curse
Sending
Sleet Storm
Slow
Speak with Dead
Spider Bite[K]
Spirit Guardians
Static Field[K]
Summon Monstrosity[K]
Vampiric Touch
Vortex Blast[K]
Water Breathing
Wasp Barrage[K]
Waterspout[K]
Water Walk
Wind Wall
Wither[K]

4th Level

Arcane Eye
Banishment
Black Tentacles
Blight
Compulsion
Confusion
Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Devour Shadow[K]
Divination
Echoing Lance[K]
Giant Insect
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Locate Creature
Polymorph
Poison Puff[K]
Secret Chest
Stinging Swarm[K]
Stone Coffin[K]
Suffocate[K]
Vital Surge[K]
Wall of Fire

5th Level

Acid Rain[K]
Animate Objects
Awaken
Cloudkill
Commune with Nature
Conjure Elemental
Contact Other Plane
Contagion
Deglove Creature[K]

Devouring Darkness[K]
Divide Self[K]
Dominate Person
Dream
Field of Stars[K]
Geas
Greater Restoration
Hold Monster
Insect Plague
Mass Cure Wounds
Mislead
Modify Memory
Reincarnate
Scrying
Seeming
Sonic Shriek[K]
Sudden Hazards[K]
Wall of Stone

6th Level

Baba's Walking Hut[K]
Conjure Fey
Contingency
Eyebite
Find the Path
Flesh to Stone
Forbiddance
Freezing Sphere
Harm
Heal
Magic Jar
Mass Suggestion
Sunbeam
True Seeing
Wall of Ice
Wall of Thorns
Wind Walk

7th Level

Finger of Death
Fire Storm
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Regenerate
Resurrection
Sequester
Teleport
Twisting Eruption[K]

8th Level

Animal Shapes
Antipathy/Sympathy
Clone
Control Weather
Demiplane
Dominate Monster
Earthquake
Feeblemind
Incendiary Cloud
Maze
Mind Blank
Power Word Stun

9th Level

Astral Projection
Foresight
Imprisonment
Manipulate Fate[K]
Power Word Kill
Shapechange
True Polymorph
True Resurrection
Weird





ART: ALIFAH ZAHRAH WITRIYONO

Spellblade

A human runs her hand across their blade tracing esoteric patterns that alight at a touch, flames flickering alive in their wake casting a sudden blazing light over the gloomy cavern, creatures of the dark shrinking back from the fire's light. A gnome's eyes begin to glow as a massive greatsword of energy condenses into their waiting hand, forming a blade of pure energy, twice their height but weightless in their hands. The edgy elf vanishes from sight, teleporting behind their foe before muttering something cryptically and cutting them down.

A Spellblade combines magic and martial talent in a perfect blend, able to blend their use of them into a single art. Rather than being a Wizard that happens to be good with a sword or a Fighter that knows some magic, a Spellblade is defined by their ability to merge the spells and martial talents into a single strike: a Spellstrike.

Pursuit of Mastery

Becoming a Spellblade isn't an accident—it's a difficult path to master and requires intense concentration and conditioning to master fluidly casting spells in the storm of battle in perfect sync with your attacks. Spellblades are, consequently, almost always driven by some form of motivation that have made them strive for this unique style of perfection. Some view it as an art or tradition important to them, some view it as the ultimate weapon to overcome a great obstacle, and some pursue it because of the challenge itself, seeking to prove themselves.

Rare Talent

Spellblades are uncommon, requiring an unusual degree of talent to master their arts compared to those that choose to focus and specialize in only one of their two challenging fields. Adventurers are already a rare breed, but Spellblades are rarer still, which often causes them to defy expectations. A bookish and mild Spellblade may be surprisingly nimble or strong, while one that may look a musclebound oaf may be surprisingly erudite.

Creating A Spellblade

The most important place to start when making a Spellblade is knowing what drew your character to this difficult and rare path. The path of a Spellblade is one that has few mundane uses—they are not scholars and their skills serve little purpose outside the adventuring arts, so what drove your character to master these? There's an intentionality to a Spellblade similar to that which might be found in a Paladin.

The Spellblade

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Arcane Surge (2 uses), Magic Trick	1	—	—	—	—	—	—
2nd	+2	Spellcasting, Spellstrike, Aegis, Arcane Deflection	3	3	2	—	—	—	—
3rd	+2	Spellblade Technique	3	4	3	—	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—	—
5th	+3	Empowered Strike, Arcane Surge (3 uses)	5	5	4	2	—	—	—
6th	+3	Arcane Recuperation, Magical Warding	5	5	4	2	—	—	—
7th	+3	Specialization Feature	5	6	4	3	—	—	—
8th	+3	Ability Score Improvement	5	6	4	3	—	—	—
9th	+4	Arcane Surge (4 uses)	6	7	4	3	2	—	—
10th	+4	Archetypal Magic, Innate Aegis (1st Level)	6	7	4	3	2	—	—
11th	+4	Splash Damage, Blast Zone Immunity	6	8	4	3	3	—	—
12th	+4	Ability Score Improvement	6	8	4	3	3	—	—
13th	+5	Arcane Surge (5 uses)	7	9	4	3	3	1	—
14th	+5	Surging Focus, Magical Sensitivity, Innate Aegis (2nd Level)	7	9	4	3	3	1	—
15th	+5	Specialization Feature	7	10	4	3	3	2	—
16th	+5	Ability Score Improvement	7	10	4	3	3	2	—
17th	+6	Arcane Surge (6 uses)	8	11	4	3	3	3	1
18th	+6	Splash Damage, Innate Aegis (3rd Level)	8	11	4	3	3	3	1
19th	+6	Ability Score Improvement	8	12	4	3	3	3	2
20th	+6	Specialization Feature	8	12	4	3	3	3	2

Quick Build

You can make a Spellblade quickly by following these suggestions.

If you wish to follow the technique of the **Aether Blade**, **Battlemage**, or **Flying Sword**, put your highest ability score in Intelligence, followed by Dexterity, and then Constitution.

If you wish to follow the technique of the **Guardian** or **Spellfist**, put your highest ability score in Strength, followed by Constitution, and then Intelligence.

If you wish to follow the technique of the **Mage Hunter**, **Rimeblade**, **Spellshot**, or **Swiftblade**, put your highest ability score in Dexterity, followed by Intelligence, and then Constitution.

Class Features

As a Spellblade, you gain the following class features.

Hit Dice: 1d8 per Spellblade level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Spellblade level after 1st

Proficiencies

Armor: Light armor, medium armor
Weapons: Simple weapons, martial weapons
Saving Throws: Constitution, Intelligence
Skills: Choose two from Acrobatics, Arcana, Athletics, History, Investigation, Medicine, Nature, Perception, Religion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a martial weapon
- *(a)* a light crossbow and quiver of 20 bolts or *(b)* any two simple weapons
- *(a)* scale mail or *(b)* leather armor
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- An arcane focus

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

Arcane Surge

Your affinity for magic gives you a pool of Arcane Surges. Once during your turn, you can expend a use of Arcane Surge to do any of the following:

- **Detect Magic.** Cast *detect magic* without expending a spell slot.
- **Advantage.** Gain advantage on an attack roll (no action required).
- **Enhance Ability.** Add your Intelligence modifier to a Strength or Dexterity ability check (no action required).
- **Teleport.** Teleport up to 5 feet to an unoccupied space you can see (no action required). This distance increases by 5 feet at 5th (10 feet), 9th (15 feet), 13th (20 feet), and 17th (25 feet) levels.

You can use this feature a number of times equal to your proficiency bonus. You can regain expended uses when you complete a short or long rest. As you level, you may gain additional uses for your Arcane Surges, but can only expend one use per turn.

Magic Trick

Additionally at 1st level, you learn one cantrip of your choice from the Spellblade class list. Intelligence is your spellcasting ability for this cantrip.

Spellcasting

As part of your study of magic, you gain the ability to cast spells at 2nd level. The spells you learn are limited in scope, primarily concerned with enhancing your abilities and devastating your foes.

Cantrips

At 2nd level, you learn two additional cantrips of your choice from the Spellblade spell list. You learn additional Spellblade cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Spellblade table. The table includes the bonus cantrips gained from Spellblade class features (such as Empowered Strike).

Spell Slots

The Spellblade table shows how many spell slots you have to cast your Spellblade spells of 1st level and higher. To cast one of your Spellblade spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the Spellblade spell list. The Spells Known column of the Spellblade table shows when you learn more Spellblade spells of your choice.

Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Spellblade spells you know and replace it with another spell from the Spellblade spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your Spellblade spells. Your magic comes from a practitioner's knowledge of the arcane and training. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Spellblade spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your Spellblade spells.

Spellstrike

Starting at 2nd level, you can infuse spells into your weapon. As a bonus action, you can cast a 1st level or higher Spellblade spell with a casting time of 1 action in a special way, infusing it into a melee weapon instead of having it immediately take effect. The next

time you make a melee attack with that weapon before the end of your turn, the spell is cast against the target of the attack. The spell fizzles and fails to cast if you cast another spell before attacking.

Spellstrike's interaction with the spell mechanics is determined by the spell's effect:

- **Attack Rolls.** If the spell requires an attack roll (melee or ranged) it automatically hits the target if the weapon attack hits and misses the target if the weapon attack misses.
- **Saving Throws.** If the spell has a saving throw, it automatically deals damage as if the target failed its saving throw against the spell on hit, but if it has any effects besides dealing damage, the target makes the save against those effects as normal for being targeted by the spell (regardless if the attack hits or misses). If a spell does half damage to targets that pass their save, they take half damage on a missed attack, treating it as if they had passed their saving throw. If a spell always hits (such as magic missile), the spell hits regardless if you hit or miss your attack.
- **Area of Effect.** If the spell has an area of effect, that area of effect must include the space the target of the Spellstrike is in, be placed such that one edge of it is within the range of your weapon, and otherwise follows the rules of the spell regarding placement and range. Other creatures caught in the area of effect treat the spell as if you had cast it normally. The target is not affected by the spell again (having already resolved as part of the attack).
- **Multiple Attack Rolls.** Spells that have multiple attack rolls (such as *scorching ray* or *crackle*[K]) tie the outcome of only the first attack roll to the melee weapon attack. You resolve all subsequent attack rolls of the spell as if you had cast the spell, but can ignore the disadvantage on ranged attack rolls from being within 5 feet of hostile creatures when doing so.

You can only cast spells that are on the Spellblade class list using Spellstrike, and can only cast them at a level you can cast them as a Spellblade, though you can use any spell slot you have available to cast the spell.

Additional Clarifications

Critical Strikes. If the attack critically strikes, a spell that has a spell attack roll used with spell strike also critical strikes, but a spell that has a saving throw just treats it the same as a hit (*inflict wounds* would critical strike, but *fireball* would not, as it cannot critically strike).

Condition Sequence. Any effects that require the target to fail a saving throw take place after the attack. For example, if you spellstrike *hold person*, the saving throw against being paralyzed (and the condition if they fail) take place after the attack roll is complete.

Area of Effect. One edge of the spell must be in range of the weapon, but the center point of the spell does not need to be. For example, with spellstriking *fireball*, you don't need to hit yourself with. One edge of the spell must be within range, and the target must be inside the area of effect, but the center point of the spell can further away.

Arcane Deflection

At 2nd level, you learn the *shield* spell, incorporating it into your Aegis. It doesn't count against your number of spells known, and you can cast it without expending a spell slot once, after which you must expend a spell slot as normal until you complete a short or long rest.

Aegis

Additionally at 2nd level, you start to form a magical Aegis that enhances your physical powers with magical powers, blending them together. You can select one 1st level slot Aegis effect (listed at the end of the class) and gain the effects.

When you complete a long rest, you can change your selected 1st level slot Aegis effect or further boost your Aegis by sacrificing spell slots, granting magical empowerments that last until you complete your next long rest. When you do so, select an additional Aegis Effect (listed at the end of the class document) and expend the listed level of spell slot.

You can expend a maximum number of spell slot levels this way equal to your Spellblade level divided by four (rounded up, for example, at 5th level you can expend two levels of spell slots this way, while at 9th level you can expend three levels of spell slot, etc.).

Spellblade Technique

When you reach 3rd level, you select a specialization for your powers. You can choose from the Battlemage, Aether Blade, Guardian, Mage Hunter, Swiftblade, or Spellshot techniques, each of which grants you additional features.

Your choice grants you features at 3rd level, and again at 7th, 15th, and 20th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Empowered Strike

Beginning at 5th level, you can use cantrips on the Spellblade class list with your Spellstrike feature.

You learn 2 additional cantrips of your choice, selecting the options from the Spellblade cantrip list, and an additional cantrip at 9th, 13th, and 17th level (these additional cantrips are included on the Spellblade table).

Arcane Recuperation

Starting at 6th level, you gain the ability to regain some of your magical energy through a quick focused meditation. When you finish a short rest, you regain some of your expended spell slots. The spell slots can have a combined level that is equal to or less than one third of your Spellblade level (rounded down). You can't use this feature again until you finish a long rest.

Additionally, at any time, as a bonus action you can expend a spell slot to regain Arcane Surges equal to the level of spell slots spent.

Magical Warding

Additionally at 6th level, you gain proficiency in your choice of Wisdom or Charisma saving throws, and you automatically succeed on saving throws against your own spells.

Archetypal Magic

At 10th level, you can cast each of the spells granted by your Spellblade technique without expending a spell slot once. After you cast a spell that way, you cannot cast it that way again until you complete a long rest.

Expanded Aegis

Starting at 10th level, when you finish a long rest you can select an additional 1st Level Aegis Effect to gain the benefit of without expending a spell slot. This effect lasts until you complete a long rest, at which time you can select a new effect.

At 14th level, you can additionally select one 2nd level Aegis Effect this way, and at 18th level, you can additionally select one 3rd level Aegis effect this way.

Splash Damage

Beginning at 11th level, when you hit a creature with Spellstrike, the target and creatures of your choice within 5 feet of the target that would be hit by the same attack roll take 1d8 additional force damage.



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On a miss, the target takes half as much damage, and nearby creatures take no damage (even if the attack roll would have hit them).

Blast Zone Immunity

Starting at 11th level, you are immune to the area of effect of your own spells. You take no damage from them, and ignore all other affects unless you choose to be affected.

Surging Focus

Starting at 14th level, if you fail a Constitution saving throw to maintain concentration on a spell, you can spend an Arcane Surge to succeed instead.

Magical Sensitivity

Additionally at 14th level, you learn the detect magic spell, and it does not count against your spells known, and the detect magic spell no longer requires concentration for you.

For the duration of *detect magic*, you gain proficiency in the Arcana skill. If you are already proficient in the Arcana skill, for the duration you gain expertise, allowing you to add double your proficiency bonus to ability checks made using the Arcana skill.

Blast Zone Control

At 18th level, when use Spellstrike to cast a spell that affects an area of effect, you can expend a use of your Arcane Surge expand the effect of your Blast Zone Immunity to a number of allies equal to your Intelligence modifier. When used this way, it only protects your allies until the start of your next turn, at which point they go back to being affected by any ongoing effects of a spell.

Spellblade Techniques

Battlemage

In the versatile world of the Spellblades, the Battle Mage is the paragon of balance, mastering both martial prowess and arcane artistry. Standing at the crossroads of might and magic, you represent the perfect synthesis of these two ancient disciplines.

A Battle Mage is a force of constant adaptability, prepared for every eventuality. With your arcane might and martial skill in perfect balance, you stand on the battlefield as an embodiment of strategic might, showing that the pen and the sword can indeed be one.

Battlemage Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*burning hands*
5th	*mirror image*
9th	*lightning bolt*
13th	*dimension door*
17th	*hold monster*

Arcane Warrior

Starting at 3rd level when you select this archetype, whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest.

Quickening Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

You can cast a Spellblade spell with a casting time of one action as a bonus action.

Twin Surge

At 7th level, when you use Arcane Surge, you can select two of the available options.

Surge Mastery

Starting at 15th level, when you use your Arcane Surge, you gain enhanced results:

- **Arcane Sight.** When you cast *detect magic* with your Arcane Surge, you also gain the effects of darkvision and see invisibility.
- **Arcane Accuracy.** When you gain advantage on attack through Arcane Surge, you can reroll one of the attack's dice once.
- **Arcane Prowess.** When you add your Intelligence to a Strength or Dexterity ability check, you gain advantage on the check.
- **Extended Teleportation.** When you teleport, the range you can teleport is increased by 10 feet.

Unlimited Surges

Starting at 20th level, you can enter a state of perfect arcane resonance for 1 minute (no action required). During this state, using Arcane Surge does not consume a use of Arcane Surge (you can still only use Arcane Surge once per turn).
Once you use this feature, you cannot use it again until you complete a long rest.

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Aether Blade

Aether Blade Spellblades make use of their magical techniques to create a weapon of pure arcane power, with most of their abilities revolving around mastering the use of this weapon.

Aether Blade Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*magic missile*
5th	*star dust*[K]
9th	*aether lance*[K]
13th	*dimension cutter*[K]
17th	*aether storm*[K]

Aether Blade

Starting at 3rd level when you select this archetype, when you roll initiative or as a bonus action at any time, you can manifest an oversized melee weapon of pure force energy. This can take the shape of any bladed melee weapon, but it is a one-handed weapon that deals 1d10 force damage with a range of 5 feet regardless of its form.

When you attack with this weapon, you can use your Intelligence modifier (in place of your Strength) for attack and damage rolls. This weapon lasts until you let go of it, become incapacitated, or dismiss it as a bonus action.

While this weapon is temporary and magical, it counts as having a value of 1 sp for purposes of being treated as a material component in spells.

Aether Enhancement

As a ritual taking 1 hour, you can absorb the power from a magical weapon with a bonus to attack and damage rolls. This cannot target artifacts, sentient weapons, or cursed items. At your DM's discretion, this might not work with other weapons depending on their origin and type. This drains the power from the weapon, leaving it as a mundane weapon, but your Aethersword gains the bonus to attack and damage rolls previously possessed by the magical weapon.

Empowering Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

- You empower your Aether Blade (no action required) causing it to deal an additional die of damage until the end of your next turn. During the effect, you can reroll any weapon damage dice from your Aether Blade once (you must use the new roll after doing so).

Aether Great Weapon

Starting at 7th level, the aether weapon manifested by Aethersword grows larger and more powerful. Its damage increases to 1d12, and it gains the reach property.

Channeled Power

Starting at 15th level, you gain the effects of Empowering Surge when you use any of your Arcane Surge effects.

Massive Blade

Starting at 20th level, you can overcharge your Aether Blade for 1 minute (no action required). For the duration, when you attack with your Aether Blade, you ignore all non-magical armor and defenses to treat the target's AC as 10 + their Dexterity modifier for that attack (magical defenses like the *mage armor* or *shield* are not bypassed). While attacking in this way with your Aether Blade, your attacks can target up to 2 creatures as long as they are within 10 feet of each other, though if an attack triggers a spell through Spellstrike, it does not affect the second target unless the spell can target multiple creatures.

Once you use this feature, you cannot use it again until you complete a long rest.

Guardian

Specializing in defending their allies, spell blades following this technique make broad use of abjuration and self-enhancing magics, often specializing more toward their physical skills. They place themselves at the front of combat, but are a highly mobile line of defense.

Guardian Spellblade Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*arcane ablation*[K]
5th	*warding bond*
9th	*haste*
13th	*resilient sphere*
17th	*wall of stone*

Guardian Proficiency

Starting at 3rd level when you select this archetype, you gain proficiency in heavy armor and shields.

Additionally, you can use a melee weapon as your arcane focus, and when you do so you can perform somatic components with the hand holding your arcane focus (even for spells without a material component).

Projected Barrier

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

- As a reaction to an allied creature within 30 feet being hit by an attack or targeted by the magic missile spell, you expend a use of Arcane Surge to cast shield without expending a spell slot, granting that creature the AC bonus instead of yourself.

Fortifying Surge

At 7th level, when you expend a use of Arcane Surge, you gain temporary hit points equal to 1d8 + your Intelligence modifier.

Swapping Surge

Starting at 15th level, when you use your Arcane Surge to teleport, you can instead swap positions with a willing creature within range, teleporting to their space and teleporting them to your space. When you do so, both you and them gain the temporary hit points from Fortifying Surge.

Resilient Aegis

At 20th level, you can fortify yourself with magic for 1 minute (no action required). For the duration, you have resistance to all damage. Once you use this feature, you cannot use it again until you complete a long rest.



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Swiftblade

The quickest and most deadly of the Spellblades, Swiftblades specialize in mobility, striking from the shadows and withdrawing as quickly as they appeared, favoring lighter weapons and flurries of blows that leave their target dead before it can retaliate.



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Swiftblade Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*inflict wounds*
5th	*poison dart*[K]
9th	*spider bite*[K]
13th	*blight*
17th	*mislead*

Fighting Style

Starting at 3rd level when you gain this archetype, you gain the Two Weapon Fighting Fighting Style.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Swift Casting

Starting at 3rd level you can use Spellstrike as part of the Attack action before making a melee weapon attack. You cannot Spellstrike more than once per turn.

Additionally, you can use a melee weapon as your arcane focus, and when you do so you can perform somatic components with the hand holding your arcane focus (even for spells without a material component).

Rapid Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- You can expend a use of Arcane Surge to make a single weapon attack (no action required).

Relentless Spellstrike

At 7th level, if you miss an attack empowered by a Spellstrike, you can choose to not trigger the effect. When you do so, your next attack before the end of your turn will trigger it instead.

Vanishing Surge

Starting at 15th level, when you expend an Arcane Surge, you become invisible until the start of your next turn.

Infinite Strikes

At 20th level, you draw on your magic to hasten yourself to blinding speeds (no action required). For one minute, any time you make a weapon attack with an action or bonus action, you can immediately make another attack with the same weapon. Once you use this feature, you cannot use it again until you complete a long rest.

Mage Hunter

Some Spellblades hone their magical powers for the sake of countering others. They become the anathema of all spellcasters, they fight fire with fire, honing their own magical skills for the purposes of binding and denying the magical powers of others.

Mage Hunter Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*Aldricor's elemental rebuke*[TAG]
5th	*silence*
9th	*counterspell*
13th	*suffocate*[K]
17th	*dispel evil and good*

Disrupting Blows

Starting at 3rd level, once per turn when you hit a target with a melee weapon, you deal bonus Force damage equal to your proficiency bonus. This bonus is doubled until end of your turn when you cast an Abjuration or Mage Hunter spell.

Additionally, your weapon attack rolls bypass the effects of 1st level spells (such as *mage armor*, *shield*, or *sanctuary*).

Purging Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- On your turn, you can expend a use of Arcane Surge to end a magical effect or supernatural condition (such as being Charmed or Frightened) on yourself (no action required). If the spell is of a level greater than half your Spellblade level (rounded up) you must make an Intelligence saving throw with a DC of 10 + the spell's level to end it. You cannot use this ability if you are incapacitated.

Nullifying Surge

Starting at 7th level, you can use Purging Surge even when incapacitated. Additionally, you can project the purging power outwards, expending two uses of Arcane Surge to cast *counterspell* or *dispel magic* without expending a spell slot.

Expert Abjuration

Starting at 15th level, when you have to make a check with your spellcasting ability to dispel or counter a magical effect with Purging Surge or Nullifying Surge, you can add your proficiency bonus to the roll.

Mana Void

At 20th level, you can turn yourself into a magical void, devouring and nullifying magic around you. For one minute, you project the effect of *antimagic field* 5-feet around yourself (no action required). You can still cast spells while within this field, but are limited to Abjuration spells and Cantrips. The field does not affect or remove your Aegis effects.

Once per turn for the duration, when you counter or end the effect of a spell, you regain 1 use of Arcane Surge.

This effect ends early if you become unconscious, or you can end it at any time (no action required). Once you use this ability, you cannot use it again until you complete a long rest.



ART: TRUNG TIN SHINJI

Spellshot

Spellshots are those that prefer to keep their spellstriking to a safe range, raining death from afar. From arcane archers to magical gunslingers, they are united in their desire to sling spells at a ranged, infusing them into ammunition.

They offer a lot of freedom of mobility, always staying out of reach of their foes or finding the perfect line up to unleash a devastating line of elemental energy.

Spellshot Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*multishot*[K]
5th	*elemental barrage*[K]
9th	*lightning bolt*
13th	*greater invisibility*
17th	*pressure cutter*[K]

Ranged Spellstrike

Starting at 3rd level when you select this archetype, you gain the ability to apply your Spellstrike to pieces of ammunition as well as melee weapons, and can trigger the spell strike on a ranged weapon attack made with the infused piece of ammunition.

Spells infused into a ranged weapon affect the target of the ranged weapon when fired, but only have a range equal to the range of the spell or the normal range of the weapon (whichever is shorter range). If you attack a target beyond that range, the spell fails and is lost. For spells that create a cone or line area, the effect originates from you as normal.

Distant Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- **Distant Strike.** When you infuse a spell that targets a creature or line into a piece of ammunition with Spellstrike, you can expend an Arcane Surge to increase that spell's range to the range of weapon used to fire that piece of ammunition, and remove disadvantage from firing at max range with a ranged weapon.

Transmuted Ammunition

Additionally at 7th level, when you infuse a spell that targets a line, you can transmute your ammunition into the spell effect, releasing the spell in a line from you as if you had cast it, but using your Strength or Dexterity modifier (your choice) in place of your Intelligence modifier for the spell save DC. When you do this, you add your weapon damage (including modifier) to the spell's damage roll.

Seeking Surges

Starting at 15th level, when you expend an Arcane Surge, you can add your Intelligence modifier to your next attack roll.

Arcane Bolts

Additionally at 15th level, you can always generate ammunition out of arcane force energy when you fire



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a ranged weapon. When you do so, you consume no ammunition when firing an ranged weapon with the ammunition property, and your weapon damage becomes force damage.

Complete Control

Starting at 20th level, you can enter a state of perfect focus granting you the ability to bend and guide your shots. For 1 minute, your ranged weapon attacks ignore cover (including total cover) as long as there is a path to the target the projectile can travel. While you are in this state, you can use Distant Surge without expending a use of Arcane Surge and once per attack if you miss a creature with a ranged weapon attack, you can redirect that attack at another creature within range (making a new attack roll against the new target). When you redirect the attack with a Spellstrike effect that requires a save, you can choose if you want to discharge the spell against the target (if it has any effect on miss), or redirect it to the new target.

Once you use this feature, you cannot use it again until you complete a long rest.



Rimeblade

As a Rimeblade, you blur the boundary between the arcane and the arctic, wielding your sword with the cold precision of an icicle's edge. Your enemies find no warmth nor respite, only the biting frost of your magic and blade.

Whether born amidst the relentless snows of the far north or touched by the raw, freezing power of the elemental plane of ice, you have carved a path of icy resolve. Your frost-infused strikes echo the merciless advance of winter, freezing foes in their tracks and turning the battlefield into a glacial field of victory.

Rimeblade Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*arctic breath*[K]
5th	*cold snap*[K]
9th	*slow*
13th	*ice spikes*[K]
17th	*cone of cold*

Ice Blade

Starting at 3rd level when you select this archetype, whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. That weapon is imbued with frost energy. You can change its damage to cold damage, and when you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Arctic Armory

Additionally, you learn the *ice weapon*[K] cantrip can cast it once per turn without requiring a bonus action. Any weapon created by that spell is considered under the effect of your Ice Blade feature (even if it has the two-handed property).

Frostbite

Starting at 3rd level, you gain a new option for your Arcane Surge

- **Frostbite.** When you hit a creature with a melee weapon attack, you can expend an Arcane Surge to remove any immunity or resistance to cold damage they have and give them disadvantage on saving throws against spells that deal cold damage (including the triggering spell if used with Spellstrike on a spell that triggers a saving throw for additional effects). These effects last until the end of your next turn.

Frozen Heart

Starting at 7th level, you gain resistance to cold damage, and gain advantage on saving throws against being charmed or frightened.

Winter's Grip

Starting at 15th level, the effect of Frostbite is prolonged each time a creature takes cold damage by an additional round (ending at the end of your next turn). Additionally, when a creature under the effect of Frostbite fails a saving throw against one of your spells that deal cold damage, they become restrained until start of their next turn.

Ice Age

Starting at 20th level, you can release a blast of freezing energy that plunges an 30-foot radius centered on you into a state of everfrost for 1 minute (no action required). It has the following effects:

- **Difficult Terrain.** The area becomes difficult terrain for creatures other than you.
- **Cold Resistance.** Allied creatures in the area gain resistance to cold damage, while hostile creatures lose any resistance than may have to cold damage.
- **Slowed.** Creatures in the area when you use the ability become under the effect of the *slow* spell as they start to freeze. Creatures slowed in this way must make a Constitution saving throw at the end of each of their turns. On success the effect ends. On failure, they become restrained while under the effect. Creatures automatically pass the save if they are outside of the area of effect. You can exclude a number of creatures from becoming slowed equal to your Intelligence modifier.

You can end the effect letting the area thaw earlier at any time on your turn. Once you use this ability, you cannot use it again until you complete a long rest.

Flying Sword

As a Flying Sword Spellblade, you master the art of the floating blade, separating your willpower from your physical body. Your sword is not just a weapon, but an extension of your mind and a manifestation of your arcane prowess.

Born out of a deep understanding of telekinesis and arcane manipulation, your technique combines mental acuity with martial mastery. Whether a reclusive hermit who honed this art in the solitude of your own thoughts, or a prodigy who has broken the conventional boundaries of weapon use, your chosen path is an unorthodox mix of intellect and combat prowess.

Flying Sword Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*jump*
5th	*dancing object*
9th	*fly*
13th	*quicksilver steps*[K]
17th	*animate objects*

Flying Sword

Starting at 3rd level, during a long rest you can touch a melee weapon, infusing it magical power. This Flying Sword can be carried or stowed like a normal weapon, or you can ready it, causing it to float beside you. While an Flying Sword is readied, you can make attacks with it as part the Attack action, sending it out to strike a target.

Attacks made with your Flying Sword are considered melee weapon attacks with the weapon, but you can use your Intelligence modifier in place of your Strength or Dexterity modifier for attack and damage rolls, and you can make this attack against a target out to a range of 30 feet away from you. If the weapon has the heavy or special property, this range is halved to 15 feet; and if the weapon has the light property, this range is doubled to 60 feet.

Spells infused into the flying weapon affect the target of the attack, but only have a range equal to the range of the spell. If you attack a target beyond the range of the spell, the spell fails and is lost.

Phantom Sword Surge

Starting at 3rd level, you gain a new option for your Arcane Surge:

- **Phantom Swords.** When you make an attack with your flying sword, you can spend an Arcane Surge to make two phantom copies of it that strike other targets within range. The phantom swords use their own attack rolls. On hit, the target takes damage equal to your Flying Sword's weapon damage (including modifier) as force damage.

Sword Flight

Starting at 7th level, your mastery of telekinetic manipulation of your blade is so complete you can command it remotely and even use it as a mode of transport. You can stand on your sword to treat it as a Broom of Flying, though only you can ride it, and anything being carried by it is dropped if you attack with it.

Additionally, the range of your Flying Sword attacks are doubled.

Phantom Sword Barrage

Starting at 15th level, when you use your Phantom Sword Surge ability, you can create 2 additional copies of your sword (up to 4 total), each of which can strike a different targets within range.

Additionally, if you use any other use of your Arcane Surge, you can create a single phantom sword copy on your next attack before the end of your turn.

Ultimate Move

Starting at 20th level, master the ultimate move of your style unleashing massive power in an unstoppable strike. As an attack as part of the Attack action, you charge your with sword mystical power before sending it forward in a burst of power. All creatures in 120-foot long, 15-foot wide line must make a Dexterity saving throw. On failure, they take 6d6 slashing damage and 6d6 force damage. On success, they take half as much damage. You can exclude a number of creatures from the area of effect equal to your Intelligence modifier.

If the sword was infused with spell that has an area of effect through Spellstrike when you made this attack (for example *fireball*), the spells area of effect becomes the area of effect of this ability (otherwise the spell is discharged against the first target, treating a failed save as a Spellstrike hit).

Once you use this ability, you cannot use it again until you complete a long rest.



ART: TRUNG TIN SHINJI

Spellfist

As a Spellfist, you are the embodiment of raw power and arcane energy, a brawler who channels magic into every punch. Where other Spellblades may wield elegant weapons or conjure dazzling spells from a distance, you understand that sometimes, magic is most effective when it's delivered up close and personal. Your hands are not just weapons, but conduits for your magical force, and your style of combat reflects this, as brutal and direct as it is unpredictably magical.

Whether you're a former street fighter who discovered an innate talent for magic or a spellcaster who decided the best way to channel your power was through physical force, you've chosen a path that combines the cerebral challenge of magic with the visceral thrill of melee combat. As a Spellfist, you're a force to be reckoned with, breaking through enemy defenses with a flurry of magically enhanced punches and turning the tide of any battle with your explosive arcane power.

Spellfist Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*thunder punch*[K]
5th	*shatter*
9th	*vortex blast*[K]
13th	*aero barrage*[K]
17th	*shockwave*[K]

Kinetic Magic

Starting at 3rd level when you select this archetype, you master the harmony of kinetic delivery of magic with your fists. Your unarmed strike damage with your fist increases to 1d8 bludgeoning damage, and it becomes a valid target for imbuing with magic with Spellstrike. Any time you make an unarmed strike with a Spellstrike imbued, your unarmed strike is considered magical for the purpose of uncovering resistance to non-magical attacks, and you can convert the bludgeoning damage it deals to the spell's damage type when dealing damage.

When you imbue a Spellblade spell that deals damage to an area into your fist, you can use your Strength modifier to calculate the Spell Save DC for that spell (instead of your Intelligence modifier).

ART: TRUNG TIN SHINJI



Impactful Magic

Starting at 3rd level, you gain two new options for your Arcane Surge:

- **Arcane Impact.** When you knock a target away from you, you can expend a use of Arcane Surge to knock the target 10 feet further away.
- **Arcane Grab.** When you hit an melee weapon attack, you can spend a use of Arcane Surge to attempt to grapple or shove the target (no action required). You have advantage on the ability check.

Point Blank

Starting at 7th level, when you use Spellstrike while grappling a target, you can instead infuse the target with the spell, treating the spell as if you'd automatically hit an infused attack. The target can still save against effects beyond damage, but any saving throw is made with disadvantage.

Brawler's Resilience

Starting at 15th level, when you spend an Arcane Surge, you gain resistance to all damage until the start of your next turn.

Unlimited Power

Starting at 20th level, you can channel magic directly into your muscles, causing your strength to surpass all common reason and granting you the following benefits for 1 minute:

- **Supernatural Strength.** Your Strength score and maximum strength score increase by 2.
- **Splash Zone.** The damage from your Splash Damage feature becomes a 30 foot cone.
- **Bounding Leaps.** The distance you can jump becomes equal to your movement speed.
- **Strength Advantage.** You have advantage on all Strength ability checks and saving throws.

Once you use this ability, you cannot use it again until you complete a long rest.

Spellblade Aegis

The level listed for an Aegis spell is the level of spell slot sacrificed to gain the feature. A spell slot sacrificed for an Aegis feature cannot be regained until the Aegis Spell effect is removed during a long rest. You can select any Aegis feature from the list, up to the maximum number of total spell slot levels you can spend on this feature.

You can have a maximum number of spell slot levels sacrificed equal to the highest slot you have from the Spellblade class. You can only sacrifice spell slots you have, and have gained from the Spellblade class.

Aegis effects are not spells and cannot be dispelled as such.

1st-Level Slot Aegis Effects

Arcane Agility

You are under the effect of the *jump* spell during the effect.

Arcane Armor

You are under the effect of the *mage armor* spell during the effect.

Arcane Fist *(Prerequisite: Spellfist)*

The damage of your unarmed strike increases to 1d10. If you expend a 3rd-level spell slot on this Aegis Effect, it increases to 1d12.

Arcane Swiftness

Your movement speed is increased by 5 feet.

Elemental Enchantment

You touch a weapon converting its damage type to Fire, Cold, or Lightning while you wield it.

Enchanted Shield

You touch a shield making it easy to wield. You have proficiency with that shield during the effect.

Surging Saves

You can use your Arcane Surge to add your Intelligence modifier to Strength or Dexterity saving throws as well as ability checks (no action required), expending a use as you would to empower an ability check.

Warding Barrier

You reduce all damage taken by 1.

Weapon Focus

You turn your weapon into an arcane focus for your Spellblade spells.

2nd-Level Slot Aegis Effects

Arcane Eyes

You gain the ability to see in the dark. You have darkvision out to a range of 60 feet during the effect.

Arcane Style

While this Aegis is active, you gain one Fighting Style option of your choice from the Fighter class. If you already have a style, the one you choose must be different.

Arcane Skill

You gain proficiency in one skill of your choice.

Blade Channel

When you can cast a spell using Spellstrike, you can use the ability modifier used to attack with that weapon instead of your Intelligence for the spellcasting ability modifier.

Illusionary Ally

When you roll initiative, you create a single duplicate as per the mirror image spell. You can only have one duplicate at a time from this effect. If you cast mirror image during the effect, the spell remains the same, but the first time an image is lost, this duplicate is destroyed instead.

Loyal Weapon
A weapon you touch as part of selecting this Aegis is under the effect of *returning weapon*[K].

Quickened Movement
Your movement speed is increased by 5 feet.

3rd-Level Slot Aegis Effects

Aether Barrier *(Prerequisite: Aether Blade only)*
When you deal damage with your Aether Blade, you gain temporary hit points equal to your Intelligence modifier.

Arcane Overflow
You gain an additional use of your Arcane Surge feature.

Arcane Shield
You can create a shield of arcane power that protects you, blocking incoming attacks. You gain a +2 to AC as if you had a shield equipped. This counts as an equipped shield but does not require the use of your hand, and you cannot benefit from both this and an equipped shield.

Blastwave
Whenever you teleport using an Arcane Surge or a spell of 1st level or higher spell during the effect, your Aegis sends out a wave of power. Creatures of your choice within 5 feet of your destination must make a Strength saving throw against your Spell Save DC or be knocked prone.

Chameleon Aegis
You can hide without cover, and do not become immediately revealed when in line of sight of a creature. If you move while a creature can see you, you must pass an additional Dexterity (Stealth) check to remain hidden.

Contingent Blink
The first time you would drop to 0 hit points as a result of taking damage, you instead drop to 1 hit point, and vanish from your plane of existence, appearing on the Ethereal Plane. At the start of your turn, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. Once triggered, this cannot be triggered again until you complete a long rest.

Reflective Aegis
You have advantage on saving throws against spells that effect a line, and when you pass a saving throw against a spell that deals damage, you reflect part of the damage causing the caster to take half the damage failing the spell save would have dealt to you.

4th-Level Slot Aegis Effects

Arcane Resistance
You gain resistance to acid, cold, fire, lightning, poison, or thunder damage during the effect. You may select a new damage type when you select this Aegis again.

Combat Contingency
You incorporate a contingency for rapidly deploying combat magic into your Aegis. When you roll initiative, as a reaction you can cast one spell of 3rd level or lower spell that affects only you and has a casting time of 1 action.

Dimensional Pathways
When you use Arcane Surge to teleport, you can take one willing Medium or smaller creature within 5 feet of you with you, teleporting them to within 5 feet of your destination.

Phantom Aegis
You can move in brief bursts of intangibility. You can move through the spaces of other creatures (allied or hostile) without any penalty to your movement, and can pass through objects and non-magical barriers as thick as 1 inch.

Runic Strength
Your Strength score becomes equal to your Intelligence score during the effect.

5th-Level Slot Aegis Effects

Arcane Flight
You gain a flying speed of 30 feet during the effect.

Arcane Alacrity
When you take the Attack action, you can attack twice, instead of once.

Resilient Aegis
You gain proficiency in one Saving Throw of your choice during the effect.

Stone Aegis
You reduce all damage taken by 5.

Spellblade Spell List

Cantrips (0 Level)

Acid Splash
Chill Touch
Dancing Lights
Decaying Touch[K]
Electric Arc[K]
Fire Bolt
Force Bolt[K]
Freeze[K]
Illusionary Dart[K]
Light
Mage Hand
Message
Minor Illusion
Poison Spray
Preservation[K]
Prestidigitation
Produce Flame
Ray of Frost
Resistance
Shocking Grasp
True Strike
Water Bullet[K]

1st Level

Acid Bubble[K]
Alarm
Aldricor's Elemental Rebuke[TAG]
Arcane Ablation[K]
Arcane Weapon[K]
Arctic Breath[K]
Bad Blood[K]
Bane
Burning Hands
Blade Mirage[K]
Crashing Wave[K]
Crippling Agony[K]
Electrify[K]
Elemental Orb[K]
Entomb[K]
Eyes of Immolation[K]
Faerie Fire
Feather Fall
Fog Cloud
Gale Bolt[K]
Grease
Grip of the Dead[K]
Inflict Wounds
Ice Arrow[K]
Lightning Tendril[K]
Longstrider
Mage Armor
Magic Missile
Melting Glob[K]
Prismatic Flash[K]
Shield
Shadow Bind[K]
Hideous Laughter
Thunder Punch[K]
Thunderwave
Tranquil Moment[K]
Unseen Servant
Violent Updraft[K]
Water Blast[K]

2nd Level

Alacrity[K]
Become Fire[K]
Become Stone[K]
Become Water[K]
Become Wind[K]
Blindness/Deafness
Blur
Boil Blood[K]
Burning Strike[K]
Clay Touch[K]
Cold Snap[K]
Crackle[K]
Crescent Wind Slash[K]
Disorient[K]
Darkness
Darkvision
Dragon Surge[K]
Earth Ripple[K]
Elemental Exhalation[K]
Enhance Ability
Enlarge/Reduce
Ethereal Immolation[K]
Fling[K]
Gravity Surge[K]
Hold Person
Hurricane Slash[K]
Infernal Shackles[K]
Instant Counter[K]
Invisibility
Iron Wind Strike[K]
Mirror Image
Misty Step
Poison Dart[K]
Pseudopod Slam[K]
Ray of Enfeeblement
See Invisibility
Shatter
Shattering Shield[K]
Spider Climb
Star Dust[K]
Time Skip[K]
Time Trap[K]
Vacuum Pull[K]
Web
Wind Cutter[K]

3rd Level

Acidic Pit[K]
Aether Lance[K]
Arctic Aura[K]
Blink
Counterspell
Crushing Singularity[K]
Dispel Magic
Electrocute[K]
Erode[K]
Fireball
Fire Cyclone[K]
Flash Freeze[K]
Fly
Ghost Step[K]
Haste
Hungering Void[K]
Lightning Bolt
Meteor Jump[K]
Seismic Wave[K]
Sleet Storm
Spider Bite[K]
Static Field[K]
Stinking Cloud
Tongues
Vampiric Touch
Vortex Blast[K]
Water Breathing
Water Cannon[K]
Water Walk
Wither[K]

4th Level

Aero Barrage[K]
Arcane Eye
Banishment
Bile Beam[K]
Black Tentacles
Blight
Confusion
Devour Shadow[K]
Dimension Cutter[K]
Dimension Door
Echoing Lance[K]
Fire Shield
Force Blade[K]
Freedom of Movement
Geyser[K]
Greater Invisibility
Ice Spike[K]
Ice Storm
Iron Garden[K]
Jumping Jolt[K]
Orbital Stones[K]
Phantasmal Killer
Pillar of Fire[K]
Poison Puff[K]
Quicksilver Steps[K]
Stoneskin
Suffocate[K]
Wall of Fire

5th Level

Acid Rain[K]
Aether Storm[K]
Anvil Drop[K]
Blastwave[K]
Burial Barrage[K]
Cloudkill
Cone of Cold
Deglove Creature[K]
Devouring Darkness[K]
Fissure[K]
Flickering Strikes[K]
Hold Monster
Mislead
Passwall
Pressure Cutter[K]
Pyroclastic Lance[K]
Scrying
Sky Burst[K]
Sonic Shriek[K]
Telekinesis
Tornado[K]



ART: GERY ADRYTIA

Warden

The charging minotaur's bellowed cry becomes a thunderous crash as a pillar of ice erupts in its path, the ground shuddering from the impact of horn and frost. A large man advances on the wreckage, his armor covered in rime, even as fire crackles from his fist.

The bloodthirsty howls of the werewolf pack turns to confusion when the scrawny elf that looked only to be dinner rebuffs a massive werewolf's charge, their arms swelling in size becoming bear-like limbs, dwarfing the surrounding werewolves' own once impressive claws. All around, the werewolf pack can only look on in confusion as the elf continues to grow, grabbing and flinging a yelping werewolf like a rag doll.

The goblins have only a moment of glory, springing their ambush and pouring out of the forest upon the hapless group of humans before the plants beneath their feet writhe to life. To their shock and horror they find grasping vines dangling them from trees like misbegotten ornaments, frantically trying to remember the word in common for 'surrender'.

The bandit looks at his broken weapon haft in confusion, and then back up at the large woman in strange rocky armor that seems unaffected by the weapon that has just been broken against her. His confusion lasts only a moment before the earth heaves beneath him and tosses him from his feet in a violent crunching shake. 'Urk!', a crushing force explodes the air from his lungs, a heavy stone boot planted on his chest as the large jagged form looms over him.

Primal Champions

Wardens are not born of civilization and order. Though some Wardens will seek to defend such things (or at least tolerate them), they are those that have harnessed primal chaotic powers. Lashing, roiling forces of untamed energy, that left unchecked would wash civilization from the face of the material plane as if it were but a temporary blip.

Aspects of Power

The powers of a Warden are expressions of deep and primal forces. They are power given sentience and will, entropy and destruction harnessed and focused to purpose and cause. They channel their power as a conduit, bringing it to heel through force of will and inner conviction. As a blacksmith forges a lump of iron to take on the keen edge of a sword, a Warden must always refine their power, tame and temper it to be a force of change rather than raw destruction.

Chosen Powers

While the situations that lead a Warden to take up their mantle of powers varies widely, their powers are reflections of who they are, a synchronization that would be impossible to thrust upon those that did not choose their path. A Warden may feel they had no choice but to embrace their primal powers and wield them for a cause, but at the heart of the power is a choice: a choice to fight, a choice to stand, and a choice to be a champion.

The Warden

Level	Proficiency Bonus	Endurance Dice	Endurance Die Size	Primal Manifestation	Features
1st	+2	—	—	—	Mystic Bulwark, Warden Bond
2nd	+2	3	1d8	—	Primal Interdiction, Endurance Dice
3rd	+2	3	1d8	2	Warden Bond Feature, Primal Manifestations, Warden's Grasp
4th	+2	3	1d8	2	Ability Score Improvement
5th	+3	4	1d10	2	Extra Attack
6th	+3	4	1d10	3	Empowered Endurance, Primal Strike
7th	+3	4	1d10	3	Warden Bond Feature
8th	+3	4	1d10	3	Ability Score Improvement
9th	+4	5	1d10	4	Natural Body
10th	+4	5	1d10	4	Ability Score Improvement
11th	+4	5	1d12	4	Evolving Power
12th	+4	5	1d12	5	Ability Score Improvement
13th	+5	6	1d12	5	Mystic Barrier
14th	+5	6	1d12	5	Warden Bond Feature
15th	+5	6	1d12	6	Second Life, Movement Through Nature
16th	+5	6	1d12	6	Ability Score Improvement
17th	+6	7	1d12	6	Warden Bond Feature
18th	+6	7	1d12	7	Timeless Body, Invulnerable Endurance
19th	+6	7	1d12	7	Ability Score Improvement
20th	+6	7	1d12	7	Primal Decree

Creating a Warden

When creating a Warden consider the factors that have led them down their path. A mortal connected to deep primal powers isn't a common thing. Is this something your character sought out to right an ancient wrong, or something dropped in their lap they now have to deal with? How do you want to use this power, and what principles will you have?

Quick Build

To make a Warden quickly, first place your highest ability score in Strength, followed by Constitution and Wisdom. Second, choose a wilderness-related background.

Class Features

As a Warden, you gain the following class features.

Hit Points

Hit Dice: 1d12 per Warden level
Hit Points at 1st Level: 12 + your Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Warden level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons
Saving Throws: Strength, Wisdom
Skills: Choose two from Animal Handling, Athletics, Insight, Intimidation, Medicine, Nature, Perception, and Survival
Languages: Primordial

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* scale mail or *(b)* leather armor
- a simple melee weapon and a shield
- *(a)* two javelins or *(b)* two handaxes
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

Mystic Bulwark

When you don light or medium armor, you can enhance it with mystical defenses, integrating it with manifestations of your Warden Bond (for example, an Elemental Soul may manifest icy plating to reinforce it). When you do so, you can use your Wisdom modifier in place of your Dexterity modifier when calculating your AC with that armor.

While you have your armor integrated with your primal power, when you take bludgeoning, piercing, or slashing damage, you can reduce the damage taken by 2. This value increases at 5th level (to 3), 9th level (to 4), and 13th level (to 5), and 17th level (to 6).

Rules Tip: Damage Reduction

Damage reduction is applied before damage resistance when calculating damage.

Warden Bond

You select an aspect of primal powers, gaining the ability to manifest your bond with that power. The options for Warden Bonds are listed at the end of the class. Your choice grants you features at 1st level and again at 3rd, 7th, 14th, and 17th levels.

Primal Interdiction

Starting at 2nd level, nature hinders your foes with aspects of your primal power. This effect has a 5 foot radius centered on you, turning the ground within range into difficult terrain for creatures of your choice.

Additionally, at the end of your turn, you can choose to recklessly defend your allies within this area at the cost of your own safety, giving attacks against you advantage, and giving attacks against allies within the effect disadvantage if you are also in range of the attack being made (or have been at any point since the start of the attacker's turn) and not behind total cover.

The range of this effect increases by 5 feet at 5th level (to 10 feet), and again at 11th level (to 15 feet), and 17th level (to 20 feet).

Endurance Dice

Additionally at 2nd level, you gain access to three d8 Endurance Dice. You have two ways to use these dice, though other features may grant additional ways to use them:

- Once per turn, when you take damage, you can roll an Endurance Die to reduce the damage taken by the amount rolled (no action required).
- When you make a saving throw, you can roll an Endurance Die and add it to the saving throw (no action required). You can do this after you roll the save, but before you know the outcome of the save.

You gain another die at 5th level (4 dice), 9th level (5 dice), 13th level (6 dice), and 17th level (7 dice). The size of the dice increase at 5th (to d10) and 11th level to (d12). You regain all expended Endurance Dice when you complete a short or long rest.

Primal Manifestations

Starting at 3rd level, your connection to the primal forces you've bonded with develop in new ways, unique to you, that grant you new powers and abilities.

You gain two such Primal Manifestations selecting from the list at the end of the class description. When you gain certain Warden levels, you gain additional manifestations of your choice, as shown on the Warden Class Table.

Additionally, when you gain a level in the class, you can choose one of the manifestations you know and replace it with another manifestation that you could learn at that level. If a manifestation has a prerequisite, you must meet it to learn the manifestation. A level prerequisite refers to your level in this class.

Warden's Grasp

Starting at 3rd level, when you make an opportunity attack, you can replace the attack with a grapple check.

Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Empowered Endurance

Starting at 6th level, when you roll an Endurance Die to reduce damage, you can add your Constitution modifier to the result rolled.

Additionally, if you roll for initiative with no Endurance Dice remaining, you regain one Endurance Die.

Primal Strike

Starting at 6th level, your attacks from natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Natural Body

At 9th level, you sustain yourself from the forces of nature. You no longer need to eat or drink, though can if you choose. You also become immune to disease.

Evolving Power

Starting at 11th level, the damage dice of all natural weapons granted by the class increases by 1 size (for example, a d6 becomes a d8). If a weapon has multiple damage dice, only one die increases.

Mystic Barrier

Starting at 13th level, your Mystic Bulwark damage reduction applies to all damage types (rather than just bludgeoning, piercing, and slashing damage).

Second Life

At 15th level, when you would be reduced to 0 hit points, you are instead reduced to 1 hit point, and regain hit points equal to half your maximum hit points. Once this is triggered, it cannot be used again until you complete a long rest.

Movement Through Nature

Additionally at 15th level, you gain your choice of a climbing or swimming speed equal to your walking speed,, or a burrowing speed equal to half your walking speed. When you burrow, you leave behind a tunnel equal to your size.

Timeless Body

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Invulnerable Endurance

Additionally at 18th level, when you roll an Endurance Die, you can roll two dice and take the higher roll. Doing so does not expend an additional die.

Primal Decree

At 20th level, you can use your primal connection with the natural powers of the world to reshape the land around you on a large scale. This can take the form of effects like *earthquake*, *control weather*, or a transmutation or conjuration spell from the Druid spell list that modifies the terrain (such as *wall of stone*).

At the DM's discretion, this might be used to accomplish other large scale feats not listed by a spell, such as changing the course of a river, quenching a forest fire, or causing an active volcano to have a small eruption. Its range of effect should generally be contained with a 1 mile radius area when not replicating the spells listed above. When used in this way it takes 1 minute to invoke the effect (which may take longer to fully manifest depending on its nature).

Once you do so, you cannot do so again until you complete a long rest.

Limits of Primal Decree

Primal Decree is invoking the will of nature to act on your behalf. Consequently, it should tend to have its strongest effects when enacted in accordance with that will (as determined by the DM).

Wardens who have an unusual bond with natural laws may be able to call on their related domain with a Primal Decree to similar results even if it would not normally fall under the scope of its powers, such as a Time Warden gaining the effect of *time stop* with Primal Decree.

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Warden Bonds

Elemental Soul

Tapping into the endless power of the elemental planes, these Wardens shroud themselves in harsh primal forces, destroying their foes with their very presence.

Elemental Armaments

Starting at 1st level, when you roll initiative, or as a bonus action at any time, you can manifest elemental weapons into your hands, causing them to burst into flames, form icy claws, lashes of lightning, or frozen shields. Select one or two of the following weapons to manifest. You can manifest the same weapon in each hand, or different weapons in each hand. The weapons last until you drop them, summon new weapons, or dismiss them as a bonus action.

Primal Flames

You conjure flames around one of your hands. These become a natural one-handed melee weapon that deals 1d6 fire damage on hit, and has the Light, Thrown (30/90), and Special properties. It sheds 20 feet of bright light and an additional 20 feet of dim light while manifested. When you throw it, the flames reignite in your hand immediately.

Special: This weapon counts as a free hand for the purposes of grappling. When you successfully initiate a grapple with it, the target takes 1d6 fire damage.

Frost Shield

You conjure a slab of ice. This becomes a shield you can wield in that hand. Summoning the shield in this way equips it. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Icy Claws

You conjure icy claws that grow forth from one of your hands. This becomes a one handed natural melee weapon that deals 1d6 slashing or cold damage on hit (your choice), and has the Light and Special properties. If the damage die is increased to a d8, it instead becomes 1d4 slashing and 1d4 cold damage. You choose which damage type to add your modifier to when you deal damage.

Special: This weapon counts as a free hand for the purposes of grappling. When you successfully initiate a grapple with it, the target takes 1d6 cold damage.

Lightning Lash

You conjure a whip of lightning, tethered to one of your hands. This becomes a one handed natural melee weapon that deals 1d6 lightning damage on hit, and has the Light, Reach, and Special properties. It sheds 10 feet of bright light and an additional 10 feet of dim light while manifested.

Special: If you hit a creature with this weapon you can pull the creature up to 5 feet towards you.

Elemental Manipulation

At 1st level, you learn the cantrips *manipulate fire*[K] and *manipulate water*[K].

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/long rest each)
1st	*Aldricor's elemental rebuke*[TAG]
3rd	*entomb*[K]
5th	*cold snap*[K]
9th	*sleet storm*
13th	*fire cyclone*[K]
17th	*fire shield*

Elemental Interdiction

Starting at 3rd level, your Primal Interdiction becomes a buffeting maelstrom of elemental power when you manifest an Elemental Armament. The difficult terrain of your Primal Interdiction affects flying creatures within range, and you can select one of the following effects (selecting each time you manifest an Elemental Armament).

- **Creeping Frost:** Creatures that start their turn within the area of your Primal Interdiction have their movement speed reduced by 10 feet.
- **Blazing Pyre:** Fire burns fiercely around you, creatures of your choice that end their turn within the area of your Primal Interdiction take 1d6 fire damage.
- **Static Field:** The first time a hostile creatures moves 5 feet or more within your Primal Interdiction, they take 1d8 lightning damage. Once this damage occurs, it cannot occur again until the start of your turn.

The damage of the Blazing Pyre and Charged Field effects increases by one additional die of damage at 11th level (2d6 for Blazing Pyre, 2d8 for Charged Field).

Elemental Reflection

Additionally at 3rd level, when you expend an Endurance Die to block the damage against a melee attack, the attacker takes cold, fire or lightning damage (your choice) equal to the amount of damage blocked.

Elemental Body

Starting at 7th level, you gain resistance to your choice of cold, fire, or lightning damage. When you complete a long rest, you can change which damage type you resist.

Primal State

Additionally at 7th level, you can expend one Endurance Die to cast *become fire*[K], *become water*[K], or *become wind*[K].

Elemental Form

Starting at 14th level, you can cast *form of fire*[K], *form of ice*[K], or *form of wind*[K] without expending a spell slot. When you cast the spell this way, you can cast the spell as a bonus action, and it does not require concentration. Once per turn during the transformation, you can use the action it grants in place of an attack made as part of the Attack action.

Once you cast the spell in this way, you cannot do so again until you complete a long rest. You can use it again before completing a long rest by expending 6 Endurance Dice.

Paraelemental Interdiction

Additionally at 14th level, when you activate your Elemental Interdiction, you can select two options, activating both effects.

Cataclysm Unleashed

Starting at 17th level, when you use your Elemental Form ability, you can instead cast *form of the elements*[K], and are no longer limited to using the action they grant in place of an attack once per turn, as long as you use two different actions granted by the different forms. When you cast *form of the elements*[K] this way, you can choose to become a Large sized creature for the duration of the spell.

While in this form, the damage dice of your Elemental Armaments and Elemental Interdiction effects are doubled.

Once you do this, you cannot do so until you complete a long rest.

Beasthide

Tapping into the primal ferocity of beasts, Beasthide Wardens are capable of fighting with a primal ferocity. They specialize in unleashing terrible wrath on any that would attack them or their companions.

Bestial Claws

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can manifest one or both of your arms into clawed natural weapons. You cannot wield weapons or shields in hands that you have morphed, but they can be used to grapple creatures. While you are grappling a creature with a claw, that claw can only attack that creature. The claws last until you dismiss them as a bonus action.

Bestial Claws

A vicious set of claws extending from one of your hands. This becomes a natural one handed melee weapon that deals 1d8 slashing damage on hit, and has the Light and Special properties.

Special: This weapon counts as a free hand for the purposes of grappling. When you successfully initiate a grapple with it, the target takes 1d6 slashing damage.

Bond of the Wild

At 1st level, you gain proficiency in Animal Handling. If you already have proficiency in Animal Handling, you gain expertise in the Animal Handling skill, allowing you to add twice your proficiency bonus to checks made with it.

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/long rest each)
1st	*speak with animals*
3rd	*animal messenger*



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Warden Level	Innate Spells (1/long rest each)
5th	*alter self*
9th	*enlarge/reduce*
13th	*mutate*[K]
17th	*polymorph*

Ruthless Interdiction

Starting at 3rd level, you have advantage on the first attack roll or grapple check you make against a creature that attacked anyone that was inside the range of your Primal Interdiction (including yourself) since the end of your last turn.

Enduring Ferocity

Additionally at 3rd level, when you roll an Endurance Die, you can also add the die to the next damage roll or Strength (Athletics) check you make before the end of your next turn.

Path of Survival
Starting at 7th level, you gain proficiency in your choice of Constitution or Dexterity saving throws.

Vicious Endurance
Starting at 14th level, your attacks with natural weapons score a critical hit on a roll of 19 or 20. When you score a critical hit with your natural weapons, you regain 1 expended Endurance Die.

Focused Transformation
Additionally at 14th level, while you are concentrating on an innate spell granted by this subclass, your concentration can't be broken as a result of taking damage.



Gigantification
Starting at 17th level, as a bonus action or when you manifest your bestial claws, you can unleash the bestial power within, swelling to massive size. You become Large or Huge (your choice) for 1 minute. Upon transforming, you gain temporary hit points equal to half of your maximum hit points. For the duration of your transformation, you gain the following benefits:

- **Bonus Damage.** Your natural weapons deal an additional die of damage.
- **Grappling Advantage.** You have advantage on all checks to grapple creatures smaller than you.
- **Reach.** Your reach increases by 5 feet with all weapons.
- **Faster Movement.** Your movement speed increases by 20 feet.
- **Jumping Distance.** The distance you can long or high jump with a running start is doubled.
- **Saving Throws.** You have advantage on Strength and Constitution saving throws.
- **Throwing Things.** While in this form, when you make an attack, you can throw Medium or Small objects or creatures you are holding with a range of 50/100 feet. You have proficiency with this attack, regardless of what you are throwing. On hit, both the target and the thrown creature or object takes 4d6 + your Strength modifier damage. On miss, only the thrown creature or object takes the damage (this damage is taken in place of any falling damage, unless they also fall vertical distance as part of this movement, such as being thrown off a wall or cliff).

Once you use this feature, you cannot use it again until you complete a long rest.

Elderheart
Rooted in the ancient growth of the world, these Wardens are linked to a primordial untamed aspect of the world. Their vines lash and bind, inexorably dragging their enemies to the conclusion of their place in the natural cycle of life and death.

Lashing Vines
Starting at 1st level, when you roll initiative, or as a bonus action at any time, you can manifest lashing vines to wield as natural weapons. You can manifest them in one or both hands. The vines last until you dismiss them as a bonus action.

Lashing Vine
A natural one handed melee weapon. Deals 1d6 slashing damage on hit, and has the Light, Reach, and Special Properties.

Special: This weapon has the following benefits:

- **Grappling Weapon.** When you hit a creature with this weapon, you can attempt to initiate a grapple against that creature as a bonus action. If you are grappling a creature with it, you can only use it to attack the creature it is grappling.
- **Restraining Vines.** You can make a grapple check with this weapon targeting a Large or smaller creature you are currently grappling with it. On success, the creature is restrained while grappled this way.
- **Reaching Grapples.** You can grapple creatures with this weapon with a reach equal to the weapon's reach. If a creature more than 5 feet away from you is grappled or restrained by you with this weapon their movement is not reduced to zero, but they can only move toward you. Once they are within 5 feet of you, their movement speed becomes zero.
- **Grappling Larger Creatures.** You can attempt to grapple creatures up to two sizes larger than you when initiating a grapple with this weapon, but creatures two sizes larger than you have their movement speed reduced by half, rather than reduced to zero. If they move out of range of your grapple, you can choose to release them, or be pulled along with their movement.

Eyes of Nature
At 1st level, you gain advantage on Nature or Survival checks that involve plants (to identify them, to tell if they are edible, or track things that have passed through them, etc.).

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/long rest each)
1st	*grasping roots*[K]
3rd	*entangle*
5th	*speak with plants*
9th	*plant growth*
13th	*summon plant*[K]
17th	*carnivorous garden*[K]

Body of Thorns

Starting at 3rd level, when you are hit by a melee attack, the attacker takes piercing damage equal to the damage reduction of Mystic Bulwark.

Spiked Interdiction

Additionally at 3rd level, the difficult terrain caused by your Primal Interdiction becomes overgrown with spiky thorns. Creatures of your choice take 1d4 piercing damage for each 5 feet of travel within your Primal Interdiction. When you move this effect is suspended until the end of your turn.

This damage increases to 2d4 piercing damage at 11th level.

Hardened Core

Starting at 7th level, you gain a +1 bonus to your AC, and any critical hit against you becomes a normal hit.

Primeval Guardian

Starting at 14th level, as a bonus action you can take root, merging with the ground, transforming into a wrathful treant. While rooted, your movement speed is reduced to zero. When you do so, you can choose to grow one size larger (up to a maximum of Large), your reach increases by 5 feet, you are immune to effects that would move you, the prone condition, and have advantage on Strength ability checks and saving throws.

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Creatures two sizes larger than you that you are grappling can no longer drag you, meaning they cannot leave your reach without breaking the grapple.

You can end your tree form at any time as an action.

Arboreal Shelter

Additionally at 14th level, you no longer need to be in range of an attack to impose disadvantage on it with Primal Interdiction, as long as the target of the attack is within range of Primal Interdiction.

New Growth

Starting at 17th level, as an action, you can cause a tree to sprout from the ground at a point within 30 feet of you that morphs into a tree-like-clone of you. It copies all of your statistics and abilities, besides any that recharge on long rest (such as this one) which it does not have access to, and is under your control, but has its own actions and acts immediately after

you in initiative.

It has hit points equal to half your maximum hit points. It is in your Primeval Guardian form, and cannot end the effect of that ability. It lasts for 1 minute, or until it is reduced to 0 hit points. If you die while it exists, you become the clone, after which you can end the Primeval Guardian as normal.

Once you use this feature, you cannot use it again until you complete a long rest.

Stoneblood

The enduring blood of the world flows through you, empowering you with inhuman durability, and mastery over the powers of stone and earth. Empowered with unbreakable resilience and steps that cause the very ground to tremble.

Stone Fists

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can transform one or both arms into durable forms of living stone. You cannot wield weapons or shields in hands that you have turned to stone, but they can be used to grapple creatures.

While you are grappling a creature with your stone fists, that fist can only attack that creature. The stone fists last until you dismiss them as a bonus action.

Stone Fist

A hardened limb of stone. This becomes a natural one handed melee weapon that deals 1d6 bludgeoning damage on hit, and has the Light and Special properties.

Special: You gain +1 to your AC while wielding one of these weapons in each hand (two or more of these if you have more than 2 hands, you cannot benefit from this bonus and the bonus AC of a shield).

Empowered Earth

At 1st level, you gain the *manipulate earth*[K] and *stone forming*[K] cantrips. When you use *stone forming*[K], you can meld any one handed weapon created with it with your Stone Fists, giving you proficiency in that weapon and replacing Stone Fist's properties (including Special property) with the created weapon's damage dice, damage type, and any properties (beside thrown).

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/long rest each)
1st	*create pit*[K]
3rd	*earth ripple*[K]
5th	*become stone*[K]
9th	*quicksand*[K]
13th	*stone coffin*[K]
17th	*orbital stones*[K]

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Seismic Backlash

Starting at 3rd level, each time you expend an Endurance Die, you store the die in a special pool of charged power for 1 minute. You can have a number of charges stored equal to your proficiency bonus. As a bonus action on your turn, you can unleash all of this stored power in an explosive tremor, rolling all the stored dice and expending them from the pool.

All creatures of your choice within the radius of your Primal Interdiction feature must make a Strength saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your Proficiency bonus. On a failed save, they take damage equal to the amount rolled and fall prone. On a successful save, they take half as much damage and do not fall prone.

Gravitational Pull

Additionally at 3rd level, when you take the Attack action on your turn, you can replace one of your attacks with a surge of gravitational force. A Large or smaller creature of your choice within 60 feet of you must make a Strength saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus. On a failure, they are pulled up to 15 feet toward you or knocked prone (your choice). The distance they are pulled toward is doubled if the target creature is flying.

Resilient Bulwark

Starting at 7th level, the damage reduction of your Mystic Bulwark is increased by 1.

Additionally, you have resistance to damage from effects that cause you to bleed.

World Breaker

Starting at 14th level, you can cast *fissure*^{K} without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

You can use it again early by expending 5 or more charges of Seismic Backlash, casting *fissure*^{K} in place of unleashing the normal effect. Spending additional charges increases the level of it is cast by 1 level per additional charge spent.

Stone Sense

Additionally at 14th level, you gain tremorsense with a range equal to your Primal Interdiction.

Primordial Avatar

Starting at 17th level, as an action you can draw on the strength of the world beneath your feet to become an embodiment of its power for 1 minute. If you start your turn in contact with the ground you gain the following benefits:

- **Strength Advantage.** You have advantage on Strength checks and saving throws.
- **Endless Vitality.** You regain hit points equal to half your Warden level (rounded down).
- **Call of the Earth.** Creatures lose their flying speed in range of your Primal Interdiction.
- **Reflective Carapace.** If you are targeted by a *magic missile*, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 4–5 you are unaffected. On a 6, you are unaffected and the effect is reflected back at the caster as though it originated from you, turning the cast into the target.
- **Empowered Backlash.** You add a bonus die to your Seismic Backlash pool.

Once you use this feature, you cannot use it again until you complete a long rest.

Sunwatcher

Drawing power from the highest primal authority, you embody the radiance of the sun. The sun burns away all that lurks in the darkness, while bringing the relief of morning light to those that seek it. Ever vigilant, these Wardens weave fire and radiance to destroy their enemies and empower their allies.

Solar Fragment

Starting at 1st level, you can cast the *light* spell. Wisdom is your spellcasting modifier for it. If you cast light on a simple melee weapon you are wielding, the spell lasts as long as the weapon remains in your possession, and the weapon deals fire or radiant damage (your choice) instead of its normal damage type. The damage of a weapon under this effect is increased by Warden abilities that increase the damage of your natural weapons.

Radiant Blast

At 1st level, you gain the ability to gather and release fiery radiant power from your hands or a weapon you are wielding. Radiant Blasts are a ranged natural weapon attack with a normal range of 60 feet, and a long range of 120 feet, that deal 1d6 fire or radiant damage (your choice). If the damage die increases to 1d8 (through Warden features that increase the damage of your natural weapons), the damage becomes 1d4 fire damage and 1d4 radiant damage. You choose which damage type to add your modifier to when you deal damage. You can use your Strength or Wisdom (your choice) in place of your Dexterity for the attack and damage rolls of this ability.

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/long rest each)
1st	*heroism*
3rd	*guiding bolt*
5th	*blazing beacon*[K]
9th	*daylight*
13th	*brilliant blade*[K]
17th	*heavenly ray*[K]

Solar Flare

At 3rd level, when you expend an Endurance Die to block damage, you can cause a brilliant flare of blinding light. The attacker must make a Constitution saving throw with a DC of 8 + your Constitution modifier + your proficiency bonus, or become blinded until the start of their next turn. Pass or fail, if the target is invisible, it is revealed until the start of their next turn

Radiant Aura

Additionally at 3rd level, your Primal Interdiction is filled with bright light, and it casts dim light for an additional radius equal to the radius of your Primal Interdiction. This light is difficult to quench, and counts as a spell equal to half your Warden level (rounded down) for the purposes of countering magical darkness. You can dim, extinguish, or relight this light at any time, no action required.

Creatures inside your Primal Interdiction remain comfortably warm, ignoring the effects of cold weather, or heat caused by the sun (though other sources of heat may still cause discomfort, such as lava). You and all friendly creatures within range of Primal Interdiction can apply the damage reduction of your Mystic Bulwark to cold and necrotic damage.



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Empowering Presence

Starting at 7th level, when you expend an Endurance Die to boost a saving throw against a spell, all allies within your Primal Interdiction that make a saving throw against the same spell before the start of your next turn can add the same Endurance Die to their saving throw.

Transcendent Passage

Starting at 14th level, as a bonus action, you can transform into a swirling burst of radiant sunlight, traveling up to 60 feet in a straight line. You can pass through creatures and objects, but are blocked by obstructions that completely block light (such as solid opaque walls). This movement does not provoke attacks of opportunity.

Hostile creatures of your choice in your path must make a Dexterity saving throw against 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus. On failure, they take 2d6 fire damage, 2d6 radiant damage, and are blinded until the

start of your next turn. On a success, they take half as much damage and are not blinded. Allied creatures of your choice in your path gain 4d6 temporary hit points. Once you use this ability, you cannot use it again until you complete a short or long rest.

Solar Avatar

Starting at 17th level, as a bonus action you can call upon the power of the sun to embody its power for 1 minute. For the duration, you gain the following benefits:

- **Sun Light.** You shed bright light for 60 feet, and dim light for additional 60 feet. The bright light is sunlight.
- **Harsh Light.** Creatures in the bright light you shed have disadvantage on saving throws against your Warden abilities and spells.
- **Empowered Radiance.** When you make a Radiant Blast, you can shoot a beam of energy instead of an attack, forcing all creatures in a 60 foot line to make a Dexterity saving throw against 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus, taking damage equal to your Radiant Blast damage on failure, or half as much on a success.
- **Lingering Light.** When you deal radiant damage against a target, you imbue the target with a radiant illumination, granting advantage to the next attack made against that target before the start of your next turn.

Once you use this ability, you cannot use it again until you complete a long rest.

Ironbound

Ironbound Wardens assert that all that comes of earth is born of primal power, embracing forged metal. Often drawn from mining communities, blacksmiths, or otherwise those with deep understanding and appreciation of the fusion of nature and civilization that forged metal represents, they take full advantage of its power to become invincible edifices of iron.

Ironmonger

Starting at 1st level you gain proficiency in heavy armor and martial melee weapons. Your Mystical Bulwark functions even when using heavy armor, though if you gain additional sources of passive damage reduction, additional sources beyond the highest value only increase the damage reduction by one for each additional source of passive damage reduction.

Armor Bond

At 1st level, as an action, you can touch a set of metal armor worn by a creature of your choice (including yourself) and fortify it. The creature gains temporary hit points equal to 1d8 + your Warden level. Once you use this ability, you cannot use it again until you complete a short or long rest. Any temporary hit points remaining from this feature fade when you use it again.

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/long rest each)
1st	*unburden*[K]
3rd	*arcane ablation*[K]
5th	*clay touch*[K]
9th	*protection from energy*
13th	*iron garden*[K]
17th	*repair*[K]

Unbreakable Endurance

At 3rd level, when you use an Endurance Die to block damage, if it does not completely block the damage taken, you gain resistance to the remaining damage.

Binding Interdiction

Additionally at 3rd level, you gain the ability to manifest chains within the range of your Primal Interdiction.

As a reaction to a creature attempting to leave your Primal Interdiction or as an attack as part of the Attack action, you can manifest a chain and attempt to bind a Large or smaller creature with it, making a grapple check against the target. On a success, they are grappled by the chain until they escape (contesting your grapple check), the chain is destroyed, or they are no longer within your primal interdiction.

The chain can be destroyed. It has an AC of 18 and number of hit points equal to your Warden level, but

you take no damage when the chain is destroyed. If a target escapes the chains, the chains fall to the ground and turn to dust.

You can manifest one chain at a time. If you manifest an additional chain while you already have your maximum number of chains manifested, the first created one vanishes, releasing the target. The number of chains you can manifest this way increases by one each time you gain an effect that would increase the damage die of your Warden natural weapons (such as Evolving Power or Savage Weapons). Once you can manifest more than one chain, you can target the same creature with multiple chains. A creature is restrained while grappled by more than one chain.

Iron Carapace

Starting at 7th level, you can use your power to morph and adapt heavy armor you are wearing. As an action, you can reconfigure your armor, selecting one of the following options.

- **Reinforced Carapace.** Your AC while wearing heavy armor increases by 1.
- **Regenerating Carapace.** At the end of each of your turns, you restore any damage it has taken, restoring its original AC value. Any pieces that have been removed before regeneration rust away to nothing. If you are wearing no armor, you can use this feature to create a set of mundane heavy armor of your choice (which is automatically equipped). Armor created this way rusts away to nothing when removed.
- **Spiked Carapace.** When a creature hits you with a melee weapon attack while within 5 feet of you or attempts to grapple you, they take 1d4 piercing damage. The damage increases to 2d4 when you reach 14th level.

The effect lasts until you select another effect, or end the effect as a bonus action.

Iron Incarceration

Starting at 14th level, as bonus action, you can force all Large or smaller creatures of your choice within range of your primal Interdiction to make a Dexterity saving throw against 8 + your Strength or Wisdom modifier (your choice) + your Proficiency bonus. On failure, they are grappled by chains as per your Binding Interdiction feature. Chains created by this feature do not count against your maximum number of chains. You can choose to pull creatures that fail their saving throw to the closest available space to you when they fail their save.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Metallic Monolith

Starting at 17th level, as an action you can empower yourself for 1 minute. You gain the following benefits:

- **Enlarged Weapons.** Metal weapons you are carrying grow larger and more powerful, increasing their damage by 1d8 while you wield them.
- **Unlimited Chains.** You can generate an unlimited number of chains with Binding Interdiction, and they no longer have any size limit on what they can restrain.
- **Implacable Monolith.** You are immune to any effect that would move you against your will or knock you prone.
- **Damage Resistance.** You gain resistance to bludgeoning, piercing, and slashing damage.

Once you use this ability, you cannot use it again until you complete a long rest.



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Dreadwing

The Dreadwing Warden utilizes and ancient bond that taps into the deeply rooted primal powers that flow within dragonkind. United with the essence of these legendary beings, they embody the draconic virtues of strength, elemental fury, and fear. These Wardens wield the might and majesty of dragons to dominate the battlefield, leaving all that would oppose them in terrified awe of their power.

Draconic Talons

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can manifest one or both of your hands into draconic talons. You cannot wield weapons or shields in hands that you have morphed into talons, but they can be used to grapple creatures. While you are grappling a creature with a talon, that talon can only attack that creature. The talons last until you dismiss them as a bonus action.

Draconic Talons

A set of draconic talons extending from one of your hands. This becomes a natural one handed melee weapon that deals 1d6 slashing damage on hit, and has the Light and Special properties.

Special: This weapon counts as a free hand for the purposes of grappling. When you successfully initiate a grapple with it, the target takes 1d6 slashing damage.

Dragon's Presence

At 1st level, you learn the draconic language, and gain the ability to channel a fragment of the supernatural dread of dragonkind possess, giving you proficiency in the Intimidation skill.

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.



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Warden Level	Innate Spells (1/long rest each)
1st	*elemental orb*[K]
3rd	*dragon surge*[K]
5th	*elemental exhalation*[K]
9th	*fly*
13th	*fear*
17th	*secret chest*

Intimidating Interdiction

Starting at 3rd level, your Primal Interdiction sparks the primordial fear which dragons invoke in lesser creatures. As a bonus action, you can unleash a wave of supernatural dread, forcing all creatures of your choice within range of your Primal Interdiction to make a Wisdom saving throw with a DC of 8 + your

Strength or Wisdom modifier (your choice) + your proficiency bonus.

On failure, a creature becomes Frightened of you until the start of your next turn. On success, a creature does not become Frightened of you, but cannot gain advantage on attack rolls against you until the start of your next turn. Once a creature passes their saving throw against this ability, they automatically pass all saving throws against it for the next minute.

Dragon Breath

Starting at 3rd level, each time you expend an Endurance Die you build up elemental energy, storing the expended die in a special pool of charged power for 1 minute. You can have a number of stored dice equal to your proficiency bonus. As a bonus action on your turn, you can unleash all of this stored power in a blast of elemental breath. You expend all dice stored with this feature when you do so. When you gain this feature, select the elemental type of power stored from acid, cold, fire, lightning, or poison.

All creatures of your choice within a 15-foot cone must make a Dexterity saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus. On a failed save, they take elemental damage of the type selected equal to the amount rolled on the stored dice. On a successful save, they take half as much damage. The size of the cone increases by 15 feet each time your Primal Interdiction range increases by 5 feet.

Dragon Wings

Starting at 7th level, when you manifest your Draconic Talons, you can further channel your power to manifest a pair of draconic wings. Though they cannot lift you to flight, they provide a host of benefits:

- You can jump twice as far and change direction mid-jump by beating your wings.
- You can slow your descent when falling (no action required), falling at 60 feet per round and taking no damage when you land.
- As a reaction, you can expend an endurance die to block damage against a creature within 5 feet of you as if you were blocking damage against yourself.

Empowered Wings

Starting at 14th level, you can use your Dragon Wings to fly, gaining a flying speed of 30 feet.

Dragon Form

Starting at 17th level, when you would manifest your Draconic Talons, you can instead completely turn into a dragon. You gain the benefits of your Draconic Talons and Dragon Wings, but with the following properties:

- **Large Size.** Your size becomes Large, and you gain advantage on Strength (Athletics) checks to grapple creatures smaller than you.
- **Empowered Dragon Breath.** When you use your Dragon Breath, you roll twice the number of stored dice for damage.
- **Extra Natural Weapons.** You gain a Bite and Tail attack, which are natural weapons like your Draconic Claws and deal the same amount of damage, but change their damage type and replace their special property. The Bite deals piercing damage instead of slashing damage and gains an additional 1d8 elemental damage (matching your Dragon Breath damage type) in place of the special property, and the Tail deals bludgeoning damage instead of piercing damage and gains the reach property in place of the special property.
- **Empowered Weapons.** Your natural weapons deal one additional die of damage while transformed this way.
- **Dragon Dread.** Creatures frightened by your Intimidating Interdiction become frightened for 1 minute instead. Frightened creatures can repeat the saving throw against the frightened condition at the end of each of their turns, ending the effect on success.

You can maintain this form for up to 10 minutes, after which you must return to your normal form. You return to your original form early if you fall unconscious, or you can end the form early as an action. Once you assume this form, you cannot assume it again until you complete a long rest.

Timetwister

The Timetwister draws upon the enigmatic forces of time, its unstoppable march, and the ebb and flow of the past, present, and future. These Wardens manipulate the battlefield, expedite their allies' actions to a blur while slow their enemies to a crawl. They witness flickers of the past, glimpses of the future, and the ever branching pathways of the present. In battle, a fleeting moment is the only gap between life and death, and these Wardens are the masters of moments.

Time Dilation

Starting at 1st level, you gain the ability to manipulate the flow of time for a creature. As an action, you can accelerate the movement through time for a creature within 60 feet of you, allowing them to move more rapidly. That creature's movement speed is increased by 10 feet, and when they take the Attack action, they can make a single additional weapon attack as part of the same action until the start of your next turn.

Alternatively, you can decelerate down the movement through time of a creature within 60 feet of you. That creature's speed is reduced by 10 feet and it subtracts a d4 from its attack rolls and Dexterity saving throws until the start of your next turn. When you gain a feature that increases the size of the die for natural weapons you gain from the Warden class, the size of the die increases by one step.

When you reach 5th level in this subclass, you can accelerate or decelerate a creature as an attack as part of attack action, but you can only do each once per turn.

Foreshadowing

Additionally at 1st level, you can glimpse future possibilities. When you roll initiative, record the result on the d20. Within the next minute, you can replace one of your attack rolls, ability checks, or saving throws with the roll.

Alternatively, you can replace one attack roll or contested ability check of an enemy within 5 feet of you with the roll. This range extends to the range of your Primal Interdiction when you gain that feature.

Contested Ability Checks

A contested ability check is one where two creatures are rolling against each other, such as a Grapple check. This means you cannot use it to prevent a creature succeeding a check against a spell (such as a Strength ability check to escape Entangle). Note you also cannot use it on enemy saving throws, only your own.



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Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/long rest each)
1st	*longstrider*
3rd	*hold person*
5th	*alacrity*[K]
9th	*slow*
13th	*haste*
17th	*hold monster*

Time Distortion

Starting at 3rd level, your Primal Interdiction begins to distort time. The difficult terrain created by your Primal Interdiction affects the movement of flying creatures as well, and when you recklessly defend your allies with your Primal Interdiction you can grant them advantage on Dexterity saving throws as well.

Timely Intervention

Additionally at 3rd level, you can expend Endurance Dice to further bend time within your Primal Interdiction, gaining the following new options for using them:

- **Missed Beat:** As a reaction to a creature within your Primal Interdiction being attacked, you can expend an Endurance Die to slow the creature's reactions, giving the triggering attack against them advantage.
- **Minor Adjustment:** As a reaction to a creature within your Primal Interdiction being affected by an area of effect, you stop time long enough for them to move up to 5 feet before the effect applies, potentially moving out of the area of effect.
- **Arrow Time:** As a reaction to a creature within your Primal Interdiction being attacked by a ranged weapon projectile attack, you can stop the projectile in time, rolling the Endurance Die and subtracting the roll from the weapon's attack roll.

Time Zone

Starting at 7th level, as a bonus action you can project your Primal Interdiction to be centered on a point within 60 feet instead of you. When you do so, the effects of difficult terrain and your abilities that take place inside your Primal Interdiction cover the area within range of the point rather than you. The aura returns to surrounding you if you move more than 60 feet from the point, or if you return it to you as a bonus action. You cannot recklessly defend your allies with your Primal Interdiction while it is projected at a point that does not also contain you within its radius.

Chrono Controller

Starting at 14th level, your mastery of time becomes more extensive and intuitive. You can no longer lose concentration on spells granted by your Innate Magic feature from this subclass by taking damage, and when you cast them, you can cast them as if they were cast with a spell slot one level higher than their default spell level when they have an applicable effect.

Time Lock

Starting at 17th level, you can cast *time stop* without expending a spell slot. When you cast time stop, you always stop time for maximum amount of time rather than rolling.

Once you use this ability, you cannot use it again until you complete a long rest.

Astral Guardian

Embarking on a path less traveled, the Astral Guardian Warden transcends the earthly plane and draws from the power of the infinite planes. Touched by the enigmatic forces of space and energy, they embody the mystery of the universe, controlling spatial distortions and manipulating celestial energies.

Astral Arms

Starting at 1st level, you gain the ability to form up to two astral arms as a bonus action. These are natural melee weapons with the Light property which deal 1d4 force damage on hit. You can additionally use them to grapple creatures and make unarmed strikes with them. You can use your Wisdom modifier in place of your Strength or Dexterity modifier for attack and damage rolls made with these weapons.

These arms last until you fall unconscious or you dismiss them as a bonus action. The maximum number of arms you can form increases to 4 at 9th level, and 6 at 17th level. The number of arms do not affect the number of attacks you can make, but the arms can be used to grapple creatures.

When you take the Attack action on your turn, you can make a single unarmed strike or grapple check with one of your Astral Arms as a bonus action.

Sixth Sense

Additionally at 1st level, you gain a special sense allowing you to sense extraplanar energies. You can detect if you are being watched through magic or by creatures within 30 feet of you in the ethereal plane if your passive Perception is equal to or higher than 10 + their CR (or their spell save DC if they are using a spell to observe you).

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom



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is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/Long Rest Each)
1st	*detect magic*
3rd	*arcane conduit*[K]
5th	*misty step*
9th	*ghost step*[K]
13th	*dimension cutter*[K]
17th	*dimension door*

Dimensional Interdiction

Starting at 3rd level, the difficult terrain of your Primal Interdiction affects flying creatures within range as well. Additionally, any creature that attempts to teleport into or out of the radius of your Primal Interdiction must succeed a Charisma saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the teleport is wasted and they are not transported. You can choose to allow a creature to teleport in or out of Primal Interdiction without making a save.

Astral Strike

Additionally at 3rd level When you expend an Endurance Die, you can empower your next attack with your Astral Arms before the end of your next turn. The attack gains a reach equal to the range of your Primal Interdiction, and if it hits, deals additional damage equal to one of your Endurance Dice.

Additionally, you can force the target to make a Charisma saving throw with a DC of 8 + your Wisdom modifier + your Proficiency bonus. On a failure, you can teleport them to an empty space within range of your Primal Interdiction.

Astral Beacon

Starting at 7th level, as bonus action, you can teleport a willing creature within 60 feet into any empty space within range of your Primal Interdiction. You can do this a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest.

Additionally, your Primal Interdiction is always considered as in range of allied creature's teleport abilities, even if it would normally be out of range of the teleport, as long as they are within 300 feet of you.

Dimensional Guardian

Additionally at 7th level, you gain resistance to force damage, and advantage on any saving throw against being teleported or moved between planes against your will.

Astral Rift

Starting at 14th level, as an action, you can open an Astral Rift connecting two places with a tear in reality. One rift appears in an empty space within 5 feet of you of your choice, and the other appears in an empty space at a point you are familiar with within a number of miles equal to your Warden level. The tear takes the shape of a swirling opaque roughly circular portal with a 5 foot radius. A willing creature that passes through it is teleported to an empty space within 5 feet of the other portal

The rift remains open for 1 minute once opened, or until you close it as an action. Once you create an astral rift, you cannot do so again until you complete a long rest.

Astral Projection

Starting at 17th level, you can astrally project your soul out of your body as an action. When you do so, your body becomes stunned and incapacitated, but you can act in your astral form. While in your astral form, you have the following benefits:

- **Astral Form.** Your astral form is resistant to bludgeoning, piercing, and slashing damage.
- **Flying Speed.** You gain a flying speed equal to your movement speed, and can hover.
- **Ethereal.** You can pass through physical objects and creatures as if they are difficult terrain, but cannot end your turn inside another creatures or objects' space, being moved to the last unoccupied space you occupied if you try.
- **Planar Shift.** You can move between your current plane and the ethereal plane as an action. While on the ethereal plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away.

Otherwise, your astral form shares all abilities and statistics with your normal form. While you use this ability, your Primal Interdiction projects from your astral form instead of your body. When you use this ability, you can project yourself to any plane or location you are familiar with. If your astral form is reduced to 0 hit points, you are returned to your body and regain 1 hit point. You can end the project at any time as a bonus action, returning to your body.



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Bone Binder

Commanding the dark powers of the fallen, a Bone Warden watches over the endless and final silence of the end of life. Solemn and grim, they recycle the remains of life to one final service, binding the bones of once living creatures to form their armor, weapons, and grim constructs to bind and crush those that stand in their way of their primal decrees.

Bone Construct

Starting at 1st level, as an action you can call forth a grim construct of bones that bursts from the ground in an empty space within 10 feet of you. It has the following stat block. It shares your turn, but cannot take any actions unless you use your action to direct it to take the Dodge action, Dash action, or take an action listed in its stat block. In addition to the actions in a stat block, it can follow simple instructions and perform simple tasks out of combat, but cannot communicate or execute complicated directions on its own. If you give it no directions, it stands still or follows you if you are more than 30 feet from it. When you gain the Extra Attack feature, you can replace one attack you can make with directing your Bone Construct to take an action.

Its Strength (indicated in its stat block as a *) is equal to your Strength or Wisdom ability score (your choice).

If it is more than 120 feet from you or reduced to zero hit points, it crumbles to dust. You can dismiss your Construct at any time as a bonus action, causing crumble to dust and await your call again.

Your Bone Construct's hit points are maintained between summons, but if it has less than your Warden level in hit points (such as if it was previously destroyed by being reduced to 0 hit points), it gains hit points equal to your Warden level when you spend your action calling it, and regains all of its hit points when you complete a long rest.

Your Bone Constructs Slam damage die is increased in size by any effect that increases the size of your natural weapon damage dice.

Bone Construct

Medium undead, unaligned

Armor Class 12 + your PB
Hit Points [5 x your Warden level]
Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
* (+*)	8 (–1)	16 (+3)	1 (–5)	1 (–5)	1 (–5)

Skills Athletics (STR mod + PB)
Damage Vulnerabilities bludgeoning
Damage Resistances piercing, necrotic
Damage Immunities poison, psychic
Condition Immunities exhausted
Senses darkvision 60 ft., passive Perception 5
Languages — **Proficiency Bonus** Your PB

Actions

Grapple. The Bone Construct makes a grapple or shove check against a target creature within 5 feet.

Slam. *Melee Weapon Attack:* STR mod + PB to hit, reach 5 ft., one target. *Hit:* 1d8 + STR mod.

Macabre Mantle

At 1st level, if your armor becomes damaged, you can repair it using the bones of a medium or larger creature's corpse (provided it has bones). You can forge entirely new armor this way. Armor forged this way can be any mundane armor with a maximum value of 100 times your Warden level in gold pieces, and can only be used by you.

Additionally, while you are wearing armor created this way or that you've bonded with Mystic Bulwark, you gain proficiency with the Intimidation skill.

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/Long rest each)
1st	*grip of the dead*[K]
3rd	*false life*
5th	*augury*
9th	*speak with dead*
13th	*animate dead*[†]
17th	*ribcage*[K]

[†]You cannot cast this spell again early using Endurance Dice

Bone Emissary

Starting at 3rd level, your Bone Construct gains its own Primal Interdiction extending to a range of 5 feet around it.. When you recklessly defend your allies within range of your Primal Interdiction, your Bone Construct does the same for any creatures within the range of the Primal Interdiction emitting from it.

Bonded Endurance

Additionally at 3rd level, you can use Endurance Dice to reduce damage taken by your Bone Construct. When you do so, you gain temporary hit points equal to the value rolled on the die. When you block damage with an Endurance Die against yourself, your Bone Construct gains temporary hit points equal to value rolled on the die.

Unearthed Titan

Starting at 7th level, your Bone Construct gain the following features:

- **Large Size.** When you summon it, you can summon it as a Large sized creature.
- **Immediate Commands.** When you use your action to summon it, you can use your bonus action to command it to take one of its actions.
- **Magical Attacks.** Its attacks become magical for the purposes of overcoming resistance to nonmagical attacks.

Unliving Resilience

Additionally at 7th level, you gain resistance to one damage type of your choice from cold, necrotic, or poison damage.

Additionally, you gain advantage on saving throws against poison or disease, and you can go twice as long without breathing, eating, and sleeping without suffering negative consequences.

Grave Grip

Starting at 14th level, as an action, you can call for skeletal grasping hands to raise from the ground and bind your foes. All Large or smaller creatures of your choice within range of your Primal Interdiction (or the Primal Interdiction of your Bone Construct) must make a Dexterity saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus.

On failure, the creature becomes Restrained by a skeletal hand rising from the earth. The creature can break free as an action by making a Strength saving throw with the same DC as the original save, or can be freed if the skeletal hand is destroyed. It has an AC of 13 and 13 hit points, with a vulnerability to bludgeoning damage.

If a creature ends its turn while restrained by a skeletal hand from this ability, it takes 3d6 necrotic damage.

Once you use this ability, you cannot use it again until you complete a short or long rest.

Death's Domain

Starting at 17th level, as a bonus action you can project your domain around you for 1 minute, with the following effects:

- **Expanded Domain.** The range of your Primal Interdiction is doubled.
- **Spare the Dying.** If an allied creature falls to 0 hit points within range of your Primal Interdiction, you can cast *spare the dying* on them as a reaction (without needing to be able to touch them).
- **Boneyard.** Skeletal constructs you create (including your Bone Construct, skeletal hands from Grave Grip, objects created by spells such as *ribcage*, or skeletons created by spells such as *animate dead*) gain resistance to all damage while within range of your Primal Interdiction.

Once you use this ability, you cannot use it again until you complete a long rest.

Primal Manifestations

The following can be selected as Primal Manifestations. If it lists a level requirement, you must have that level in the Warden class.

Balanced Assault

You gain the Two Weapon Fighting Style. Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Create Barrier

When you take the attack action on your turn, you can replace one of your attacks with manifesting an elemental barrier in an unoccupied space on the ground within 30 feet of you. This elemental barrier forms out of nearby materials (such as dirt, wood, or stone), and cannot be formed in the absence of natural materials. The barrier roughly blocks a 5 foot cube of space, and has an AC of 15, and hit points equal to 10 + your Warden level. You can have a number of these created equal to your proficiency bonus. When creating a new one beyond your limit, the oldest previously created one crumbles.

Based on your subclass, you may be able to create other kinds of barriers:

- **Astral Barrier.** *(Prerequisite: Astral Guardian subclass)* The barrier does not require any nearby materials to form from.
- **Ice Barrier.** *(Prerequisite: Elemental Soul subclass)* The barrier does not require any nearby natural materials to form from, and deals 1d6 cold damage to any creature that attacks it.
- **Iron Barrier.** *(Prerequisite: Ironbound subclass)* The barrier has resistance to bludgeoning, piercing, and slashing damage.
- **Tree Barrier.** *(Prerequisite: Elderheart subclass)* The barrier does not require any nearby natural materials to form from, has hit points equal to 10 + twice your Warden level, and can form up to 20 feet tall.
- **Stone Barrier.** *(Prerequisite: Stoneblood subclass)* The barrier has an AC equal to your AC (unless it is already higher).

You can create a total number of barriers equal to your Warden level before you must complete a short or long rest to more.

Elemental Rebuke
You learn the spell *Aldricor's elemental rebuke*[TAG]. You don't need any components to cast it, and can cast it once without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest. You can cast it again early be expending 2 Endurance Dice.

Gift of Life
As an action, you can expend an Endurance Die to heal a creature you touch for 1 hit point and give them a number of temporary hit points equal to a roll of your Endurance Die + your Wisdom modifier.

Guided Wrath
When you make an attack with a natural weapon granted by this class, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Based on your subclass, you may gain additional benefits:

- **Living Weapons** *(Prerequisite: Elderheart subclass)*. You can use your Wisdom modifier, instead of your Strength, to initiate and maintain grapple checks made with your Lashing Vines.
- **Living Chains** *(Prerequisite: Ironbound subclass)*. You can use your Wisdom modifier, instead of your Strength, to initiate and maintain grapple checks made with the Chains created with Binding Interdiction.
- **Living Arms** *(Prerequisite: Astral Guardian subclass)*. You can use your Wisdom modifier, instead of your Strength, to initiate and maintain grapple checks with your Astral Arms.

Engulfing Vines *(Prerequisite: Elderheart subclass)*
You can grapple a number of creatures with each of your Lashing Vines equal to your Wisdom modifier. While it is not grappling the maximum number of targets, it can attack creatures you are not grappling with it. Additionally, at the start of your turn, you can pull any creature grappled by your Lashing Vines 5 feet towards you (no action required).

Heart of the Storm
You gain resistance to damage from area of effect spells cast by allied creatures. If you would normally resist the damage, you take no damage from the spell instead.

Karmic Edict
The spell *karmic reflection* is added to your innate spells, allowing you to cast it once for free without expending a spell slot or endurance dice, regaining the ability to do so again on a long rest. You can cast it early by spending Endurance Dice.

Mystic Deflection
Your AC is increased by 1 while you are wearing light or medium armor.

Mystic Reinforcement
The damage reduction granted by Mystic Bulwark increases by 1.

Primal Intuition
You gain a blindsight out to a range of 10 feet.

Protective Interdiction
If an allied creature within range of your Primal Interdiction takes nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to reduce the damage taken by twice the damage reduction of your Mystic Bulwark.

Reliable Endurance
When you roll an Endurance Die, you can replace the die with 2d4 (becoming 1d4 + 1d6 when the die becomes a d10, and 3d4 when the die becomes a d12).

Temporal Torsion *(Prerequisite: Timetwister subclass)*
As an attack as part of the attack action, you can violent distort time for a creature within 30 feet, causing be displaced from reality. The target must make a Charisma saving throw, taking 1d8 + your Wisdom modifier necrotic damage and having their movement speed reduced by 10 feet on failed saving throw. The damage of this ability is increased by any effect that increases the damage of your natural weapons.

Time Trick *(Prerequisite: Timetwister subclass)*
You gain the ability greatly speed up your own actions within narrow limitations, allowing you to very quickly don or doff, change clothes, or complete simple task that would take less than a minute in an action. You cannot move from your space, interact with other creatures, cast spells, attack, or make ability checks during this action.

You can use this ability an number of times equal to your Wisdom modifier, regaining all uses on a long rest.

Unrelenting Onslaught
If you cast a spell as an action, you can make a single weapon attack with a natural weapon as a bonus action.

Well of Fortitude
When you complete a short rest, you can roll 1 hit die for free without expending it. You can do this a number of times equal to your proficiency bonus before you need to complete a long rest to do so again, but not more than once per short rest.

Wildheart *(Prerequisite: Beasthide subclass)*
For all Beast type creatures of a CR equal to your Warden level, you are under the effect of sanctuary. You gain advantage on Animal Handling checks, or checks to persuade, deter, or seek help from beasts.

Sacrificing Stance *(Prerequisite: 6th level)*
When you roll a saving throw against an area of effect spell or magical effect that does damage, you can roll your save with disadvantage to shield your allies.
When you do so allied creatures in the area of your Primal Interdiction gain resistance to the damage taken from the effect.

Savage Weapons *(Prerequisite: 6th level)*
The damage dice of all natural weapons granted by the class increases by 1 size (for example, a d6 becomes a d8). If a weapon has multiple dice, only one die increases.

Devouring Earth *(Prerequisite: 9th level)*
You can cast *quicksand*[K] without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Falling Sky *(Prerequisite: 9th level)*
You can cast *sleet storm* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

One With Stone *(Prerequisite: 9th level)*
You can cast *meld into stone* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Arise Stone *(Prerequisite: 12th level)*
You can cast *wall of stone* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Crushing Grip *(Prerequisite: 12th level)*
At the start of your turn, you deal 2d6 bludgeoning damage to all creatures you are grappling.

Font of Will *(Prerequisite: 12th level)*
When you would make a saving throw at the end of your turn, you can instead make that saving throw at the start of your turn.

Revitalizing Endurance *(Prerequisite: 12th level)*
When you start your turn with 0 hit points, you can expend an Endurance Die, rolling it and regaining hit points equal to the number rolled.

Unlimited Endurance *(Prerequisite: 12th level)*
You gain an additional Endurance Die.

Arise Thorns *(Prerequisite: 16th level, Elderheart subclass)*
You can cast *wall of thorns* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Arise Ice *(Prerequisite: 16th level, Elemental Soul subclass)*
You can cast *wall of ice* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest

Immortal Body *(Prerequisite: 16th level)*
If you start your turn with less than half your hit points, you regain 1d6 hit points. You don't gain this benefit if you have 0 hit points.

Last Stand *(Prerequisite: 16th level)*
At the end of your turn, you can start a Last Stand. Until the start of your next turn, any damage taken by allied creatures within 60 feet that would reduce them below 1 hit point is instead taken by you. This effect ends if you fall unconscious.
Once you use this ability, you cannot use it again until you complete a short or long rest.

Planar Guardian *(Prerequisite: 16th level, Astral Guardian subclass)*
You can cast the spell *plane shift* without expending a spell slot. You can only target willing creatures when you cast it this way. Once you do so, you cannot do so again until you complete a long rest.

Warlord



ART: GERY ADRYTIA

Two vast armies stand across the field of death, fear gripping the heart of every soldier. From their ranks, the banner is carried forth—a shining beacon without fear. Before they even know it, their feet pound across the ground, their fear left behind as they follow their symbol of hope to victory.

Collapsing to the ground, a man succumbs to wounds, exhaustion, terror, and the overwhelming clash of steel all around. Death closes in, but before it can claim him, a hand appears, pulling him to his feet. "On your feet, soldier".

The line will soon be overrun—until, among the broken ranks of soldiers, a lone soldier spots his liege. She stands, unwilling to turn aside, unwilling to step back from danger, holding back the horde of enemies alone. Retreat is no longer an option. With newfound strength behind every blow, the soldiers stand and fight like no one has ever fought before.

"How did you do it?" hisses the marauder, his sword dropped before him in surrender. He kneels beside his captured comrades, encircled by a smaller force that seems to have come from nowhere. The victorious general smiles knowingly and shrugs. "Luck," he says. "And perhaps a bit of planning."

Warlords are force multipliers for their companions. Some may be fearsome combatants, while others may never lift a weapon, but in either case their presence on the battlefield will drive their allies to new heights, guiding them safely through what would surely have been their doom.

How victory is stolen from the jaws of defeat can vary, from inciting crazed zeal, to tempering an overeager charge, to pulling their friends out of the line of danger in the nick of time. The sole commonality is that a Warlord alone is but a man, while a Warlord with their companions is a legend.

Purpose and Drive

Purpose is a common element to those that walk the path of a Warlord. Purpose empowers Warlords to be a larger-than-life, and allows them to be a guiding hand to their comrades. Some Warlords may not seek any particular cause, and merely pursue victory—such as blood, hair, or scales—either as a tribute to a god they worship or simply to attain personal glory. More often, though, a Warlord is driven by a higher purpose—a loyalty to their country or their men, a drive to protect the innocent or crush the weak.

Power of Presence

Most warlords have no explicitly magical powers, but the presence on the battlefield allows people to exceed what they might have thought of as their own limits, pushing beyond what they could hope to achieve on their own. A Warlord will make their allies feel like they've become better at everything, they will make problems seem surmountable, and they will make the path clear. They make the world less bleak, they make the foes less terrifying. When you have a Warlord on your side, more things go right.

The Warlord

Level	Proficiency Bonus	Leadership Dice	Leadership Die Size	Features
1st	+2	—	—	Warlord Specialization, Battlefield Presence
2nd	+2	2	d6	Leadership Dice
3rd	+2	3	d6	Warlord Specialization Feature, Warlord's Expertise
4th	+2	4	d6	Ability Score Improvement
5th	+3	5	d6	Extra Attack
6th	+3	6	d6	Prepare for Battle, Leadership Dice Limit Increase (2)
7th	+3	7	d6	Warlord Specialization Feature
8th	+3	8	d6	Ability Score Improvement
9th	+4	9	d8	Press the Attack
10th	+4	10	d8	Ability Score Improvement
11th	+4	11	d8	Warlord Specialization Feature, Leadership Dice Limit Increase (3)
12th	+4	12	d8	Ability Score Improvement
13th	+5	13	d10	Warlord's Intuition
14th	+5	14	d10	Shift the Field
15th	+5	15	d10	Warlord Specialization Feature
16th	+5	16	d10	Ability Score Improvement
17th	+6	17	d12	Unbreakable Will, Leadership Dice Limit Increase (4)
18th	+6	18	d12	Warlord Specialization Feature
19th	+6	19	d12	Ability Score Improvement
20th	+6	20	d12	Tireless Leader

Creating a Warlord

When creating a Warlord you should always start with answering the question: what sort of Presence does this person bring to the battlefield? Are they a charismatic inspiration to their allies that drives them to fight on? Are they a wise veteran who acts as a force multiplier for their companions, offering pointers and grit? Or are they a scheming manipulator who sees one step ahead of any move their foes can make, always making sure their allies are in the right spot?

Quick Build

You can make a warlord quickly by following these suggestions. For a **Commander**, select Strength as your highest ability score, followed by Wisdom. For a **Chieftain** or **Paragon**, select Strength as your highest ability score, followed by Charisma. For a **Noble**, select Charisma as your highest ability score, followed by Constitution. For a **Packleader**, select Dexterity as your highest ability score, followed by Wisdom. For a **Tactician**, select Intelligence as your highest ability score, followed by Constitution.

Class Features

As a Warlord, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Warlord level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Warlord level after 1st

Proficiencies

Armor: Light armor, medium armor
Weapons: Simple weapons
Saving Throws: Wisdom, Charisma
Skills: Choose three from Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Performance, and Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a simple melee weapon, or *(b)* a martial weapon (if proficient)
- *(a)* a light crossbow and 20 bolts, or *(b)* a shield (if proficient)
- *(a)* leather armor, or *(b)* scale mail, or *(c)* chain mail (if proficient)
- *(a)* a scholar's pack or *(b)* an explorer's pack

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

Warlord Specialization

At 1st level, you pick the archetype of Warlord you embody, called a Presence, choosing from Commander, Chieftain, Noble, Packleader, Paragon or Tactician, each of which are detailed at the end of the class description. Your choice grants you features at 1st level, and again at 3rd, 7th, 11th, 15th, and 18th level.

Battlefield Presence

Starting at 1st level, when you take the Attack action, in place of making an attack, you can use your Battlefield Presence to grant a friendly creature that can see or hear you an additional attack the next time they take the Attack action during their turn.

Any additional attacks granted that are unused at the start of your next turn are lost. A friendly creature can only gain one additional attack from this feature per round from this feature.

Leadership Dice

Starting at 2nd level, you have access to Leadership Dice. These represent your ability to focus your battlefield presence for powerful results. Your Warlord level determines the number and size of the dice, as shown on the Leadership Dice column of the Warlord table. You can spend these to fuel various features.

You know three such features: Rallying Mark, Urgent Orders, and Helpful Word. When you get this feature, you can spend one Leadership Die per turn. Starting at 6th level, you can spend two Leadership Dice per turn. The number you can expend increases to three at 11th level, and to four at 17th level.

A Leadership Die is expended when you use it. You regain all of your expended Leadership Dice when you finish a short or long rest.

Rallying Mark

As a bonus action, you can expend a number of Leadership Dice (up to your per turn limit) to rally your allies to attack a hostile creature within 60 feet of you.

The next time damage is rolled against that target by an allied creature before the start of your next turn, they can add the Leadership Dice to the damage roll, and the attacking creature regains hit points equal to the amount rolled on the Leadership Dice.

Urgent Orders

As a bonus action, you can expend a number of Leadership Dice (up to your per turn limit) to guide your allies in expeditious action.

Target an allied creature within 60 feet of you that can see or hear you, that creature can immediately use its reaction to move up to its movement speed (up to a maximum of 30 feet) without provoking opportunity attacks. Roll the leadership dice expended, the target gains temporary hit points equal to the value rolled.

Helpful Word

As a bonus action, you can spend a Leadership Die to take the Help action. When you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than within 5 feet of you, if your ally can see or hear you.

Warlord's Expertise

Starting at 3rd level, choose one of the following skills: Investigation, Insight, Intimidation, or Persuasion. If you are not proficient in the chosen skill you become proficient If you are already proficient in the skill you select, your proficiency bonus is doubled for any ability check you make that uses that skill.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You can use Battlefield Presence in place of either or both attacks.

Prepare for Battle

Starting at 6th level, you can spend a minute preparing creatures for combat. You can expend a number of Leadership Dice (up to your per turn limit), rolling them and causing five your creatures of your choice (potentially including yourself) to gain temporary hit points equal to the number rolled.

Creatures that have benefited from this ability can expend a number of hit dice equal to the number of Leadership Dice you expended, using them as they would during a short rest. Any temporary hit points gained from this last until you complete a short or long rest.

Press the Attack

Starting at 9th level, your abilities are further empowered:

Rallying Mark: Boost Morale

When a creature gains hit points from Rallying Mark, you can use your reaction to expend one Leadership die to cause another creature within 60 feet of the attacker to regain the same number of hit points.

Urgent Orders: Coordinated Movements

When you use Urgent Orders, you can expend additional Leadership dice to target additional creatures (targeting one additional creature for each extra die spent).

Helpful Word: Expert Instructions

When a creature benefits from your Help action, you can use your reaction to expend a Leadership Die and add it to their roll. You can use this ability after the original roll, but before the outcome is revealed.

Warlord's Intuition

Starting at 13th level, before rolling an ability check you are proficient in, you can exercise this ability, choosing for the d20 to be equal to your Warlord level rather than rolling. Once you do this, you cannot do this until you complete a long rest.

Shift the Field

Starting at 14th level, you gain the ability to relocate friendly creatures. As an action, you can expend one Leadership Die to move up to 5 friendly creatures that can see or hear you up to half their movement speed without provoking attacks of opportunity.

Unbreakable Will

Starting at 17th level, you are immune to the frightened and charmed conditions.

Tireless Leader

Starting at 20th level, you can roll d4s and use them instead of expending Leadership Dice for Rallying Mark, Urgent Orders, Helpful Word, or Prepare for Battle.

Warlord's Presences

Warlords may invoke a variety of different types of Presence on the battlefield. You can choose which kind of Presence best suits your Warlord from the following.

Commander's Presence

A Commander on the field can be many things—a trusted sergeant, a weary veteran, or merely a person with an uncommon degree of common sense and a particularly keen eye for how to win a fight.

While not as flashy as some of the other Presences on the Battlefield, that just means they are less likely to get themselves skewered. A keen word there and helping hand here, their influence is subtle but effective, inexorably shifting the tides of battle in their favor.

A Commander can come from any background, but is usually someone that has acquired their Wisdom the hard way, having seen a bit of what life and battlefields have to offer.

Martial Proficiency

Starting at 1st level when you take this Presence, you gain proficiency in heavy armor, shields, and martial weapons.

Form Up!

Starting at 1st level, when you roll initiative and are not surprised, any number of friendly creatures within 30 feet of you can move up to their speed a number of feet equal to five times your Wisdom modifier (minimum 5 feet).

Sequential Movement at the Same Time. D&D is typically a turn-based game, and thus people do not typically move at the same time; an ability that allows multiple creatures to move at the same time opens the door to questions about order. This ability represents the Commander's Presence causing their companions to spring into a well oiled routine, and it is recommended that you let the players move in their desired order during this movement.

It should also be noted that this movement is determined by the player moving. A Warlord grants their allies the ability to move, they do not necessarily move them.

Keen Pointer

Starting at 3rd level, you can take the Helpful Word bonus action without expending a Leadership Die if you are within 5 feet of the creature you are taking the Help action against.

When you do so, you can expend Leadership Dice to apply Rallying Mark to the creature you are targeting with this Help action.



ART: TRUNG TIN SHINJI

On Your Feet!

Starting at 7th level, you can use a bonus action and expend one Leadership Die to restore the will to fight in an allied creature. Choose a friendly creature within 5 feet of you. That creature regains hit points equal to your Leadership die.

When you use this feature to restore hit points to a creature at 0 hit points, you can add your Wisdom modifier to the amount of hit points restored. If the creature is prone, it can choose to stand immediately.

Martial Advantage

Starting at 11th level, you've learned to leverage fighting alongside an ally. Once per turn, you can deal an extra 2d6 damage to a creature you hit with a weapon attack if that creature is within 5 feet of one of your allies that isn't incapacitated.

Bulwark

Starting at 15th level, when you and any number of friendly creatures within 30 feet of you make a Saving Throw against the same effect, your allies gain Advantage on their Saving Throw if you succeed on the saving throw.

No One Left Behind!

Starting at 18th level, you can move up to your speed to get within 5 feet of a creature while using your On Your Feet feature. During this movement you gain resistance to all damage and the target regains an additional 1d8 hit points for each attack of opportunity made against you during this movement.

Chieftain's Presence

A chieftain is a Warlord that rules by the sheer force of their personality, marked by their booming voice and fearless attitude, it is easy to believe that your band is infallible while your chieftain stands.

They can be lawful or chaotic, good or evil, with such things depending on how they got to where they are in life. An orc that cut their way to the top may be chaotic, believing that strength needs room to rise to the top unfettered by rules, while someone that inherited their authority may have a more lawful bent.

A Warlord with the Presence of a Chieftain need not literally rule anything, but is an exemplar of someone that has or could walk that path through their force of personality and the boisterous inspiration they give those around them.



ART: TRUNG TIN SHINJI

Chieftain's Proficiency

Starting at 1st level when you take this Presence, you gain proficiency in shields, martial weapons, and the Intimidation skill, or another skill of your choice if you are already proficient.

Wolfpack Rush

Starting at 1st level, the first time an allied creature moves after rolling initiative, it can bring a number of willing creatures equal to your Charisma modifier (minimum 1) within 20 feet of you along with it in the same distance and direction that they move, but cannot move more than half of their movement speed and cannot move more than 20 feet from you. Creatures can stop this movement at any point along the path.

Warcry

Starting at 3rd level, as an action or in place of an attack as part of the Attack action, you can expend a number of Leadership Dice (up to your per turn limit) to inspire your allies with a mighty Warcry. You and friendly creatures within 20 feet of you gain temporary hit points equal to the Leadership Dice roll + your Charisma modifier (minimum 1). This can affect a number of creatures up to your 1 + Charisma modifier (minimum 1).

You can make a single weapon attack as a bonus action after unleashing a War Cry, but the attack roll has disadvantage unless made with a weapon with light property.

Savage Momentum

Additionally at 3rd level, whenever you spend a Leadership Die, you gain advantage on the next attack roll you make before the end of your turn.

Reckless Assault

Starting at 7th level, when a creature with temporary hit points from one of your abilities deals damage, they can expend those temporary hit points to add damage equal to half the temporary hit points sacrificed to their damage dealt.

Wolfpack Tactics

Starting at 11th level, you excel at taking down prey in coordination with your allies. The first creature you hit that has taken damage from one of your allies since the end of your last turn suffers an additional 1d12 damage.

The first time a creature you grant a creature an attack with Battlefield Presence deals damage to a creature you had dealt damage to during your turn, that attack deals an additional 1d4 damage.

Booming Shout

Starting at 15th level, when you unleash your Warcry you can attempt to frighten enemies. Any number of creatures of your choice within range of your Warcry must make a Wisdom saving throw (DC of 8 + Charisma modifier + your proficiency bonus) or become frightened of you until the end of their turn. Once you have used Booming Shout, you cannot use it again until you complete a short or long rest.

Additionally, the range of your Rallying Mark, Urgent Orders, Helpful Word, and Warcry is doubled.

Bloody Victory

Starting at 18th level, when you or an ally reduces a hostile creature that has dealt damage to you to 0 hit points, you can unleash a Warcry as a reaction. When you unleash your Warcry in this way, you do not expend any Leadership Dice and you use a d12 in place of your Leadership Die.

You can use this reaction a number of times equal to your Charisma modifier, regaining all uses on a long rest.

Noble's Presence

A Warlord with a Noble Presence is not inherently one that was born a Noble, though many are. A Noble Presence Warlord is one that serves to drive their retainers and companions onto greater heights through sheer charisma, a shining beacon of what they are fighting for standing beside them.

Since time immemorial men have fought twice as hard on a battlefield when their leader takes the field to stand among them, driven to heights that would seem impossible in order to protect their liege—while an adventurer of this path may or may not be their liege, their charisma invokes the same fervor in their companions and retainers.

An adventurer on this path is not inherently of noble background, though many often are. A noble reared on the laws of the land is usually lawful, but extraordinary circumstances may have brought about a rebellious streak in one that now seeks to overthrow unfit rulers (or rulers that aren't them, anyway).

Destined Leader

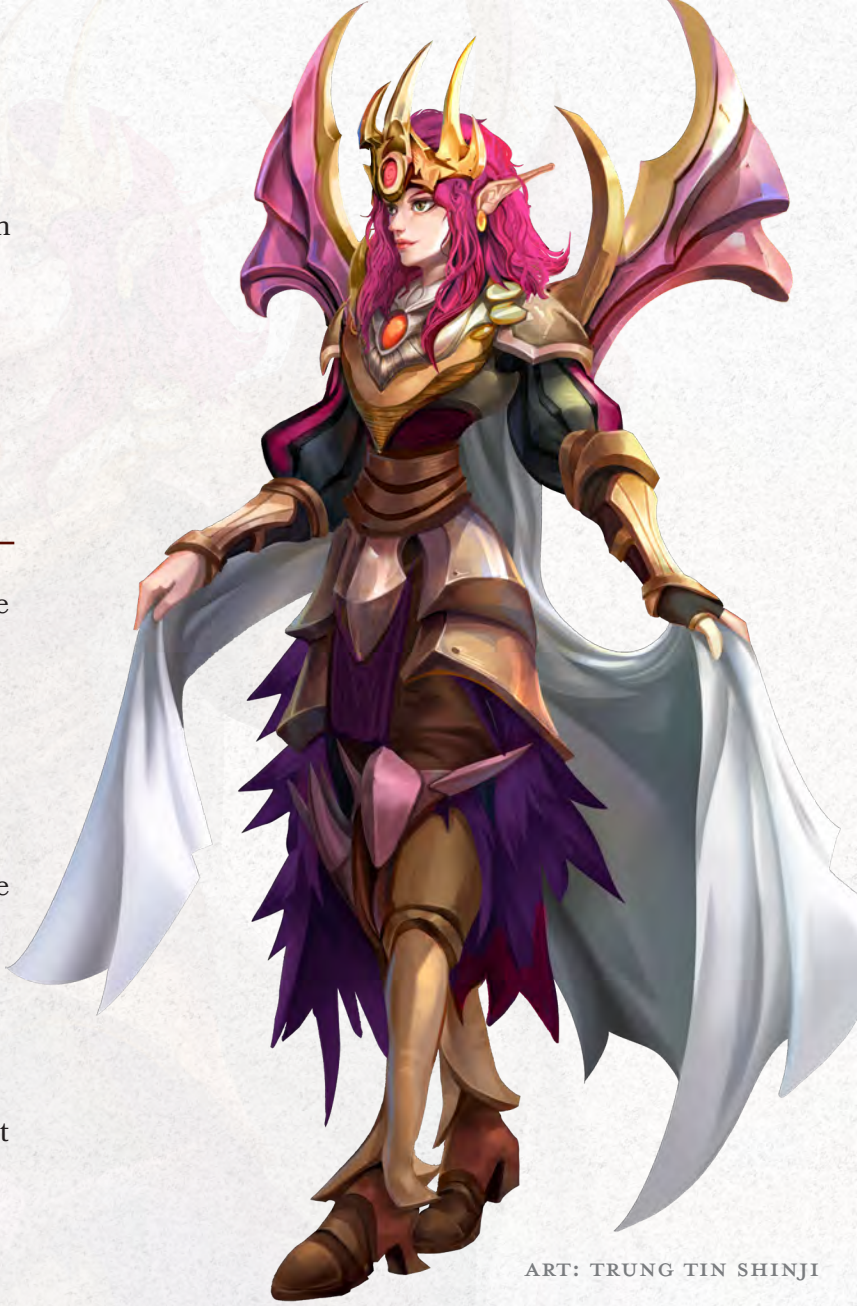
Starting at 1st level when you take this Presence you gain proficiency with rapiers, longswords and the Persuasion skill, or another skill of your choice if you are already proficient. Additionally, you gain an additional Leadership Die at 3rd level, 9th level, and 15th level.

Call to Arms

Starting at 1st level, when you roll initiative you can call out to friendly creatures within 60 feet of you, providing them with a surge of inspiration. Creatures of your choice equal to your Charisma modifier (minimum 1) gain advantage on their first attack roll.

Inspiring Leader

Additionally at 1st level, an allied creature with a CR of less than half your Warlord level (or with fewer class levels than you have Warlord levels if the creature does not have a CR) can choose to use your proficiency bonus + Charisma modifier for the attack roll modifier on the first Attack they make in a turn where they have been granted by Battlefield Presence.



ART: TRUNG TIN SHINJI

Retainers & Followers

A Noble Warlord gets more mileage out of their retainers or followers than other Warlords, but in turn is more dependent on having someone else make their attacks for them.

This does not inherently mean they need NPC followers, however. A loyal retainer is always a good idea, but it can be a friendly Fighter just as easily as an NPC follower.

Divine Right

Starting at 3rd level, you can use Leadership Dice (up to your per turn limit) to cast command. The level of the spell is equal to the number of Leadership Dice spent.

The spell save DC for these spells are 8 + your Charisma modifier + your Proficiency bonus.

You can also add your Charisma (maximum 2) to your AC so long as you are not wearing heavy armor or using a shield.

Charismatic Leadership

Additionally at 3rd level, you can add your Charisma modifier to the damage bonus of Rallying Mark, the temporary hit points granted by Urgent Orders, and the attack roll of a creature that gains advantage from Helpful Word.

Words of Conviction

Starting at 7th level, you can use Leadership Dice (Up to your per turn limit) to cast *bless* or *heroism* without providing material components. The level of the spell is equal to the number of Leadership Dice spent.

Imperative Order

Starting at 7th level, when you spend 2 or more Leadership Dice on a target with Urgent Orders, you can allow the target creature to make a single weapon attack with their reaction instead of moving. If you spend 3 or more Leadership Dice on a target, the target creature can both move and make a single weapon attack with their reaction.

Inspired Zeal

Starting at 11th level, all creatures of your choice within 30 feet of you deal an extra 1d4 radiant damage when they hit with a weapon attack.

Untouchable Presence

Starting at 15th level, you are under the effect of *sanctuary* spell. This effect ends as normal if you take an action that would break it, but returns at the start of your next turn.

The spell save DC for this spell is 8 + your Charisma modifier + your Proficiency bonus.

Grand Decree

Starting at 18th level, you can use this ability to cast command without expending a spell slot or Leadership Dice. When you do so, the spell affects all creatures of your choice within range that could be affected by the spell.

Once you cast command using this ability, you cannot cast it using this ability again until you complete a long rest.

Packleader's Presence

While Warlords may specialize in the control of battles, an Packleader is a Warlord that aims to win a fight before it becomes a battle. Through scouting, preparing, and stacking the odds, they don't fight fair, they fight to win, and seek to only fight when they've already won.

Their control of the battlefield doesn't merely extend to those that fight on it, but to twisting the battlefield itself to suit their needs, stymieing and stupefying their foes while concealing and sheltering their allies with the terrain itself.

While good and evil rarely play directly into a Packleader's perspective (they can be either or Neutral just as easily), they tend be Chaotic, viewing the so called "rules of engagement" and other traditions of civilization to be convenient weaknesses they can exploit rather than any sort of guideline they might actually follow.



ART: TRUNG TIN SHINJI

Tools of the Wild

Starting at 1st level when you take this Presence, you gain proficiency in martial weapons, the Survival skill, or another skill of your choice if already proficient, and your choice of the Herbalism Kit or the Poisoner's Kit.

Concealed Approach

Starting at 1st level, if you have at least a minute to prepare, you can add your Wisdom modifier to a Dexterity (Stealth) check for you and up five friendly creatures. You and friendly creatures within 30 feet of you that roll for initiative while hidden can add your Wisdom modifier to the initiative result.

Nature's Gift

Starting at 3rd level, through your connection to the wild battlefields you've mastered offers you some measure of control of them. You learn the spell mold earth, and can pick one additional cantrip from the Druid list that you know.

Additionally, you can expend one Leadership Die to cast fog cloud or snare as 1st level spells. The casting time of snare is one action when you cast it this way. You can pick one additional 1st level spell from the Druid spell list with a casting time of one action to cast this way.

Your spell casting modifier for these spells is Wisdom, and your spell Save DC for these spells is 8 + your Proficiency bonus + your Wisdom Modifier.

A Pack Leader's Pack

Many Packleaders opt to pick animal friendship or speak with animals in order to establish animal allies to expand their pack, but just as many don't feel the need to be required to have an animal companion.

Shroud of Nature

Starting at 7th level, you and your allies can fade away behind natural shrouds. Whenever you cast a spell that results in you or a friendly creature becoming obscured (such as being within the radius of a fog cloud or behind earth moved by mold earth), the obscured creature can use their reaction to take the Hide action.

Trackless Trails

Additionally at 7th level, you can spend 2 Leadership Dice to cast pass without trace without providing material components.

Fleeting Strikers

Starting at 11th level, if you are not in the same spot you were at the end of your last turn or are obscured from your target, the first attack you make during your turn deals an additional 1d10 damage.

Additionally, a creature that you grant an Attack with Battlefield Presence can take the Dash action instead of making the attack you granted.

Ghosts of the Wild

Starting at 15th level, while under the effect of pass without trace, you can expend one Leadership Die to take the Hide action at the end of your turn without expending an action.

If you use Battlefield Presence to grant an attack to a creature, you can expend one Leadership Die to shroud them with shadows or natural phenomena, granting them advantage on the first attack they make before the start of your next turn. If they are under the effect of pass without trace, you can do this without expending a Leadership Die.

Warlord of the Wilds

Starting at 18th level, you can pick five additional spells from the Druid spell list of 4th level or lower. You can cast these spells using Leadership Dice equal to the level of the spell. You can change the list of spells you have selected when you complete a long rest. The spell Save DC for these spells is 8 + your Proficiency bonus + your Wisdom Modifier.

Any time you use Leadership Dice to cast a spell, you can take the Attack action (one weapon attack only) as a bonus action.

Paragon's Presence

Legends tell of warriors that fight at the front of a legion, of the valor they display and the inspiration it gives their comrades. A Paragon before their army is a dauntless foe, and an army behind their Paragon is an unstoppable legion.

A Paragon is not inherently good or evil. An evil legion can be led by a bold and charismatic Warlord just as effectively as the forces of good.

As they tend to be those that inspire an organized force, more often than not they will be lawful, but what that personal code of laws entails can vary quite widely.

Martial Proficiency

Starting at 1st level when you take this Presence, you gain proficiency in heavy armor, shields, and martial weapons.



Lead the Charge

Starting at 1st level, you can give yourself a bonus to your initiative rolls equal to your Charisma modifier. Additionally, when you roll initiative you gain temporary hit points equal to your Charisma modifier + your proficiency bonus.

Fighting Style

Starting at 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Defense:** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Heroic Strike

Additionally at 3rd level, when you take the Attack action, once per turn you can expend Leadership Dice (up to your per turn limit) to apply Rallying Mark as part of a melee weapon attack.

Whenever you expend Leadership Dice as part of making an attack, you can add the expended Leadership Dice to the damage roll of the attack.

Stand Defiant

Starting at 7th level, when you are reduced to zero hit points, you instantly regain a number of hit points equal to your Charisma modifier (minimum 1). Additionally, you can expend a number of Leadership Dice equal to the number of friendly creatures within 60 feet of you, regaining additional hit points equal to the value rolled this way. Once you use this feature, you cannot use it again until you complete a short or long rest.

Inspired Warrior

Starting at 11th level, once per turn, when one of your allies within 30 feet takes or deals damage, you gain d4 dice, adding it to a pool of dice. You can have a maximum number of d4 dice in this pool equal to your Charisma modifier (minimum 1).

Until the end of your next turn, when you deal damage you can expend any number of dice from this pool rolling them and dealing additional damage equal to the value rolled.

The Prowess of the Inspired

Effectively in almost all cases, what this ability boils down to is that if their companions are fighting around them within 30 feet, the Paragon will add a number of d4 equal to their Charisma modifier to the first attack on their turn.

The ability can be simplified to that, but that will result in it being slightly stronger than anticipated if the Paragon moves first or has few companions at their side.

Dauntless Resolve

Starting at 15th level, when you fail a saving throw, you can choose to succeed instead. Once you do this, you cannot do this again until you complete a long rest.

Invincible Legion

Starting at 18th level, your allies will never fall so long as their symbol of hope remains. When a friendly creature within 60 feet of you is reduced to 0 hit points, but not killed outright, they can drop to 1 hit point instead so long as they can see or hear you.

Once a creature benefits from this effect, they cannot benefit from it again until they complete a long rest.

Tactician's Presence

A Tactician may very well tell you they would just as soon not be close enough to the battle to be considered a combatant, preferring to win their fights before they even reach that stage, but one would be a fool to underestimate how dangerous they are once on the battlefield.

While they might have laid their plans in advance, their sharp minds can quickly pick apart how their foes try to fight against them and effortlessly pierce the crude tactics that would be used against them and their allies.

What tends to mark a Tactician is a keen mind and a willingness to plan ahead... in great detail. Adventurers with a tactician among them are near impossible to pin down, as they will always find a way to turn the tables.

Tactician's Cunning

When you take this Presence at 1st level, you gain proficiency in the History and Investigation skills, or other skills of your choice if you are already proficient. Additionally, if you can take a minute or more making any ability check with a skill you are proficient in, you can treat a d20 roll of 4 or lower as a 5.

Battle Plans

Starting at 1st level, you can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

Additionally, you can exchange that initiative roll with a willing friendly creature within 60 feet after rolling it.

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Tactical Insight

Starting at 3rd level, you can tactically assess a creature's options. As a bonus action, make an Intelligence (Investigation) check contested by a Charisma (Deception) check against any creature you can see within 60 feet. On a success, you can see through their tactics, granting one of the following effects:

- **Determine Attack:** You can cause them to have disadvantage on their next attack against a creature that can see or hear you.
- **Predict Movement:** You deduce where they are planning to move on their next turn. They can choose to change their plans, but if they move anywhere else, their movement speed is reduced by 10 feet as they scramble to adapt.
- **Outwit Response:** You can find their openings, negating their ability to use their reaction until the end of their next turn.

- **Expose Weakness:** You can use Helpful Word to grant advantage against that target as part of the bonus action without expending a Leadership Die.

Planning Movement... or not.
A DM can choose to read the second bullet point of Tactical insight as simply reducing the targets movement by 10. It is balanced around this assumption, predicting the movement is optional flavor, but may not fit all DMs' styles.

Tactical Flexibility
Additionally at 3rd level, you gain the ability to use Tactical Insight, Rallying Mark, Helpful Word, and Urgent Orders as an action or a bonus action on your turn.

Inscrutable Mind
Starting at 7th level, you gain proficiency in Intelligence Saving Throws.

Additionally, as a reaction when being forced to make a Wisdom, Intelligence, or Charisma Saving Throw, you can expend one Leadership Die and add the die result to the saving throw.

Control the Field
Starting at 7th level, when you use an ability that moves allied creatures (such as Urgent Orders or Shift the Field), it gains the following properties:

- **Deceptive Movement:** You can attempt to move creatures that are not allies up to 5 feet (or half their movement speed, whichever is less). The creature must make an Intelligence Saving Throw with a DC of 8 + your Intelligence modifier + your Proficiency bonus, or feel compelled to move to the new position immediately. Targets moved this way do not gain temporary hit points. This movement can provoke attacks of opportunity.
- **Flanking Maneuvers:** If two allies you move are on opposite sides of a creature after the movement you grant, the first one to attack that enemy has advantage on their first attack if they attack before the creature moves.
- **Coordinated Transitions:** Allies can move through each other's spaces during the movement you grant without it being difficult terrain.

Tactical Strike
Starting at 11th level, when you succeed on a Tactical Insight check against a creature, the next damage roll made by you or an ally against it before the start of your next turn is increased by 2d6.

Advanced Orders
Additionally at 15th level, when you expend Leadership Die on Urgent Orders, you can allow the target to use their reaction to immediately take one of the following actions instead of moving: Use an Object, Search, Hide, or Dodge.

Unstoppable Schemes
Starting at 18th level, standing in your way becomes a pointless endeavor. When you move your allies with Urgent Orders or Shift the Field, they can move through spaces occupied by hostile creatures so long as they do not end their movement in an occupied space.

Multilayered Tactics
Additionally at 18th level, when you succeed on a Tactical Insight check against a creature, you can choose two of the listed effects.

Dancer's Presence
A unique presence on the battlefield, these graceful agents wind their way through death and destruction with a curious elegance, uplifting their allies and distracting their enemies. A dancer comes in many forms, be they prancing jesters or graceful enchanters, their presence seems supernaturally captivating to all who encounter them, for good or ill.

Though they seem out of place in danger, confused onlookers will often find them as the last ones standing in the most dangerous of situations, always one step out of out the greatest danger.

Dancer's Grace
Starting at 1st level when you take this Presence, you gain proficiency with Performance. If you already have proficiency with performance, you gain expertise with it, meaning you can add twice your proficiency bonus to checks made with it.

Additionally, while you are not wearing armor or carrying a shield, you gain an unarmored defense that is 10 + your Dexterity modifier + your Charisma modifier.

Graceful Entrance
Starting at 1st level, you can give yourself a bonus to your initiative rolls equal to your Charisma modifier. Additionally when you roll initiative and are not surprised, you can move up to your half movement speed, and you and any creature you end this movement within 5 feet of gains temporary hit points equal to your Charisma modifier.

Bewildering Steps

At 3rd level, you gain an additional use for Leadership Dice.

Distract

As a bonus action, you attempt to distract a creature within 30 feet. Until the start of your next turn, if that creature attacks a creature other than you while you are within range of its attack, you can roll your leadership die and subtract it from their attacks.

Dancer's Dodge

Starting at 3rd level, when you take the Dodge action while you are not wearing armor or carrying a shield, you can use Distract, Helpful Word, Urgent Orders, or Rallying Mark without expending a leadership die. When you do so, it applies as if you had spent 1 leadership die on it for its effect.

Additionally, when you take the Dodge action, you can expend leadership dice to grant attacks through Battlefield Presence. You can grant a number of attacks equal to the leadership dice spent, up to your per turn limit.

Battlefield Grace

Starting at 7th level, whenever a creature misses you with an attack, you regain 1 spent leadership die and can move 5 feet. You cannot regain a leadership die this way again until the start of your next turn.

Whirling Thorns

Additionally at 7th level, if you are carrying a melee weapon with the light property, you can make a single attack with it as a bonus action. You can expend Leadership Dice to make additional attacks as part of the same action, but each attack must be against a different target within range. If you have taken Dancer's Dodge, You can attack one additionally target (as if you'd spent a Leadership Die on the ability).

Furious Tempo

Starting at 11th level, you can add your Charisma modifier to the damage of attacks you make or grant through Battlefield Presence.

Evasion

Starting at 15th level, you can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Elegant Exchange

Starting at 18th level, when an willing creature within 15 feet of you is the target of a spell, attack, or targeted effect that would cause them to take damage, you can move their position as a reaction, moving them 5 feet in any direction and becoming the target of the attack.

Dreadlord's Presence

A warlord that follows this path specializes in terror and fear, usually localized to their enemies. While other warlords look to boost and inspire their allies, a Dreadlord works to undermine and terrify their enemies, crushing their will to fight and leaving them as prey easily slaughtered.

A dreadlord is not always evil, though they most often show up in the ranks of evil, but by their very nature they are someone that can instill dread and terror. The source of this dread can be cursed visage, supernatural gift, or simply a tyrannical force of will.

Dreadlord Proficiency

Starting at 1st level when you select this Presence, you gain proficiency in heavy armor and the Intimidation skill.

Unapproachable

Additionally at 1st level, your intimidating presences causes your foes to falter at the start of combat. After rolling initiative, the first attack by the first hostile creature to attack an allied creature within 30 feet of you has disadvantage.

Demoralization Dice

Starting at 3rd level, whenever you spend a Leadership Die, you gain a special Demoralization Die of equal size. Demoralization Dice last until you have gone 1 minute without earning or spending one. You can spend Demoralization Die as a reaction on one of the following effects:

- **Make it Excruciating.** When a creature within 30 feet of you takes damage from a weapon attack roll made by an ally of yours, as a reaction you can expend Demoralization Dice (up to your Leadership Die limit), rolling them and causing the target to take additional damage of the same damage type equal the value of the rolled dice.
- **Don't Touch That.** When a creature attacks an allied creature within 30 feet of you, as a reaction you can expend one Demoralization Dice, rolling it and reducing the attacker's attack roll.

- **Are You Sure?** When a creature ends their turn within 5 feet of you, as a reaction you can expend Demoralization Dice (up to your Leadership Die limit) and force the creature to make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). On failure, the creature uses their reaction to move a number of feet away from you equal to 10 × the Demoralization Dice spent. The target automatically passes if they are immune to the frightened condition.

Supernatural Dread

Starting at 7th level, you can use Leadership Dice (up to your per turn limit) to cast *frighten*^{K} without a spell slot. The level of the spell is equal to the number of Leadership Dice spent.

Alternatively, can spend 3 Leadership Dice (even if it exceeds your per turn limit) to instead cast *fear* without expending a spell slot or material component once. After you do this, you cannot cast fear this way again until you complete a long rest. Charisma is your spell casting modifier for these spells.



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Iron Mask

Additionally at 7th level, you are exceptionally good at masking your emotions. Creatures have disadvantage on Wisdom (Insight) ability checks against you.

Additionally, you can suppress the effect of the frightened condition on yourself, but it requires concentration (as if concentrating on a spell). You cannot lose concentration on the effect, but cannot maintain it while concentrating on spell.

Punish the Weak

Starting at 11th level, when you target a creature within 60 feet of you with any ability, feature, or attack, you can mark them for punishment (no action required). The mark lasts until the creature ends their turn more than 60 feet from you, dies, or you mark another creature. Once per turn when the marked creature takes damage, they take an additional 1d8 damage. This is increased to 1d12 if the target is frightened of you.

Instinctive Flinch

Starting at 15th level, when a creature passes a Wisdom saving throw against one of your features that would cause them to become frightened or flee, they still gain disadvantage on their next attack role made before the start of your next turn. This has no effect if the target is immune to the frightened condition.

Expanded Dominion

Additionally at 15th level, the range of your Demoralization dice effects are doubled (making them 60 feet, 60 feet, and 10 feet, respectively).

Dreadful Terror

Starting at 18th level, when a target becomes frightened of you, you can expend demoralization Dice to enhance the effect (no action required)

- **Panicked Terror.** The target immediately spends their reaction to move up to half of their movement speed away from you.
- **Blind Terror.** You can expend 2 Demoralization Dice to cause the target become blinded until the start of your next turn.
- **Paralyzing Terror.** You can expend 3 Demoralization Dice to cause the target to become paralyzed until the start of your next turn.

Multiclassing

To qualify for multiclassing, the classes included above have the following multiclassing prerequisites:

Multiclassing Prerequisites

Class	Ability Score Requirements
Occultist	Wisdom 13
Spellblade	Intelligence 13, and Strength 13 or Dexterity 13
Warden	Strength 13, Wisdom 13
Warlord	Two of Wisdom 13, Intelligence 13, or Charisma 13

Multiclassing Proficiencies

When you gain a level in one of the presented classes, you gain the following proficiencies

Multiclassing Proficiencies

Class	Multiclassing Proficiencies
Occultist	Light Armor
Spellblade	Light Armor, Simple Weapons.
Warden	Light Armor, Medium Armor, Simple Weapons, Shields
Warlord	Light Armor, Medium Armor

Sidekick Classes

Sidekick classes are options that can be used to represent NPC companions that grow alongside the PCs, but don't use the rules for a full class that a player character might use.

Sidekick classes are typically applied on top of NPC statblocks, granting them additional features and powers. In addition to the features listed here, the creature typically gains a hit die and corresponding hit points as they increase levels, but the hit dice are determined by their base stat block, not the added class (like a PC class might be).

Sidekick stat blocks are most commonly applied to low CR creatures, but you can roughly approximate higher leveled creatures assuming that their 'level' would be their CR + any sidekick levels to keep them roughly equivalent to a PC (this will not balance them against a PC, but will form a functional approximation and keep the Proficiency bonus accurate).



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Doggo Sidekick

A unique sidekick class to represent only the bestest of traveling companions. This option is typically limited to doggos, or creatures considered a doggo by their companions.

Why is this called... that?

The tone of this class option does not necessarily fit the otherwise (slightly) more formal tone of the book. This is because the options was originally written for April Fool's, and included in the book due to a stretch goal of the Kickstarter.

Doggo Sidekick Class Table

Level	Proficiency Bonus	Features
1st	+2	Helpful
2nd	+2	Expert Pack Tactics
3rd	+2	Adventuring Helper
4th	+2	Ability Score Improvement
5th	+3	—
6th	+3	Master Pack Tactics
7th	+3	Counterbark
8th	+3	Ability Score Improvement
9th	+4	—
10th	+4	Ability Score Improvement
11th	+4	Dauntless Packmate
12th	+4	Ability Score Improvement

Level	Proficiency Bonus	Features
13th	+5	—
14th	+5	Ever Alert
15th	+5	—
16th	+5	Ability Score Improvement
17th	+6	—
18th	+6	Bounding Run
19th	+6	Ability Score Improvement
20th	+6	Back from the Farm

Helpful

Starting at first level, the doggo is adept at giving well-timed assistance; the doggo can take the Help action as a bonus action.

Expert Pack Tactics

Starting at 2nd level, the doggo has advantage on an attack roll against a creature if at least one of the doggo's allies is within 5 feet of the creature and the ally isn't incapacitated. If the doggo already had pack tactics, its pack tactics improve and whenever it has advantage on an attack roll from pack tactics, it can reroll one of the dice once.

Additionally, the doggo can pass through the space of allied creatures without expending additional movement.

Adventuring Helper

Starting at 3rd level, the doggo gains exceptional awareness and cleverness when using the tools of its pack. Its intelligence score increases by 2 to a maximum of 20, and it can count its mouth as a free hand for the purposes of using and administering potions, healing kits, etc.

It gains proficiency in light and medium armor (though can only wear barding made to fit it), simply melee weapons, and one tool of its choice.

Ability Score Improvement

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Master Pack Tactics

Starting at 6th level, the first time on its turn that the doggo rolls damage on an attack that gains advantage from Pack Tactics, it deals an additional 2d6 damage. It can forgo this damage to force the target to make a Strength saving throw with a DC 8 + its Strength modifier + proficiency bonus or be knocked prone.

At 15th level, this damage increases to 4d6 at 15th level.

Counterbark

At 7th level, the doggo gains the ability to use ferocious barks to disrupt mind-influencing effects. As a reaction to any creature within 30 feet of you making a saving throw against being frightened or charmed, you can bark loudly bringing to them back to their senses giving. All creatures within 30 feet gain advantage on saving throws against being charmed or frightened until the start of your next turn. A creature must be able to hear you to gain this benefit.

Dauntless Packmate

Starting at 11th level, the first time the doggo would drop to 0 hit points, it instead drops to 1, and then regains 1d6 hit points for each allied creature within 60 feet of it, up to a maximum number of d6 equal to its proficiency bonus. Once it uses this feature, it cannot use it again until it completes a short or long rest.

Additionally, the doggo is considered to be immune to the frightened condition while an allied creature it can see or hear is within 60 feet to act brave in front of.

Ever Alert

Starting at 14th level, the doggo can no longer be surprised, even while sleeping. It gains a +5 bonus to initiative rolls, and other creatures cannot gain advantage against the doggo as a result of being unseen by it. It can still make perception checks and use passive perception while sleeping, though it suffers disadvantage on them.

Bounding Run

Starting at 18th level, the doggo's movement increases by 20 feet, and the distance it can jump with a running start is doubled. Additionally, its movement is not impeded by difficult terrain when moving toward an ally.

Back from the Farm

Starting at 20th level, if a doggo ever dies, it mysteriously returns 1d4 days later in good health and spirits.

Steed Sidekick

A sidekick class for faithful steeds to make reliable long term companions rather just than a line item on your adventuring expenses to replace. Not all mounts are steeds, but they make an invaluable companion and are a necessary sidekick for any adventurer that wants to master mounted combat.

Steed Sidekick Class Table

Level	PB	Movement Bonus	Features
1st	+2	—	Cooperative Bound
2nd	+2	+5 ft.	Swift Prancer
3rd	+2	+5 ft.	Inseparable Pair
4th	+2	+5 ft.	Ability Score Improvement
5th	+3	+5 ft.	—
6th	+3	+5 ft.	Multiattack
7th	+3	+5 ft.	Assisted Assent
8th	+3	+5 ft.	Ability Score Improvement
9th	+4	+10 ft.	—
10th	+4	+10 ft.	Ability Score Improvement
11th	+4	+10 ft.	Feature
12th	+4	+10 ft.	Ability Score Improvement
13th	+5	+15 ft.	—
14th	+5	+15 ft.	One Mind
15th	+5	+15 ft.	—
16th	+5	+15 ft.	Ability Score Improvement
17th	+6	+20 ft.	—
18th	+6	+20 ft.	Rider's Call
19th	+6	+20 ft.	Ability Score Improvement
20th	+6	+20 ft.	One Body

Cooperative Bound

Starting at 1st level, the steed gains the ability to coordinate with its rider to a superior degree. When serving as a controlled mount, the rider can direct the steed to take any action other than multiattack listed under their actions as a bonus action.

When serving as an uncontrolled mount, the steed gains the ability to swap initiative with their rider after rolling initiative if both creatures are willing.

Swift Prancer

Starting at 2nd level, the steed can pass through tight gaps with adroit agility and does not need additional movement to move through spaces it has to squeeze through, though if it ends its turn in a spot too small for it, it still considered squeezing.

Additionally, the steeds movement speed increases by 5 feet. It increases by 5 additional feet at 9th, 13th, and 17th level, as shown on the class table.

Inseparable Pair

Starting at 3rd level, the steed gains advantage on any saving throw or ability check to resist forced movement. In cases where the steed is subjected to forced movement, the rider automatically succeeds their save to stay mounted.

Additionally, if the rider would be knocked off the steed by forced movement targeting the rider, the steed can use their reaction to move up to their movement speed to the location the rider would be knocked. If the steed can move to the new position with the reaction, the rider stays mounted.

Ability Score Improvement

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Multiattack

Starting at 6th level, when allowing a controlled mount to take an action, it can take a multiattack action if it has one. If the Steed does not have a multiattack action, it gains one, allowing it to use an combination of two of its actions (if it has multiple actions), or take its lowest damage attack twice.

Assisted Assent

Starting at 7th level, the steed excels as picking up their rider with minimal effort. Mounting the steed requires only 5 feet of movement, rather than half of the rider's movement.

Divided Damage

At 10th level, when a steed and its rider take damage from the same area of effect spell, ability, or effect, they split the damage between the two of them rather than both taking the full damage.

Steed's Bond

Starting at 11th, the steed can form a powerful build with another creature, typically its rider, during a long rest. The steed can then telepathically communicate understanding with that creature while within 5 miles of it on the same plane.

One Mind

Starting at 14th level, when the steed and its rider need to make a Saving throw against a spell or ability that effects both of them, they can select one of them to make the save. On pass, both of them pass the save. On failure, they both fail the save.

Rider's Call

At 18th level, the range of your Steed's Bond increases to an unlimited distance as long as the steed is on the same plane as the bonded creature.

Additionally, as an action, the steed can teleport to the side of its bonded creature. Once it does so, it cannot do again until it completes a short or long rest.

One Body

At 20th level, a steed and rider can coordinate to prevent the other from falling while they remain. If the steed or its rider would take damage that would reduce it to 0 hit points, it can instead be reduced to 1 hit point and transfer any additional damage to the other (no action required), as long as both creatures are willing. Damage that would reduce the rider or steed to 0 hit points cannot be transferred in this way.



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Subclasses Options

The following options are new subclass options for the existing class options. With the exception of the Psion, the classes can be found in the 5th Edition SRD (System Reference Document).

Barbarian

Path of the Bladestorm

Barbarians are notorious for being engines of destruction on the battlefield, and for none is this more an apt description than those that have chosen the Path of the Bladestorm. They are Barbarians whose rage is such a transcendent force that their very weapons are restless embodiments of their destructive wrath.

When a Path of the Bladestorm Barbarian walks onto a battlefield, those unprepared to withstand the rain of sharp steel ought to run and hide until the storm passes. The ones who stay will have to face the winds of destruction and will soon be drenched by flying droplets of blood as the barbarian at the center of the maelstrom smashes, hacks and slashes at the strength of primal winds.

Woe to the fool who would stand before the storm.

Path of the Bladestorm Features

Barbarian Level	Feature
3rd	Walking Armory, Furious Hurl
6th	Whirling Death, Endless Blades
10th	Winds of Rage
14th	Bladestorm

Walking Armory

Starting when you choose this path at 3rd level, all melee weapons with the light property also gain the thrown (20/60) property for you if they don't already have a thrown property with greater range.

Additionally, when you make an attack to throw a weapon, you can draw a weapon. You can either draw a weapon before throwing it, or draw a new weapon immediately after throwing a weapon if you have another weapon available.

Furious Hurl

At 3rd level, you can add your Rage bonus damage to damage rolls made with thrown weapons, as well as use your Reckless Attack feature when you make a ranged weapon attack with a light melee weapon. Additionally, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon attack rolls.

Whirling Death

Starting at 6th level, when you throw a weapon while raging it becomes animated with your fury. A whirling weapon stays spinning where it was thrown until the end of your next turn, and automatically attacks the first hostile creature that ends its turn within 5 feet of it using the attack and damage modifiers used to throw it. A creature can only take damage from this feature once per turn (meaning can be attacked a second time if the first attack misses, but not if it hits).

Additionally, you can use your reaction to make an attack of opportunity with any weapon animated by this feature if a target moves out of its reach.

> **Inescapable Blades**
> This feature means that if a creature ends its turn next to a whirling blade, it gets attacked. If it leaves their range, it gets opportunity attacked. Either way, they get attacked. But the opportunity consumes your reaction (meaning you can only do it once per round) while the end of turn effect does not.

Endless Blades

At 6th level, while raging, your rage suffuses any weapon within 20 feet of you that is not being worn or carried. As a bonus action, you can call one or more such weapons to your open hands.

Additionally, any blade you throw counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



Winds of Rage

Beginning at 10th level, the winds around you are tied to your anger. You learn the *manipulate wind*[K] spell. While you are raging, you can cast *manipulate wind*[K] as a bonus action, and the range you can pick up weapons with Endless Blades increases to 60 feet.

Bladestorm

Starting at 14th level, as an action when you are raging, you can start a Bladestorm. You can fling two light melee weapons you are carrying and pull any weapons already animated by Whirling Death into a wild vortex surrounding you. All creatures of your choice within 20 feet of you must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Strength modifier. On failure, they take 3d6 +

your Strength modifier + your Rage bonus damage. The damage is increased by 1d6 for each Whirling Death weapon included (up to a maximum of +3d6). On success, a creature takes half as much damage.

On subsequent turns while raging, you can use your action to keep the Bladestorm going, forcing all creatures within 20 feet of you to make the save again. You can keep a Bladestorm going for a number of turns equal to your Strength modifier. You can use this feature once per rage. When a bladestorm ends, all included weapons fall to the ground around you.

Path of the Bladestorm Quirks

The following are some optional quirks for a player of this Path to choose from—these can be either preexisting, signaling their fated path toward this Path, or appear after you commit yourself to this Path.



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d6	Quirk
1	You're always in need of a bigger backpack to fit all the new weapons you pick up.
2	You have a different knife for cutting each type of material.
3	Silverware trembles in your presence.
4	The party dog will no longer play fetch with you.
5	You have a story for each weapon you carry.
6	It breaks your heart each time you are unable to retrieve a weapon after a fight.

Path of the Dragon

Barbarians tap into primal powers, and a Barbarian of this path taps into one of the most ancient and primeval of them all: the power of dragons.

Some say this path was born during the rage of dragons by mortals tapping into the primal rage as it washed across the world, others say that only those with latent dragon blood coursing through them can walk this path. What all can agree on is the result is a being to be feared.

As with most Barbarian, ones following this path tend toward chaos, as they contain potent destructive power that paces at the edges of the cage, just waiting to be unleashed. Some, particularly those rare individuals that channel metallic colors, may be exceptions to this tendency.

Path of the Dragon Features

Barbarian Level	Feature
3rd	Draconic Wrath
6th	Unleashed Savagery, Primal Weapons
10th	Dragonhide
14th	Tyrant of the Skies

Draconic Wrath

When you choose this path at 3rd level, when you enter a rage, you can choose to make your Rage bonus damage deal elemental damage matching your draconic type (shown on the table below).

Additionally, when you enter a rage you can take on aspects of a draconic entity, growing savage natural weapons as claws grow from your hands, fangs sprout from your maw, and a vicious lashing tail

grows from your back. Your claws deal 1d4 slashing damage. Your fangs deal 1d8 piercing damage, and your lashing tail deals 1d6 bludgeoning damage and has the reach property.

Whenever you attack with one of these natural weapons using the Attack action on your turn, if you are not carrying any weapon or shield, you can make a single unarmed strike with your claws as a bonus action.

When you gain this feature, you pick a color, and gain resistance corresponding to the element type of that color on the following Path of the Dragon Elements table below while raging.

Path of the Dragon Elements

Dragon Color	Element Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

Unleashed Savagery

Starting at 6th level, once during a rage, as an attack as part of the Attack action, you can unleash your rage into pure energy, exhaling a blast of elemental power. Creatures within 15 foot cone must make a Dexterity saving throw. The DC of this saving throw is 8 + your proficiency modifier + your strength modifier. A creature takes 6d6 damage of the Elemental Type of your Dragon Color on a failed save.

The damage and range of this breath weapon increases at 10th level (to 8d6 in a 30 foot cone), at 14th level (10d6 in a 45 foot cone), and at 18th level (12d6 in a 60 foot cone)

Primal Weapons

Additionally at 6th level, the natural weapons you gain while raging now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Dragonhide

Starting at 10th level, the marks of your Draconic path now remain outside of your rage, manifesting as heavy scales that grant you resistance to bludgeoning, piercing, and slashing damage from nonmagical sources even when you are not raging.

Additionally, you gain resistance to your dragon color's elemental type even when you are not raging.

Tyrant of the Skies

By 14th level, when you enter a rage, you can sprout massive dragon wings from your back. If you are not wearing heavy armor, you gain a flying speed equal to your movement speed.

If you choose to manifest natural weapons and wings when you enter a rage, you can choose to entirely take on a draconic form while raging, becoming Large sized. When you take on a full draconic form, you choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it.

Path of the Dragon Quirks

The following are some optional quirks for a player of this Path to choose from—these can be either preexisting, signaling their fated path toward this Path, or appear after you commit yourself to this Path.

d6	Quirk
1	You keep your treasure in your bedroll.
2	You have dragon-like horns that never go away after your first rage.
3	You occasionally refer to mortals as morsels.
4	You prefer your food having been treated by your element of choice.
5	Your burps can be a little bit... elemental.
6	You occasionally feel the need to practice your roaring.

Path of Instinct

ART: FORREST IMEL



While many Barbarians lose control when they rage, flying into wild tantrums, some operate in a state of cold absolute focus, becoming creatures of pure instinct and finely honed reflexes. Entering a void-like state of mind, they act almost without conscious thought, accomplishing superhuman feats and shrugging off hits.

Though utter calm might seem less frightening than the frothing rage of their counterparts, true terror sets in once their foes witness the destruction such perfect focus can bring.

Path of Instinct Features

Barbarian Level	Feature
3rd	Focused Rage, Instinctive Insight
6th	Blind Fighting
10th	Evasion
14th	Instinctive Strike

Focused Rage

Starting when you choose this path at 3rd level, your rage becomes a state of pure focus. You can perform impossible feats in this state of extreme focus by expending focus dice. When you enter a rage, you gain a number of d8 focus dice equal to your proficiency bonus. Any unspent dice are lost when your rage ends. You can expend these dice on the following abilities:

Perfect Dodge. When you make a Dexterity saving throw or Dexterity ability check, you can expend one focus die, expending it and adding to the roll. You can do this after rolling the d20, but before the outcome is determined.

Perfect Intuition. When you make a Wisdom saving throw or ability check, you can expend one focus die to add it to the roll. When you do this with the Search action, you can take the Search action as a bonus action instead of an action.

Perfect Parry. When another creature damages you with a weapon attack, you can use your reaction and expend one focus die to reduce this damage by the number you roll on your focus die + your Strength or Dexterity modifier (your choice).

Perfect Strike. When you make a weapon attack roll against a creature, you can expend one focus die to add it to the roll. You can use this ability after making the attack roll, but before any effects of the attack are applied.

Perfect Focus. If your rage would end for any reason other than being knocked unconscious, you can expend one focus die to prevent it from ending until the start of your next turn.

Instinctive Insight

Additionally at 3rd level, your natural intuition and ability to read creature behavior grants you proficiency in the Insight skill. If you are already proficient in Insight, you gain expertise in it, allowing you to add twice your proficiency bonus to Insight checks.

Blind Fighting

At 6th level, your senses are so sharp that you gain an instinctive blindsight of 10 feet while raging. The range of this blind sight increases by 10 feet at 10th level (to 20 feet), and again at 14th level (to 30 feet).

Evasion

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Instinctive Strike

Starting at 14th level, when a creature ends their turn within range of your blindsight while you are raging, you can expend one focus die as a reaction to move toward that creature (up to your movement speed). If you can reach the creature after your movement, you can make one weapon attack against them as part of this reaction. This movement does not trigger opportunity attacks.

Path of Instinct Quirks

The following are some optional quirks for a player of this Path to choose from—these can be either preexisting, signaling their fated path toward this Path, or appear after you commit yourself to this Path.

d6	Quirk
1	You never remember what happens during your rages, you just come to, covered in blood.
2	You rarely pay attention to hazards around you; it's not like they're dangerous or anything.
3	Occasionally you enter your focus state while doing mundane tasks.
4	Not once have you ever listened to instructions before trying something yourself.
5	As you always say, "It's all in the reflexes".
6	Jump first, figure out the landing later.

Path of Mutation

For most Barbarians, their rage manifests as a mystically empowered state of mind, but Barbarians of this path manifest their rage in a more profound and physical manner. Barbarians of the Path of Mutation embody their rage through terrifying mutation, transforming into hulking brutes.

The origin of their power varies, be it ancient blood awakening, consumption of an alchemical substance, blessing of astral entities, or a past exposure to specific kinds of radiant damage. Regardless, the effects all embody physical manifestation of a Barbarians rage, granting them increased power, size, and durability. The form these manifestations take varies for each barbarian; some grow into towering monstrous humanoids, some take on draconic aspects, some channel their powers to become giant apes or other beasts, while others simply turn large and green.

Path of Mutation Features

Barbarian Level	Feature
3rd	Transforming Rage, Collateral Damage
6th	Adaptive Rage
10th	Building Frustration
14th	Hulking Smash

Transforming Rage

Starting at 3rd level, you gain the ability to mutate your body, taking a physical manifestation of your inner rage. You gain the following benefits when you enter a rage:

- **Size.** You can grow to Large size. While Large, you deal double damage to objects and structures.
- **Durability.** You gain temporary hit points equal to your Barbarian level.
- **Damage.** Your rage bonus damage grows from +2 to +2d4. When your rage damage would normally increase by 1, it instead increases by 1d4.

Collateral Damage

At 3rd level, you gain proficiency in improvised weapons. Improvised weapons that do not otherwise use the stats of a weapon deal 1d8 bludgeoning damage (instead of 1d4 damage) as long as they weigh more than 20 pounds.

Additionally, you can make Strength ability checks against objects that would normally take an action as an object interaction (such as attempting to break down a door, smash a table, or break free of restraints).

Adaptive Rage

Starting at 6th level, when you enter a rage, you can control your mutation to a small extent, granting you adaptive advantages against your enemies. When you enter a rage, you gain two of the following benefits (each option can only be selected once):

- **Adaptive Resistance.** You gain resistance to one damage type of your choice.
- **Adaptive Resilience.** You gain proficiency in one saving throw of your choice.
- **Adaptive Movement.** You gain a swimming or climbing speed equal to your walking speed.
- **Regeneration.** You regenerate hit points equal to half your Constitution modifier (rounded down) at the start of your turns while raging.

Building Frustration

Starting at 10th level, if you miss an attack roll or fail a Strength saving throw or ability check while raging, you can add your Strength modifier to your next attempt to accomplish the same during that rage (attack the same creature, break the same object, save against the same spell). Failing a saving throw persists your rage until the end of your next turn if it would normally end.

Hulking Smash

At 14th level, you gain the ability to exert the full force of your rage, unleashing a devastating attack. As an action while you are raging, you can attempt to make a single, massive, weapon attack, dealing normal weapon damage + 6d6 bonus damage of the same damage type and knocking the target prone on hit. All other creatures besides yourself within 5 feet of where you hit the target take 1d6 + your Strength damage bludgeoning damage from the shock wave of the impact.

If this attack is made using a creature you are grappling as a weapon (using an improvised weapon attack), the grappled creature takes the same 6d6 bonus damage as the target on hit, or half as much on a miss.

Path of Mutation Quirks

The following are some optional quirks for a player of this Path to choose from—these can be either preexisting, signaling their fated path toward this Path, or appear after you commit yourself to this Path.

d6	Quirk
1	Drink the potion first, identify its effects later.
2	You keep your emotions under careful control, lest you turn into a monster.
3	Your mutated form has its own personality.
4	You count yourself lucky that somehow your pants have never torn off when you mutate.
5	You must drink a homemade tincture to start your transformation each time.
6	Some of your mutated features take a long time to fade.



ART: TRUNG TIN SHINJI

Bard

College of Fools

The College of Fools is a motley lot, varying from bumbling beggars to the eyesores of a noble court, decked out in the finest eye-bleeding frippery. One can tell at a glance they are not to be taken seriously, but beneath the facade there is... well, usually a fool, but also a sharp mind, quick hands, and an uncanny understanding of how to manipulate any situation.

The College of Fools is tolerated much like an assassin's guild might be: a useful menace to society. Hiding in the brilliant outfits in plain sight more surely than darkened leather could hide them in the shadows, they gather information, poke and prod their enemies, and—just occasionally—toss a knife in the air and forget to catch it before it hits someone.

College of Fools Features

Bard Level	Feature
3rd	Jester's Juggling, Fool's Fumble
6th	Acrobatic Antics, Fatal Flourish
14th	Energetic Encore

Jester's Juggling

When you join the College of Fools at 3rd level, you master the art of juggling almost anything. You gain proficiency in Performance (or another skill of your choice if you already proficient in it).

Additionally, you can draw or stow any number of items or weapons during your turn. You can hold more weapons or objects than you have hands, but when you do so, at the end of your turn you must make Dexterity (Performance) check with a DC of 5 times the additional number of hands you need to wield or hold all the items you are holding (for example, to hold 3 daggers would be a DC 5, while to hold 3 daggers and greatsword would be DC 15). On failure, you drop any that you don't have sufficient hands to hold.

Fool's Fumble

Additionally at 3rd level, when you fail an ability check or attack roll, you can expend a use of Bardic Inspiration to pass it off as an intentional failure, recovering in spectacular fashion. When you do so, reroll the check or attack roll and add your Bardic Inspiration to the result.

Acrobatic Antics

Starting at 6th level, your acrobatic mastery gives you proficiency in Acrobatics (or another skill of your choice if you already proficient in it). You can use your acrobatic foolery to tumble around the most dangerous places safely. You gain the following benefits:

- **Acrobatic Movement.** You gain a climbing speed of 20 feet, and falls of 20 feet or less deal no damage to you. Whenever you fall, you can choose to land on your feet (rather than fall prone).
- **Tumble.** As a bonus action, you can leap and tumble, spending up to 10 feet of movement while ignoring difficult terrain, not provoking opportunity attacks, and moving through creatures' spaces (including hostile creatures).
- **Balance.** You gain advantage on saving throws and ability checks made to avoid falling or being knocked prone.



ART: FORREST IMEL

Fatal Flourish

Additionally at 6th level, when you use your Action to make an ability check, cast *vicious mockery*, or make a weapon attack with a melee weapon, you can make a single weapon attack with a light melee weapon or dart as bonus action.

Energetic Encore

Starting at 14th level, you can build off the success of others and encourage them to greater heights. When another creature scores a critical hit while within 60 feet of you, you can use your reaction to make a single weapon attack against the same target.

When you deal a critical hit or a creature fails a saving throw against one of your spells by 5 or more, you can use your reaction to take the Help action to encourage an ally to follow up on success.

You can expend a use of Bardic Inspiration to take one of these reactions on any hit or failed save, even when the attack was not a critical hit.

College of Fools Quirks

The following are some optional quirks for a player of this College to choose from—these can be either preexisting, signaling their fated inclination toward this College, or appear after you commit yourself to this College.

d6	Quirk
1	You've learned townsfolk with torches and pitchforks do not respond well to the "It's just a prank" defense.
2	Whenever you end up doing the talking, it always seems that your companions' palms are permanently affixed to their faces.
3	You try to juggle anything not nailed down.
4	Vicious mockery isn't a cantrip... it's a lifestyle.
5	Children love your antics. Adults, not so much.
6	If you perform tumbles all the time, no one can tell when you actually fall on your face.

Cleric

Dream Domain

Clerics of the Dream Domain draw upon the power of the ethereal realm of dreams, using their connection to this mystical place to heal allies, control enemies, and shape the dreams of those around them.

They follow gods of dreams, creativity, art, music, and the moon.

Dream Domain Features

Bard Level	Feature
1st	Domain Spells, Dreamweaver
2nd	Channel Divinity: Dream Trance
6th	Dream Manifestations
8th	Potent Spellcasting
17th	Dream Walker

Domain Spells

You gain domain spells at the cleric levels listed on the Dream Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Dream Domain Spells

Cleric Level	Spells
1st	*hideous laughter, sleep*
3rd	*disorient*[K]*, enthrall*
5th	*hypnotic pattern, major image*
7th	*banishment, confusion*
9th	*dream, modify memory*

Dreamweaver

At 1st level, you can protect and guide the dreams of others around you. Up to 4 + your Cleric level other creatures of your choice sleeping within 120 feet of you have advantage on saving throws against beings intruding into or influencing their dreams.

Additionally, when they take a long rest and sleep during that rest, you can shape and guide their dreams to grant them tranquil sleep or prophetic preparations.

You can apply one of the following options to all affected creatures:

- **Focused Dreams.** The creature gains the effect of guidance on a number of skill checks of their choice equal to your proficiency bonus, losing any unused uses when they complete their next long rest.
- **Restful Dreams.** The creature regains additional expended hit dice equal to one quarter of your Cleric level (rounded down).
- **Tranquil Dreams.** The creature gains 1d4 + your Cleric level temporary hit points at the end of their long rest.

Channel Divinity: Dream Trance

Starting at 2nd level, you can use your Channel Divinity to pull a creature's mind into dreaming trance.

As an action, you present your holy symbol and choose a creature within 60 feet, attempting to pull their mind into the dreamscape for up to 10 minutes. An unwilling creature can make a Wisdom saving throw, preventing the effect on a successful save. If they fail and become ensnared, they can repeat their saving throw at the end of each of their turns, escaping the trance on a success.

While their mind is in the dreamscape, the creature is incapacitated, blinded, and deafened to the real world.

As a bonus action, you can guide the dreams of an affected creature, ending the effect and causing one of the following conditions:

- **Terrifying Visions.** The creature takes psychic damage equal to 4 times your Cleric level and becomes frightened of you until the start of your next turn.
- **Tranquil Visions.** Any charmed or frightened condition on the creature is ended, and they gain temporary hit points equal to 4 times your cleric level, waking at the end of their next turn.

Creatures that are already asleep automatically fail their initial saving throw against this effect. A creature that takes damage is broken out of their dream trance, ending the effect. A creature that cannot be charmed automatically passes their saving throw against this ability.

Dream Manifestation

Starting at 6th level, as an action you can manifest parts of your dreams into the real world as fleeting creations within a 20-foot cube within 30 feet of you. You can create an object (such as a chair or bed), structure (such as a small empty house, a bridge, or stairs), or creature this way, but whatever is created must fit within a 20-foot cube. Creatures created this way are illusionary, behaving as per the *major image* spell, but objects and effects can be made real with the following limitations:

- **Magical Nature.** Objects and structures created this way are obviously magical in nature and crumble to nothing after 1 minute.
- **Unreal.** They have no value, and cannot be moved outside of the 20-foot cube they were made in.
- **No Information.** They cannot contain any information you don't yourself know (for example a book on a subject you don't know would be blank).
- **Durability.** Objects created this way have an AC equal to your Cleric level and crumble to dust if they take any damage. They cannot deal any damage, crumbling to dust if they would deal damage.

Once you use this ability, you cannot use it again until you complete a long rest, though you can use it again early by expending a 3rd-level spell slot.



ART: FORREST IMEL

Potent Spellcasting

At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Dream Walker

Starting at 17th level, you can physically enter dreams to travel, gain information, or influence them. When you fall asleep, or as an action while awake, you can enter the ethereal realm of dreams for up to an hour. You can exit the realm of dreams as a bonus action. You can only exit the realm of dreams within 120 feet of where you entered, or within 5 feet of a sleeping creature. While in the realm of dreams, you can do any of the following:

- **Dream Passage.** Teleport to a location you've been to before or a person you are familiar with (though you can only exit the dream realm there if there is a sleeping person to use as a conduit).
- **Cast Dream.** Cast the *dream* spell once without expending a spell slot, after which you cannot do so again until next you enter the dream realm.
- **Search Dreams.** Search for information from the dreams of others, making a Wisdom (Insight) check with a DC based on the difficulty of finding the information, or contested by a Deception check using Intelligence, Wisdom, or Charisma by the target if you are trying to acquire it from a specific target (their choice of which). If you fail a check to acquire a piece of information, you cannot ever attempt to acquire that piece of information again.

You can enter the dream realm in this way once, after which you must complete a long rest before doing so again.

Dream Domain Quirks

The following are some optional quirks for a player of this Domain to choose from.

d6	Quirk
1	You tuck all of your companions into their bedrolls each night.
2	People report seeing you fighting their nightmares.
3	You request lullabies from the tavern bard.
4	You get mad people for things they did in your dreams.
5	Your "prayers" are really just elaborate bedtime routines.
6	You firmly believe nothing can be created without dreaming it first.

Judgment Domain

A Judgment Domain cleric is a cleric who oversees the distribution of law and order. They may do so in the name justice itself, or in service to a particular aspect of justice. This might be a lawful god—perhaps compassionate, but they may equally be harsh for those that dispense the iron fist of tyranny the world might need—or at the behest of an institution of justice in the land.

Employing a Justice Domain cleric is something that any ruling power must consider carefully. While they are almost always Lawful to the extreme, they answer only to their own, higher, ideals of justice.

Dream Judgment Features

Cleric Level	Feature
1st	Domain Spells, Bonus Cantrip, Sacred Judgment
2nd	Channel Divinity: Invoke Judgment
6th	Rebuke
8th	Divine Empowerment
17th	Eternal Judgment

Domain Spells

You gain domain spells at the cleric levels listed on the Judgment Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Judgment Domain Spells

Cleric Level	Spells
1st	*hellish rebuke, sanctuary*
3rd	*detect thoughts, zone of truth*
5th	*counterspell, fear*
7th	*banishment, locate creature*
9th	*dispel evil and good, geas*

Bonus Cantrip

When you choose this domain at 1st level, you gain the *sacred flame* cantrip if you don't already know it.



ART: FORREST IMEL

Sacred Judgment

Starting at 1st level, when you deal damage to a creature with a cleric spell, you can apply additional damage to a creature equal to your Wisdom modifier damage if that target has dealt damage to another creature since the end of your last turn.

You can do this a number of times equal to your Wisdom modifier, regaining all uses on a long rest.

Sweeping Judgments

If a spell effects multiple creatures, you can apply Sacred Judgment to multiple targets, but each application counts as one use of the ability.

Channel Divinity: Invoke Judgment

Starting at 2nd level, as an action you can present your holy symbol and invoke judgment upon your enemies. You crush a target within 60 feet under the weight of their sins. The target makes a Wisdom saving throw. On failure, the creature is knocked prone and their movement speed is dropped to zero for 1 minute. The creature can repeat their saving throw at the end of each of their turns. They make this save with disadvantage if they have dealt damage since the start of their turn.

You can apply the bonus damage of Sacred Judgment when dealing damage with a Cleric spell to a creature you have used Invoked Judgment on regardless if they have damaged another creature. This persists for 1 minute regardless of their save.

Rebuke

Starting at 6th level, when an allied creature within 60 feet of you is reduced to zero hit points or takes damage from another creature while under the effect of a *sanctuary* spell you cast, you can cast *hellish rebuke* targeting the attacker without expending a spell slot.

You can do this a number of times equal to your Wisdom modifier, regain all uses on a long rest.

Divine Empowerment

At 8th level, pick one of the following options:

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack made as part of the attack action, you can cause the attack to deal an extra 1d8 radiant damage to the target.

When you reach 11th level, the extra damage increases to 2d8, and when you reach 17th level, the extra damage increases to 3d8

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Eternal Judgment.

Starting at 17th level, your Sacred Judgment can be used an unlimited number of times.

Judgment Domain Quirks

The following are some optional quirks for a player of this Domain to choose from.

d6	Quirk
1	No sinner can hide from your flame.
2	You keep detailed notes on other people's transgressions.
3	You see nothing wrong with walking behind someone, ringing a bell and chanting "Shame!"
4	You judge others harshly and yourself even more so.
5	You skim through the boring parts of scripture to get to the fire and brimstone.
6	You are a nightmare to serve at restaurants.

Martyr Domain

Followers of gods that believe in taking on the suffering of those around them. Stalwart and unflinching, these intrepid souls seek to ease the suffering of those around them. While typically altruistic, sometimes their motivations are further afield, belonging to strange cults of suffering or acceptance.

Martyr Domain Features

Cleric Level	Feature
1st	Domain Spells, Clad in Grace, Relieve Suffering
2nd	Channel Divinity: Bear the Burden
6th	Overcome Adversity
8th	Potent Spellcasting
17th	Unyielding Concentration

Domain Spells

You gain domain spells at the cleric levels listed on the Martyr Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Martyr Domain Spells

Cleric Level	Spells
1st	*cure wounds, shield of faith*
3rd	*lesser restoration, warding bond*
5th	*invest life*[K]*, revivify*
7th	*death ward, resilient sphere*
9th	*greater restoration, mass cure wounds*

Clad in Grace

Starting at 1st level, while you are not wearing any armor, your Armor Class equals 10 + your Constitution modifier + your Wisdom modifier. You can use a shield and still gain this benefit.

Relieve Suffering

Starting at 1st level, when you cast a spell of 1st level or higher that restores hit points, you can expend some of your own hit points to increase the amount another creature that is healed by the spell regains, expending a number of hit points up to your Cleric level to increase the amount one creature is healed by an equivalent value.

Additionally, you can touch a creature suffering a disease or the blinded, deafened, paralyzed or poisoned condition and transfer that disease or condition to yourself. Starting at 9th level, the range of conditions you can take increases, including exhaustion (1 level at a time), petrified, stunned, the effect of a curse, or any reduction to their ability scores. You are afflicted by the effect in the same manner the creature you took it was, for the same duration and possible methods of ending the effect.

You can transfer a condition affecting another creature to yourself a number of times equal to your Wisdom modifier, regaining all uses on a long rest.

Channel Divinity: Bear the Burden

Starting at 2nd level, you can use your Channel Divinity to bring all the suffering your allies suffer onto yourself.

As an action, you present your holy symbol and enter a divine trance. Until the start of your next turn, your movement speed becomes zero and you gain temporary hit points equal to twice your Cleric level. Any time an allied creature within 30 feet of you takes damage, they have resistance to the damage taken, but you take damage equal to the damage they take.

Overcome Adversity

Starting at 6th level, when you use your Relieve Suffering to take the condition affecting a creature, you can repeat the original saving throw against the feature if it had one. On success, the condition ends instead of being transferred.

Additionally, when you take damage as a result of the *warding bond* spell, you have resistance to that damage.

Divine Empowerment

At 8th level, pick one of the following options:

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack made as part of the attack action, you can cause the attack to deal an extra 1d8 radiant damage to the target.

When you reach 11th level, the extra damage increases to 2d8, and when you reach 17th level, the extra damage increases to 3d8

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Unyielding Concentration

Starting at 17th level, while you are concentrating on a Cleric spell that targets you or your allies, your concentration can't be broken as a result of taking damage.

Martyr Domain Quirks

The following are some optional quirks for a player of this Domain to choose from.

d6	Quirk
1	Your extravagant sacrifices make you worthy of your god's blessing.
2	Each stubbed toe is a blessing.
3	The burden of other's pain is one you bear gladly.
4	Your "finest" vestments are covered in bloodstains.
5	You carve verses of scripture into your flesh.
6	You are genuinely confused by others' squeamishness around blood.

Druid

Circle of the Aspects

A circle of the aspects druid, frequently called a spirit shifter, is a druid that has attuned themselves to the spiritual aspects of beasts. These druids tap into their fundamental nature, calling up certain aspects of wilderness and embodying them in spirit. A druid of this circle can be said to Wild Shape their soul, rather than their body.

Druids of this circle must walk a fine line, as it can be easy for them to delve too deeply into the powerful and savage states of mind they enter. However, these magical aspects grant them both unique power and perspective as they walk the world, seeing the world through the eyes of the bestial spirits that boil within them.

Circle of Aspects Features

Druid Level	Feature
2nd	Circle Spells, Spirit Shape
6th	Twin Soul, Spiritual Regrowth
10th	Chimera Soul
14th	Aspect of the Eagle

Circle Spells

At 2nd level, you learn the *impact*[K] cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Aspects Spells table.

Circle of the Aspects Spells

Druid Level	Circle Spells
3rd	*alacrity*[K], *iron wind strike*[K]
5th	*haste, spirit guardians*
7th	*fire shield, freedom of movement*
9th	*flickering strikes, commune with nature*

Spirit Shape

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. As a bonus action, you can shape your soul to incorporate a bestial aspect.

While your body remains unchanged, the magical essence fills you with a unique power depending on which aspect you assume, granting potent abilities. The Spirit Aspect lasts for 10 minutes, or until you use this feature again. Choose one of the following Spiritual Aspects:

- **Aspect of the Bear.** You gain supernatural strength and your magical attacks impact with staggering force. Your Strength ability score becomes equal to your Wisdom ability score (if it was lower), and you can add your Strength modifier to the damage of your melee spell attacks. You gain proficiency in Strength saving throws while manifesting this aspect.
- **Aspect of the Tiger.** You gain a supernatural agility and unrelenting ferocity weaving your magic and attacks together. When you make a melee spell attack or cast a spell as part of your action, you can make one melee weapon attack as a bonus action. You gain proficiency in Dexterity saving throws while manifesting this aspect.
- **Aspect of the Turtle.** You gain supernatural endurance and perseverance to withstand through a rain of blows. When you enter this form, you gain temporary hit points equal to your twice Druid level + your Wisdom modifier. You gain proficiency in Constitution saving throws while manifesting this aspect.

What are your spirits?

While the above are the mechanics of the spirits, the actual nature of the spirits can easily be changed. Prefer Badgers to Bears? Feel free to pick any beast that you feel embodies the power being granted.

Twin Soul

Starting at 6th level, when you assume a Spirit Aspect, you can assume two different aspects at the same time.

Spiritual Regrowth

Additionally at 6th level, whenever you cast a spell while you have an active Spirit Aspect, you recover hit points equal to twice the spell level of the spell cast.

Chimera Soul

Starting at 10th level, when you assume a Spirit Aspect, you can assume three different aspects at the same time.

Aspect of the Eagle

Starting at 14th level, when you assume any other Spiritual Aspect, you can also assume the Aspect of the Eagle, causing ethereal wings to erupt from your aura. You gain a flying speed of 30 feet while in this aspect. It ends when you are no longer assuming a Spiritual Aspect.

Circle of the Aspects Quirks

The following are some optional quirks for a player of this Circle to choose from—these can be either preexisting, signaling their fated path toward this Circle, or appear after the first time they've assumed Spirit Shape.

d6	Quirk
1	After Spirit Shaping, your eyes continue to resemble the Spiritual Aspect you assumed for the rest of the day.
2	You blame any of your rude behavior on spirits disliking the subject at hand.
3	When Spirit Shaped into carnivores, you occasionally forget it's only in spirit and attempt to bite your enemies.
4	You practice your roaring, just in case.
5	You act without hesitation, your fist guided by feral instincts.
6	You collect teeth and claws of impressive creatures, hoping to attune to their spirits.

Circle of the City

The circle of the city is about adaption. The adaption of nature to cities, and the adaption of cities to nature. Druids of the circle see the teeming life of the city as just another ecosystem, one adapted to a special type of life, feeling kinship with the creatures that thrive in such an environment, particularly that which remains wild in the heart of the city, such as rats, pigeons, and cats.

While more primeval druids may view them as scarcely different to other city-dwellers, they are no less in tune with nature that other druids, simply] tuning into a different, more subtle and pervasive, frequency

Circle of City Features

Druid Level	Feature
2nd	Circle Spells, Living Eyes of the City, Controlled Magic
6th	Civilized Beasts
10th	Urban Adaptation
14th	Keen Skills, Tiny Tributes

Circle Spells

Your adaptation to the urban environment gives you access to certain avenues of magic that are most helpful for overseeing the interests of nature in such an environment. At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the City Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of City Spells

Druid Level	Circle Spells
2nd	*animal friendship, find familiar*
3rd	*detect thoughts, lesser restoration*
5th	*clairvoyance, glyph of warding*
7th	*fabricate, stone shape*
9th	*mislead, wall of stone*

Living Eyes of the City

Starting at 2nd level, when you cast *animal friendship*, you can target up to a dozen animals of the same type when targeting tiny creatures (such as cats, rats, pigeons, or similar). When a tiny animal is charmed in this way, they can understand you in a limited capacity (such as where something you can describe in terms they would understand is), you can understand them in a limited capacity (such as which direction something is), and will lend you aid in simple tasks as long as it does not place them in danger. They can be convinced to take on greater risks with an appropriate Animal Handling check with the DC determined by the DM.

Additionally, any familiar you summon with *find familiar* gains the ability to communicate with creatures of a type resembling the form it takes, and has advantage on all Animal Handling checks while interacting with beasts it can communicate with. You can expend a use of your Wild Shape feature to shift your familiar from one form it can take to another without having to resummon it as a bonus action.



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Controlled Magic

Additionally at 2nd level, from operating within the confines of a city, you have managed to tame your magic to more freely operate within the limitations of tight urban environments. When you cast a spell that targets an area of effect, you can exclude a 10-foot cube from the area of effect (the cube does not have to be entirely within the area of effect).

Alternatively, you can reduce the area of effect of any spell down to any value between its area of effect and a 5-foot radius, and can cast spells that would otherwise not be able to manifest in the environment (such as casting *call lightning* in a room less than 60 feet tall), with your spells adapting to fit within your environment.

Civilized Beasts

Starting at 6th level, when you use your Wild Shape feature to take on the form of a beast, you retain your ability to speak (as long as the beast would normally be able to vocalize sounds at sufficient volume to do so), and become more dexterous and adaptable with paws, claws, or talons, allowing you to use them perform more complicated tasks that might otherwise require hands. You additionally retain the ability to cast spells while using Wild Shape to turn into a beast.

Spellcasting Beasts

The civilized beasts feature means that you would be able to cast spells (performing verbal and somatic components) while wild shaped (among other uses, such as talking to your parties and performing side talking animal circus side show acts.

Urban Adaptation

Starting at 10th level, you become immune to poison and disease, and gain one skill of your choice from Insight, Perception, Persuasion, Sleight of Hand, or Stealth. If you have all the listed skills, you can select any skill of your choice instead.

Keen Skills

Starting at 14th level, you gain proficiency in an additional skill from the list in Urban Adaption.

Additionally, if a beast you assume the form of is proficient in a skill you are normally proficient in, you gain expertise in that skill while transformed into that beast.

Tiny Tributes

Additionally at 14th level, your popularity among the tiny animals of the city reaches an all time high. When you complete long rest within the limits of a city, crows, rats, and other tiny creatures bring you minor treasures. You can roll on the following table, or your DM can determine an appropriate item:

d6	Treasure
1	1 probably edible ration.
2	1d4 copper pieces.
3	1d4 silver pieces.
4	1d4 gold pieces.
5	1 random piece of adventuring gear.
6	1 platinum piece

This feature can also provide situationally useful items, such as keys, letters, or situationally useful items.

Circle of the City Quirks

The following are some optional quirks for a player of this Circle to choose from—these can be either preexisting, signaling their fated path toward this Circle, or appear after they select this Circle.

d6	Quirk
1	You attract just so many pigeons.
2	Your clothes look like they were sewn together by mice... they were.
3	You loudly espouse the benefits of foraging for food within a city.
4	Your pockets are filled with critters.
5	Your “den” is under a bridge.
6	Your arch nemesis is a tomcat that stalks you while you’re wild shaped.

Circle of Elements

The Circle of Elements allows druids to tap the purest of primal powers, unleashing devastating elemental powers destroy their enemies and reshape the battlefield. These druids are the wrath of nature incarnate, and leave a path that is burned, frozen, scorched, or broken through all that would defile.

Anyone that makes the mistake of thinking that nature is serene beauty would do well remember why civilized creatures spend so much of their time trying to keep it at bay.

A druid of this circle is not wantonly destructive, but most see destruction as the world returning to its natural state. To blow down or burn what has been built allows nature to thrive anew.

Circle of Elements Features

Druid Level	Feature
2nd	Invoke Element, Elemental Spells
6th	Primal Sculpting
10th	Paraelemental Manifestations, Empowered Manifestations
14th	Elemental Adaptation

Invoke Element

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. As a bonus action, you can expend a use of your Wild Shape to invoke primal powers to manifest elemental forces at a point within 60 feet. When you invoke this power, select an element to invoke, which has a different effect.

- **Air: Coalesced Lightning.** Creates a crackling ball of energy at the target point. When you manifest the power, and as a bonus action on subsequent turns, you can force one creature within 30 feet of the point to pass a Dexterity saving throw, or be struck by an arc of lightning, taking 1d6 + your Wisdom modifier damage.
- **Earth: Stone Pillar.** When you manifest the power, a stone eruption fills an unoccupied space within 5 feet of the point, rising up to 10 feet and blocking the space. It has an AC of 16 and hit points equal to your Wisdom modifier + your druid level. The pillar is three quarters cover for creatures behind it. It becomes difficult terrain when destroyed.
- **Fire: Wildfire.** The area within 5 feet of the point is filled with flames. Creatures that start their turn in the area take 1d6 fire damage.
- **Water: Icy Blizzard.** The area within 5 feet of the point is filled with an icy storm of sleet, becoming difficult terrain.

You can move an elemental manifestation up to 20 feet on subsequent turns as a bonus action. If you move a stone pillar, the pillar is destroyed and you can create a new pillar.

Instead of moving a Wildfire or Icy Blizzard, you can expand their radius by 5 feet as a bonus action. You can use this on a manifestation a number of times equal to your proficiency bonus. Their radius is reset to the base size if you move them. You are unaffected by the effects of your own elemental manifestations (though cannot move through stone pillars you create unless otherwise able to).

The manifested elemental lasts for 1 minute, ending early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

Elemental Spells

Additionally at 2nd level, your mystical connection to the primal powers allows you to learn additional elemental spells. When you pick a druid spell, you can additionally select from the Circle of Elements Expanded Spells listed at the end of this subclass. The number of spells you can prepare increases by 1 when you gain this feature, and again at 3rd, 5th, 7th, and 9th levels.

Primal Sculpting

Starting at 6th level, when you deal bludgeoning, cold, fire, or lightning damage with Invoke Elements or a druid spell, you can choose a number of creatures equal to your proficiency bonus that you can see to exclude from the effect.

The chosen creatures automatically pass their saving throw (if applicable) against the effect, and take no damage from the effect.

Paraelemental Manifestations

Starting at 10th level, when you use Invoke Element, you can invoke two elements, gaining a new effect based on their combination:

—	Air	Earth	Fire	Water
Air	—	Dust	Smoke	Fog
Earth	Dust	—	Magma	Mud
Fire	Smoke	Magma	—	Steam
Water	Fog	Mud	Steam	—

- **Dust: *Dust Cloud.*** The area within 10 feet of the point becomes heavily obscured. Creatures attempting to speak in the area must make a Constitution saving throw against your spell save DC, or be muted until the start of their next turn or they exit the dust cloud. You can expand or move this Dust Cloud with your Invoke Elements feature.
- **Fog, Smoke, or Steam: *Obscuring Cloud*.** The area has the effect of both contributing powers. In addition, the area covered by Wildfire or Icy Blizzard also becomes heavily obscured.
- **Magma: *Magma Pillar.*** Has the effect of Stone Pillar, but additionally creatures that start their turn within 5 feet of the stone pillar take 2d6 fire damage and creatures that hit the magma pillar with a melee attack take 2d6 fire damage.
- **Mud: *Mud Mire.*** The area within 5 feet of the point is filled with thick icy mud, creating difficult terrain. The difficult terrain generated on the ground requires an additional foot of movement for each foot of movement through it. You can expand or move this Mud Mire with your Invoke Elements feature.

Empowered Manifestations

Additionally at 10th level, the damage of the Coalesced Lightning and Wildfire is increased by 1d6 (when not used to make up Paraelemental Manifestations)

Elemental Adaptation

Starting at 14th level, when you complete a short or long rest, you can gain resistance to one damage type from the following list until your next short or long rest: cold, fire, or lightning.

When you have resistance to cold damage you can see through the obscurement of steam or fog. When you have resistance to fire damage, you can see through the obscurement of steam or smoke. When you have resistance to lightning damage you can see through the obscurement of dust, smoke, or steam.

Circle of Elements Expanded Spells

The following spells are additionally considered Druid spells for you when you gain take this subclass:

Even More Elemental Spells

Note that this book also provides a lot of new elemental spell options for druids not listed here. This is only the new spells they get that aren't made available to all druids. This book contains many additional options in the spells section that are available to all druids.

Cantrips

Fire Bolt
Electric Arc[K]
Ray of Frost
Shocking Grasp

1st Level

Burning Hands
Electrify[K]
Elemental Orb[K]
Entomb[K]

2nd Level

Burning Strike[K]
Cold Snap[K]
Crescent Wind Slash[K]
Dragon Surge[K]
Lightning Charged[K]
Scorching Ray
Unstable Explosion[K]

3rd Level

Fireball
Flamethrower[K]
Flash Freeze[K]
Electrocute[K]
Lightning Bolt
Static Field[K]

4th Level

Aero Barrage[K]
Ice Spike[K]
Jumping Jolt[K]
Pillar of Fire[K]
Suffocate[K]

5th Level

Pressure Cutter[K]
Pyroclastic Lance[K]

6th Level

Beam of Annihilation[K]
Chain Lightning
Melt[K]

7th Level

Delayed Blast Fireball

9th Level

Meteor Swarm

Circle of Elements Quirks

The following are some optional quirks for a player of this Circle to choose from—these can be either preexisting, signaling their fated path toward this Circle, or appear after they select this Circle.

d6	Quirk
1	Different elemental effects appear around you depending on your mood.
2	You talk about the elements as if they were people with their own personality and preferences.
3	You once tried to pet a fire elemental.
4	Natural disasters make you really excited.
5	You consider yourself far superior to other spellcasters who only focus on one element.
6	Umbrellas are deeply offensive to you.

Circle of Growth

Druids within the Circle of Growth are among the most direct emissaries of nature, speaking for the forests and wilderness in order to bring its will to the rest of the world.. They can be kind and nurturing presences that seek to ease the suffering all living things, or militant wardens that seek to end the exploitation of natural resources.

Circle of Growth Features

Druid Level	Feature
2nd	Circle Spells, Sprout Sapling
6th	Verdant Power
10th	Entangling Roots, Grasp of Nature
14th	Nourishing Magic

Circle Spells

At 2nd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Growth Spells table. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Circle of Growth Spells

Druid Level	Circle Spells
2nd	*bramble binding*[K], *entangle*
3rd	*barkskin, sprout tree*[K]
5th	*plant growth, speak with plants*
7th	*grasping vine, carnivorous garden*[K]
9th	*tree stride, wild evocation*[K]

Sprout Sapling

Starting at 2nd level, as a bonus action, you can expend one use of your Wild Shape feature to sprout a Sapling, rather than assuming a beast form. The Sapling to sprouts to life in an empty space you can see within 30 feet. The Sapling is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Sapling stat block, which uses your proficiency bonus (PB) in several places.

In combat, the Sapling shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. You can command your Sapling as part of the same bonus action used to summon it. That action can be one in its stat block or some other action. If you are incapacitated, the Sapling can take any action of its choice, not just Dodge. When you cast a spell with a range other than self, the spell can originate from you or your Sapling.

The Sapling manifests for 10 minutes, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

Verdant Power

Starting at 6th level, whenever you expend a spell slot of 1st level or higher while your Sapling is manifested, you can select one of the following benefits:

- **Multiattack.** The Sapling can make additional attacks on its turn equal to the level of the spell slot divided by 2 (minimum 1).
- **Verdant Aura.** All allied creatures of your choice within 30 feet of the Sapling gain temporary hit points equal twice the level of the spell slot.
- **Reposition.** The Sapling can move a number of feet equal to 5 + 5 times the level of the spell slot spent feet on its turn. Until the start of your next turn, any space it moved through is difficult terrain for creatures of your choice.

Entangling Roots

Starting at 10th level, a creature that ends its turn within the Grasping Roots area of effect of your Sapling must make a Dexterity saving throw against your spell save DC, or become grappled by the Sapling.

Sapling

Medium plant, unaligned

Armor Class 12 + PB
Hit Points 10 + five times your Druid level
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (–5)	16 (+2)	8 (–1)	14 (+2)	10 (+0)

Saving Throws Str +3 (+PB), Con +3 (+PB)
Skills Athletics +3 (+PB)
Damage Resistances bludgeoning
Condition Immunities charmed, frightened, prone, restrained
Senses blindsight 30 feet
Languages understands the languages you speak
Challenge — Proficiency Bonus PB

Grasping Roots. Terrain within 5 feet of the Sapling is difficult terrain for hostile creatures.

Sheltering Branches. Allied creatures within 5 feet of Sapling gain half cover.

Actions

Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d8 + PB bludgeoning damage

Lashing Vines. *Melee Weapon Attack:* your spell attack modifier to hit, reach 30 ft., one target. *Hit:* 1d4 + PB slashing damage and must make a Strength saving throw against your spell save DC or by dragged up to 15 feet toward the Sapling. This distance is reduced by 5 feet for every size category about Medium.



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Grasp of Nature

Starting at 10th level, when a creature starts its turn grappled or restrained by you, your spells, creatures created by your spells, or your Sapling, it takes damage equal to your Wisdom modifier.

Nourishing Magic

Starting at 14th level, whenever you trigger an effect of Verdant Power, your Sapling regains 1d10 hit points per level of spell slot spent, and you can cause it to grow one size (up to a maximum of huge). Its reach increases by 5 feet for each size category above medium.

Circle of Growth Quirks

The following are some optional quirks for a player of this Circle to choose from—these can be either preexisting, signaling their fated path toward this Circle, or appear after the first time they've assumed Tree shape.

d6	Quirk
1	You hug trees as a greeting or farewell when passing by a forest or grove.
2	You carry around fruit tree seeds, planting them whenever you get a chance.
3	Whenever visiting a house, you make sure any house plants are watered.
4	You have a scrapbook of leaves and are very serious about your collection of new specimens.
5	You prefer to bury your foes so that may serve as nourishment to new plant life.
6	Your hair and eyes are both vibrant green.

Circle of Roots

While many druids have a kinship with the deep woods of nature, a Circle of Roots druid has a connection that can go much deeper, where some may wonder where the will of the primordial woods ends and the will of the druid starts. Legends say that the first of these druids were woads who took human form, rather than humans that took woad form, but such things are lost to legend.

Frequently, regardless of the nature of their connection, these druids will feel most comfortable deep in nature, and place great value in its unspoiled form, sharing a world view more in common with dryads and treants than other mortals... perhaps they were even raised by such creatures, leading them to this path.

Members of this Circle stray toward what many would consider Neutral, not commonly becoming embroiled by mortal causes except where they overlap with their own concerns.

Circle of Roots Features

Druid Level	Feature
2nd	Circle Spells, Tree Shape
6th	Extra Attack
10th	Ancient Fortitude
14th	Crushing Grasp

Circle Spells

At 2nd level, you learn the shillelagh cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Roots Spells table. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Circle of Roots Spells

Druid Level	Circle Spells
2nd	*bramble binding*[K], *grasping roots*[K]
3rd	*barkskin, sprout tree*[K]
5th	*bramble barrier*[K], *plant growth*
7th	*carnivorous garden*[K], *guardian of nature*
9th	*commune with nature, tree stride*

Tree Shape

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. As a bonus action, you assume a treelike form, covered in leaves and bark, which lasts up to one hour, or until you end it as a bonus action or until you are incapacitated. You gain the following properties when you transform:

- **Large Sized.** You can make yourself Large sized. If you do so, your reach becomes 10 feet.
- **Grappling Roots.** You can make a Wisdom (Athletics) check to initiate, maintain, or contest a grapple, and have a number of grappling appendages (in the form of grasping roots or branches) equal to your Wisdom modifier.
- **Natural Weapons.** Each appendage serves as a natural weapon under the effect of shillelagh. While in this form, you can cast *shillelagh* on any weapon you are carrying.
- **Durable Bark.** Your AC is 10 + your Constitution modifier + your Wisdom modifier. You cannot benefit from the AC of armor or shields while in this form.
- **Temporary Hit Points.** You gain temporary hit points equal to your Wisdom modifier + twice your Druid level when you transform into tree form. When the form ends, you lose any temporary hit points you have from it.
- **Reinforced Form.** When you take this form, you can expend a 1st level or higher spell slot. When you do so, the temporary hit points you gain increases by 1d8 per level of the spell slot spent.
- **Ponderous Movement.** Any speed you have becomes 15 feet, unless the speed was lower. If you don't move during your turn, you have advantage on Ability Checks and Saving Throws against effects that would move you or knock you prone.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment. Your equipment doesn't change to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form. You can cast spells as normal while in this form.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Ancient Fortitude

Beginning at 10th level, you gain the endurance of the most ancient trees within the great forests. While in Tree Form, if you have no temporary hit points at the start of your turn, you gain temporary hit points equal to your Wisdom modifier. You can spend a spell slot to increase the amount of temporary hit points by 1d8 per level of the spell slot spent.

Additionally, if you have any temporary hit points when you take damage that forces you to make a Constitution saving throw to maintain Concentration on a spell, you can make the check with advantage (regardless if the damage exceeds your temporary hit points or not).

Crushing Grasp

Starting at 14th level, when a creature starts their turn grappled or restrained by you (by a grapple or a spell such as *entangle*), you can choose to crush them, dealing 2d6 bludgeoning damage to them (no action required).

Circle of Roots Quirks

The following are some optional quirks for a player of this Circle to choose from—these can be either preexisting, signaling their fated path toward this Circle, or appear after the first time they've assumed Tree shape.

d6	Quirk
1	You have a strong dislike of fire, and tend to put fires out when possible.
2	Parts of skin resemble bark, even while in not in tree form.
3	You find other mortals to always be in a terrible hurry.
4	You can taste 14 flavors of sunlight. Most of them are delicious.
5	Your hair is leaf green. On a bad hair day, you can't get the leaves out of your hair.
6	You tend to simply say your own name as means of communication.

Circle of the Wild

For some druids, they have found their friends among the beasts of the wild, forming a close kinship with the furred and the fanged. They often roam the wilderness, placing little value on the trappings of civilization, more concerned with nature, hunting, and exploring.

The longer they spend in the wild with their animal friends, the more their habits tend to intertwine with the beasts around them. Sometimes they will cook food for their animal friends, while other times they will take to eating their food raw. They play the role of a caretaker, warden, and advocate for the wild.

Circle of the Wild Features

Druid Level	Feature
2nd	Circle Spells, Primal Companion
6th	Magical Bond
10th	Beast Senses
14th	Empowered Frenzy

Circle Spells

At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Wild Spells table. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day

Circle of the Wild Spells

Druid Level	Circle Spells
2nd	*animal friendship, speak with animals*
3rd	*animal messenger, darkvision*
5th	*conjure animals, spider bite*[K]
7th	*dominate beast, polymorph*
9th	*commune with nature, hold monster*

Primal Companion

Starting at 2nd level when you join this circle, you form a bond with a beast spirit and can allow it to take form by expending a use of your Wild Shape as an action. Its statblock becomes that of your Beast Companion, applying the modifications from the customization table that best fit the form it takes. At the GM's discretion, custom abilities can replace those powers to better represent the beast companion. Once selected, the traits cannot be changed, as the beast's spirit takes on that form permanently.

The beast's soul becomes entangled with your own, granting you the ability to call it forth from wherever it is, and even return it to life should it ever fall, by expending a use of your Wild Shape ability. As an action you can expend a use of Wild Shape to call it to an empty space within 10 feet of you, where it appears at full hit points and free of any conditions or spells that were affecting it. You can cause it to return to its spirit form as a bonus action, but must expend a use of Wild Shape to call it forth once more after doing so.

In combat, the Beast Companion shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. You can command your Beast Companion as part of the same bonus action used to summon it. That action can be the one in its stat block or some other action. If you are incapacitated, the Beast Companion can take any action of its choice, not just Dodge.

When you manifest the companion, it lasts until you complete a long rest (unless you expend a use of Wild Shape to keep it manifested until a subsequent long rest), it is reduced to zero hit points, or you die, at which point it vanishes, fading away until you expend a use of Wild Shape to call it forth again.

Spirit Animal

At your GM's discretion, you can form a bond with a normal willing animal, its statblock getting replaced with the Beast Companion statblock, with customizations selected to best represent its original stats. It gains all the same properties as a Primal Companion, its soul becoming entangled with your own, and it becomes a spirit beast.

Beast Companion

Medium beast, unaligned

Armor Class 10 + PB
Hit Points 5 + four times your Druid Level
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (–3)	10 (+0)	6 (–2)

Saving Throws Str +3 (+PB), Con +3 (+PB)
Skills Perception +0 (+PB)
Senses passive Perception 10 (+PB)
Languages understands the languages you speak
Challenge — **Proficiency Bonus** PB

[*Customized*]. Based on Customization Selections.

Actions

Bite. *Melee Weapon Attack:* [your spell attack modifier to hit], reach 5 ft., one target. *Hit:* 1d8 + PB piercing damage.

Beast Customizations

When you bond your companion, select from the following traits to best represent the bonded beast. You can select up to 3 traits.

Attack Type (Free). You can change your companion's attack to Claw, dealing slashing damage instead, or Slam, dealing bludgeoning damage instead. This does not cost a Trait.

Amphibious. Your companion gains a swimming speed equal to its walking speed, and it can breathe underwater.

Blindsight. Your companion gains a Blindsight of 10 feet.

Flying (Costs 2 Traits; selected beast must have wings). The beast gains a flying speed equal to its walking speed.

Keen Senses. Your companion can add twice your proficiency in the Perception skill.

Massive (Costs 2 Traits; incompatible with Flying). Your companion's size is Large, and its natural weapon becomes 2d6 + its Strength modifier.

Pack Tactics. Your companion has advantage on an attack roll against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Poisonous. The beast's attack becomes Sting, dealing an additional 1d4 poison damage on hit. The size of the damage die increases when your proficiency bonus does (to 1d6 at +3, etc.).

Pounce/Charge. If the beast moves at least 20 feet straight toward a creature and then hits it with an attack on the same turn, that target must succeed on a Strength saving throw with a DC equal to your Spell Save DC or be knocked prone.

Quick. Your companion's walking speed increases by 10 feet.

Simian Nature. Your companion gains climbing speed equal to its movement speed, proficiency with throwing rocks (ranged weapon, 1d4 + PB bludgeoning damage, thrown(20/60), and the ability to hold small items.

Sneaky. Your companion gains proficiency in the Stealth and Deception skills.

Spider Climb. Your companion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check, and ignores movement restrictions caused by webbing.

Shell. Your companion's AC becomes 15 + PB, but its speed is reduced to 20 feet.

Tough. Your companion's hit points become 10 + five times your Druid level.

Magical Bond

Starting at 6th level, your Beast Companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, whenever you expend a spell slot of 3rd level or higher on your turn, your companion can take one additional action on its turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, or Hide action.

Beast Senses

Starting at 10th level, your bond with your companion enhances your senses with it, and its senses with yours. You gain expertise in Perception, allowing you to add twice your proficiency modifier to ability checks made for that skill, you gain any darkvision or blindsight range your beast has, and it gains any darkvision or blindsight range you have (if both of you already have one type of vision, the ranges are added together).

Empowered Frenzy

Starting at 14th level, while your Beast Companion is manifested and within 60 feet of you, you can expend a spell slot (no action required) to empower it for a number of turns equal to the spell slot spent. It gains temporary hit points equal to 5 times the level of the spell slot spent, and while empowered in this way, the beast is under the effect of freedom of movement, and deals an additional 1d8 on hit with its attacks.

Example Beasts

Bear. Tough, Massive
Wolf. Quick, Pack Tactics, Keen Senses
Turtle. Amphibious, Shell, Tough
Owl. Flying, Keen Senses
Spider. Blindsight, Poisonous, Spider Climb
Tiger. Massive, Pounce

Form Permanency

This rule is to prevent having to rebuild the stat block and save time, as well as a balance consideration, but at the GM's discretion they can allow it to be changed to a new permanent form if there is a good reason.

Reasonable Customization

What makes sense for a beast will be up to your GM. In general, these traits should be used to replicate or empower what a beast already has, but exist here so that a broad selection of beasts can be represented fairly. How much your GM will let you mix and match to make a Winged Turtle Tiger is up to them and their world.

Circle of the Wild Quirks

The following are some optional quirks for a player of this Circle to choose from—these can be either preexisting, signaling their fated path toward this Circle, or appear after they select this Circle.

d6	Quirk
1	Sometimes you catch yourself trying to talk to humanoids using growls.
2	Table manners are not your strong suit.
3	You prefer your meat warm... but not because it's been cooked.
4	Having a roof over your head makes you deeply claustrophobic.
5	To be honest, you find domesticated animals quite boring.
6	The wildest beasts are just adorable little cuties to you.

Fighter

Adventurer

An adventurer is a well rounded fighter that specializes in preparation. They are resourceful survivors that excel at tackling a wide range of situations with preparation.

They are generalists who are always useful to have around. They come from any walk of life, sharing only a spirit of adventure and knack for being useful.

Adventurer Features

Fighter Level	Feature
3rd	Improvised Resources, Well Rounded
7th	Resourceful Talents
10th	Acquired Knack
15th	Survival Skills
18th	Adventurer's Intuition

Improvised Resources

Starting at 3rd level, you excel at making do with whatever you can get your hands on. During a long rest, you can create two potions of healing, 1st level spell scrolls (selecting a spell from the Druid or Wizard list), or adventuring gear items worth less than 5 gold pieces each, assembled out of miscellaneous items you pick during the day.

Any scroll or potion created this way expires if not used by the next time you complete a long rest. You can cast scrolls created this way without a check, as if the scroll was on your spell list. If a scroll requires a spellcasting modifier, you use your Intelligence or Wisdom (or choice). Scrolls created this way cannot be copied or used in crafting.

The number of items you can create this way increases to 3 items at 9th level, and 4 items at 15th level. The quality of items you can create increases at 7th level, 10th level, 13th level, and 16th level as shown on the table below (you can still choose to make items of lower level when gaining higher level options).

Level	Improvised Potion	Scroll Level	Item Value
3rd	Potion of Healing	1st Level	5 gp
7th	Any Uncommon Potion	2nd Level	10 gp
10th	Potion of Superior Healing	2nd Level	30 gp
13th	Potion of Superior Healing	3rd level	40 gp
16th	Any Rare Potion	3rd level	50 gp
19th	Potion of Supreme Healing	4th level	60 gp

Kibbles' Alchemy Integration

If using Kibbles' Alchemy, you can make any uncommon/rare oil, concoction, or explosive in place of an uncommon/rare potion.

Well Rounded

Additionally at 3rd level, you learn two additional skills, tools, or languages of your choice. You learn one additional skill, tool, or language of your choice at 9th and 15th level.

Resourceful Talents

Starting at 7th level, you can find small breaks in the flow of battle to drink potions. You can drink any potion that would normally require an action as a bonus action.

Additionally, you can attempt to cast spell scrolls that would normally be unintelligible to you. When doing so, you automatically succeed if the DC of the required spellcasting check is less than 10 + your proficiency bonus, otherwise you roll 1d20 + your proficiency bonus in place of making a spellcasting check, unless your spellcasting check would be higher.

Acquired Knack

At 10th level, you can select one of the following abilities:

- **Heightened Awareness.** You gain a +5 bonus to initiative rolls, can't be surprised unless you are incapacitated, and other creatures do not gain advantage on attacks against you due to being unseen.
- **Perfected Athletics.** Standing up from being prone only uses 5 feet of your movement, you gain a climbing speed equal to your movement speed, and can make a running high jump or long run after moving only 5 feet.
- **Ritual Dabbler.** You gain the ability to record and cast ritual spells, selecting one class that has ritual casting. You learn two ritual spells from that class spell list, and can record new ritual spells from

that book that you come across in written form. Recording a spell takes 2 hours and costs 50 gold pieces per spell level. You can only record and ritually cast spells of a level equal to half your Fighter level (rounded down).

- **Dungeon Veteran.** You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to detect the presence of secret doors, you have advantage on saving throws made to avoid or resist traps, and only take half damage from the effects of traps.
- **Shadow Lurker.** You can attempt to hide even when you are only lightly obscured, when you are hidden from a creature attacking that creature does not reveal your location if you miss, and dim light does not impose disadvantage on your Wisdom (Perception) ability checks, even when they rely on sight.

Survival Skills

Starting at 15th level, you can add half your proficiency bonus, rounded down, to your initiative checks, and to any saving throw you don't already add your proficiency to. Additionally, you gain a climbing and swimming speed equal to your walking speed.

Adventurer's Intuition

Starting at 18, you have survived so many dangerous situations and seen every trick in the book. At key moments, your intuition kicks in. When you make an attack roll, saving throw, or ability check, you can replace the roll with your Fighter level. You can use this after you roll, but before you know the outcome. Once you do this, you cannot do so again until you complete a short or long rest.

Adventurer Quirks

The following are some optional quirks for a player of this Archetype to choose from—these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

d6	Quirk
1	You believe healing potions do a better job of rehydrating than water.
2	Your armor is barely visible beneath all your satchels and pouches.
3	The wizard doesn't like that you scribe your scrolls in crayon.
4	What's the point in exploring if not for the sweet treasure.
5	You love swapping stories of adventures in the tavern.
6	You have grand plans for retirement once you finally hang up your sword.

Brawler

A brawler is a fighter that takes a holistic approach to beating things down. They are not the specialized martial artists of monks, but can throw a punch... or a chair. They specialize in being resourceful and, more importantly, strong. Ranging from brutish thugs and drunks to witty chaps who had to learn to wag their fists as fast as their tongue to keep their head on their shoulders.

A brawler is always armed and dangerous, and isn't above using a weapon if it's the handiest way to bash something; they just don't view themselves as limited to traditional options.



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Brawler Features

Fighter Level	Feature
3rd	Weapon is a State of Mind, Flexible Style
7th	Endurance
10th	Additional Fighting Style
15th	Brutal Blows
18th	Legendary Feat

Weapon is a State of Mind

Beginning when you choose this archetype at 3rd level, you gain a remarkable ability to turn anything into a weapon—fists, improvised weapons, goblins, etc.

You can add your proficiency bonus to attacks made with improvised weapons, and all attacks you make with them deal 1d8 damage bludgeoning, piercing, or slashing damage (depending on their nature) if their damage die would be smaller. You can use creatures you are grappling as improvised weapons with the Thrown 5/10 property. If they are one or more sizes smaller than you, they gain the Light property. When you make an attack using a creature or object as a weapon, you can choose to deal damage equal to your Strength modifier to the creature or object you are using as a weapon.

Flexible Style

Additionally at 3rd level, you can apply the benefit of any Fighting Style you know to any weapon attack (including unarmed strikes and improvised weapons). If you have multiple Fighting Styles you may pick one which the attack benefits from. Additionally, at the end of a long rest, you can change your Fighting Style selection.

Endurance

Beginning at 7th level, you gain a remarkable ability to shrug off blows. When you use your Second Wind feature, you gain resistance to bludgeoning, piercing, and slashing damage until the start of your next turn.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Brutal Blows

Starting at 15th level, the minimum damage die of your attacks becomes 1d10 (up from 1d8).

Additionally, when you choose to deal damage to a creature or object you are using as a weapon, it takes damage equal to the damage dealt by the attack.

Legendary Feat

At 18th level, you can perform legendary feats that defy all common sense. Before you make an attack roll, saving throw, or Strength, Dexterity, or Constitution ability check, you can make it a legendary feat, adding your Fighter level to the roll.

Once you do so, you cannot do so again until you complete a short or long rest.

Brawler Quirks

The following are some optional quirks for a player of this Archetype to choose from—these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

d6	Quirk
1	The real weapons were the friends you met along the way.
2	You have never let a villain finish their whole monologue.
3	You are banned from entering ceramics shops.
4	You feel disappointed when a fight ends before you are able to use every freestanding object as a weapon.
5	You don't even exercise or train, you've always been this strong.
6	Life is but a series of hoodlums to toss through bar windows.

Champion

Champions strive for perfection—exemplars of form and fitness, they represent masters of straightforward martial prowess.

Champion Features

Fighter Level	Feature
3rd	Improved Critical, Improved Fighting Style
7th	Athletic Champion
10th	Additional Fighting Style
15th	Determination
18th	Survivor, Fighting Mastery

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

This bonus increases at 7th level (to scoring a critical hit on a roll of 18–20), and again at 15th level (to scoring a critical hit on a 17–20).

Improved Fighting Style

Additionally at 3rd level, your selected Fighting Style is further refined. You gain the following the bonus based on your Fighting Style:

- **Archery:** You gain a +1 bonus to damage rolls you make with ranged weapons when benefiting from this Fighting Style.
- **Defense:** All damage taken is reduced by 1 while wearing armor when benefiting from this Fighting Style
- **Dueling:** You gain a +1 bonus to attack rolls you make while wielding a weapon in one hand and not wielding another weapon when benefiting from this Fighting Style.
- **Great Weapon Fighting:** You can add half of your Strength modifier (rounded down) to damage rolls made with melee weapons you are holding in both hands while benefiting from this Fighting Style.
- **Protection:** You gain a second reaction action which can only be used on the reaction granted by this style (allowing you to use it and one other reaction, or to use it twice).
- **Two Weapon Fighting:** Attacking with your second weapon no longer requires your bonus action, but you can make that attack only once per turn while benefiting from this Fighting Style

Athletic Champion

Starting at 7th level, you gain proficiency in Athletics. If you already have proficiency in Athletics, you gain Expertise in Athletics, allowing you to add twice your Proficiency bonus to Athletics checks.

Additionally, you gain a climbing and swimming speed equal to your walking speed, and your jumping distance is doubled.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature. You gain the benefits of Improved Fighting Style with this second Fighting Style as well.

Determination

Starting at 15th level, you can attempt to use your physical prowess to break through magical effects that are otherwise physically impassable. As an action, you can make a Strength (Athletics) check against the spell save DC of the caster to attempt to force your way through magical barriers or effects. On success, you can move through the effect, spending four feet of movement for each foot moved through the effect.

Survivor

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Fighting Mastery

Additionally at 18th level, you learn all the Fighting Styles available to the Fighter.

Champion Quirks

The following are some optional quirks for a player of this Archetype to choose from—these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

d6	Quirk
1	If there's a problem that can't be solved by applying swords, you haven't encountered and applied swords to it yet.
2	No one can convince you that marching boldly towards danger is not a valid plan.
3	You keep training and evolving your unique fighting style.
4	If the wizard is so smart how come he can't outsmart a sword.
5	You've never turned down a challenge of arms.
6	You can't resist a damsel of any gender in distress.

Crusader

Crusaders are fighters that serve a faith, often zealously so. They may be directly in the service of god, belong to an order of some kind, or have taken up a more personal cause. They wield powers that let them protect themselves from the evils of their foes and purge that which defies them.

Some see them as similar to Paladins, but mistaking them for one can be a fatal mistake, as Crusaders are not restrained by an oath: enacting the will of the higher power they serve without such fetters.

Crusader Features

Fighter Level	Feature
3rd	Spellcasting, Devout Doctrine
7th	Fervent Zeal
10th	Strength of Faith
15th	Purifying Powers
18th	Unbreakable Conviction

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list.

Cantrips

You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots

The Crusader Spellcasting table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher

You know three 1st-level cleric spells of your choice from the cleric spell list.

The Spells Known column of the Crusader Spellcasting table shows when you learn more cleric spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through faith and conviction. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

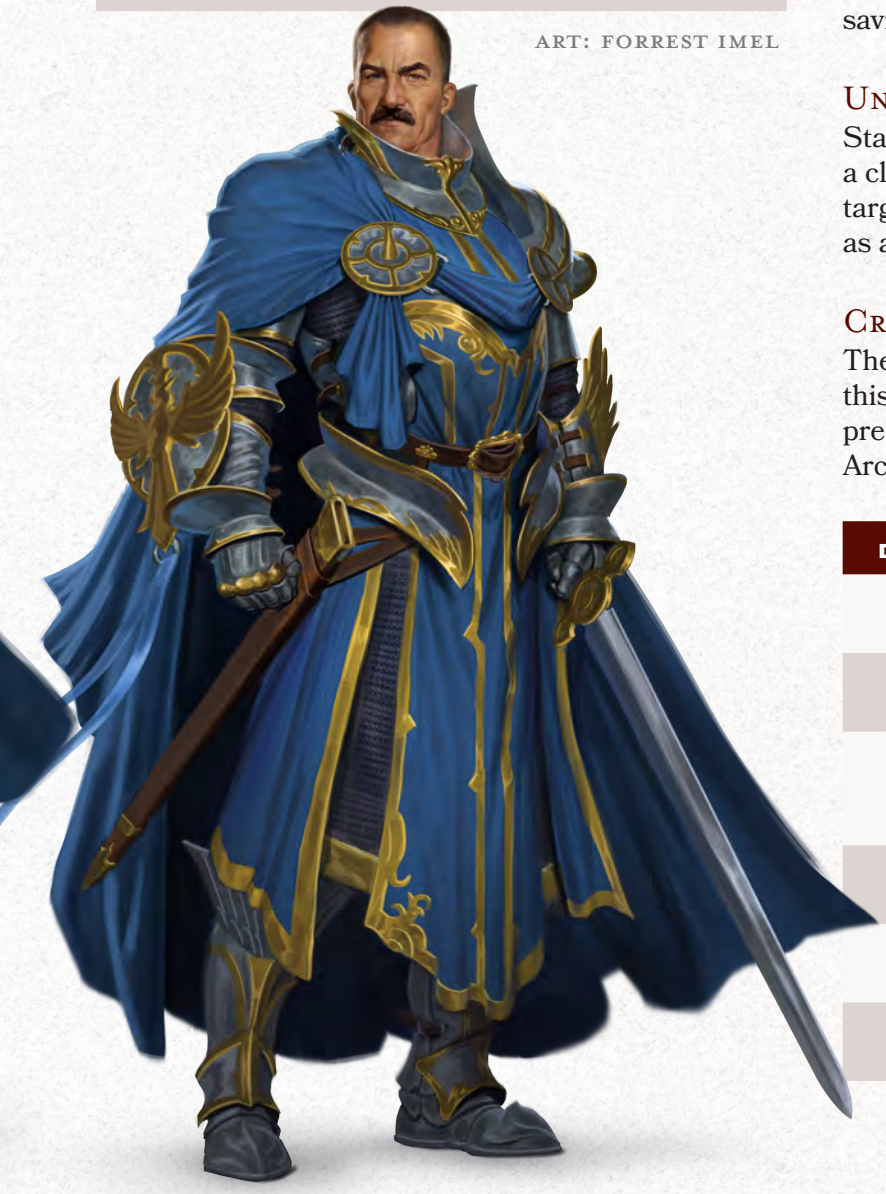
Crusader Spellcasting

Level	Spells Known	1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—



Level	Spells Known	1st	2nd	3rd	4th
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1

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Devout Doctrine

Additionally at 3rd level, you gain proficiency in the Religion skill and gain the ability to use a holy symbol as your spell casting focus for your cleric spells. If you are already proficient in Religion, you can gain proficiency in another skill of your choice.

Fervent Zeal

Beginning at 7th level, when you cast a spell that targets yourself (it does not have to target only you), you can make one weapon attack as a bonus action.

Strength of Faith

Starting at 10th level, you can add half of your Strength or Dexterity modifier (your choice, rounded down) to your spell save DC and spell attack modifier for Cleric spells.

Purifying Powers

Starting at 15th level, your powers shield you from the foul magics of heretics. When you are concentrating on a cleric spell, you have advantage on saving throws against spells.

Unbreakable Conviction

Starting at 18th level, while you are concentrating on a cleric spell that targets you (it does not have to target only you), your concentration can't be broken as a result of taking damage.

Crusader Quirks

The following are some optional quirks for a player of this Archetype to choose from—these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

d6	Quirk
1	Your cause is just, your cause is holy! The gods will you to victory!
2	You are ever so slightly more treasure motivated than your Paladin counterparts.
3	You speak about a "holy land" in a way that doesn't demonstrate a strong understanding of geography.
4	You wear a distinctive helmet at all times, even when you sleep.
5	You consistently underestimate foes of a different faith than your own.
6	You'd sack a hundred allied cities just to raid a single enemy stronghold.

Green Knight

The Green Knight is a fighter who draws on the power of nature to imbue their attacks with the strength of the earth itself. They are fierce defenders of the natural world, sworn to protect it at all costs.

Green Knight Features

Fighter Level	Feature
3rd	Spellcasting, Nature's Blessing, Verdant Weapon
7th	Regrowth
10th	Ancient Warding
15th	Immortal Regeneration
18th	Primal Command

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the druid spell list.

Cantrips

You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

Spell Slots

The Green Knight Spellcasting table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher

You know three 1st-level druid spells of your choice from the druid spell list.

The Spells Known column of the Green Knight Spellcasting table shows when you learn more druid spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Green Knight Spellcasting

Level	Spells Known	1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1

Nature's Blessing

Starting at 3rd level, you gain proficiency with the Nature skill and gain the ability to use a druidic focus as your spellcasting focus for your druid spells. If you are already proficient in Nature, you gain proficiency in another skill of your choice.

Verdant Weapon

Additionally at 3rd level, you learn the *shillelagh* cantrip. This does not count against your cantrips known. You can target any weapon with it, but when targeting a weapon other than a club, quarterstaff, or greatclub, its effect does not change the damage dice. When you target a greatclub, the damage dice becomes 1d12.

Regrowth

Beginning at 7th level, you gain an additional use of your Second Wind feature, allowing you to use it again before you need to complete a rest.

Ancient Warding

At 10th level, when you use your Indomitable feature to reroll a saving throw against a magical effect, you can add your proficiency bonus to the result (potentially adding twice your proficiency bonus if you are already proficient in the save).

Immortal Regeneration

Starting at 15th level, your Second Wind feature restores an additional 1d10 hit points, and you can use your Second Wind feature while you are Incapacitated and could otherwise not take actions.

Primal Command

Starting at 18th level, when you cast a Druid spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting. Once you do this, you cannot do so again until you complete a short rest.

Green Knight Quirks

The following are some optional quirks for a player of this Archetype to choose from—these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

d6	Quirk
1	The nature shrine you swore to defend was profaned, you journey to restore balance.
2	You keep to a convoluted code of chivalry not based on the rules of society.
3	There are vines growing out of your armor.
4	Your conversations with hunters often come to blows.
5	Just as a bear has teeth and claws, you have armor and weapons.
6	Nature cannot defend itself... but its enemies cannot defend themselves from you.



STOCK ART

Spiritsworn

A Spiritsworn fighter is one that masters their martial prowess in tandem with a special spirit weapon, forming an unbreakable bond of shared growth and becoming a peerless martial team.

Spiritsworn Features

Fighter Level	Feature
3rd	Spirit Weapon, Bonded Fighting Style, Spirit Magic
7th	Advanced Weapon Formation, Empowered Strike
10th	Second Senses
15th	Empowering Bond
18th	Synchronized Assault

Spirit's Nature

The nature of the spirit that forms this archetype's spirit weapon is open ended. You can roll from the following table, pick one that suits the character, or invent an entirely unique relationship between the spirit and fighter

d6	Spirit Type
1	A manifestation of your own mystical aura, it represents your will to fight.
2	A fey spirit that has become inseparably bonded to you.
3	A celestial entity that chose you for a destiny or task.
4	An heirloom weapon passed down through your family, inhabited by an ancestral spirit.
5	A fiendish spirit granted as part of an infernal contract paid at a terrible price.
6	A mysterious piece of your shadow.

Spirit's Aspect

Though the spirit's primary function is that of a weapon, it is a magical entity that forms a mystic bond with the fighter, granting them unique powers.

You can roll on the following table for the primordial aspect, or select one that suits the character. The selection expands the subclass spell list, found at the end of the subclass.

d6	Spirit's Power
1	Fire
2	Ice
3	Storm
4	Illusion
5	Gravity
6	Nature

Spirit Weapon

Starting at 3rd level when you select this archetype, you become permanently bonded to a special spirit that can manifest into the form of any weapon or pair of weapons you are proficient with. You can manifest the spirit as a bonus action, and it lasts until you spend a bonus action to return it to its intangible form. The spirit is typically intangible and imperceptible to anyone other than you when not manifested.

While it is manifested, you can change its form as a bonus action. If you are ever more than 300 feet from the weapon, or enter a different plane, the spirit returns to you in its intangible form, while its weapon form vanishes.

If the spirit manifests as a ranged weapon, it manifests with one piece of ammunition already loaded. Further attacks require ammunition (and loading, if applicable) as necessary. Each time you change the form of your Spirit Weapon, it reforms in your hand.

As part of a long rest, the spirit can absorb a magic weapon as long as that weapon is not a sentient weapon. When it does so, the spirit gains any bonus to attack and damage rolls that weapon has, and can perfectly imitate that weapon (though only gains any property other than a bonus to attack and damage rolls when mimicking the absorbed weapon). It can have one weapon absorbed in this way at a time, and absorbing a new weapon returns the previously absorbed weapon.

Bonded Fighting Style

When you gain your Spirit Weapon, your ability and prowess at fighting becomes linked to it. Whenever you manifest your spirit, you can change your Fighting Style to apply to the weapon type it has formed as (for example, if you form it as a rapier, you can gain the Dueling Fighting Style). You may revert your Fighting Style to its original choice when you dismiss your Spirit Weapon.

Spirit Magic

Additionally at 3rd level, your link to a mystical spirit grants you the ability to use certain magic through it. Your Spirit Weapon counts as an arcane focus, and is considered worth the value of the weapon it takes the form of when being used as a material component for spells.

Spell Slots

The Spiritsworn table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher

You learn two spells of your choice from the Spiritsworn spell list. You gain additional spells based on the spirit's aspect, listed at the end of this class. The Spells known column shows when you learn more spells of 1st level or higher. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the Spiritsworn spell list. Spells gained from the spirit's aspect cannot be replaced. The new spell must be of a level for which you have spell slots.

Spellcasting Ability

Your spell casting ability is Wisdom, with your spells being an expression of bond with a spirit. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for spells you can cast, and when you make an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spiritsworn Spellcasting

Level	Spells Known	1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1

Advanced Weapon Formation

Starting at 7th level, when you manifest or morph your Spirit Weapon, you can take advantage of its unique nature to imbue it with exotic properties that would otherwise be impossible. You can select one of the following properties when you manifest or change its form:

- **Enlarged Form.** The Spirit Weapon grows one size larger, but your bond with it allows you to wield it effortlessly. It deals an additional 1d4 damage on hit.
- **Extended Form.** The weapon narrows and extends, gaining the Reach property. If it already has the reach property, its reach increases by 5 feet.
- **Shield Form.** The spirit can take the form of a Shield, and you can equip it as part of its manifestation or when it changes its form. If the spirit's weapon form has a bonus to attack and damage rolls, that bonus becomes a bonus to AC while in this form. You can form both a shield and weapon at the same time.

Empowered Strike

Additionally at 7th level, you gain the ability to empower your weapon with its aspect. When you manifest or change the form of your Spirit Weapon, you can expend a spell slot of 1st level or higher. When you do so, the first time you deal damage with it before dismissing or changing its shape again, it deals an additional 2d6 damage of a type matching it's aspect (fire, cold, lightning, psychic, bludgeoning, or acid respectively) + 1d6 for each level of the spell slot above 1st. The effect expires if unused after 1 minute.

Second Senses

Starting at 10th level, your spirit's ability to share your senses allows it to forewarn and assist you. You gain proficiency in the Perception skill. If you are already proficient, you gain expertise in the Perception skill, meaning you can add twice your proficiency bonus to Perception ability checks.

Additionally, this heightened awareness gives you proficiency with Dexterity saving throws against effects you can see.

Empowering Bond

Starting at 15th level, when you cast a spell using your Spirit Weapon as an arcane focus, you gain a bonus to your spell save DC and saving throws to maintain concentration on it equal to any bonus to attack rolls your Spirit Weapon has (minimum +2).

Synchronized Assault

Starting at 18th level, manifesting or changing the form of your Spirit Weapon no longer requires a bonus action. You can cause it to take any form it could normally take at will during your turn, no action required. Once per turn, when manifesting the weapon or changing the form of your weapon, you can gain advantage on the next attack you make before the end of your turn.

Weapon Magic

1st-Level Spells

- Arcane Weapon[K]
- Blade Mirage[K]
- Electrify[K]
- Explosive Deflection[K]
- Gale Bolt[K]
- Heavy Blow[K]
- Infinite Edge[K]
- Multishot[K]
- Returning Weapon[K]

2nd-Level Spells

- Alacrity[K]
- Burning Strike[K]
- Crescent Wind Slash[K]
- Iron Wind Strike[K]
- Instant Counter[K]
- Magic Weapon
- Spirit Echo[K]
- Wind Cutter[K]
- Windsense[K]

3rd-Level Spells

- Dispel Magic
- Haste
- Whirling Conflagration[K]

4th-Level Spells

- Dimension Cutter[K]
- Fire Shield
- Freedom of Movement
- Stoneskin
- Quicksilver Steps[K]

Spirit Type

Fire

Fighter Level	Spells
3rd	*burning hands*
7th	*scorching ray*
13th	*fireball*
19th	*wall of fire*

Gravity

Fighter Level	Spells
3rd	*feather fall*
7th	*levitate*
13th	*fly*
19th	*orbital stones*[K]

Ice

Fighter Level	Spells
3rd	*arctic breath*[K]
7th	*cold snap*[K]
13th	*sleet storm*
19th	*ice storm*

Illusion

Fighter Level	Spells
3rd	*disguise self*
7th	*mirror image*
13th	*major image*
19th	*greater invisibility*

Nature

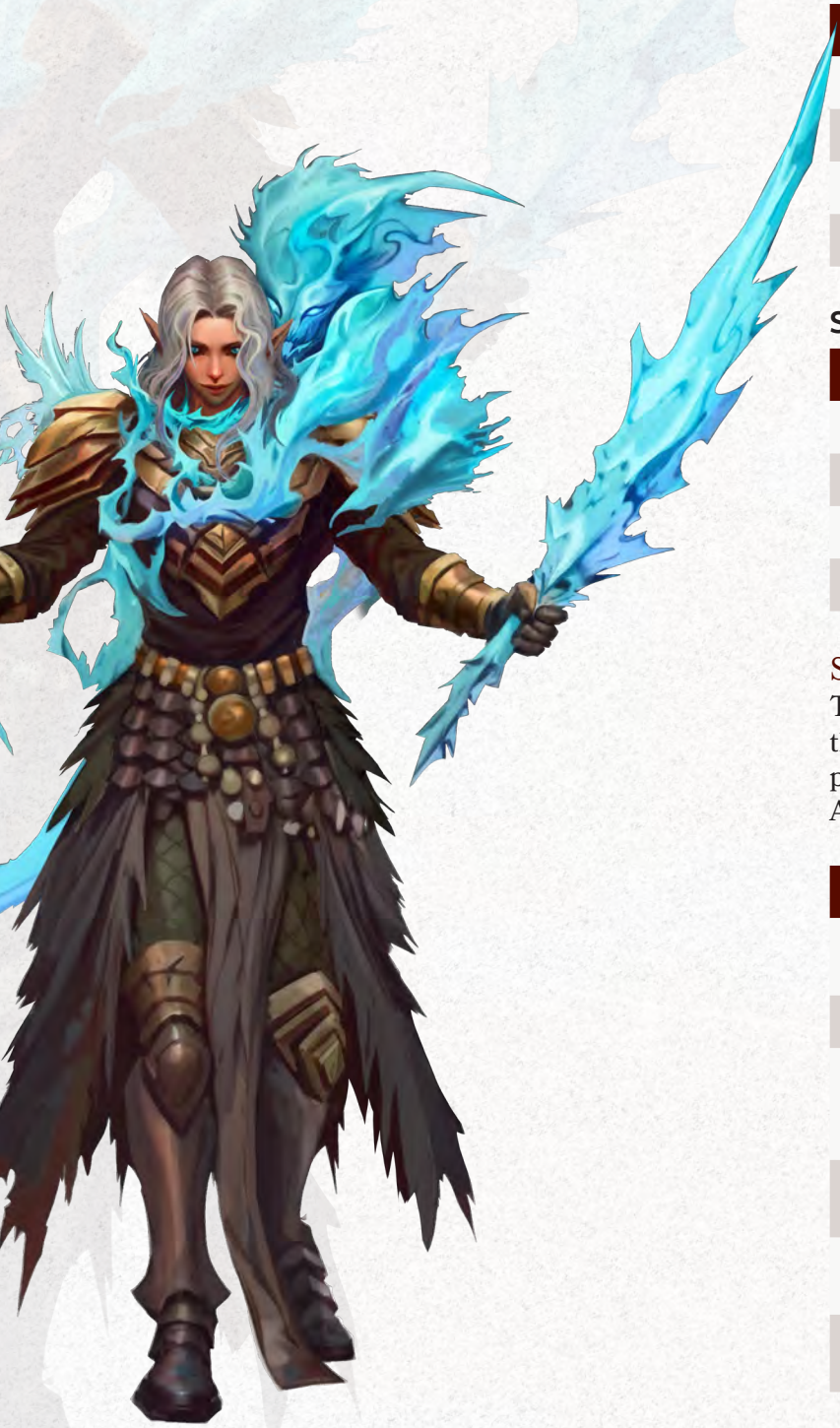
Fighter Level	Spells
3rd	*entangle*
7th	*sprout tree*[K]
13th	*plant growth*
19th	*carnivorous garden*[K]

Time

Fighter Level	Spells
3rd	*longstrider*
7th	*hold person*
13th	*slow*
19th	*split timeline*[K]

Storm

Fighter Level	Spells
3rd	*gale bolt*[K]
7th	*hurricane slash*[K]
13th	*lightning bolt*
19th	*jumping jolt*[K]



ART: TRUNG TIN SHINJI

Spiritsworn Quirks

The following are some optional quirks for a player of this Archetype to choose from—these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

d6	Quirk
1	Your spirit weapon gets duller if you do things it doesn't like.
2	Normal weapons disgust you.
3	You hope one day to manifest spirit armor, spirit clothes and even spirit undergarments.
4	Eventually you'd like to teach all your companions how to bond their own spirits.
5	Your spirit weapon has a preference on which form is the most heroic.
6	Your spirit weapon thinks that it's the one wielding you.

Monk

Way of the Elements

Monks who follow the Way of the Elements harness the primal forces of nature, blending martial prowess with elemental mastery. These monks attune themselves to the natural world, channeling the raw power of the elements into their physical and spiritual practices. By focusing their ki, they can unleash the fury of fire, the fluidity of water, the stability of earth, and the swiftness of air, transforming themselves into living avatars of elemental energy.

Way of the Elements Features

Monk Level	Feature
3rd	Elemental Techniques
6th	Force of Nature
11th	Empowered Techniques
17th	Elemental Avatar

Elemental Techniques

When you choose this tradition at 3rd level, you learn elemental techniques that allow you harness elemental powers to unleash them at your command. You learn three techniques of your choice, which are detailed in the "Elemental Techniques" section below. You learn two additional techniques of your choice at 6th, 11th, and 17th level.

Elemental Techniques that involve attack rolls can only be performed when using unarmed strikes or monk weapons. If an element technique uses has a saving throw, it uses your Ki Save DC. Any spells cast through Elemental Techniques require no verbal or material components, but always require a somatic component.

Whenever you gain a new level in this class, you can replace one elemental technique you already know with a different technique.

You can spend a number of ki points on mystical techniques equal to your proficiency bonus, after which you cannot spend more ki on Elemental Techniques until the start of your next turn.

Force of Nature

Starting at 6th level, You learn the Bend the Earth, Control the Flames, Gust the Wind, and Shape the River Elemental Techniques. These do not count against your Elemental Techniques. If you already know any of these techniques, you select a new technique to replace it.

Empowered Techniques

Starting at 11th level, at the start of your turn, you gain 1 free ki point you can spend on an Elemental Technique before the start of your next turn. If it is not spent before the start of your next turn, it is lost.

Elemental Avatar

At 17th level, You learn the *form of fire*[K], *form of ice*[K], *form of stone*[K], *form of water*[K], and *form of wind*[K] spells. Where these spells require a saving throw, they use your Ki Save DC. You can cast them by expending 6 ki points.

Additionally, you can activate all of them at the same time, casting *form of the elements*[K] without expending a spell slot or ki points. Once you do so, you cannot do so again until you complete a long rest.

Specialized Element Monks

Some players may want to represent a monk that specializes in a single element rather than mastering a breadth of them. For the most part, this subclass can represent that without any changes, but the Force of Nature and Elemental Avatar abilities assume the presence of multiple elements.

A variant version you can allow is to limit both of those to the chosen element (and limit elemental techniques to the chosen element, but grant two additional elemental techniques, granted at 6th and 17th level in exchange for the more narrow mastery of their field.

Elemental Techniques

The elemental techniques are presented in alphabetical order. If a technique requires a level, you must be that level in this class to learn the technique.

Arms of Stone (1+ Ki). Your arms become stone until the start of your next turn (no action required). For the duration, your melee attack damage and AC increase by the number of ki points spent.

Bend the Earth (1 Ki). You can cast *manipulate earth*[K] as a bonus action. You can use this technique as an action without spending a ki point.

Control the Flames (1 Ki). You can cast *manipulate fire*[K] as a bonus action. You can use this technique as an action without expending a ki point.

Elemental Power (1+ Ki). You learn one spell from the Elemental Spell List. You can cast this spell by expending ki point to equal to the level of the spell (cantrips cost 0 ki). You can cast 1st level or higher spells at higher levels by expending additional ki, increasing the level of the spell for each ki spent, up to the limit of ki you can spend in a turn.

You can select this elemental technique multiple times, selecting a different elemental spell each time.

When you spend an action to cast a spell from this feature, you can make a single unarmed strike as a bonus action.

Fangs of the Fire Snake (1–2 Ki). Your unarmed strikes become tendrils of fire until the start of your next turn (no action required). Your reach with unarmed strikes increases to 15 feet, and your unarmed strikes deal fire damage. You can spend an additional ki point to increase the damage of your unarmed strikes during the duration by your martial arts die for the duration.

Fist of Unbroken Air (1+ Ki). As an attack as part of the attack action, you can launch a blast of compressed air at a creature within 30 feet. On hit, the target takes damage equal to two rolls of your martial arts die + your Dexterity modifier and must make a Strength saving throw or be knocked 10 feet away from you. You can spend additional ki on this technique, increasing the damage dealt by your martial arts die and the distance knocked back by 10 feet for each ki point spent.

Gust the Wind (1 Ki). You can cast *manipulate wind*[K] as a bonus action. You can use this technique as an action without spending a ki point.

Shape the River (1 Ki). You can cast *manipulate water*[K] as a bonus action. You can use this technique as an action without spending a ki point.

Skyward Leap (1+ Ki). As a bonus action, you jump 20 feet per ki spent and can hover as if under the effect of the levitate spell by concentrating (as if concentrating on a spell) until the end of your next turn. You can end this concentration at any time.

Water Whip (1+ Ki). As an attack as part of the attack action, you can create a whip of water and attack a creature within 30 feet of you with it. On hit, the target takes damage equal to two rolls of your martial arts die + your Dexterity modifier and must make a Strength saving throw. On failure, it is either knocked prone or pulled up 25 feet closer to you. You can spend additional ki on this technique, increasing the damage dealt by your martial arts die.



ART: FORREST IMEL

Elemental Spell List

Cantrips (0 Level)

Fire Bolt
Rock Slam
Water Bullet
Windborne Weapon

1st Level

Arctic Breath[K]
Burning Hands
Crashing Wave[K]
Create Pit[K]
Elemental Orb[K]
Entomb[K]
Gale Bolt[K]
Feather Fall
Lightning Tendril[K]
Stone Fist[K]
Thunder Punch[K]
Thunderwave
Water Blast[K]

2nd Level (5th Level Required)

Become Fire[K]
Become Stone[K]
Become Water[K]
Become Wind[K]
Crescent Wind Slash[K]

Cold Snap[K]
Crackle[K]
Dancing Wave[K]
Dragon Surge[K]
Earth Ripple[K]
Elemental Exhalation[K]
Hurricane Slash[K]
Levitate
Gust of Wind
Shatter
Scorching Ray
Stone Pillar[K]

3rd Level (9th Level Required)

Arctic Aura[K]
Fireball
Fire Cyclone[K]
Flash Freeze[K]
Fly
Gaseous Form
Meld into Stone
Quicksand[K]
Seismic Wave[K]
Sleet Storm
Vortex Blast[K]
Water Breath
Water Cannon[K]
Waterspout[K]
Wind Wall
Waterspout[K]
Water Walk

4th Level (13th Level Required)

Aero Barrage[K]
Control Water
Geyser[K]
Fire Shield
Ice Spike[K]
Jumping Jolt[K]
Orbital Stones[K]
Suffocate[K]
Stone Coffin[K]
Stoneskin
Wall of Fire

5th Level (17th Level Required)

Burial Barrage[K]
Cone of Cold
Fissure[K]
Pressure Cutter
Sky Burst[K]
Tornado[K]
Wall of Stone

Way of the Elements Quirks

The following are some optional quirks for a player of this Way to choose from—these can be either preexisting, signaling their fated path toward this Way, or appear after they select this Way.

d6	Quirk
1	Don't tell the other elements, but one of them is your favorite.
2	You take on the personality of the last element you channeled.
3	Your morning stretching routine requires a lot of open space... and nothing flammable nearby.
4	You can dodge every raindrop in the storm.
5	Instead of doors, you prefer to leap through windows like a gentle breeze.
6	When you meditate you turn remarkably stonelike.

Way of the Outcast

An Outcast is a monk that has lost their Way. Trained in the basics of the style, they have abandoned the rigorous discipline and philosophy of their tradition, and are usually now enrolled only in the school of hard knocks.

Having been trained in the fundamentals of the art of ki, these monks choose as often as not to apply that art to tavern brawls and street fights. Much to the horror of many more formal monks, their rough and tumble lifestyle tends to be a solid source of further training.

With great power comes great responsibility? These monks are going to stick with just the great power, thank you very much. Almost always Chaotic, they can range the spectrum from Good to Evil and everything in between just as easily. A distaste for the rigorous philosophy of an order does not mean a penchant for Evil, but Evil and vice can sometimes lead a monk down this road.

Way of the Outcast Features

Monk Level	Feature
3rd	Off the Wagon, Bonus Proficiencies, Pragmatism
6th	Soak It Up
11th	Where It Hurts
17th	Lean into It

Off the Wagon
Meditating to regain your ki points can now include things such as playing cards, drinking ale, smoking leafy matter of various types, or other relaxing activities that reset the stress of all that punching.

Bonus Proficiencies
At 3rd level, you gain proficiency in the Athletics skill, or another skill of your choice if you are already proficient in Athletics.

Pragmatism
At 3rd level, you embrace a more pragmatic view, gaining the following benefits:

- **Improvised Monk Weapons.** You have proficiency in improvised weapons. Improvised melee weapons count as Monk weapons for you.
- **Matter Over Mind.** You gain proficiency in light armor and medium armor, and gain the benefits of Martial Arts and Unarmored Movement while wearing it.
- **Function Over Form.** You can use your Strength modifier in place of your Wisdom modifier for calculating your Ki Save DC.

You gain the following additional Pragmatic Techniques you can spend ki on.

Kick 'em While They're Down (1 Ki). When you hit a target that is prone, restrained, or incapacitated, you can expend a ki point to deal additional damage equal to two rolls of your Martial Arts die.

Unexpected Technique (1 Ki). When you make a grapple check, you can expend a ki point to add your Martial Arts die to the roll. You can do this after the contested roll, and it can potentially turn a failure into a success. On success, the target takes damage equal to the amount rolled on the added die.

Soak It Up
At 6th level, your extensive training in the art of getting hit with bar stools and broken bottles grants you increased endurance. When you roll initiative you gain temporary hit points equal to your Constitution modifier + your proficiency bonus. These temporary hit points are refreshed any time you take the Dodge action.

Where It Hurts
At 11th level, when you use Stunning Strike on a critical hit or on an attack made against an enemy that was unaware of you, the target has disadvantage on their saving throw against being stunned.

Lean into It
At 17th level, you have thrown your fair share of walloping hits, and know how to make them reliably. You can forgo adding your proficiency bonus to an attack roll with an unarmed strike or melee monk weapon. When you do so, you can add twice your proficiency bonus to the damage roll.

How Outcasts Come to Be
How a monk becomes an Outcast can vary—maybe they only ever received incomplete training from a passing mentor that died or left, or maybe they were outright expelled from their Order. Alternatively, at your DM's discretion this could be a later in life development if a player becomes disenchanted with their Monastic Tradition.

Way of the Outcast Quirks
The following are some optional quirks for a player of this Way to choose from—these can be either preexisting, signaling their fated path toward this Way, or appear after you commit yourself to this Way.

d6	Quirk
1	You view the belch as a harmonic art form.
2	You call your scars the marks of your monastic order.
3	You feel you can only reach your full power after issuing a one-liner.
4	Occasionally you accidentally achieve enlightenment and have to drown it out with ale. Old habits die hard.
5	You refer to taverns as temples to your god.
6	You prefer not to hit someone with the same thing twice. That would allow them to get used to it.

Way of the Sword Saint

Monks of the Way of the Sword Saint train in dedication to mastering a level of weapon expertise that surpasses normal limitations. They can strike like the wind, step into the sky, or even sunder stone. Though they most often treat their mastery of the weapons as an art, seeking spiritual understanding through martial perfection, turning this art to more practical ends can result in very deadly encounters for their foes.

Way of the Sword Saint Features

Monk Level	Feature
3rd	Mystical Techniques, Weapon Mastery
6th	Perfect State
11th	Empowered Techniques
17th	Flawless Form

Mystical Techniques

When you choose this tradition at 3rd level, you learn Mystical Techniques that allow you to unleash supernatural feats with your weapons. You learn three techniques of your choice, which are detailed in the "List of Mystic Techniques" section below. You learn two additional techniques of your choice at 6th, 11th, and 17th level.

Mystical Techniques can only be performed with unarmed strikes or monk weapons. If a Mystical Technique uses a DC, it uses your Ki Save DC.

Whenever you gain a new level in this class, you can replace one Mystical Technique you already know with a different technique.

You can spend a number of ki points on Mystical Techniques equal to your proficiency bonus, after which you cannot spend more ki on Mystical Techniques until the start of your next turn.

Weapon Mastery

Additionally at 3rd level, you can choose to master a weapon that would not normally be a monk weapon. Choose a simple or martial melee weapon that lacks the heavy and special properties. You gain proficiency in the weapon, and it becomes a monk weapon for you. You can choose an additional weapon in this way at 6th, 11th, and 17th level.

Perfect State

At 6th level, your weapon becomes an extension of yourself, flowing naturally with your abilities.

Empowered Weapons. Your attacks with your Monk Weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Blade Flurry. When you make a Flurry of Blows, you can make the additional attacks with a Monk Weapon.

Empowered Techniques

Starting at 11th level, at the start of your turn, you gain 1 free ki point you can spend on a Mystic Technique before the start of your next turn. If it is not spent before the start of your next turn, it is lost.

Flawless Form

At 17th level, your mastery of the weapons allows you eliminate any room for error. If you miss with an attack roll using a monk weapon on your turn, you can reroll the attack. You can only do this once on each of your turns.

List of Mystic Techniques

The Mystic Techniques are presented in alphabetical order. If a technique requires a level, you must be that level in this class to learn the technique.

Agile Defense (1 Ki). As a reaction to being attacked, you can attempt to parry the attack, rolling your Martial Arts die and increasing your AC by the value rolled against the attack. If the attack still hits, you reduce the damage taken by the value rolled + your proficiency bonus.

Cut the Weave (3 Ki) *(6th level required).* You cast *dispel magic* with a range of 5 feet. Alternatively, as an attack as part of the attack action, you can attempt to open a 5-foot by 5-foot hole in a magical barrier, lasting until the start of your next turn. Make a weapon attack treating the magical effect as having an AC equal to the spellcaster's spell save DC (your DM determines what magical barriers this might work on).

Dancing Weapon (1 Ki). As a bonus action, you infuse a monk weapon you are holding with ki, causing it to animate with your will. Until the end of your next turn, when you make an attack you can attack with it as if you were holding it, causing it to fly up to 30 feet before striking a target. It returns to you after any attacks made this way.

Deft Attack (1 Ki). When you make an attack roll, you can gain advantage on the attack. If the attack hits, you can add your Martial Arts die to the damage dealt.

Dimension Slash (4 Ki) *(11th level required).* You can cast *dimension cutter*[K].

Distracting Strike (1 Ki). When you hit a creature with a weapon attack, it deals additional damage equal to your Martial Arts die and leaves an opening for the next attack. The next attack against that creature has advantage.

Imparted Force (1–3 Ki). When you hit a target with an attack, you can expend up to 3 ki points and roll a number of Martial Arts die equal to the ki spent, dealing damage to the target equal to the result and forcing it to make a Strength saving throw. On failure, they are pushed 10 feet for each ki point spent.

Instant Strike (1 Ki). As a reaction to a creature moving within your reach, you can make a melee weapon attack against them.

Iron Wind Strike (2+ Ki). You can cast *iron wind strike*[K], casting it at a level equal to the Ki spent.

Sever Soul (6 Ki) *(17th level required).* When you strike a creature, you can attempt to sever its soul. The target must make a Constitution saving throw. On failure, they take necrotic damage equal to 6 rolls of your Martial Arts die. If this damage reduces them to 0 hit points, they die. Otherwise, they gain a level of exhaustion. On pass, they take half as much damage, and suffer none of the other effects.

Sharpen the Blade (1–3 Ki) *(6th Level Required).* You can infuse a monk weapon you are holding with ki, granting it a bonus to attack and damage rolls equal to the ki spent for 1 minute (no action required). This bonus can stack with an existing bonus a weapon has, but the total bonus cannot exceed +3.

Slashing Spin (1 Ki). As an attack as part of the attack action, you can whirl your blade in a circle, forcing all creatures within 5 of you feet to make a Dexterity saving throw. On failure, they take damage equal to a roll of your Martial Arts die + your Dexterity modifier, or half as much on success.

Skyward Leap (1+ Ki). As a bonus action, you jump 20 feet per ki spent and can hover as if under the effect of the *levitate* spell by concentrating (as if concentrating on a spell) until the end of your next turn. You can end this concentration at any time.

Steel Wind Strike (5 Ki). You can cast *flickering strikes*[K].

Sundering Strike (2 Ki) *(Requires 11th level).* When you strike a target, you can empower the attack with destructive ki. If you are attacking an object that is not being worn or carried, the attack becomes a critical hit and deals double damage to the object. If the target is a creature, it takes damage equal to two rolls of your Martial Die, and if it is using nonmagical armor or a nonmagical shield, it must make a Constitution saving throw. On failure, you can destroy its shield or damage its armor (reducing its AC by 2).

Sword Spirit (2 Ki) *(Requires 6th level).* You can cast *spirit echo*[K].

Vaulting Strike (1 Ki). When you hit a target with an attack, you can expend a ki point to deal additional damage to the target equal to a roll of your Martial Arts die and leap over the target, landing in an occupied space adjacent to them.

Way of the Sword Saint Quirks

The following are some optional quirks for a player of this Way to choose from—these can be either preexisting, signaling their fated path toward this Way, or appear after they select this Way.

d6	Quirk
1	Life is a sword measuring contest.
2	In combat you loudly yell the attack name for each of your moves.
3	You deeply believe all other weapon types are way less cool than swords.
4	You ask other warriors for the stories behind their weapons.
5	One can never have too many swords, surely you'll wield them all someday.
6	Cooler looking swords definitely do more damage than mundane ones.

Paladin

Oath of Silence

The Oath of Silence is taken by those that have seen the chaos of the world and have chosen to take a stand. Rather than shout over the clamor, they lead by example and action, showing that the world needs not fiery rhetoric or the manipulations of honeyed words, but people to act as they should with purpose and pride.

Paladins of this oath can come from many backgrounds and espouse endless variants of their conviction, but most often tend to be Lawful. They often believe that the power of words should be in the reason and virtue they carry, rather than volume or, worst of all, manipulating magics that twist the minds of those they fall on.

Tenets of Silence

Though the exact words and strictures of the Oath of Silence vary, paladins of this oath share these tenets.

Temperance. Whispering in silence conveys greater power than shouting in clamor.

Precision. Speak with purpose and say what must be said.

Sanctuary. Be the port in the storm, be the tranquility in the chaos.

Purpose. Actions speak louder than words. Let your sword and shield be your voice.

Sacred. Be wary of those that use their voice to bend the world to their will for their own gain, and rebuke those that use their voice to bend creatures to their will for their own gain.

Oath of Silence Features

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Aura of Serenity
15th	Rebuke
20th	Ordered World

Channel Divinity

Shroud of Silence. As a bonus action, you present your holy symbol and whisper a prayer, shrouding one creature within 60 feet in an aura of silence. For 10 minutes, the target makes no noise. It cannot speak (including the verbal components of spells) and gains advantage on Dexterity (Stealth) ability checks.

An unwilling creature makes a Wisdom saving throw against your spell save DC to prevent the effect when targeted, and can repeat the saving throw at the end of each of their turns to end the effect on a success.

Sanctuary of the Sacrosanct. As an action, you present your holy symbol and whisper prayer to bring refugees from the turmoil of the world. All creatures of your choice within 30 feet gain temporary hit points equal to your Paladin level + your Charisma modifier, and if they are under the effect of a condition or spell they can normally save against the end of their turn, they can immediately make a save against the effect, ending it on success as normal.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Silence Spells

Paladin Level	Spells
3rd	*sanctuary, sleep*
5th	*blindness/deafness, silence*
9th	*counterspell, dispel magic*
13th	*banishment, commandment*[K]
17th	*hallow, mislead*

Aura of Serenity

Starting at 7th level, you permeate an aura of quiet serenity, reducing the volume of all noises within 10 feet. You and friendly creatures in the aura gain resistance to thunder damage, and armor does not give disadvantage on Dexterity (Stealth) checks for creatures within the aura.

At 18th level, the range of this aura increases to 30 feet.

Rebuke

Starting at 15th level, when a creature within your Aura of Serenity attempts to speak, attack, or cast a spell, you can rebuke them as a reaction, causing them to take radiant damage equal to your Charisma modifier and forcing them to make a Wisdom saving throw. On a failed saving throw their attempt to speak fails, and they are silenced until the start of their next turn.

Ordered World

At 20th level, as an action, you can bring ordered tranquility to the world around you for 1 minute. Your Aura of Serenity doubles in size, and you can use Rebuke without expending your reaction a number of times equal to your Charisma modifier, regaining all uses at the start of your next turn.

For the duration, all creatures of your choice have advantage on saving throws against the charmed and frightened conditions, or the effects of spells.

Optional Feature: Vow of Silence

Some Paladins of this oath take their calling very seriously, and commit to never speaking again.

When you select this option, you gain the ability to speak telepathically to creatures with which you share at least one language with a range of 60 feet. This telepathy is one way, and they cannot reply. Additionally, all verbal components of spells (as well as the whispered prayers of your Channel Divinity options) are replaced by somatic components for you.

If you ever speak, this vow is broken and you lose these additional powers.

Oath of Silence Quirks

The following are some optional quirks for a player of this Oath to choose from—these can be either preexisting, signaling their fated path toward this Oath, or appear after they select this Oath.

d6	Quirk
1	People around you speculate what your oath might be, you have never told them.
2	Busy taverns are not your happy place.
3	Sometimes you are tempted to tell people to shut up.
4	Other people use your meditation time as an opportunity to talk at you.
5	You have never told a waiter that your order was messed up.
6	...

Oath of the Goodest Boi

Few paths are as demanding as the oath of these dauntless doggos, for they walk not just the path of being good, but being the goodest. These are no man's second best friend, but man's best friend itself, in the fur. They allow no evil to go unbarked, no stick to go unfetched, and no tail to go unwagged.

This prestigious path is so precarious that only a doggo could hope to tread it, though the forms of the doggo are many, from your everyday goodest bois working hard to do their best, to perhaps more erudite awakened doggos, or even demigods in doggo form.

Tenets of the Goodest Boi

Every goodest boi that follows these paths adheres to certain standards, the goodest of standards.

Be Good. Do the goodest thing.
Be Happy. The world is just a tail wag from happiness.
Be Diligent. Leave no stick to go unfetched.
Be Friendly. Never pass up a treat or a headscritch.
Be Vigilant. Bark the evil away.

Oath of the Goodest Boi Features

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Therapy Doggo
15th	Unwavering Loyalty
20th	My Yard

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	*alarm, charm person*
5th	*calm emotions, find traps*
9th	*dig*[K]*, fear*
13th	*heavenly ray*[K]*, locate creature*
17th	*dispel evil and good, thunderous barking*[1]

[1]This is the *sonic shriek*[K] spell, but with more barking.

Doggo Magic

Paladins of this oath can cast their oath spells without material components, and can replace any verbal or somatic components with a series of barks, tail wags, and prancing patterns known only to their goodest order.

Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity option.

Bark the Evil: As an action, you can unleash a ferocious storm of holy barks to drive away evil. All

non-allied creatures within 30 feet of you and that can see or hear you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 round or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature is on your property, it has disadvantage on the saving throw.

To the Rescue: As a reaction to an allied creature being reduced to zero hit points, you can run up to your movement speed toward that creature and if you can reach it, you can use your Lay on Paws feature as part of the reaction, as long as you have at least 1 point of hit points left to restore with it.

Therapy Doggo

Beginning at 7th level, your presence can heal the mind, body, and soul. When you restore at least 5 hit points to a creature with Lay on Paws it automatically removes the Frightened, Paralyzed, or Poisoned condition, and makes that creature immune to those effects for 1 minute.

Unwavering Loyalty

Starting at 15th level, if you would drop to zero hit points while at least one allied creature that has called you a "good boi" within the last 24 hours is within 60 feet, you can make a Charisma saving throw with a DC equal to the amount of damage taken over your current hit points minus the number of qualifying allies in range. On success, you are instead dropped to 1 hit point.

My Yard

At 20th level, you establish the holy domain of your yard wherever it is needed. As an action, you can unleash a profound bark claiming the area within 500 feet of you as your territory for 1 minute, with the following effects while within your territory:

- You can use your Channel Divinity options without expending the Channel Divinity option. When using Bark the Evil this way, you can use it as a bonus action.
- Your movement speed and jumping distance is doubled, and you have advantage on attack rolls.
- Allied creatures have advantage on Saving Throws against becoming frightened.

Oath of the Goodest Boi Quirks

The following are some optional quirks for a player of this Oath to choose from.

d6	Quirk
1	You think Kibbles are very Tasty.
2	Sometimes you bark nightmares away. People just don't always understand what you were doing.
3	You have sunlight based narcolepsy.
4	You are naturally suspicious of couriers.
5	Strangers are just friends that don't know you're the goodest boi yet.
6	You would smite liches for head scritches.

Explaining the Joke

As is hopefully obvious, 'Oath of the Goodest Boi' is a joke. It was originally written for April Fools, and included in the book because backers thought it would be funny. If you would, for some reason, like to play this option, please consult your DM to see if it would be appropriate for their game before they send me angry letters asking what the hell this is.



ART: LIA PIANELLI

Psion

The psion is found in *Kibbles' Compendium of Craft and Creation*, and is available for free at **www.kthomebrew.com**

Knowing Mind

A Knowing Mind is a psion that grasps that future as intuitively as the present, weaving together strings of casualty and fate in ways that would shatter the mind of a lesser mortal. They live one step ahead and use that advantage to the fullest, bending probability, manipulating fate, and bringing their plans to fruition without room for failure.

They are remarkable individuals whose clairvoyant abilities stem from a variety of sources—from a lineage of divine oracles, to a connection to beings from another temporal axis, to a mind that has somehow been flung into the future.

Knowing Mind Features

Psion Level	Feature
1st	Forewarned, Practiced Prescience
3rd	Climactic Moment
6th	Thread of Fate
10th	Window of Opportunity
14th	Mastermind

Forewarned

At 1st level, when you select this archetype, you begin to glimpse the future, granting the psionic discipline of Precognition.

Practiced Prescience

Additionally at 1st level, gazing into the future with the Prescience feature of Precognition no longer requires your concentration.

Climactic Moment

Starting at 3rd level, your ability to see and influence the future allows you to set things up to have even greater influence throughout the sequence of events, building up to a pivotal moment where exerting your foresight can provide the greatest impact.

Once per turn when you use Seeing empowered by 1 or psi points to look into the future while in initiative (or under a similar high stakes situation), you gain an Influence point. You can have a maximum number of Influence points equal to your Intelligence modifier.

When you start your turn with one or more Influence points, you can expend all of your Influence points as psi points to empower a psionic power. Influence points spent this way can exceed your psi point limit, but cannot be combined with psi points.

Any generated Influence Points are lost after 1 minute, or when no longer in combat (or a similar high stakes situation).

Conditions of Influence

You can only build up Influence points while in combat or other tense situations while every action counts as they represent chaining together events toward creating an opportunity. Without the pressure and stakes of combat or similar environments, the flow of events cannot be manipulated in such a way.

This generally means you cannot build up Influence points before combat.



ART: TRUNG TIN SHINJI

Thread of Fate

Starting at 6th level, you can begin to see the path you must take to bring your plans to fruition. When you start your turn with one or more Influence Points, you gain temporary hit points equal to twice your current Influence Points.

While you have temporary hit points from this feature, you can transfer these temporary hit points to another creature that is the target of one of your psionic abilities, or the beneficiary of your Seeing power.

Window of Opportunity

Starting at 10th level, you can see the flow of battle, giving time to exploit openings and opportunities. When a creature you can see misses you with an attack, you can use your reaction to make a weapon attack against that target or use a psionic power against them. When using a psionic power with this reaction, you cannot expend psi points to empower it, but can use Influence Points.

Mastermind

Starting at 14th level, once per turn, when you use your Seeing power, you can select two beneficiaries of your power. Psi points spent are unique to each target affected (and not shared between them).

Glimpsed Future

When using Glimpsed Future, you can still use Mastermind to target a second creature, but neither benefits from the bonus damage or damage reduction.

Additional Talent Options

Knife of Fate. *(Prerequisite: 6th level Knowing Mind Psion)*

While you have temporary hit points from Thread of Fate, when you hit a creature with an attack roll you can expend them to deal damage equal to half the temporary hit points expended (rounded down).

Plans Within Plans. *(Prerequisite: Knowing Mind Psion)*

When you empower a psionic power that has an attack roll or saving throw, you regain half of the Influence Points powers spent (rounded up) if the attack misses or the target succeeds their saving throw.

Knowing Mind Quirks

The following are some optional quirks for a player of this subclass to choose from.

d6	Quirk
1	You often give spoilers by accident.
2	You nod along to things people about to say.
3	You blame everything on the dice of fate.
4	You talk about capricious powers that are pulling everyone's strings.
5	You prepare fastidiously for unlikely outcomes
6	You meant to do that... no matter what 'that' was.

Ranger

Bounty Hunter

Anyone that knows about adventurers will know that their legacy is equal parts heroics and burning drinking establishments to the ground. Equal parts dragons slain and merchants robbed. Everyone needs someone to fear, and Rangers that take the Bounty Hunter path are what those who bring fear to others must fear.

Excelling at hunting down targets wherever they should hide, they bring them down dead or alive.

Bounty Hunter Features

Ranger Level	Feature
3rd	Bounty Hunter Spells, Urban Tracker, Fist of the Law, Dead or Alive
7th	Quick Throw, Deft Knots
11th	Pin Down
15th	Unwavering Pursuit

Bounty Hunter Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Bounty Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Bounty Hunter Spells

Ranger Level	Spell
3rd	*hunter's mark*
5th	*hold person*
9th	*speak with dead*
13th	*arcane eye*

Ranger Level	Spell
17th	*hold monster*

Urban Tracker

Starting at 3rd level, you excel at tracking prey even if they take refuge in the trappings of civilization. When you make an Intelligence or Wisdom check related to tracking a creature in cities or towns, your proficiency bonus is doubled if you are using a skill that you're proficient in. You can only gain this benefit if you are familiar with the target's race or general appearance (such as a sketch from a wanted poster).

Fist of the Law

At 3rd level, you gain proficiency in Intimidation. If you are already proficient in Intimidation, you gain expertise in Intimidation, allowing you to add double your proficiency bonus to Intimidation skill checks.

Dead or Alive

Additionally at 3rd level, you can mark a target to bring them down dead or alive. You can place this mark on a creature you can see within 120 feet as a bonus action, or as part of placing a mark on the creature that requires a bonus action (such as *hunter's mark*). This mark lasts for 1 minute, or until you use it again. Choose one of the following when you mark a creature:

- **Dead.** When you roll a 1 or 2 on a damage die for an attack, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. Any attack roll you make against the marked target is a critical hit on a roll of 19 or 20 on the d20.
- **Alive.** When you make an attack roll against the target with a net, you don't have disadvantage when attacking at melee range or long range. You can deal nonlethal damage with ranged attacks against the marked target.

Repairing Nets

Nets are heavy and expensive. A subclass that utilizes them will often want to repair them. Whether this is possible is up to the GM, but a reasonable value would be allowing a net to be repaired in 1 hour with 5 feet of rope (allowing for the repair of 2 nets during a typical long rest if that was the selected activity).

Quick Throw

Starting at 7th level, when you use a net as part of your Attack action, you can make the normal number of attacks, though you can only make one of those attacks with a net.

Deft Knots

Additionally at 7th level, you can add your proficiency bonus to the DC of any check made to escape the restrained condition you inflicted on a creature that you do not already add your proficiency to (for example, tied ropes, shackles, nets, etc.). Additionally, you have advantage on ability checks to tie knots or secure ropes.

Pin Down

Starting at 11th level, when a creature you have marked with Dead or Alive moves 5 feet, stands up from being prone, or escapes from the Restrained condition while within 60 feet of you, you can use your reaction to make an opportunity attack against them if they are in range of a weapon you are wielding. If you make this attack with a ranged weapon, you have disadvantage on the attack.

Unwavering Pursuit

Starting at 15th level, when you mark a creature with Dead or Alive, you get truesight against that creature, and are aware of their exact location as long as they are within 300 feet of you until the mark ends.

Bounty Hunter Quirks

The following are some optional quirks for a player of this Archetype to choose from—these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

d6	Quirk
1	You pride yourself on always taking your quarry alive.
2	Without you around your companions would probably end up on the wrong side of the law.
3	You carry your first bounty poster with you wherever you go to remind you of your roots.
4	All it takes for evil to triumph is for good people to offer no reward for stopping it.
5	Sometimes you don't check for a bounty posting until after you've already dealt with a target.
6	The local criminals are terrified of you and are on their best behavior when you're in town.

Rogue

Assassin

You specialize in the grim art of dealing death. Those who adhere to this archetype are diverse: assassins, hired killers, spies, bounty hunters and more.

Assassin Features

Rogue Level	Feature
3rd	Bonus Proficiency, Backstab
9th	Killer's Method
13th	Favored Approach
17th	Lethal Blows

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency with your choice of either disguise kit or poisoner's kit.

Backstab

Starting at 3rd level, you are pragmatic and deadly in eliminating your foes. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, or when an allied creature within 5 feet of the target is directly on the other side of a creature.

Killer's Method

Starting at 9th level, you have mastered one technique of your choice for approaching a target. Select one of the following benefits:

- **False Face.** You gain proficiency (or expertise if you already have proficiency) with the disguise kit, and can assume a prepared disguise with the bonus action granted by Cunning Action.
- **Blade in the Dark.** You gain proficiency (or expertise if you already have proficiency) with the Stealth skill. You can attempt to hide even when you are only lightly obscured by dim light.
- **Poisoner's Path.** You gain proficiency (or expertise if you already have proficiency) with the poisoner's kit. During a long rest, you can create a long lasting poison for one or more weapons for free. Until the end of your next long rest your Sneak Attack damage with that weapon becomes Poison damage and creatures struck with it must make a Constitution saving throw with a DC of 8 + your Proficiency modifier + your Dexterity modifier or become Poisoned for one minute. Creatures poisoned this way make a new save at the end of each of their turns, ending the condition on success. Once a creature passes the save against this effect, it cannot suffer the Poisoned condition from it again for 24 hours.

If you gain expertise in a skill you already have expertise in, you can instead select another skill or tool you have proficiency in to gain expertise in.

Favored Approach

Starting at 13th level, you hone your skills gaining a favored approach to dealing death. Select one of the following benefits:

- **Trusted Face.** If you spend seven days establishing a fake identity for yourself or three hours studying another person to impersonate, you have advantage on any Charisma (Deception) check involving maintaining your disguise and identity.
- **Swift Blade.** When you roll initiative while Hidden from all hostile creatures rolling initiative, you gain advantage on the roll.
- **Specialized Poisons.** When you create a poison, you can designate one creature type (for example, Fiends). The damage of that poison ignores resistance or immunity that creature type may have to poison or the Poisoned condition.

Lethal Blows

Starting at 17th level, after you deal sneak attack damage to a creature, if the target's remaining hit points is less than your Rogue level, the target dies. You can forgo this when intentionally making nonlethal attacks.

Assassin Quirks

The following are some optional quirks for an Assassin.

d6	Quirk
1	Life is cheap, death is expensive. You only kill what you are paid to kill.
2	You have perfected the art of standing motionless. It doesn't make you invisible, but some people find it creepy.
3	You are always fiddling with something sharp.
4	Life is suffering. You are an angel of mercy.
5	Job satisfaction is important. You enjoy your work.
6	You have a code you follow zealously that dictates who you can kill.

Divine Hand

Not all priests are clerics. Not all problems can be solved by prayer and preaching. Sometimes a more subtle touch is needed to steer the world as the faith dictates, and that is the role of a Divine Hand. A blade in the night that commits the lesser evil for the greater good, or a quick end to someone that sniffed too close to the cult of a dark god's business; both could be the work of these divinely guided rogues.

Good is not nice, evil is not stupid. Whatever the organization or god a Divine Hand serves, it is one that understands the practical nature of the world. Spying, stealing, extracting information, purging the heretics... they have many tasks before them, and complete them with a grim determination.

Divine Hand Features

Rogue Level	Feature
3rd	Spellcasting, Sanctification, Divine Guidance
9th	Divine Guidance
13th	Piercing Gaze
17th	Conviction

Spellcasting

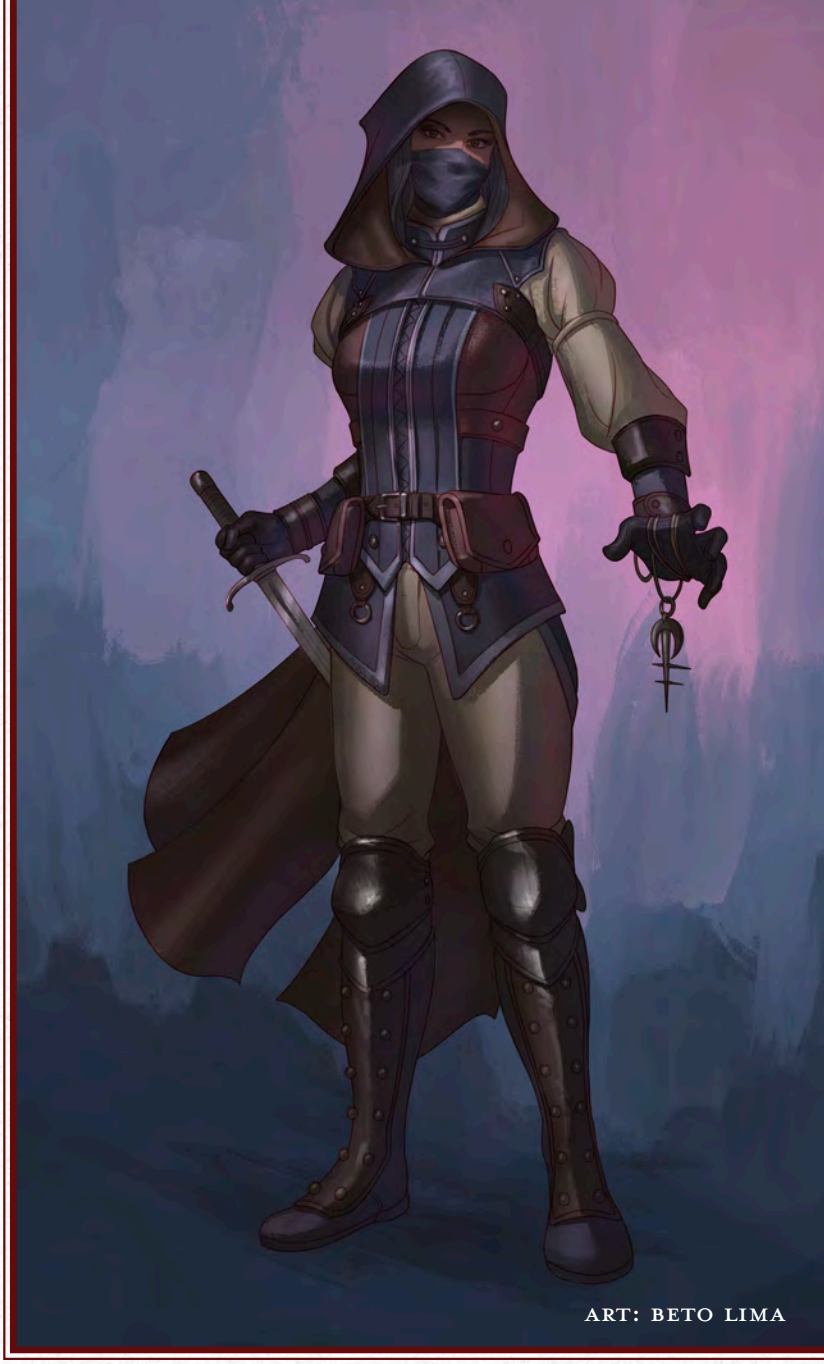
Additionally at 3rd level, divine devotion grants you the ability to use certain divine magic.

Spell Slots

The Divine Hand table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Divine Hand Rogue Spellcasting

Level	Spells Known	1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1



ART: BETO LIMA

Spells Known of 1st-Level and Higher

You learn three spells of your choice from the cleric spell list. You gain additional spells known as listed on the Spells Known column of the cleric spell casting table. Whenever you gain a level in this class, you can replace one of your spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability

Your spell casting ability is Wisdom. The power of your spells comes from the depth of your faith. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for spells you can cast, and when you make an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Sanctification

You gain proficiency with martial weapons. Additionally, at the end of a long rest, you can turn flasks of water into flasks of holy water through a special ritual. You can create a number of flasks of holy water this way equal to your proficiency bonus. Any flasks created this way lose their divine power when you complete your next long rest.

You can throw or splash holy water using the bonus action granted by your Cunning Action. When you do so, you can add your proficiency to attacks made using holy water as an improvised weapon. Alternatively, you can use your Cunning Action to apply holy water to a weapon you are carrying. When you do so, your Sneak Attack damage becomes radiant damage for 1 minute.

Divine Guidance

Starting at 9th level, you learn two Cleric cantrips of your choice.

Additionally, holy water you create becomes more potent, dealing 4d6 radiant damage to fiends and undead. If you have no holy water from your Sanctification feature when you take a short rest, you can use your Sanctification feature to create a new flask of holy water.

Piercing Gaze

At 13th level, you can attempt to pierce the veil of magic and treachery around your foes. If a creature within 60 feet is shrouded from your sight by a spell or magical effect, you can make a Wisdom (Perception) check (no action required) against the caster's spell save DC to see through the effect (including illusion spells, magical darkness, or other magical impediments to seeing the creature). Once you fail to see through an effect, you cannot try see through the same spell or effect again.

Conviction

Starting at 17th level, 1st level cleric spells you cast do not require concentration to maintain, unless cast at a higher level.

Divine Hand Quirks

The following are some optional quirks for a player of this Archetype to choose from—these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

d6	Quirk
1	Sometimes you slip a pinch of blessed silver powder into your companions' drinks... just in case.
2	It still counts as tithing if it's from someone else's coin purse.
3	Your congregation is considered by many to be a criminal organization.
4	You offer a prayer for each life you take.
5	You attend church in the back of a seedy tavern.
6	The cleric is still traumatized from your confession.

Surgeon

These are Rogues that come from the bloodiest walk of life... that of a medic. Few Rogues have sliced open more creatures than a Surgeon, and they leverage their masterful understanding of anatomy to cut open and sew close in equal measure. They have seen everything an adventuring life has to offer—roper bites, dragon burns, bore holes in skulls—and turned that array of knowledge into a complete understanding of what a creature can survive... and what it can't.

Surgeons will tend to exhibit some degree of education, be it academic or hands on. They have seen the best and worst of humanity and the battlefield. Sometimes they are selfless heroes that act as a bulwark against death, while other times they are cynical and jaded to carnage, falling to apathy or worse.

Surgeon Features

Rogue Level	Feature
3rd	Medic's Expertise, Surgical Assessment
9th	Patch Up
13th	Medical Miracle
17th	Carve Up

Medic's Expertise

When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill. If you already have proficiency in the Medicine skill, you gain expertise in the Medicine skill. If you already have expertise in the Medicine skill, you gain proficiency in another tool or skill of your choice.

Additionally, when you would make a Wisdom (Medicine) check, you can use your Intelligence in place of your Wisdom.

Applied Knowledge

Starting at 3rd level, you can use the bonus action granted by your Cunning Action in new ways, gaining the following uses for the ability:

Quick Treatment

You can use your Cunning Action to use or administer a healing potion (any potion that restores hit points) or Healer's Kit.

Surgical Assessment

You can assess the anatomical weaknesses of a creature that you can see. Make a Wisdom (Medicine) check against a creature you can see, with a DC equal to the target's AC. On success, you learn the target's AC, and can use your Sneak Attack against that target even if you don't have advantage on the attack roll. Additionally, if you deal Sneak Attack damage with a dagger against the target, you can reroll a number of Sneak Attack damage dice up to your Intelligence or Wisdom modifier (your choice, minimum 1). You must use the new rolls when rerolling dice. This benefit lasts for 10 minutes against a target.

Patch Up

Starting at 9th level, as an action, you can bandage a creature to help them recover. They gain hit points equal to 1d8 + your proficiency bonus, and you can cure them of one of the following conditions: Blinded, Deafened, Paralyzed, or Poisoned. Once a creature gains this benefit, they cannot gain it again until they complete a short or long rest.

During a short rest, you can perform this action on up to six beasts or humanoids that have not already gained its benefit.

Medical Miracle

When you reach 13th level, as an action, you can perform a medical miracle to bring back a recently deceased creature that has died within the last minute. When you do, it is returned to life with 1 hit point + twice your proficiency modifier in temporary hit points. The creature gains 1 level of Exhaustion and cannot be revived by this feature again until it completes a long rest.

Additionally, your Patch Up feature can now cure the Stunned and Petrified conditions.

Carve Up

When you reach 17th level, you gain the ability to use your Surgical Assessment to determine how to disable a target most effectively.

Once per turn, when you make a melee weapon attack against a target under the effect of your Surgical Assessment, you can cripple it, inflicting one of the following conditions:

- **Hamstring.** You impede the creature's locomotion, halving its movement speed.
- **Artery.** You open a critical artery, causing it to take 4d4 piercing damage at the start of its turns.
- **Larynx.** You attack the creature's vocal apparatus.

The target is muted and cannot speak or perform verbal components.
- **Eyes.** You strike the creature's eyes. The target is blinded.

At the end of a crippled creature's turns, it makes a Constitution saving throw (DC 8 + your Wisdom or Intelligence modifier + your proficiency bonus). On success, the effect of the crippling wound ends. Once a creature has saved against a wound type, they are immune to that wound type for 24 hours.

Surgeon Quirks

The following are some optional quirks for a player of this Archetype to choose from—these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

d6	Quirk
1	You refer to people with clinical terms.
2	You speculate what conditions people you meet suffer from. At length.
3	You take meticulous care of your tools. Ominously meticulous.
4	You have little time for the superstitions quack healing magic of Clerics and their grandstanding.
5	You give people prescriptions for good health that involve detailed and absurd lifestyle changes.
6	You frequently talk about the academic opportunities of dissecting things.

Sorcerer

Fey Warped

Your innate magic comes from the touch of the fey. Chaotic and varied, this can be a blessing, curse, or both. How directly this touch has effected your appearance and character can vary from quite a bit to not at all, but it grants powers tied to illusion, enchantment, and twisting reality.

It is more common in ancestries that have a clear fey origin, such as elves or fairies, but is known to occur among humans as well.

Though neither illusion or enchantment is inherently evil, few will be willing to trust sorcerers who have been obviously touched by such powers. Nonetheless, they can make powerful allies and entertaining companions.

Fey Warped Features

Sorcerer Level	Feature
1st	Fey Magic, Fey Trickery, Dramatic Powers
6th	Biting Illusions
14th	Fey Steps
18th	Illusory Doppelgangers

Fey Magic

You learn additional spells when you reach certain levels in this class, as shown on the Fey Origin Spells table. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

Fey Origin Spells

Sorcerer Level	Spells
1st	*charm person, faerie fire*
3rd	*mirror image, misty step*
5th	*blink, hypnotic pattern*
7th	*confusion, greater invisibility*
9th	*dominate person, mislead*

Fey Trickery

You learn the *minor illusion* cantrip. It does not count against your cantrips known.

Additionally, you are adept at illusory tricks, gaining the ability to befuddle, trick and baffle people with your magic. As a bonus action, you can do any of the following:

- **Minor Illusions.** You can cast *minor illusion*.
- **Obscuring Tricks.** Make a creature of your choice (including yourself) within 30 feet invisible or heavily obscured by an illusion until the start of its next turn.
- **Glamorous Presence.** Gain advantage on a Deception, Intimidation, Performance, or Persuasion check, gaining a grander presence through your illusions.

You can do this a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest.

Dramatic Powers

Your magic gives you a flair that easily impresses others. You gain proficiency in your choice of persuasion, intimidation, deception, or performance. If you already proficiency in all options, you gain proficiency in one skill of your choice.

Biting Illusions

Starting at 6th level, once per turn on your turn when you roll damage with an illusion spell, you can add your Charisma modifier to the damage roll.

Additionally, once per turn when a creature interacts with one of your illusions you can choose deal psychic damage equal to your charisma modifier to them (such as destroying a mirror image, inspecting an a major image, or being bite by vicious hound). If they make a check or save to determine the reality of the illusion that has damage them that turn, it is made with disadvantage.

Fey Steps

Starting at 14th level, when you spend sorcery points to empower a spell with metamagic, before or after you cast the spell, you can teleport up to 5 feet per sorcery point spent.

Illusory Doppelgangers

At 18th level, as a bonus action you can create an illusory duplicate of yourself at a point within 30 feet. The duplicate's AC equals 10 + your Dexterity modifier, and if targeted with an effect that forces a save, it uses your saving throws. If an attack hits a duplicate or it fails a saving throw that would cause it to take damage the duplicate is destroyed. It ignores all other damage and effects, but an effect that would otherwise cause it to take damage reveals it to be a duplicate. The duplicate mimics your action and is indistinguishable from you until you attack, cast a spell, or take damage. The duplicate looks real even to creatures with blindsight or truesight.

When you create the duplicate, you can expend 2 sorcery points to create an additional duplicate, creating up to 3 duplicates.

At the end of each of your turns while a duplicate exists, you can switch places with any active duplicate within 120 feet, leaving no trace of which one is real until you attack, cast a spell, or take damage.

Once you use this feature, you cannot use it again until you complete a short or long rest. You can use it again early by expending 2 sorcery points.

Fey Warped Quirks

The following are some optional quirks for a player of this Bloodline to choose from.

d6	Quirk
1	Sometimes your breathing sounds like strange melodic flute music.
2	You feel all emotions to their extreme, and rapidly shift between them.
3	You have a strong aversion to iron.
4	You only trust a promise that is made three times.
5	You see colors other people can't even imagine spilling in from the Feywild.
6	Flowers sprout from where you step.

Fiendish Bloodline

Your innate magic comes from a bloodline tainted by fiendish influence of the lower planes. How directly this blood is inherited varies wildly. Perhaps your lineage includes a Warlock that has made some infernal pact, or you may even have a fiend in your family tree. Such blood lines can express themselves more strongly throughout generations in unpredictable ways. Sometimes it is merely the product of some sort of corruption, perhaps before you were even born.

The influence is most often seen in races that have obvious fiendish heritage, such as tieflings, but it is not inherently tied to them.

Fiendish Bloodline Features

Sorcerer Level	Feature
1st	Fiend Origin Spells, Fiendish Legacy, Touch of Damnation
6th	Embraced Heritage
14th	Soul Siphon, Eye of Destruction
18th	Unleashed Heritage

Fiend Origin Spells

You learn additional spells when you reach certain levels in this class, as shown on the Fiend Origin Spells table. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.



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Fiend Origin Spells

Sorcerer Level	Spells
1st	*burning hands, hellish rebuke*
3rd	*darkness, infernal shackles*[K]
5th	*fireball, stinking cloud*
7th	*iron garden*[K]*, wall of fire*
9th	*insect plague, pyroclastic lance*[K]

Optional: Fiendish Trait

You can optionally select to have a physical fiendish trait. Roll or select an option from the table below:

d4	Fiendish Trait
1	You have small horns.
2	You have a fiendish tail.
3	Your eyes are red or orange.
4	You have cloven hooves for feet.

Fiendish Legacy

At 1st level, you learn Infernal or Abyssal. This choice is most often tied to the origin of your fiendish powers.

Additionally, when your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the warlock spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Touch of Damnation

Starting at 1st level, your power carries a corrupting influence you can focus to weaken those that stand against you. As a reaction to a creature you can see within 30 feet making an attack roll or saving throw, you can bestow misfortune on them, rolling 1d6 and subtracting it from the total, possibly changing the outcome.

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

Embraced Heritage

Starting at 6th level, when drawing upon the power of your blood, you can embrace the dark power the courses through it to briefly enhance your fiendish traits. Once on each of your turns when you spend one or more sorcery points, you can gain one of the following benefits for a number of rounds equal to 1 + the number of sorcery points spent (ending at the start of your turn after the number of rounds).

- **Blood of the Fiend.** The power in your blood courses, granting you advantage on saving throws against spells and other magical effects.
- **Eyes of the Fiend.** Your eyes glow with an infernal gleam, and you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- **Skin of the Fiend.** Your skin takes on an exotic hue, and you gain resistance to your choice of poison, fire, lightning, or cold damage.

Alternatively, you can spend 1 sorcery point to activate one of these effects as a bonus action, lasting for 1 hour.

Soul Siphon

Starting at 14th level, when you cast a spell on your turn that targets one or more creatures, if a target creature fails a saving throw against one of your spells, you gain temporary hit points equal to the level of the spell.

Eye of Destruction

Additionally at 14th level, you can choose to automatically pass saving throws against your own spells. When you do so, if you would take half damage on a successful saving throw, you can take no damage instead.

Unleashed Heritage

Starting at 18th level, when you gain a feature through Embraced Heritage, you can expend an additional sorcery point to ascend that aspect. The duration extends to 1 minute per sorcery point, and gains an additional effect:

- **Blood of the Fiend.** You additionally are immune to spells of 2nd level or below.
- **Eyes of the Fiend.** You additionally gain truesight of 120 feet.
- **Skin of the Fiend.** You additionally, gain resistance to poison, fire, lightning, and cold damage.

Fiendish Bloodline Quirks

The following are some optional quirks for a player of this Bloodline to choose from.

d6	Quirk
1	You prefer your food prepared unbearably spicy and severely burnt.
2	Small plants twist and warp at your touch under your corrupting influence.
3	You start smoking and catch a little bit on fire when you enter most temples.
4	Small fiendish horns sprouted from your head when your power first manifested.
5	You can sense other people's negative emotions and what's more, you enjoy the taste.
6	The party paladin has asked you what your alignment is on multiple occasions.

Phoenix Spark

Some say the flames of a phoenix are the origin of all of life, and these sparks are fragments of some primordial origin. Many dismiss such mythological sources, explaining that these sparks are ancient blessings: motes of power caught within the soul, remnants of some ancestor being healed by powers of a phoenix.

Whatever their origin, they grant a powerful duality of life and destruction in equal measure, flames that cauterize the world.

Phoenix Spark Features

Sorcerer Level	Feature
1st	Phoenix Magic, Phoenix Spark
6th	Rejuvenating Flames
14th	Blazing Soul
18th	In Flames Reborn

Phoenix Magic

You learn additional spells when you reach certain levels in this class, as shown on the Phoenix Origin Spells list. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

Phoenix Spark Origin Spells

Sorcerer Level	Spells
1st	*burning hands, cure wounds*
3rd	*become fire*[K]*, lesser restoration*
5th	*fireball, revivify*
7th	*fire shield, wall of fire*
9th	*pyroclastic lance*[K]*, greater restoration*

Phoenix Spark

When you choose this origin at 1st level, a spark ignites within you. As a bonus action, you can rekindle that spark, burning until the start of your next turn. You regain 1d6 hit points, and gain the following benefits while the spark is burning:

- **Wings of Flame.** You form immaterial wings for fire, allowing you to use your Charisma to calculate jumping distance instead of your Strength, and reducing any fall damage you take by your Charisma ability score. If you reduce fall damage to 0, you don't fall prone. These wings shed bright light for 10 feet and dim light for an additional 10 feet.
- **Phoenix Fire.** When you roll to deal fire damage or restore hit points with a spell you cast, you can add your Charisma modifier to one roll.
- **Fire Resistance.** You have resistance to fire damage.

You can use this feature a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest. While you have no uses remaining, you can use one sorcery point to activate this ability instead of a use of the feature.

Rejuvenating Flames

Starting at 6th level, when you cast a spell that deals fire damage to creatures that you can see, you can expend one sorcery point per creature to protect creatures of your choice that would be affected from the flames. The chosen creatures automatically succeed any saving throws against the spell, and instead of taking fire damage, they regain hit points equal to half the fire damage they would have taken from the spell a failed save or hit.

Once you do so, you cannot do so again until you complete a short or long rest.

Blazing Soul

Starting at 14th level, when you activate a Phoenix Spark you can expend a second use of the feature (or one sorcery point) to enhance the power of the spark for that activation. When you do so it lasts for 1 minute. Additionally, the spark intensifies, giving you the additional effects for the duration:

- **Wings of Fire.** Your immaterial wings of fire solidify, and you gain a flying speed of 30 feet during the duration of the spark.
- **Regeneration.** You regain 1d6 hit points at the start of each of your turns while under the effect.
- **Flaming Aura.** If a creature hits you with an attack while within 5 feet of you, you can use your reaction to burn them with the flames, dealing 2d6 fire damage to them.
- **Shed Light.** You shed bright light in a 20 foot radius, and dim light for an additional 20 feet.

In Flames Reborn

At 18th level, when you are reduced to 0 hit points, or as an action at any time, you can explode into fire, dealing 8d6 fire damage to all creatures within a 30 foot radius of you and being temporarily reborn as a phoenix. You can apply Rejuvenating Flames to this fire damage as though it were a spell and without expending a use of the feature or sorcery points.

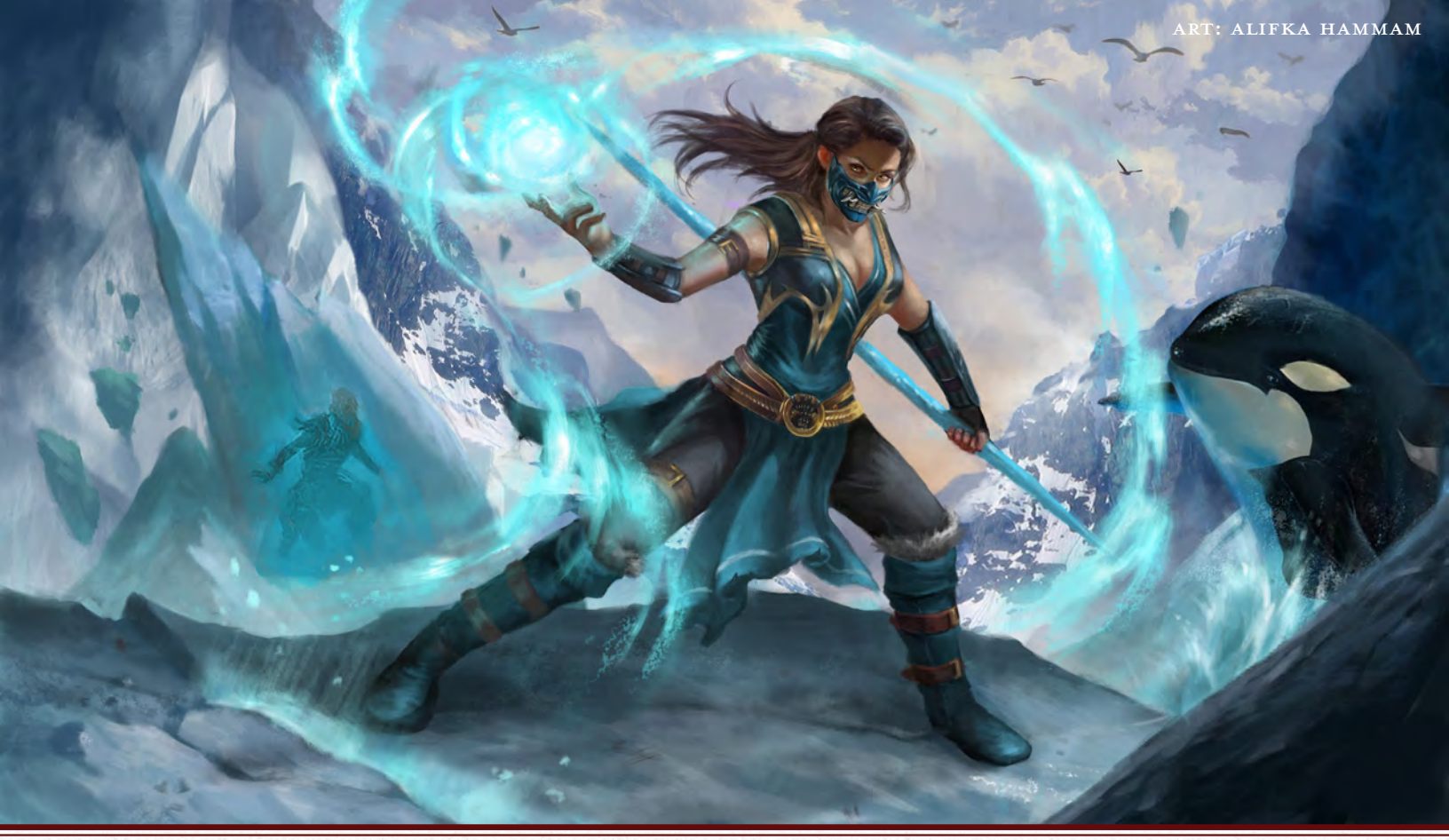
You assume the form of a fire elemental as if by the *shapechange* spell. This form has the following modification: you gain a flying speed of 60 feet, gain the Flyby feature (meaning your movement does not provoke attacks of opportunity when you fly out of an enemy's reach), you add your Charisma modifier (minimum +1) to all attack and damage rolls with your Touch attack, and can understand and speak any languages you can normally speak. It does not require concentration, and you cannot change your form as an action. You return to your normal form after 1 hour, or you can end the effect early as an action.

Once you have assumed this form, you cannot assume it again until you complete a long rest.

Phoenix Spark Quirks

The following are some optional quirks for a player of this Bloodline to choose from.

d6	Quirk
1	You have an entire prepared monologue about rising from ashes that you deliver each morning when you wake up.



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d6	Quirk
2	You judge people when their candles or torches go out.
3	You sit very close to the campfire. Very close.
4	Other people can't tell if your magic will burn or heal until the spell affects them.
5	Manifesting your fiery wings is unsafe around curtains or thatch roofs.
6	Fireball is your favorite healing spell.

Sea Soul

The power of water is the strength of flexibility, resilience, and a relentless nature. Water parts to allow a ship to sail over it or a diver to plunge into it, but their passing leaves no mark. Water flowing down a mountain reaches the sea. It might bend and turn across valleys and down hillsides, but it slowly and steadily returns to the waves. Those whose souls are touched by the power of elemental water command a similar power.

Your heritage ties back to powerful creatures of the sea, such as nereids, the lords of the merfolk, or elemental powers. Like a river, you feel the call of the ocean. The call is ever present in your heart, and you are never completely at peace until you are near the sea.

Sea Soul Features

Sorcerer Level	Feature
1st	Wave Magic, Part the Waves, Gift of the Depths
6th	Turmoil of the Sea, Wave Dash
14th	Misty Shroud
18th	One with the Waves

Wave Magic

You learn additional spells when you reach certain levels in this class, as shown on the Sea Soul Origin Spells list. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

Sea Soul Origin Spells

Sorcerer Level	Spells
1st	*crashing wave*[K], *water blast*[K]
3rd	*become water*[K], *dancing wave*[K]
5th	*sleet storm*, *water cannon*[K]
7th	*ice storm*, *geyser*[K]
9th	*acid rain*[K], *pressure cutter*[K]

Part the Waves

At 1st level, your connection to waves and waters lets you bend them to your will. You learn the *manipulate water*[K] cantrip, and it does not count against your spells known.

Additionally, when you cast a water or cold spell (a spell that controls water, deals water based bludgeoning damage, or deals cold damage) that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Gift of the Depths

Additionally, you gain a swimming speed of 30 feet. If you already have a swimming speed, your swimming speed increases by 10 feet. At 6th level, you also gain the ability to breath underwater.

Turmoil of the Sea

Starting at 6th level, whenever you use a spell to move, knock prone, or reduce the movement speed of a creature, you can deal bludgeoning damage to them equal to your Charisma modifier. You can deal this damage to a creature once per turn.

Wave Dash

Additionally at 6th level, you can cast *become water*[K] as a reaction to taking damage. Additionally, you can cast it by expending 2 sorcery points instead of expending spell slot.

Misty Shroud

Starting at 14th level, you are followed by a perpetual wispy fog. When you cast a spell of 1st level or higher, the fog thickens, lightly obscuring the area within a 10 foot radius of you for a number of rounds equal to the level of the spell cast. This thickened fog leaves a sodden rime on creatures of your choice within it, leaving them vulnerable to your magic. This rime fades as soon as they leave the area of the fog.

You have advantage on spell attack rolls against creatures effected by this rime, and creatures effected by this rime within the fog are under the effect of the *bane* spell when saving against your spells.

One with the Waves

Starting at 18th level, you learn the *form of water*[K] spell. If you already know the *form of water*[K] spell, you can learn one additional spell of 6th level or lower from the Sorcerer spell list. This spell does not count against your spells known. The spell *form of water*[K] does not require concentration for you, though you can end it early at any time (no action required). You can cast it by expending 4 sorcery points in place of a spell slot.

While in the watery form granted by the *form of water*[K] spell, the sorcery point cost of all Metamagic options is reduced by 1 for all spells that control or manipulate water or ice.

Sea Soul Quirks

The following are some optional quirks for a player of this Bloodline to choose from.

d6	Quirk
1	Your preferred drink is brine.
2	You feel vaguely nauseous whenever you first step foot on land.
3	Waves never buffet you around.
4	Your hair always wafts and floats as if you were underwater.
5	You get a little bit too enthusiastic talking about shipwrecks, leviathans and other ocean faring dangers.
6	Shanty is your favorite genre of music.

Variant Rules: Sorcerer Origin Spells

For all the Sorcerer subclasses presented in this book, they grant 5 origin spells from a list of 10. If you allow Sorcerers 10 origin spells, you can simply grant them all ten instead of having them choose.

If you let them replace one or more origin spells with other spells when they gain a level (not recommended), use the following selections for each option:

Fey Warped. You may swap your origin spells for illusion or enchantment spells from the Bard, Sorcerer, or Wizard spell lists.

Fiendish Bloodline. You may swap your origin spells for evocation or conjuration spells from the Sorcerer, Warlock, or Wizard spell list.

Phoenix Spark. You may swap your origin spells with evocation spells that deal fire damage from the Cleric, Druid, Sorcerer, or Wizard spell lists.

Sea Soul. You may swap your origin spells with any water or ice based spell from the Cleric, Druid, Sorcerer, or Wizard spell list.

Stoneheart. You may swap your origin spells with transmutation spells that affect the earth or stone from Druid, Sorcerer, or Wizard spell lists.

Selections for Origin spells must otherwise abide by the rules of spells you could learn.

Stoneheart

Your blood comes from a steadfast lineage, touched by the elemental forces of the earth itself. Be it the blood of ancient dwarves first formed from stone or from a dao lineage from another plane, your blood runs thicker and your heart beats more steady than others. While particularly common among the genasi and the dwarves, these sorcerers can appear in any bloodline with ancient roots.

Blessed with natural resilience and command over the stones on which they stand, most of these sorcerers are solid and deliberate in both action and thought. They are slow to act, but once set on a course they become stubborn and immovable from their chosen path.

Stoneheart Features

Sorcerer Level	Feature
1st	Earth Magic, Boon of the Earth, Strength of Stone
6th	Earthen Endurance, Earthen Onslaught
14th	Stonewalk
18th	Skin of Stone

Earth Magic

You learn additional spells when you reach certain levels in this class, as shown on the Stoneheart Origin Spells table. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

Stoneheart Origin Spells

Sorcerer Level	Spells
1st	*create pit*[K], *stone fist*[K]
3rd	*earth ripple*[K], *stone pillar*[K]
5th	*quicksand*[K], *seismic wave*[K]
7th	*stoneskin*, *stone coffin*[K]
9th	*fissure*[K], *wall of stone*

Boon of the Earth

At 1st level when you select this origin, you learn the *stone forming*[K] cantrip, and gain proficiency with weapons created by it. Any weapon you create with *stone forming*[K] gains a bonus to attack and damage rolls equal to any bonus you have to the spell attack and damage rolls from magic items.

Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

Strength of Stone

At 1st level when you select this origin, you gain the ability to use your magical power to draw fortitude from the earth beneath your feet. As a bonus action, you can bolster your strength, gaining the following benefits for 1 minute, ending early if you become incapacitated or you end it as a bonus action.

- **Stone Strength.** You can use your Charisma modifier in place of your Strength modifier for attack rolls, damage rolls, and ability checks.
- **Stone Hide.** Your skin assumes a stony appearance. If you are not wearing armor, your AC equals 13 + your Charisma modifier.
- **Stone Aegis,** You form a stone aegis around yourself, reducing bludgeoning, piercing, and slashing damage taken by your proficiency bonus.

You can cast *stone forming*[K] as part of the same bonus action used to activate this ability. You can use this ability a number of times equal to your proficiency bonus. If you have no uses remaining, you can use it again by expending a sorcery point. You regain all expended uses of this ability when you complete a long rest.

Earthen Endurance

Starting at 6th level, when you activate Strength of Stone, you can share the benefits of the stone aegis with another creature of your choice within 30 feet, reducing bludgeoning, piercing, and slashing damage taken by that creature equal to your proficiency bonus.

When a creature under the effect of your protection takes damage (of any damage type), as a reaction you can expend one or more sorcery points to reduce the damage taken 1d8 per sorcery points spent. After you absorb damage in this way, the next time you hit an melee attack before the end of your next turn, you can add 1d8 per sorcery points to the damage roll.

Stacking Damage Reduction

The following rule is a recommended rule for multiple sources of damage reduction: If you have multiple sources of damage reduction, any bonus after the highest is +1 to the total damage reduction.

Earthen Onslaught

Additionally, starting at 6th level, while empowered by your Strength of Stone, you can attack twice, instead of once, whenever you take the Attack action.

When you cast a spell using your action, you can expend 1 sorcery point to make a single melee weapon attack as a bonus action.

Stonewalk

Starting at 14th level, you gain a burrowing speed of 15 feet, allowing you to travel through the earth. You can pass through soil and stone, but when you pass through stone you leave no hole behind you, becoming one with it and passing through. If you would end your turn inside of stone, you get pushed to where you entered the stone surface.

Skin of Stone

At 18th level, while you are empowered by Strength of Stone, you have resistance to bludgeoning, piercing, and slashing damage.

Stoneheart Quirks

The following are some optional quirks for a player of this Bloodline to choose from.

d6	Quirk
1	Your "familiar" is a rock with googly eyes glued on.
2	You have strong opinions about the masonry of any building you come across.
3	You prefer an extremely firm mattress.
4	Crystals form in your hair as it grows.
5	You're always picking up cool geodes you find.
6	You can be as stubborn as a rock, and as sturdy as a rock, and you kind of look like a rock... are you sure you're not a rock?

Warlock

The Dragon

You've made a pact with a mighty dragon, who has bestowed you with a fraction of its terrifying power. The details of the arrangement varies widely—a metallic dragon may have made the pact to create a force of good or save a life, a chromatic dragon may have made their pact with you in exchange for service... or part of some manipulative plan that the minds of lesser mortals would struggle to comprehend.

Most often, these bonds are granted by ancient dragons steeped in immense power and knowledge, but sometimes partnerships of the lesser mortals and younger dragons have been recorded in more unique cases.

The Dragon Features

Warlock Level	Feature
1st	Dragon Expanded Spells, Draconic Blast
6th	Elemental Devastation
10th	Hoard Builder
14th	Dragon Form

Dragon Expanded Spells

The Dragon lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the Warlock spell list for you.

The Dragon Expanded Spells

Spell Level	Spells
1st	*Aldricor's elemental rebuke*[TAG], *elemental orb*[K]
2nd	*alter self, elemental exhalation*
3rd	*meteor jump*[K], *wind wall*
4th	*fire shield, secret chest*
5th	*control wind, summon dragon*[K]

Draconic Blast

Beginning at 1st level, you gain the ability to unleash blasts of primal draconic energy from your hand or mouth. As an action, you can unleash this power in a 15 foot cone or a 30 foot long, 5 foot wide line. Invocations that apply to eldritch blast also apply to Draconic Blast, though Eldritch Spear has a special



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interaction, making it a 30 foot cone or 60 foot long, 5 foot wide line.

When you gain this feature, select one damage type of acid, cold, fire, lightning, or poison. Creatures in the area of effect must make a Dexterity saving throw, or take 1d8 elemental damage of the selected type. This feature's damage increases by 1d8 when you reach 5th level in Warlock (2d8), 11th level (3d8), and 17th level (4d8).

When you use this ability, you can expend a pact magic spell slot to empower the draconic blast, dealing 1d8 additional damage per level of the pact magic slot expended. When empowered, it deals half damage even against creatures that pass their saving throw against it.

Draconic Blast

- Typically the damage type of dragon blast matches the color of your dragon patron, but if it does or not is between you and your patron.
- Draconic Blast is not a spell, though it typically behaves similar to one.
- Agonizing Blast and other Invocations apply to Dragon Blast, but only once (as it does not fire multiple beams).

Elemental Devastation

At 6th level, when you deal the elemental damage type you selected as part of Dragon Blast to a creature, you can inflict an additional elemental ailment based on the elemental type.

- **Acid.** You can erode the creature's defenses, giving the next attack roll against them advantage.
- **Cold.** You can freeze the creature, forcing them to make a Strength saving throw. On failure, they are restrained until the start of your next turn.
- **Fire.** You can ignite the creature, causing them to 1d6 fire damage at the start of each of their turns, until a creature spends an action to douse the flames.
- **Lightning.** You can shock the creature, forcing them to make a Constitution saving throw. On failure they are stunned until the start of their next turn.
- **Poison.** You can poison the creature, forcing them to make a Constitution saving throw. On failure, they are poisoned for 1 minute. They can repeat their saving throw at the end of each of their turns.

You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Hoard Builder

Starting at 10th level, when you take a long rest, at the end of the long rest you gain 1 temporary hit points for each 100 gold pieces in your possession, up to a maximum of your Warlock level.

Elemental Resistance

Additionally at 10th level, you gain resistance to the damage type selected for your Draconic Blast.

Dragon Form

Starting at 14th level, as an action you can take a form reminiscent of your patron, becoming a dragon for 1 minute. You grow mighty horns, thick scales, wings, wicked claws, fangs, and a lashing tail. Any creatures of your choice within 30 feet that witnesses the transformation must make a Wisdom saving throw against your spell save DC, or become frightened until the start of your next turn. While in this form, you gain the following benefits:

- **Large Sized.** You are a large sized creature. Any gear you cannot use as a large draconic creature merges with your form and is unavailable until the transformation ends.
- **Mighty Form.** Your Strength becomes equal to your Charisma.
- **Dragon Scales.** Your scales provide a base AC of 17. You do not add your Dexterity modifier to this.
- **Natural Weapons.** Your horns, fangs, and a tail that serve as natural weapons that deal 1d10 piercing damage on hit. You also grow claws that deal 1d6 slashing damage on hit. If you attack with any natural weapon, you can attack with your claws as a bonus action.
- **Empowered Blasts.** The damage of your Draconic Blasts increases by 1 die, and it's range is doubled.
- **Flight.** You have a flying speed of 40 feet.
- **Elemental Immunity.** You gain immunity to the damage type selected for your Dragon Blast.

Once you have used this ability, you may not use it again until you complete a long rest.

Additional Invocations

The following are some eldritch invocations you can select for this patron.

Draconic Companion

Prerequisite: 5th level, Dragon patron, Pact of the Chain

You can cast *chromatic breath*[K] targeting your pact of the chain familiar without expending a spell slot. Once you do so, you cannot do so again until you complete a short or long rest.

Dragon Claws

Prerequisite: Dragon patron, Pact of the Blade; Incompatible with Improved Pact Weapon

As an action, you can grow draconic claws on one or both hands, lasting until you dismiss them as an action.

This claws count as your pact weapon. While the claws are formed, you cannot use a weapon or shield in the hand they are manifested in. These are natural weapons that deal 1d6 slashing damage. When you form claws in both hands, if you make an attack with your claws, you can make one additional weapon attack with them as a bonus action. When you attack with your claws, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

In addition, the claws gain a +1 bonus to its attack and damage rolls. These benefits (Charisma, attack and damage bonus, and counting the natural weapons as your pact weapon) also applies to any natural weapons you gain through the Dragon Subclass (such as Dragon Form). You can sacrifice a martial weapon with a bonus greater than +1 to attack and damage rolls to your patron, permanently destroying it. When you do so, the bonus to attack and damage rolls of your claws increases to that of the sacrificed weapon. Your DM has the final say of which weapons can be sacrificed in this way, and if any other properties are gained from the ritual.

Dragon Wings

Prerequisite: 15th level, Dragon patron

You gain the ability to sprout a pair of dragon wings from your back, gaining a 30 foot flying speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action.

Elemental Magic

Prerequisite: Dragon patron, Pact of the Tome

You gain the following spells at the following levels based on the damage type selected for the Draconic Blast. They are warlock spells for you, and do not count against your spells known.

Acid (Black / Copper)

Spell Level	Spells
1st	*acid bubble*[K]
3rd	*pseudopod slam*[K]
5th	*erode*[K]
7th	*bile beam*[K]
9th	*acid rain*[K]

Cold (White / Silver)

Spell Level	Spells
1st	*arctic breath*[K]
3rd	*cold snap*[K]
5th	*flash freeze*[K]
7th	*ice storm*
9th	*cone of cold*

Fire (Red / Gold / Brass)

Spell Level	Spells
1st	*burning hands*
3rd	*scorching ray*
5th	*fireball*
7th	*wall of fire*
9th	*pyroclastic lance*[K]

Lightning (Blue / Bronze)

Spell Level	Spells
1st	*lightning tendril*[K]
3rd	*crackle*[K]
5th	*lightning bolt*
7th	*jumping jolt*[K]
9th	*sky burst*[K]

Poison (Green)

Spell Level	Spells
1st	*bad blood*[K]
3rd	*poison dart*[K]
5th	*stinking cloud*
7th	*poison puff*[K]
9th	*cloudkill*

True Dragon Form

Prerequisite: 18th level, true polymorph *spell*

When you use *true polymorph* on yourself to take the form of a dragon and allow it to become a permanent effect, the effect cannot be dispelled, and for all intents and purposes of the rules, you become a dragon. This does not revert even if you die, and can only be reversed by *wish* if you allow it to be.

The Dragon Quirks

The following are some optional quirks for a player of this Otherworldly Patron to choose from.

d6	Quirk
1	You find yourself accidental cursing in draconic when surprised.
2	You have a misplaced paternalist affection for kobolds.
3	You have a severe case of hoarding.
4	Your eyes have turned a bit draconic looking, usually the same color as your patron.
5	You develop an obsession with collecting a specific type of treasures (artwork, gems, coins).
6	You sprout draconic horns.

The Fey

Your patron is a powerful being from the fanciful and chaotic fey realm. Pacts with fey are often strange and eclectic in nature, granting some small fraction of the vast but mysterious powers of the fey onto a mortal for often unknowable reasons... or perhaps trivial reasons mortal minds may find equally as baffling.

These sort of beings include powerful fairies, ancient hags, and fey lords of all types, ranging from beings curious and mischievous to horrifying and terrifying, from exuberant and joyful to seething piles of hatred given form. One never knows exactly what to expect when making a pact with a fey, but can safely assume their life will never be quite the same.

The Fey Features

Warlock Level	Feature
1st	Expanded Spell List, Fey Burst, Dazzling Tricks
6th	Fey Trickery
10th	Beguiling Defenses
14th	Hypnotic Charms

Expanded Spell List

Selecting this Otherworldly Patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Fey Expanded Spells

Spell Level	Spells
1st	*faerie fire, sleep*
2nd	*blur, phantasmal force*
3rd	*blink, plant growth*
4th	*confusion, greater invisibility*
5th	*dominate person, seeming*

Fey Burst

Starting at 1st level, your patron bestows upon the ability to draw on dazzling fey magic, using it to boost your abilities or unleashing it small bursts.

- **Fairy Lights.** When you hit a creature with an attack roll, you can cause it glow with colorful lights with the effect of *faerie fire* until the start of your next turn.
- **Amplify.** You can project a supernatural aura, bolstering your presence and presentation to give yourself advantage on a Persuasion, Intimidation, or Performance ability check.
- **Bedazzle.** As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.
- **Glamour.** Create a glamour, casting *disguise self* without expending a spell slot.

You can use this ability a number of times equal to your proficiency bonus, and regain all expended uses when you finish a long rest.

Dazzling Tricks

Additionally at 1st level, you learn your choice of one of the *minor illusion*, *thaumaturgy*, or *dancing lights* cantrips.

Fey Trickery

Starting at 6th level, the touch of fey illusions and glamour on leave things never quite as they seem. As an action, or as a reaction when you take damage, you can turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next or cast a spell. When you do so, you can choose to leave behind a mirror image yourself. If this mirror takes any damage, it vanishes into a puff of mist.

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

Beguiling Defenses

Starting at 10th level, your frequent exposure to the fey makes you immune to the charmed condition. Additionally, when a creature attempts to charm you or attack you, as a reaction you can force them to make a Wisdom saving throw against your Warlock spell save DC, or become charmed by you instead for 1 minute. A creature that is charmed this way by you can repeat their saving throw at the end of each of their turns, and the charm effect ends if they take damage.

Once you charm a target with this feature, you cannot use it again until you complete a long rest. You can use it again early by expending a use of Fey Burst.

Hypnotic Charms

Starting at 14th level, your influence on the minds of others you have charmed causes strengthens your

influence. When a creature starts their turn charmed by you, you can force them to make a Wisdom saving throw against your Warlock spell save DC, or move up to their movement speed where you direct. This cannot make them move into hazardous terrain, and if they take damage during the movement, the movement ends and they regain control.

Fey Quirks

The following are some optional quirks for a player of this Otherworldly Patron to choose from.

d6	Quirk
1	Songs you feel compelled to sing spring into your mind spontaneously. They are usually in Sylvan, regardless of if you speak it.
2	You wake up with different hair colors each day, often ones that are vivid and unnatural.
3	When you fall asleep outdoors, small wildflowers spring up around you.
4	Your laughter sometimes has an otherworldly echo that reverberates eerily.
5	You have lost your ability to sign or write your name, leaving only a strange symbol or drawing when you attempt to.
6	You have developed an inexplicable desire to consume tulips. They taste delicious.

The Knowledge Keeper

You have made a pact with being of ancient knowledge. The actual nature of this being can vary greatly, it can be a Pact with a sentient library, an ancient spirit, or perhaps even a lost god of knowledge. This is a pact for a Warlock that seeks something beyond simple power: they seek knowledge—ancient and unknown knowledge that has once and will again exist.

You can leverage this knowledge to know things that your mortal peers would consider miracles, delve the secrets that others do not even know exist, and (most importantly) perhaps even understand the philosophical mechanics of existence.

The Knowledge Keeper Features

Warlock Level	Feature
1st	Expanded Spell List, Ancient Secrets, Esoteric Knowledge
6th	Magical Mechanics
10th	Single Minded Focus, Seeped In Ancient Knowledge
14th	Fleeting Omniscience

Expanded Spell List

The ancient entity of knowledge you've made a pact with lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Knowledge Keeper Expanded Spells

Spell Level	Spells
1st	*induce headache*[K]*, identify*
2nd	*detect thoughts, locate object*
3rd	*immutability*[K]*, speak with dead*
4th	*divination, secret chest*
5th	*legend lore, field of stars*[K]

Ancient Secrets

When you select this Patron at 1st level, you can access the ancient secrets your patron has granted you. By expending a pact magic spell slot of at least one level higher than the spell you want to cast (or a 1st-level spell slot for a cantrip), you can cast an Abjuration, Divination, or Transmutation spell that does not appear on your spell list. This spell can be from any class's spell list, but counts as a Warlock spell for you when you cast it this way. Spells cast this way are cast at one level lower than the spell slot used.

You can do this a number of times equal to your spellcasting modifier, and regain all uses of this feature at the end of a long rest.

Ancient Knowledge is Player Knowledge.

Ancient Secrets is very demanding to a player's knowledge of the spells—if you haven't played several different classes of casters, it will be challenging to quickly leverage the knowledge at your character's fingertips. Consider playing this subclass only when you feel that you can quickly call to mind and reference enough spells to make full use of these powerful Ancient Secrets.

Note that unlike wish, Ancient Secrets does not remove the need for material components or affect the casting time of a mimicked spell.

Esoteric Knowledge

Additionally at 1st level, you gain proficiency in one skill of your choice from Arcana, History, or Nature.

Magical Mechanics

Starting at 6th level, your understanding of the mechanics behind magical effects and the cosmic forces are developed enough that if you see a spell being cast, you can use your reaction to make an Arcana check to know what the spell is. If the spell you identify with this check would force you to make a saving throw, you can make that saving throw with advantage.

Additionally, your comprehension of magic allows you to access magic that is beyond your power, but not beyond your knowledge. You can cast from a Spell Scroll even if the spell isn't on your spell list, and you can add your proficiency bonus to the ability check to successfully cast from a Spell Scroll.

Single-Minded Focus

Starting at 10th level, when you make a constitution saving throw to maintain concentration on a Divination school spell, you automatically pass the saving throw. If you are concentrating on a spell from another school, you can add your spellcasting modifier to the result.

Seeped In Ancient Knowledge

Additionally at 10th level, ancient knowledge has seeped so deeply into you, you instinctively draw from the ancient knowledge of your Patron. You gain the eldritch invocation Eyes of the Rune Keeper and it does not count against your Invocations Known. If you already have this invocation, you can select either Beast Speech or Eldritch Sight instead.

Fleeting Omniscience

Starting at 14th level, you can briefly comprehend the true form of knowledge and use it to weave together the perfect form of magic. As a bonus action, you can replace your spellcasting ability modifier with the sum of your Intelligence, Wisdom, and Charisma modifiers until the end of your turn. You can't use this feature again until you finish a long rest.

Knowledge Keeper Quirks

The following are some optional quirks for a player of this Otherworldly Patron to choose from.

d6	Quirk
1	You made this pact to uncover esoteric secrets... but your patron keeps requesting you read pulpy adventure serials.
2	Your patron scolds you if your note taking isn't detailed enough.
3	While your companions rush towards the treasure, you're busy inspecting the engravings on the wall.
4	Instead of adventuring, you'd rather be reading and sipping tea.
5	Even the wizard thinks you're a nerd.
6	You're a knowledge keeper, not a knowledge sharer.

The Overseer

You have made a pact with an all seeing being of the outer planes: an infamous creature whose very name is forbidden from being put to text by almighty coastal wizards, most known for its all seeing eyes, great paranoia, and reality warping dreams. The nature of your pact may be down to madness (yours, its, or both), or working toward some greater scheme of such brilliance that lesser minds cannot hope to comprehend.

The Overseer Features

Warlock Level	Feature
1st	Expanded Spell List, Overseer's Gaze
6th	Lingering Gaze
10th	Patron's Paranoia
14th	Suppressor's Sight

Overseer Expanded Spells

The Overseer lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the Warlock spell list for you.

Overseer Expanded Spells

Spell Level	Spells
1st	*sleep, tranquil moment*
2nd	*blindness/deafness, see invisibility*
3rd	*clairvoyance, slow*
4th	*arcane eye, fabricate*
5th	*creation, telekinesis*

Overseer's Gaze

Starting at 1st level, as a bonus action, you can summon a spectral eye in your space or on your body that immediately fires one ray at a creature of your choice within 120 feet of you, rolling on the Eye Ray Effect table below after choosing the target, after which the spectral eye fades away.

1d6	Effect
1. Fear Ray	The targeted creature must make a Wisdom saving throw or become frightened of you until the start of your next turn.
2. Telekinetic Ray	The target creature must make a Strength saving throw or be moved 10 feet in a direction of your choice.
3. Slowing Ray	The target's movement speed is halved until the start of your next turn.
4. Petrification Ray	The target must succeed a Constitution saving throw or be affected by the slow spell until the start of your next turn.
5. Enervation Ray	The target must succeed a Constitution saving throw or take 1d8 + your Charisma modifier necrotic damage.
6. Disintegration Ray	The target must succeed a Constitution saving throw or take 1d10 + your Charisma modifier force damage.

You can do this a number of times equal to your Proficiency bonus, regaining all uses on a long rest.

Lingering Gaze

At 6th level, when you invoke your Overseer's Gaze, the spectral eye lasts for 1 minute before fading away, and you use your bonus action on each of turns to cause it to fire again, rolling on the table anew. Once during the duration of each eye, you can pick the effect it fires instead of rolling. The spectral eye moves with you and is always in your space.

While you have the spectral eye with you, have advantage on Wisdom (Perception) checks and can perform the Search action as a bonus action (instead of firing an eye ray).

Patron's Paranoia

Beginning at 10th level, your patrons paranoia affects and benefits you with constant vigilance. You can no longer be surprised, benefit from your normal passive perception even while sleeping, and can add your Charisma modifier to your initiative rolls.

Suppressor's Sight

Starting at 14th level, you can conjure the full power of your patron's magic suppressing eye. As an action, you manifest a giant spectral eye in your space which creates an *antimagic field* (as per the spell) in a 150 foot cone until the start of your next turn. This eye does not move from the space it was manifested in.

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

Additional Invocations

When you select The Overseer as your otherworldly patron, the following become additional options for your Warlock invocation selections.

Controlled Chaos

Prerequisite: Overseer patron

When you roll on the Eye Ray Effects table, you can roll twice and choose between the two effects. If you roll the same value on both dice, you can pick any effect from the table.

Overseer's Sight

Prerequisite: 15th level, Overseer patron

You gain truesight with a range of 30 feet. This range is doubled while you have a spectral eye manifested from Lingering Gaze.

Overseer Quirks

The following are some optional quirks for a player of this Otherworldly Patron to choose from.

d6	Quirk
1	You float a little bit when you hold your breath.
2	You're not paranoid, they ARE out to get you!
3	While others plan, you're out here playing Astral Dragon Chess.
4	Since making your pact you've grown more than just a few extra eyes.
5	You look at humanoids as disgusting creatures... despite being one yourself.
6	You fear your patron may be plotting to get you killed.

The Ooze

You have made a pact with a powerful ooze, gaining the ability to summon and control the primordial essence of slime and ooze. As you gain power, you become more like your patron: your body taking on slimy and gelatinous features.

The Ooze Features

Warlock Level	Feature
1st	Expanded Spell List, Adaptive Absorption, Flowing Form
6th	Corrosive Conduit
10th	Acidic Adaption
14th	Division on Death

Ooze Expanded Spells

Spell Level	Spells
1st	*grease, summon ooze*[K]
2nd	*acid arrow, alter self*
3rd	*erode*[K]*, protection from energy*
4th	*black tentacles, freedom of movement*
5th	*acid rain*[K]*, contagion*

Adaptive Absorption

Starting at 1st level when you make the pact, as a reaction to taking damage you can manipulate your body gaining resistance to the damage type of the attack until the start of your next turn. If the trigger of the reaction is taking damage from a melee weapon attack, you can force the attacker to make a Strength saving throw against your spell save DC. On failure, their weapon becomes stuck, forcing them to either release it, or become grappled by you (their choice). As an action they can repeat the saving throw to retrieve a stuck weapon. You can release stuck weapons at any time (no action required).

You can use this feature a number of times equal to you proficiency bonus, regaining all uses when you complete a long rest

Flowing Form

At 1st level, as a bonus action you can briefly completely assume a form akin to your patron. Until the start of your next turn, your body and every object you are wearing and carrying becomes elastic and amorphous, allowing you to pass through gaps as narrow as one inch and granting immunity to the grappled and restrained conditions (freeing you if you are currently affected by them).

Once you do this, you cannot do so again until you complete a short or long rest.

Corrosive Conduit

Starting at 6th level, you can easily channel the melting powers of your patron. You have resistance to acid damage, and when you cast a spell that deals acid damage, you can add your Charisma modifier to one damage roll of that spell.

Acidic Adaption

Starting at 10th level, your resistance to acid damage evolves to immunity to acid damage. Additionally, when you use Adaptive Absorption against a melee weapon attack, the triggering attacker takes 3d6 acid damage.

Division on Death

Starting at 14th level, when you would drop to 0 hit points, you can instead explode into drops of ooze (no action required). All creatures of your choice within 10 feet of you must make a Dexterity saving throw, or take 3d6 + your Charisma modifier acid damage, after which you leave behind a number of small acidic blobs equal to your Charisma modifier. Each one has an AC of 8, and 10 hit points, each placed in the closest available space to where to where you were before dividing. The blobs are creatures. They automatically fail all strength and dexterity saving throws, but use your statistics for other saving throws.

At the start of your next turn, all remaining blobs combine to reform your body, granting you hit points equal to their combined hit points. If all of them were destroyed, you reform at 0 hit points.

Once you use this ability, you cannot use it again until you complete a long rest.

Ooze Quirks

The following are some optional quirks for a player of this Otherworldly Patron to choose from.

d6	Quirk
1	You have a fascination with foods that jiggle.
2	Instead of washing your hands in water, you are convinced acid does a much better job.
3	You feel most comfortable sleeping in tight nooks or crevasses.

d6	Quirk
4	Even monks are impressed with your flexibility.
5	Sometimes you forget you have limbs, and slowly wriggle across the ground until you remember.
6	You once accidentally tied your arms in a knot, you're not sure how.

Additional Invocations

When you select The Ooze as your otherworldly patron, the following become additional options for your Warlock invocation selections.

Corrosive Consumption

Prerequisite: Ooze patron

You gain the ability to subsist off of any organic matter, and cannot become poisoned by things you consume.

Melting Mimicry

Prerequisite: Ooze patron

You can absorb the corpse of a Medium or smaller creature, erasing all evidence of it. When you do so, you gain advantage on Charisma (Deception) checks to act to mimic that creature, and can perfectly recreate their features when disguising yourself as them with magic (such as *alter self*). At your DM's discretion, you may be able to absorb limited memories or insights into the creature if it was recently deceased (potentially learning its name, minor insights into its final experiences, etc.).

Pseudopod Whip

Prerequisite: Ooze patron, Pact of the Blade

You can create a natural weapon taking the form of an acidic whip as your pact weapon. It has the reach and finesse properties, and deals 2d4 acid damage on hit. You can consume a weapon with a bonus to attack and damage rolls, destroying it and granting your acidic whip the bonus to attack and damage rolls of the consumed weapon (this cannot be used on cursed items, artifacts, or sentient items). This weapon counts as a whip for the purposes of weapon interactions (such as feats). At your DM's discretion, it may be able to absorb other properties from absorbed magical weapons.



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The Tempest

You have made pact with a tempestuous being, born of wind and rain: an ancient elemental, powerful storm giant, or perhaps a demigod of disagreeable weather. What they sought through you may vary, but the mere touch of their powers causes the storm winds to bend the knee.

Such powers tend to be far better at calling the chaotic power at their disposal than calming it, and many who ride the tempest will find the same is true for them, leaving destruction in their wake if they are not careful in how the use their power... if they even care about what remains in their wake.

The Tempest Features

Warlock Level	Feature
1st	Expanded Spell List, Building Storm
6th	Rolling Thunder, Tempestuous Blasts
10th	Whispering Winds
14th	Everstorm

Expanded Spell List

The ancient entity of tempestuous power you've made a pact lets you choose from an expended list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Tempest Expanded Spells

Spell Level	Spells
1st	*feather fall, thunderwave*
2nd	*dust cyclone*[K], *levitate*
3rd	*lightning bolt, vortex blast*[K]
4th	*aero barrage*[K], *ice storm*
5th	*sky burst*[K], *tornado*[K]

Building Storm

Starting at 1st level, when you cast a warlock spell of 1st level or higher using a Pact Magic spell slot on your turn, a storm begins to brew around you. The storm gains storm levels based equal to the level of the spell slot used. If you cast a spell while the storm is active, the storm level is increased by the level of the spell slot used (up to a maximum equal to your Charisma ability modifier).

While a storm is active around you, you gain the following abilities based on how powerful the storm is:

Storm Level	Effect
1	You can cast *manipulate wind*[K] as a bonus action.
2	You can use your reaction to impose disadvantage on a ranged weapon attack made against a target within 15 feet of you.
3	You gain a flying speed of 15 feet, though cannot fly more than 15 feet above the ground with this flying speed.
4	If a creature ends their turn within 15 feet of you or strikes you with a melee attack, you can use your reaction to deal 1d8 lightning damage to them.
5	You gain flying speed equal to your movement speed and are not longer restricted in how you can fly.

The storm loses 1 level each time you end your turn without casting a 1st level or higher spell. You can prevent this by concentrating on maintaining the storm (as if it were a spell) starting from any action that increases the storm's level. You can maintain this concentration for up to 1 minute.

Rolling Thunder

Starting at 6th level, you learn the spell *call lightning*. It is a Warlock spell for you, but does not count against your spells known.

Additionally, while you have a storm level of 1 or higher, you can use your action to conjure bolts of lightning as per the *call lightning* spell, treating your Building Storm as the storm cloud (even if you are indoors). If your storm level is 2 or higher, you are considered under "stormy conditions" as per the spell. If you cast *call lightning* expending a Pact Magic slot, your storm level does not decrease while concentrating on it.

Tempestuous Blasts

Additionally at 6th level, when you cast *eldritch blast* you can choose to replace the damage type with lightning or thunder damage.

Whispering Winds

Starting at 10th level, you can hear a whisper on the winds that tells you where they go and what they do. You can predict the weather accurately up to 8 hours away, and know if any weather effect is natural or magical in nature.

Additionally, you may hear other things on the winds by way of what they hear; you can cast *scrying* without expending a spell slot or requiring any verbal or material components, but when cast in this way, your sensor can only hear and not see. A target gets a −5 penalty to the save if they are in a place open to the wind (such as outdoors), or a +5 bonus to the save if they are in a place that the wind cannot reach (such as caves or indoors).

Once you cast *scrying* in this way, you cannot cast it again until you complete a long rest.

Everstorm

Starting at 14th level, the storm level of your Building Storm no longer decreases at the end of your turn. You can end the effect of your storm as an action. You can spend an action to start building a storm around you, or increase the storm level by one if you already have a storm.

While the Storm Level is 1 or more, you can cast spells *feather fall* and *levitate* without expending spell slots as long as they are targeting creatures that are within 15 feet of you within the effect of the storm.

Additional Invocations

Stormblessed

Prerequisite: Tempest patron

You gain resistance to lightning and thunder damage. While in a natural storm, you gain the benefits of a *bless* spell.

Stormcaller

Prerequisite: 15th level, Tempest patron

You learn the spell *control weather* and can cast it without expending a spell slot. When you cast it in this way, and change the Precipitation or Wind, you can only increase the stage.

Wizard

Astronomical Order

The Astronomical Order are Wizards that specialize in the study of the celestial bodies and their movements, interpreting mystical meaning and understanding aspects of nature and magic from their order. They draw on the stars and the insights they glean from these celestial mysteries empower their magic.

Often found buried in star charts and ancient tomes, they seek to delve into the secrets of ancient skies and uncover new insights into the infinite depths above.

Astronomical Order Features

Wizard Level	Feature
2nd	Astral Orrery, Star Shards
6th	Constellations
10th	Nebula of Creation
14th	Celestial Canvas

Astral Orrery

Starting at 2nd level, you can invoke a special ritual as an action, creating an ethereal orrery representing an accurate real time star chart around you, even during the day or underground. While surrounded by your Astral Orrery, you are able to see the positions of the stars and celestial bodies in great detail, even during the day, and gain the following abilities:

- **North Star.** You can determine which direction is north and what time of day it is.
- **Celestial Navigation.** You can gain advantage or grant advantage to another creature on making Wisdom (Survival) checks to determine your location,
- **Read the Heavens.** You can cast the *augury* spell as a ritual, consulting astral omens, even without having the spell known or prepared.

This ability may have unpredictable results or not function as expected when used on planes other than the material. This ethereal orrery lasts until you dismiss it (no action required) or move.

Star Shards

Additionally at 2nd level, you gain the ability to channel astral power as you cast spells. When you expend a spell slot of 1st level or higher on a Wizard spell, you generate a star mote orbiting you as a glowing point of starlight. While you have one or more of these star motes, you can expend them in the following ways:

- As a bonus action, you can expend one or more to fire them at a creature within 60 feet, dealing 1d4 + 1 radiant damage per mote expended this way.
- As a bonus action, you can expend motes to protect yourself, granting you 1d4 temporary hit points per mote expended this way.
- As a reaction to failing a Wisdom or Intelligence saving throw, or a Constitution saving throw to maintain concentration on a spell, you can expend one or more motes to add 1 to the roll per mote expended (you can do this after rolling, potentially turning a failure into a success).

You can have a maximum number of unused star motes equal to your Intelligence modifier. All unused star motes fade when you complete a long rest.

Constellations

Starting at 6th level, as a bonus action, you can form orbiting motes from Star Shards into Constellations that empower you with astral powers. A Constellation



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can be broken up at any time (no action required) returning the component motes and ending the effect of the Constellation. Forming a new Constellation while you already have one active breaks apart the previously formed Constellation. The forms of the Constellations vary from wizard to wizard, representing intricacies of beliefs and magic, but always take the form of stars from the planet they are on, just connected in unique ways. You can form the following Constellations:

- **Constellation of Nightfall (2 Motes).** While this Constellation is active, you gain darkvision with a range of 60 feet.
- **Constellation of Navigation (2 Motes).** While this Constellation is active, you gain the benefits of your Astral Orrery; moving does not dismiss it.
- **Constellation of the Eye (3 Motes).** While the Constellation is active, you gain advantage on Wisdom (Perception) checks.
- **Constellation of Mystery (3 Motes).** While this Constellation is active, you gain advantage on Intelligence (Arcana) checks.
- **Constellation of Brilliance (4 Motes).** While the Constellation is active, when you cast a spell that deals damage you can choose to have it deal radiant damage instead of its normal damage type.
- **Constellation of the Void (4 motes).** While this Constellation is active all creatures of your choice within 20 feet of you gain resistance to radiant damage.
- **Constellation of the Messenger (5 Motes).** While this Constellation is active, you gain a flying speed of 30 feet.
- **Constellation of the Shield (5 motes).** While this Constellation is active, you gain half cover against attacks.

While you have a Constellation formed, you shed 5 feet of dim light for each mote forming the constellation. Any formed Constellation fades when you complete a long rest.

Nebula of Creation

Starting at 10th level, as an action, you can create a number of star motes from your Star Shards feature equal to your Intelligence modifier. Once you use this feature, you cannot use it again until you complete a long rest.

Celestial Canvas

Starting at 14th level, you can form and maintain an additional Constellation using your Star Motes before the last created Constellation is removed.

Astronomical Order Quirks

The following are some optional quirks for a player of this Order to choose from—these can be either preexisting, signaling their fated path toward this Order, or appear after they select this Order.

d6	Quirk
1	You wear a blue robe and hat with stars and planets on them.
2	You keep detailed charts tracking when celestial bodies will align.
3	You have a deep superstition that people born under certain stars share common personality traits.
4	You don't have stories for each constellation in the sky, you have formula.
5	You prefer to read by mote-light.
6	Cloudy nights don't stop you from gazing intently upwards.

Theurge

Wizards of this pursuit delve what other Wizards consider untouchable. The secrets of the divine. They discover and delve the paths of power that divine magic activates, and seek to recreate it through precise understanding and deep knowledge.

Some are deeply religious, devoted to gods and seeking to understand them at a higher level, some follow unrestrained academic curiosity, and yet others seek this power for blasphemous reasons.

Theurge Features

Wizard Level	Feature
2nd	Study of the Divine, Theologian
6th	Celestial Conduit
10th	Divine Revelation
14th	Divine Synthesis

Study of the Divine

Beginning at 2nd level, you delve the secrets of the divine, prying into magic usually denied to the arcane paths. Whenever you gain a Wizard level, you can replace one of the Wizard spells you add to your spellbook with a spell from the Cleric spell list. Any Cleric spell you gain from this feature is considered a Wizard spell for you and is recorded in your spellbook, but other Wizards are unable to copy these spells into their own spellbooks. The spell must be of a level for which you have spell slots, and can never be a spell level higher than your proficiency bonus (meaning you will be unable to learn Cleric spells of 7th level or higher).

Your ability to recreate divine magic using arcane magics is limited. You can cast a number of spells gained from this feature equal to your proficiency bonus. You regain all uses when you complete a long rest. When you use your Arcane Recovery feature, you can choose to reset this limit instead of regain spell slots. Using divine magic that brings creatures back from the dead strains your body, causing you to gain 2 levels of exhaustion when you cast a spell learned through this feature that restores a creature to life.

Theologian

Additionally at 2nd level, you gain proficiency in the Religion skill. If you already have proficiency in Religion, you can select another skill to gain proficiency in.

Celestial Conduit

Starting at 6th level, when you cast a spell from the Cleric spell list, you gain temporary hit points equal to your Intelligence modifier + the level of the spell.

Divine Revelation

Beginning at 10th level, your understanding of divine magic reaches complete comprehension. You can copy Cleric spells into your spellbook from scrolls or other written records of them.

Additionally, when you deal fire or lightning damage, you can replace half the damage dealt with radiant damage. When you deal cold or poison damage, you can replace half the damage dealt with necrotic damage.

Divine Synthesis

Starting at 14th level, your research into the synthesis of divine and arcane reveals to you a greater harmony of power. When you cast a 1st level or higher spell from the Wizard spell list or a spell from the Cleric spell list as your action, you can cast a 1st level or higher spell from the other list with a casting time of an action or bonus action as a bonus action (regardless of its casting time).

The total level of the two spells combined cannot exceed your half your Wizard level (rounded down).

Theurge Quirks

The following are some optional quirks for a player of this Order to choose from—these can be either preexisting, signaling their fated path toward this Order, or appear after they select this Order.

d6	Quirk
1	You've managed to combine the know-it-all nature of wizardry with the self-righteousness of religion.
2	Who needs faith when you have proof!
3	Becoming a Lich is so gauche, you merely seek to become god.
4	Insulting the intelligence of the local clergy is your favorite pastime.
5	It's not blasphemy if it's for research purposes.
6	You're jealous of the faith others hold and the ease with which they can cast divine magics.

Awakened Undead



ART: FORREST IMEL

You are the skeletal remains of what once was a living creature; you are both the power that animates these remains and bound to the remains themselves. The source of your second life varies—perhaps risen as a mindless undead by a necromancer you eventually awakened sentience, perhaps you are fey spirit that inhabited the bones and got stuck, or perhaps you fiendish creature bound to this form to walk the material plane—there are many options for how you ended up in this predicament, but beware, your new life is as fragile as any mortal, and you can die as they do.

This is a unique and flexible race where your exact nature depends on several factors of your circumstance and it presents unique traits and challenges, including some large conveniences and inconveniences that can lead to nonstandard circumstances, particularly around healing.

Being Undead is not Normal

...usually. This is a race that will always be under the approval of a DM if fits with their setting and campaign. Being undead will not be a normal player experience: if your nature is revealed, the vast majority of creatures will find you either terrifying or a threat to be destroyed. Various disguises or illusions will almost always be required to interact with the living.

Awakened Undead Traits

Ability Score Increase
As an undead, you have increased resilience. Your Constitution score and one other ability score of choice increase by 1. You gain one additional ability score increase from the type of Remains selected in your subrace choice.

Age. Awakened undead are effectively ageless. Their age can be measured from when they have awakened, but they do not change with age beyond their lived experience from that point.

Alignment. While typical undead are nearly universally evil due to the negative energy that animates them, there are other sources of undead animation that run a broader range of possibilities. Regardless of your animating force, what differentiates an Awakened Undead is awareness and control, and as such they can freely choose their alignment. Some will still choose evil, but others find a new path upon awakening.

Size. Undead are typically animated from Medium sized humanoid corpses, and have sizes based on the creature they once were. Your size is Medium unless otherwise specified by your Remains type.

Speed. Your base walking speed is 30 feet.

Darkvision. Due to the unique nature of your sight, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common.

Undead Nature. Your creature type is undead, rather than humanoid. As a result of being undead, you have the following benefits:

- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You are immune to poison damage and the poisoned condition.

Divine Healing

Note that being of creature type undead precludes the vast majority of divine healing effects. This can prove a challenge, but is somewhat mitigated by Magical Vitality below.

Magical Vitality. As you are powered by magic, your vitality can be restored by magical power. Any creature (including you) with access to spell slots can expend a spell slot as an action with a range of touch to restore 1d8 + their spell casting modifier hit points donating their magical power to your vitality. The amount restored increases by 1d8 for each spell slot level above 1st. Whenever you are healed in this fashion, you can expend hit dice (rolling them as normal) equal to the spell slot level used to regain additional hit points.

Additionally, you can be returned to life with the animate dead spell, which has the effects of revivify when cast targeting only you.

Reassembly. Your body can be assembled if pieces are broken off. A lost limb can be reattached over a short rest while spending 1 or more hit dice as long as the limb is in your possession, and your corpse counts as intact if all pieces of it can be found and assembled for when using animate dead to recreate revivify on you.

Turn Resistance. Due to your awakened nature, you have advantage on saving throws against any effect that turns undead.

Antimagic Susceptibility. As a magically alive force, you are weakened while in the area of an *antimagic field*. At the start of each turn you spend it, you must make a DC 10 Charisma saving throw. On failure, you have disadvantage on all attack rolls and ability checks, and your speed is halved. If you fail by 5 or more, you are stunned until the end of your turn.

If you are the target of *dispel magic*, you must succeed a Charisma saving throw against the caster's spell save DC (even if the caster is an allied creature). On failure, you are stunned until the end of your next turn.

Subtype. Awakened Undead are extremely varied by their nature, and consequently create their subrace in a unique way by selecting two values: their remains, and their animating force. Their remains indicate what sort of corpse you are animating, and your the animating force dictates what sort of force is driving the animation.

Your selection of remains gives you an ability score (listed in the table below) which is increased by one, and a feature that is defined below. Your animating force gives a language known as well as a feature (also defined below). If the language is listed as "matching remains" it means the language of the type of corpse you are animating spoke in life (for example, for an elf corpse, Elvish).

Complexity

Awakened Undead has a lot going on at first glance, but much of is simply due to the fact that they are a more unique option, so require more things clarified as to the expected interactions.

In terms of actual power, Awakened Undead is a mixed bag with some advantages and disadvantages. It is probably not a good option for a new player, and might not be robust in all interactions with other 3rd party content, but is going to be generally balanced against simpler and more common options.

Remains

Remains	Ability Score	Feature
Human	Any	Universal Parts
Elf	Dexterity	Mystic Bones
Dwarf	Constitution	Sturdy Bones
Minotaur	Strength	Ramming Horns
Beast	Strength or Constitution	Bestial Configuration
Catfolk	Dexterity	Climbing Configured
Angelic	Charisma	Relic Bones
Kobold	Dexterity	Scurrying Frame
Turtlefolk	Constitution	Bone Shell
Centaur	Strength	Galloping Frame

Animating Force

Force	Language	Feature
Necromancy	Matching Remains	Emotional Void
Wandering Spirit	Any	Spirit Soaring
Returned Spirit	Matching Remains	Remembrance
Fey Energy	Sylvan	Fey Spirit
Infernal Energy	Infernal	Flaming Skeleton
Blight Growth	None	Blightborn

Remains Traits

Bestial Configuration *(Beast Remains)*
Inconveniently, you don't have hands. You cannot do anything that requires hands (such as holding weapons or casting spells with somatic components, but you can grapple a single target with your mouth.
Your movement speed becomes 35 feet, and you gain natural weapons in the form of fangs that deal 1d10 + your Strength modifier piercing damage, and claws that deal 1d6 + your Strength modifier slashing damage. Your claws have the Light property, you are considered to be holding them for the purpose of using them as weapons.

> **Beware a Lack of Hands.**
> This option has broad ramifications. It's a choice that offers some unique advantages, but in many cases not a good one.

Bone Shell *(Turtlefolk Remains)*
Your remains have a study bone shell that can be used to deflect attacks. When you aren't wearing armor, your AC is 17. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Climbing Configured *(Catfolk remains*
Your remains are well configured for climbing, being light and with built in claws. You gain a climbing speed of 30 feet.

Galloping Frame *(Centaur Remains)*
Your movement speed becomes 35 feet, but any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Mystic Bones *(Elf Remains)*
You have advantage on Charisma saving throws for Antimagic Susceptibility, and you cannot be put to sleep by magical means.

Ramming Horns *(Minotaur Remains)*
Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Relic Bones *(Angelic Remains)*
Your bones have a lingering holy aura. You are immune to effects that turn undead and have resistance to radiant damage.

Scurrying Frame *(Kobold Remains)*
Your size becomes Small, and you can move through other creatures' spaces as if you were one size smaller (Tiny) but cannot end your turn inside their space unless you otherwise could.

Sturdy Bones *(Dwarf Remains)*
Your bones are particularly sturdy. Your speed becomes 25 feet. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Universal Parts *(Human Remains)*
You can often find useful spare laying about, and your parts are easier to repair in general. When you complete a long rest, you regain an additional hit die. The number of hit dice you regain increases when your proficiency bonus does.

Animating Force Traits

Blightborn *(Blight Growth)*
Uniquely your animating force is a physical (though still magical) phenomena; twisting vines growing through your remains. Your creature type is both Plant and Undead, and you can leverage your vines to constrict your enemies. You can grapple a number of creatures equal to your Constitution modifier without using your hands.

Emotional Void *(Necrotic Energy)*
You are animated by a thread of negative energy that has somehow gained greater awareness. You still feel the innate urge to destroy all life, and can control and channel that urge. As bonus action, you can unleash your normal undead nature for 1 minute. You become immune to the charmed and frightened conditions, but lose your Turn Resistance feature.
Once you use this feature, you cannot use it again until you complete a long rest.

Fey Spirit *(Fey Energy)*
Sometimes a fey spirit finds itself inhabiting a pile of bones, often not entirely aware of who, what or why, as is their way. Your creature type is both Fey and Undead. You have access to additional fey magic, and cast faerie fire and speak with animals each once without expending a spell slot, regaining the ability to do so when you finish a long rest. Your spell casting ability for these spells is Charisma.

Flaming Skeleton *(Infernal Energy)*
You glow with an inner flame. As a bonus action, you can burst alight, becoming a flaming skeleton for 1 minute. For the duration, you have resistance to fire damage and any other creature that starts their turn within 5 feet of you takes 1d4 fire damage. While this effect is active, once per turn when you hit a creature within 5 feet of you with an attack or deal fire damage, you can add bonus damage to that damage roll equal to your proficiency bonus (affecting one target of the damage roll).
Once you use this feature, you cannot use it again until you complete a long rest.

Remembrance *(Returned Spirit)*
You've come back for your own bones... or at least you think you have. You retain some of the skills you had in life. You can select one of the following:

- Proficiency in a simple or martial weapon of your choice.
- Proficiency in two skills or tools of your choice.
- You additionally gain proficiency in one artisan's tool or language of your choice.

Spirit Soaring *(Wandering Spirit)*
You're loosely bound to this shell and capable of soaring free of it. As an action, you can cast gaseous form, but rather than transforming you leave your body behind, incapacitated, and when the spell ends you return to your body's location.
Once you use this feature, you cannot use it again until you complete a long rest.

Awakened Undead Feats

The following are optional feats you can take as an Awakened Undead, furthering your specialized powers and abilities.

Modified Remains

Prerequisite: Awakened Undead

You've found your remains to be somewhat... customizable. After all, what's the harm in swapping out a few parts here and there? You gain the following benefits:

- **Ability Score Increase.** Increase your Strength, Dexterity, or Constitution ability score by 1, to a maximum of 20.
- **Skeleton Carving.** You gain a natural weapon that deals 2d4 damage (piercing or slashing, your choice) or Increase your AC by 1. If you already have a natural weapon and select a natural weapon , you can increase the damage of your existing natural weapon by a d2 step instead (from a d6 to a d8, for example). If a natural weapon has multiple damage dice, increase only one this way.

Twice Awakened

Prerequisite: Awakened Undead

You've mastered a second power of Awakening, gaining control of a greater set of powers over your condition. This can be from infusing yourself with energy of that source, or simply learning to imitate the powers natural to that source (for example, a returned spirit may find themselves mastering the powers of a Wandering Spirit after getting used to the condition). You gain the following benefits:

- **Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma ability score by 1, to a maximum of 20.
- **Secondary Force.** Select an additional option from the Animating Force table, gaining its features.

Refined Control

Prerequisite: Awakened Undead

You gain more granular control over your body, even when it is not all attached, allowing it to take advantage of its unnatural properties. You gain the following benefits:

- **Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma ability score by 1, to a maximum of 20.
- **Removable Parts.** You can remove a limb and continue to control it. It gains the statistics of a Crawling Claw, but has a blindsight of 5 × your proficiency bonus instead of 30 feet. This crawling claw gains all the abilities of a familiar as per the find familiar spell. You lose use of the limb for anything else while it is not attached. If it is destroyed, you can attach a new limb over the course of a long rest.
- **Dullahan.** Being beheaded (for example, by a vorpal sword) is no longer fatal to you, though your body cannot move more than 120 feet from your head.


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Active Martial Feats

Active Martial Feats are a group of feats that have the unique aspect of granting a character a new way to act (generally in combat). These abilities, which usually recharge on a short rest, allow characters to perform extraordinary feats, akin to a sort of "martial spell." They scale with your proficiency bonus, remaining relevant throughout the whole game, and usually don't require a full action. Instead, they integrate either as part of the Attack action, a bonus action, reaction, or even in some cases not requiring an action at all.

These are good options for characters that want to have more active and tactical options in combat. They're particularly well suited for martial characters, especially when paired with the Variant Martial Progression rules that grant more feats to those classes.

Active Martial Feat Save DC

Any time an active martial feat requires a saving throw, the **DC is 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus.**

Athlete

Prerequisite: 4th level and proficiency in Athletics

You can accomplish mythical feats of athletic prowess. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Athletic Movement.** Gain your choice of a climbing speed or swimming speed equal to your movement speed.
- Gain the **Athletic Feat** special ability (below).

Athletic Feat

Active Ability (Special)

You can perform an outrageous athletic feat. You can do any of the following during your turn:

- Jump a distance equal to your movement speed.
- Lift twice your normal lifting capacity until the end of your turn.
- Move at normal speed while carrying or dragging

another creature until the end of your turn.
- Make a free Strength or Dexterity saving throw or ability check against an ongoing effect or spell effecting you that would normally take an action or only occur at the end of your turn
- Take the Dash action as a bonus action.

Once you use this feature, you cannot use it again until you complete a short or long rest. You can use the feature again before completing a rest by taking a level of exhaustion.

Bodyguard

Prerequisite: 4th level and fighting style that uses your reaction to defend an allied creature

Your reflexes and techniques safeguard your allies. You gain the following benefits:

- **Ability Score Increase.** Increase Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- **Leaping Saves.** You can move up to 5 feet before using your reaction to protect an ally with a Fighting Style or Feat. Alternatively, when you use a reaction on a Fighting Style to defend an allied creature while you are already adjacent to them, you can swap positions with that ally after the attack completes as long as your movement speed isn't zero. This movement does not provoke attacks of opportunity.
- Gain the **Heroic Intervention** special reaction (below).

Heroic Intervention

Active Ability (Reaction)

As a reaction, when an allied creature within range of your movement speed would take damage, you can move to them and into their space. If the damage came from an attack, you become the target of the attack.

They move to an unoccupied space of their choice within 5 feet, or the closest unoccupied space if there are no unoccupied spaces within 5 feet (potentially moving them out of an area of effect, but moving yourself into it).

You and the target creature have resistance to all damage until the start of your next turn.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Breaker

Prerequisite: 4th level

You master the breaking of any creature within your grasp. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution score by 1, to a maximum of 20.
- **Punishing Blows.** You have advantage on attack rolls against a creature you are grappling.
- Gain the **Merciless Break** special attack (below)

Merciless Break

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks to inflict a debilitating injury on a creature you are grappling.

The creature takes 2d6 + your Strength modifier bludgeoning damage and suffers an injury for 1 minute. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus). While suffering from this injury, the creature subtracts 1d6 from attack rolls and ability checks, and must pass a DC 10 Constitution saving throw to successfully cast a spell.

The target creature makes a Constitution saving throw at the end of each of their turns, ending the effect of the injury on a success. A creature can spend their action treating their injury to automatically pass the saving throw.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Brute

Prerequisite: 4th level and proficiency in Intimidation

Your attacks leave your enemies devastated and cowering in fear. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution score by 1, to a maximum of 20.
- **Brutal Effort.** When you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.
- Gain the **Brutal Threat** special attack (below)

Brutal Threat

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks to issue a dire threat backed by your killing intent at a creature that can see or hear you within 60 feet. The target must make a Wisdom saving throw.

On failure, they become frightened for 1 minute. If it fails by 5 or more, it becomes frozen in terror, suffering the paralyzed condition while it is frightened. A frightened creature can repeat its saving throw at the end of each of its turns, ending the effect on success (if it fails by less than 5 it can end the paralyze effect, but cannot become paralyzed after the initial save).

If you kill a target while it is frightened in this way, you can repeat this action as a reaction targeting another creature within 30 feet that can see or hear you bypassing the usual usage restriction of the feature.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Charger

Prerequisite: 4th level

You master the reckless rush of smashing into the enemy line. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution score by 1, to a maximum of 20.
- **Heavy Momentum.** If you move at least 20 feet in a direction before making your first melee weapon attack roll on your turn, the attack deals an additional 1d8 damage.
- Gain the **Wild Charge** special attack (below).

Wild Charge

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with making a charge. You or a mount you are controlling can move up to 30 feet in a straight line, flinging your enemies out of your path.

This movement does not provoke attacks of opportunity. Large or smaller creatures in your path must make a Strength saving throw, or be knocked out of your way and prone. If a creature has no where they can move, they are knocked prone but not moved, and you pass over them. A creature takes 2d6 + your Strength modifier bludgeoning damage on a failed save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus). Your charge ends early if a creature passes their save. Creatures with a CR equal to less than half of your character level automatically fail their save.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Destroyer

Prerequisite: 4th level

You bring ruin to the battlefield, cleaving through hordes. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution score by 1, to a maximum of 20.
- **Cleaving Blows.** When you reduce a creature to 0 hit points with an attack, you can apply any overflow damage (damage dealt by the attack over what was required to bring the target to zero) to another creature within 5 feet of the target, if the attack roll would also hit that target.
- Gain the **Whirlwind Slash** special attack (below).

Whirlwind Slash

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with spinning your weapon in a massive arc with great force. All creatures of your choice within 5 feet of you must make a Dexterity saving throw. On failure, they take 2d6 + your Strength modifier damage, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

Once you use this feature, you cannot use it again until you complete a short or long rest.

Durable

Prerequisite: 4th level

You possess an implausible resilience and are capable of amazing feats of endurance. You gain the following the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution score by 1, to a maximum of 20.
- **Rapid Recovery.** When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).



ART: ALIF ZAHRAH

- Gain the **Unyielding Endurance** special reaction (below)

Unyielding Endurance

Active Ability (Reaction)

As a reaction to taking damage, you can brace yourself to weather the blow and any additional blows. Until the start of your next turn, you can reduce all damage taken (including from the damage that triggered this reaction) by your Proficiency bonus and gain advantage on Strength and Constitution saving throws. Additionally for the duration, if an attack would reduce you to 0, you can make a Constitution saving throw with a DC to the amount of damage taken. On a success, you are reduced to 1 instead. If you are not incapacitated at the start of your next turn after using this feature, you can expend a number of hit dice up to your proficiency bonus, rolling them to regain hit points as normal

Once you use this feature, you cannot use it again until you complete a short or long rest.

Grappler

Prerequisite: 4th level

You master grappling and leverage to pin and fling your foes. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Quick Grabs.** When you take the Attack action on your turn, you can make one unarmed strike or attempt to grapple as a bonus action.
- Gain the **Martial Toss** special attack (below).

Martial Toss

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks to attempt to hurl a creature of your size or smaller. The target must make a Strength saving throw. An object or creature you are grappling automatically fails. If you successfully lift them, you can throw them 20 feet. The range is increased by 10 feet for each size

smaller than you the target is.

The creature's movement ends early if it collides with another creature or obstacle. The thrown creature and anything it collides with takes 2d6 + your Strength modifier, and the thrown creature falls prone. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

A creature can choose to fail their save against this ability. You can throw a willing creature more carefully, dealing no damage to them unless they collide with something during their flight.

Once you use this feature to successfully throw a creature or object, you cannot use it again until you complete a short or long rest.

Line Breaker

Prerequisite: 4th level

You smash through your enemies, clearing the way for your allies.

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Heavy Impacts.** When you push a creature, if the creature's movement is stopped early by another creature, object, or terrain, they take 1d4 bludgeoning damage for each 5 feet moved before the collision.
- Gain the **Might Impact** special attack (below).

Mighty Impact

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks to slam an enemy backwards. The target must make a Strength saving throw. On failure, it takes 2d6 + your Strength modifier damage and is pushed 15 feet away from you. On a success, it takes half as much damage and is pushed 5 feet away from you. The distance the target is pushed is reduced by 5 feet for every size larger than you it is. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

Once you use this feature, you cannot use it again until you complete a short or long rest.

Ruffian

Prerequisite: 4th level

You have turned kicking people when they're down into an art form. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Painful Critical.** When you score a critical hit with a melee weapon attack against a creature, it must make a Constitution saving throw or become blinded or dazed† until the start of your next turn. This does not affect undead, constructs, or other creatures that can feel no pain.
- Gain the **Dirty Strike** special ability (below)

Dirty Strike

Active Ability (Special)

When you make a melee weapon attack, you can follow up with a dirty trick (a knee to the gut, handful of sand to eyes, etc.). The creature must make a Constitution saving throw. On failure, they become your choice of blinded or dazed† (your choice) for 1 minute. The target can repeat its saving throw at the end of each of their turns. A creature can spend their action treating their condition to automatically pass the saving throw. Once you use this against a target once, they are ready for subsequent attempts and automatically pass saving throws against it.

Once you use this feature to successfully blind or daze a creature, you cannot use it again until you complete a short or long rest.

> **†Dazed Condition**
> A dazed creature can only do one of the following: move, take its action, or take a bonus action. It cannot take reactions.

Storm Shooter

Prerequisite: 4th Level

- **Ability Score Increase.** Increase your Strength, Dexterity or Constitution by 1, to a maximum of 20.
- **Raining Death.** If you kill a creature within a single ranged weapon attack (reducing it from maximum hit points to 0 hit points) using the Attack action on your turn, you can make one additional ranged weapon attack as a bonus action that turn.
- Gain the **Arrow Storm** special attack (below)

Arrow Storm

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks by firing innumerable pieces of ammunition into the sky which rain down around a point within 60 feet of you. All creatures within 10 feet of the point must make a Dexterity saving throw. On failure, they take 2d6 + your Dexterity modifier damage, or half as much on success. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus). A number of pieces of ammunition are consumed equal to the number of targets that make the save against the ability times two.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Striker

Prerequisite: 4th level

You move like the wind, striking faster than your foes can see. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- **Battlefield Dancer.** Each time you hit a creature, your movement speed increases by 5 feet until the end of your turn. If you attack and hit a creature with a melee weapon attack, you can pass through its space, treating it as difficult terrain.
- Gain the **Slashing Dash** special attack (below)

Slashing Dash

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with a rapid burst of movement, moving up to 30 feet along any surface in a straight line.

You can move on vertical or horizontal surfaces with this movement, can pass through creatures, and do not provoke attacks of opportunity, but cannot pass through objects or terrain. If you are carrying a weapon you are proficient with when you take this action, each time you pass through a creature, it must make a Dexterity saving throw. A creature takes 2d6 + your Strength or Dexterity modifier (your choice) damage of your weapon type on a failed save, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

Once you use this feature, you cannot use it again until you complete a short or long rest.

Weapon Thrower

Prerequisite: 4th level

You excel at hurling objects, with a remarkably lack of concern for aerodynamics.

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Reckless Aerodynamics.** All melee weapons gain the thrown 20/60 property for you, unless they already had the thrown property with a greater range.
- Gain the **Thunderbolt Throw** special attack (below)

Thunderbolt Throw

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks to hurl a Small or smaller object (including weapons for creatures of Medium size) at a target. Make an attack treating the object as a simple melee weapon with the thrown 60/180 property unless it already has a longer thrown range. On hit, the creature takes 2d6 + your Strength modifier bludgeoning damage (replaced by the weapons damage type when throwing a weapon) and must make a Constitution saving throw or be knocked prone and dazed†. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

Once you use this feature, you cannot use it again until you complete a short or long rest.

> **†Dazed Condition**
> A dazed creature can only do one of the following: move, take its action, or take a bonus action. It cannot take reactions.

Weapon Feats

Weapon feats are way for characters to gain special powers from the type of weapon they wield, gaining always effective benefits while wielding that weapon. They represent more consistent and passive bonuses than Active Martial Feats for player characters that prefer consistent mastery over bursts of strength.

They are good options for characters that want to make a weapon part of their identity or have more flexible ways to attack on their turn consistently.

These are meant compliment and work in conjunction with core 5e feats of a similar vein, and are balanced around a similar consideration to the strength of feats that specialize in polearms, heavy weapons, and other weapons.

Axe Expert

You wield an axe like a force of nature, maximizing and embodying its relentless and unstoppable power. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Axe Rush.** While wielding a handaxe, battleaxe, or greataxe, you can use a bonus action to move up to 5 feet and add 1d6 to your next attack and damage roll with an axe.

Bow Expert

Your relentless practice with a bow grants you the following benefits while using one:

- **Ranging Shots.** When you miss a ranged weapon attack with a bow, your next ranged weapon attack roll with a bow has advantage.
- **Overwatch.** As a bonus action, you can ready a shot until the start of your next turn. If a creature moves 5 feet or more while within 30 feet of you while you have a shot readied, you can use your reaction to make a ranged weapon attack against that creature with a −5 penalty to the attack roll.



Dagger Expert

You wield daggers with perfection and poise, able to use them fluidly in any situation.

- **Dagger Tricks.** You can draw or stow any number of daggers during your turn. You have advantage on any ability check to conceal your daggers.
- **Improved Critical.** Your attacks with daggers score a critical hit on a roll of 19 or 20.
- **Swift Stabbing.** When you use two-weapon fighting using a dagger in both hands, you can take both attacks as part of the Attack action on your turn (without expending your bonus action). You can only make this attack once per turn.

Flail Expert

Your mastery with a flail allows you to use the challenging weapon with deadly skill. You gain the following benefits while wielding a flail:

- **Dangerous Swings.** When you miss a melee weapon attack made with a flail, you can make a new attack roll against another creature you of your choice within the weapon's range. You cannot attack the same creature twice this way.
- **Wind Up.** As a bonus action, you can whirl the flail building momentum. The next attack you make with it before the end of your turns an additional 1d8 damage on hit.

Harpoon Expert

You are resourceful and skilled when it comes the use of harpoons, gaining the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Throwing Arm.** The normal range of your thrown weapons is doubled.
- **Harpoon.** As an action, you can use 30 feet of rope to turn any javelin, spear, or trident into a harpoon. When you throw that harpoon at a target 30 feet or less from you, you can pull it back to your hand as a bonus action. If the attack hit the target and the target is no more than one size larger than you, when you pull the harpoon back to you, you can force the target to make a Strength saving throw against a DC of 8 + your Strength modifier + your proficiency bonus. On failure, you drag the target up to 20 feet toward you.

Impact Expert

You have mastered heavy blows with bludgeoning weapons. When you hit a creature with a maul or greatclub, you gain a charge of momentum until the end of your current turn. You can expend your momentum charges as a bonus action on one of the following abilities.

- **Knock Back** *(Requires 1 or more charges of momentum):* You push a creature within reach of you 5 feet per charge of momentum directly away from you. The distance they are pushed decreases by 5 feet for every size larger than you they are (for example, if you are Medium pushing a Large creature, you need to push them 10 feet to move them 5 feet).
- **Take Down** *(Requires 2 charges of momentum):* You force a creature within reach of you to make a Strength saving throw or be knocked prone.
- **Bonk!** *(Requires 1 or more charges of momentum):* You expend the momentum slamming into a creature within 5 feet of you, dealing 1d4 bludgeoning damage per charge of momentum.

Lance Master

You use maximize the effectiveness of a lance, gaining the following benefits:

- **Impaled Movement.** While you are mounted, if you strike a creature smaller than your mount with a lance, you can push that creature until the end of your turn, you make another attack, or you move in something other than a straight line. This movement counts as if you are grappling the creature for the duration of the movement, and your mounts movement speed is reduced to half while pushing them.
- **Piercing Charge.** When you hit an attack with a lance after traveling at least 10 feet, you can make an additional attack at another creature behind the target hit with disadvantage, as long as they are in reach of your weapon (you can move between attacks, but only in a straight line) with disadvantage. You can continue to repeat this until you miss, run out of movement, or run out of creatures in a line to hit.
- **Expert Handling.** A lance no longer requires two-hands when you aren't mounted.

Morning Star Expert

You have mastered the use of a morning star, and are able to leverage greater effectiveness from it. You gain the following features:

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Improved Critical.** Your attacks with morning stars score a critical hit on a roll of 19 or 20.
- **Rend.** Your critical strikes wound the target. The target loses 1d10 hit points at the end of each of their turns until the wound is healed. The target or any creature within 5 feet of it can make a DC 10 Wisdom (Medicine) check as an action to heal the wound.

Natural Weapon Expert

Prerequisite: Have one or more natural weapons

You master the use of your natural weapons, granting you the following benefits:

- **Ferocity.** As a bonus action, you can make a single weapon attack with your natural weapon.
- **Natural Perfection.** Your natural weapon damage die increases to 1d6. If it is already 1d6 or greater, it increases by d2 (or one step higher), up to a maximum of 1d12.

Pike Master

You master the effective use of a pike, making the most of its extreme range.

- **Extended Reach.** Your reach with a pike increases by 5 feet on your turn.
- **Set for Charge.** If you haven't yet moved this turn, you can use your bonus action to set for charge, reducing your movement speed to 0 and gaining a second reaction that can only be used to make attacks of opportunity until the start of your next turn.
- **Zone Control.** While wielding a pike, creatures provoke an attack of opportunity when they enter the reach of the pike.

Stinger

You specialize in the quiet and agonizing kill with subtle weapons. You gain the following benefits related to blowguns and darts:

- **Ability Score Increase.** Increase your Dexterity, Wisdom, or Constitution ability score by 1, to a maximum of 20.
- **Efficient Poisons.** When you apply a poison blowgun needle or dart, you can apply it to twice as many pieces of ammunition.
- **Hidden Death.** If you attack while hidden from a target with a blowgun or dart, you can make a Dexterity (Stealth) check with a −5 penalty for each time you've hit the target this turn against their passive Wisdom (Perception) score (no action required). On a success, you remain hidden from that target, though the target will know which general direction you are in.



Swordmaster

Your swordplay leverages every advantage to build momentum, allowing you to strike or defend in new ways. When wielding a sword, you gain a special Swordplay d6 die each time you successfully attack a creature with it. You can have a maximum number of Swordplay dice equal to your proficiency bonus. You lose all accumulated dice if you stop wielding a sword or end your turn without making an attack with a sword.

You can spend your Swordplay dice on the following abilities:

- **Sword Parry.** As a reaction to being hit by a melee weapon attack, you can expend your Swordplay dice, rolling them and reducing the damage taken by the amount rolled. If the amount rolled exceeds the damage taken, the attacker takes damage equal to the difference.
- **Sword Finisher.** As a bonus action when you hit a creature with a melee weapon attack, you can expend your Swordplay dice, rolling them and dealing additional damage equal to the roll.

Warhammer Expert

Your mastery over a warhammer ensures that your blows never fail to wear down the enemy, becoming an inexorable threat to any foe. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Battering Blows.** When you miss a melee weapon attack with the warhammer, the target takes half the weapon damage the attack would have dealt. This does not count as a hit for things that require you to hit the target (such as spells, Divine Smite, or similar features), but does include modifiers to the attack damage roll.

War Pick Expert

You have mastered the use of a war pick, and are able to tear down the most formidable foes.

- **Ability Score Increase**. Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Siege Pick.** Attacks you make with the war pick against objects deal double damage.
- **Sunder.** When you hit a target that is wearing armor or benefiting from natural armor, you can use your bonus action to sunder the target, temporarily leaving them vulnerable. The next attack roll against that creature has advantage.

Whip Expert

Prerequisite: 4th level or higher

You master using a whip, gaining the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity or Constitution ability score by 1, to a maximum of 20.
- **Expert Handling.** Whips gain the Light property for you and you can use a whip to extend your reach for certain object interactions, such as opening and closing doors, picking up objects, or similar simple interactions.
- You gain the **Whip Tricks** special attacks.

Whip Tricks

You master the manipulation of a whip to allow a level of extreme control over its use.

When you make a weapon attack with a whip, you can replace the attack with a trick, forcing the enemy to make a Dexterity saving throw saving with a DC of 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus. If the target fails its saving throw, you can perform any of the following tricks against it:

- **Sudden Yank.** You wrap the whip around a Medium or smaller target, and yank them 5 feet towards you.
- **Tangle Weapon.** You tangle one weapon the target is wielding, giving them disadvantage on attacks with that weapon until the start of your next turn, or until they miss an attack. You cannot make attacks with the whip used to make the attack until they free the weapon.
- **Whip Trip.** You tangle a Large or smaller creature's feet, causing them to fall prone.

Combat Style Feats

Combat Style feats are similar to the weapon feats, but represent broader categories of fighting rather than specific weapons. They exist to supplement existing feats that empower certain weapon properties, rather than types.

Versatile Weapon Master

You are an expert on the fluid use of versatile weapons, changing stances to fit any situation. When you draw a versatile weapon you are proficient with, or start your turn while wielding one, you can enter a special stance as long as you aren't wielding other weapons or a shield.

This lasts until the start of your next turn, drop or sheath your weapon, or equip a shield. Each stance provides modifiers to your melee weapon attacks made with the versatile weapon while in that stance:

- **Neutral Stance:** You add +1 to your attack rolls, damage rolls, and armor class.
- **Power Stance:** You don't add your Proficiency bonus to attack rolls, but add twice your Proficiency bonus to your damage rolls.
- **Accuracy Stance:** You add twice your Proficiency bonus to attack rolls (instead of just your Proficiency Bonus, but don't add your ability modifier to damage rolls.
- **Defensive Stance:** You don't add your Proficiency bonus to attack rolls, but if you hit at least one attack against a hostile creature, you can add your proficiency bonus to your AC until the start of your next turn.

Lightning Striker

You have mastered wielding weapons with lightning speed, granting the following benefits:

- **Quick Draw.** Whenever you make an attack, you can draw a light melee weapon as part of taking the attack.
- **Twin Strike.** When you make an attack while wielding more than one light melee weapon and make an attack with one of them, you can subtract the damage dice of another light melee weapon you are carrying from the attack roll to add twice its damage dice to the damage roll of that attack on hit.

Mystic Path Feats

Mystic path feats are feats that grant you a special power in a particular affinity. They are similar to active martial feats, but while those are potentially superhuman, these feats are supernatural, no longer representing feats of strength or speed, but of unique power and affinity.

Mystic Path Modifier

You can choose your Mystic Path modifier when you have one or more Mystic Path feats. Your Mystic Path Modifier can be any ability score modifier besides Constitution. Your Mystic Path DC is calculated as 8 + your Mystic Path Modifier + your proficiency bonus.

Any spells you gain through a Mystic Path feat use your Mystic Path modifier as its spellcasting modifier.

One with Wind

Prerequisite: 4th level

You have mastered the supernatural ability striking like the wind, gaining the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity, or Wisdom ability score by 1, to a maximum of 20.
- **Wind Walker.** You are not affected by difficult terrain or additional movement costs when the difficult terrain or movement cost comes from strong winds (such as the *gust of wind* spell).
- You gain the **Wind Strike** special attack (below).

Wind Strike

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a special attack that lets you vanish into the wind before striking a number of nearby creatures with a weapon you are carrying in a flurry of blows, before reform from the wind within 5 feet of one of the creatures attacked. You can attack a number of creatures in this way equal to your proficiency bonus, but can only strike each creature once. You can strike creatures within a range of 5 × your proficiency bonus feet (for example when you proficiency bonus is +2, you can strike creatures within 10 feet).

Each time you strike a creature, make a melee weapon attack, dealing 1d6 + your Mystic Path modifier damage on a hit. The damage increases by 1d6 each time your proficiency bonus increases.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Wind Affinity

You are touched by the winds, either from a blessing of a powerful entity or through focused mastery and study of their essence, allowing you to borrow and harness their power.

You learn the *windborne weapon*[K] and *manipulate wind*[K] cantrips and the *become wind*[K] spell. You can cast it innately without expending a spell slot once, regaining the ability to so when you complete a short or long rest. When you cast it this way, you cast it a level equal to your proficiency bonus.

Wind Slash

The wind conveys the will of your attacks, granting you the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity or Wisdom ability score by 1, to a maximum of 20.
- **Cloudbreaker.** You can cut dust, fog, or clouds. As an attack as part of the attack action, you can clear a 30 foot cone of dust, fog, or cloud. Depending on the source of the obscuring effect, the area may become obscured again after 1d4 rounds.
- You gain the **Wind Slash** special attack (below).

Wind Slash

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a special attack, launching a blades of wind at targets within 60 feet. You launch a number of blades equal to your proficiency modifier, but can increase the number of attacks made by giving up additional attacks you can make as part of the Attack action (launching one additional attack for each attack forgone). The blades are ranged weapon attacks using your Mystic Path modifier. Each blade deals 1d6 + your Mystic Path modifier slashing damage on damage on hit.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Fire Dancer

Prerequisite: 4th level

You've danced among the flames so long and with such skill that now the flames dance along with you. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity, or Charisma ability score by 1, to a maximum of 20.

- **Through The Flames**. You have advantage on Dexterity saving throws where failing them would result in taking fire damage.
- You gain the **Cinder Sweep** special attack (below).

Cinder Sweep

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with moving up to 5 feet without provoking attacks of opportunity and then cause an explosion of fire around you. All creatures within 10 feet of you must make a Dexterity saving throw. On failure, a creature takes 2d6 fire damage and becomes ignited. Creatures that are ignited take 1d6 fire damage at the end of each of their turns until a creature within 5 feet of the ignited target spends their action to douse the flames. On success, creatures take half as much damage and are not ignited. The initial fire damage increases by 1d6 when your proficiency bonus increases.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Burning Soul

Prerequisite: 4th level

You harbor within your soul an ember of the flame of life akin to the power of a phoenix. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Constitution or Charisma ability score by 1, to a maximum of 20.
- **Resilient Life.** You gain advantage on death saving throws. If you have Explosive Rejuvenation available when you would fail your 3rd death saving throw, it automatically activates instead.
- You gain the **Explosive Rejuvenation** special bonus action (below).

Explosive Rejuvenation

Active Ability (Bonus Action, Supernatural)

As a bonus action, you can unleash the power of the ember within your soul, exploding with fire. You regain 2d4 hit points, and all creatures within 10 feet



ART: ALIFKA HAMMAM

of you must make a Dexterity saving throw, taking 2d4 fire damage on a failed save, or half as much on a successful one.

The fire damage and hit points regard increase by 1d4 each time your proficiency increases (remaining equal to your proficiency bonus).

Once you use this ability, you cannot use it again until you complete a long rest.

Fire Affinity

You are granted a special affinity with fire, allowing you to borrow and harness its power.

You learn the *fire bolt* and *manipulate fire*[K] cantrips, and learn the *become fire*[K] spell. You can cast it innately without expending a spell slot once, regaining the ability to so when you complete a short or long rest. When you cast it this way, you cast it a level equal to your proficiency bonus.

Lightning Leaper

Prerequisite: 4th level

You master the art of moving like lightning... literally. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity, or Intelligence ability score by 1, to a maximum of 20.
- **Lightning Dodge.** When you succeed a dexterity saving throw, you can teleport up to 5 feet
- You gain the **Lightning Leap** special attack (below).

Lightning Leap

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one attack by turning into lightning, leaping (as lightning) to a creature or empty space within 10 feet. If you target a creature, you can target a chain of creatures within 10 feet of the previous target, targeting a number of creatures equal to your proficiency bonus. Each creature you target makes a Dexterity saving, taking 2d6 lightning damage on a failed save, or half as much on a successful save. You then teleport to an empty spot of your choice adjacent to the last target of the chain. The damage increases by 1d6 and the range (initial and jump distance) increases by 5 feet whenever your proficiency bonus increases.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Lightning Rod

Prerequisite: 4th level

You learn to store lightning energy within your body. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Constitution, or Intelligence ability score by 1, to a maximum of 20.
- **Lightning Draw.** When a creature within 10 feet of you takes lightning damage, as a reaction you can redirect that damage to yourself.
- You gain the **Lightning Burst** special attack (below).

Lightning Burst

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one attack by unleashing lightning that blasts all targets of your choice within 10 feet of you. Each target must make a Dexterity saving throw. On failure, they take 2d6 lightning damage. On success they take half as much damage. The lightning damage increases by 1d6 each time your proficiency bonus increases.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Earth Shaper

Prerequisite: 4th level

You have mastered a special connection to the earth and can call upon the stones buried in to heed your calls.

- **Ability Score Bonus.** Increase your Strength, Constitution, or Wisdom modifier by 1, to a maximum of 20.
- **Stone Forming**. You learn the *stone forming*[K] cantrip.
- You gain the **Stonewall** special action (below).

Stonewall

Active Ability (Action, Supernatural)

As an action, you cause a 20 foot high, 1 foot thick wall of stone to erupt from the ground either in a 20 foot radius around you, or in a 30-foot long straight line that has a least one part of the wall within 20 feet of you.

The wall lasts for up to 10 minutes. The wall can be destroyed, and has an AC of 16 and a number of hit

points equal to 5 × your character level (the entire ring sharing the same hit points, crumbling to dust when reduced to zero). The wall immediately crumbles if you fall unconscious.

Once you use this ability, you cannot use it again until you complete a long rest.

Earth Binder

Prerequisite: 4th level

Your mastery of the earthly powers allows you to call upon its power to entrap foes. You gain the following the benefits:

- **Ability Score Bonus.** Increase your Strength, Constitution, or Wisdom modifier by 1, to a maximum of 20.
- **Grasping Earth.** Once per turn, when you hit a Large or smaller creature with a melee weapon attack as part of the Attack action, its speed is reduced by 10 feet. If it is flying, it must a Strength saving throw, or fall prone.
- You gain the **Earthen Wave** special attack (below).

Earthen Wave

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with causing the ground beneath a target creature within 30 feet to surge and warp. The target must make a Dexterity saving throw against your Mystic Path DC. On failure, you can cause one of the following effects of your choice:

- **Earth Spike.** The target takes 2d6 + your Mystic Path modifier piercing damage.
- **Earth Grip.** The target is grasped by the earth and their movement speed becomes 0 until the start of your next turn.
- **Earth Slam.** The target takes 1d6 + your Mystic Path modifier bludgeoning damage and is knocked 5 feet in a direction of your choice.

On success, they take no damage and suffer no additional effects. The damage the target takes is increased by 1d6 when your proficiency bonus increases.

Once you use this ability, you cannot use it again until you complete a short or long rest.

Stone Affinity

You are granted a special affinity with stone, allowing you to borrow and harness its power.

You learn the *impact*[K] and *manipulate earth*[K] cantrip, and learn the *become stone*[K] spell. You can cast it innately without expending a spell slot once, regaining the ability to so when you complete a short or long rest. When you cast it this way, you cast it a level equal to your proficiency bonus.

Water Affinity

You are granted a special affinity with water, allowing you to borrow and harness its power. You learn the *water bullet*[K] and *manipulate water*[K] cantrip, and learn the *become water*[K] spell. You can cast it innately without expending a spell slot once, regaining the ability to so when you complete a short or long rest. When you cast it this way, you cast it a level equal to your proficiency bonus.

Water Weaver

Prerequisite: 4th level

You have mastered a special connection to water and can beckon it to your call. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity, or Wisdom ability score by 1, to a maximum of 20.
- **Water Walker.** You can walk on top of surfaces made of water as if they are solid ground.
- You gain the **Water Whip** special attack (below).

Water Whip

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with creating and using a whip of water. You can slam this into a creature within 30 feet of you, forcing it to make a Strength saving throw. On a failed save, the target takes a number of d8 damage equal to your proficiency bonus, and is knocked 10 feet in a direction of your choice (including straight up, if you so choose). On a successful save, the target takes half as much damage and isn't moved.

Once you use this ability, you cannot use it again until you complete a short or long rest.

Esoteric Arts

Illusion Art

Prerequisite: 4th level

You master the arts of illusion, mastering a special art to create them through a unique method. You gain the following benefits:

- **Mind Tricks.** You learn the *minor illusion* cantrip and cast it without a material component, using a spellcasting ability modifier of your choice. When you form a weapon with *minor illusion*, you can use it as if it were a real weapon for the duration. On hit, it does psychic damage instead of its normal damage type.
- You gain the **Illusion Steps** special bonus action (below).

Illusion Steps

Active Ability (Bonus Action, Supernatural)

You can cast *mirror image* as a bonus action without expending a spell slot. When cast this way, it conjures a number of duplicates equal to your proficiency bonus. When you cast this ability or as a bonus action while it is active, you can move one or more of the duplicates out of your space, moving up to your movement speed. A duplicate outside of your space looks just like you and mimics your action, but if you attack or interact with anything while it is not in your space, it is revealed as an illusion until to returns to your space.

If you start your turn with one or more duplicate not in your space, you can either recall them to your space or swap positions with one (destroying the duplicate in the process).

Once you use this feature, you cannot use it again until you complete a long rest.

Void Art

Prerequisite: 4th level

After intense study and sudden enlightenment you've mastered the true essence of cutting through space itself. You gain the following benefits:

- **Part Magic.** When you succeed a Dexterity saving throw against a spell or similar magical effect and you would take half damage, you can use your reaction to cut the effect from existence around you, taking no damage instead.
- You gain the special **Void Strike** action (below).

Void Strike

Active Ability (Action, Supernatural)

As an action, you make a special attack that strikes the dimensional boundaries around a creature, disrupting them and potentially briefly pulling the creature into the ethereal plane. The target makes a Charisma saving throw. On failure, they take force damage equal to 2d6 + your Mystic Path modifier and are banished to the ethereal plane until the start of your next turn. On success, they take half as much and are not banished to the ethereal plane.

The creature cannot move while on the ethereal plane, but can otherwise take any action they can normally take, but they cannot interact with things on the material plane unless they normally could. You can choose to do no damage with this ability, and the target can choose to fail their save. The number of d6 damage the target takes increases when your proficiency bonus increase, remaining equal to your proficiency bonus.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Vanishing Trick

Prerequisite: 8th level

You master an esoteric art of vanishing and leaving something (or someone) behind in your space, swapping positions with them. You gain the following abilities:

- **Decoy Death.** If you would be reduced to 0 hit points as a result of taking damage, you can use Nether Swap as a reaction. When you do so, you instead fall to 1 hit point, with any additional damage beyond what would reduce to 1 hit point being taken by the object you swap places with. You can do this even if you have no use remaining, but once you use it this way you cannot use it this way again until you complete a long rest. You can only target objects when using it this way.
- You gain the **Nether Swap** special bonus action (below).

Nether Swap

Active Ability (Bonus Action, Supernatural)

As a bonus action, you swap places with a Small to Large creature or object that is not being worn or carried you can see within 15 feet of you. If the target is an unwilling creature, it makes a Charisma saving throw against your Mystic Path DC. On a successful

save, the ability fails and neither creature is teleported. The maximum distance increases by 5 feet when your proficiency bonus increases (always equaling 5 times your proficiency bonus).

Once you use this feature, you cannot use it again until you complete a short or long rest.

Transformation Arts

Transformation arts all about feats that turn you into cool things, or give you the powers of cool things, that are usually enhanced while you're a cool thing.

While turning into a dragon or titan is great fodder for subclasses and spells, these feats are about dipping into those themes in something that can bolted onto any class or subclass in a way that makes sense for characters that want those themes or powers as part of their character, but don't want to commit their whole subclass it. Or to add on top of a whole subclass committed to it for those that want to double down on a theme.

Any time they use a DC for a saving throw, they use your Mystic Path DC.

Dragon Form

Prerequisite: 4th level

You have learned to invoke the powers of a dragon. You gain the following features:

- **Ability Score Bonus.** Increase your Strength, Constitution, or Charisma ability score by 1, to a maximum of 20.
- **Mystic Language.** You learn draconic. If you already know draconic, you learn one additional language of your choice.
- You gain the **Dragon Aspect** special transformation ability (below).

Dragon Aspect

Active Ability (Bonus Action, Supernatural)

As a bonus action, you can physical transform your body, choose number up to your Proficiency bonus of the following draconic features:

- **Fangs.** Gain dragon-like fangs, gaining a natural weapon that deals 1d8 piercing damage.
- **Claws.** Transform one or both hands into dragon-like claws, gaining natural weapons that deal 1d6 slashing damage and have the Light property.
- **Scales.** Gain dragon-like scales. When you aren't wearing armor, your base AC is 13 + Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor. You gain resistance to acid, cold, fire, lightning or poison damage (selected when you take the feat).
- **Wings** *(Requires 9th level).* If you are not wearing armor, dragon-like wings sprout from your back. Until the transformation ends, you have a 30 foot flying speed.
- **Eyes.** You gain a darkvision of 60 feet. If you already have a darkvision, you gain a blindsight of 15 feet.
- **Elemental Damage.** A weapon you are holding or natural weapon of your choice is wreathed in elemental power, changing its damage type to that element. The first time you hit a creature with that weapon on your turn, you deal damage an additional 1d4 damage of that elemental type.

The transformation lasts 1 minute or until you end it early as a bonus action. If they don't otherwise have a bonus to attack and damage rolls, natural weapons granted by this transformation gain a bonus to attack and damage rolls equal to half your proficiency bonus (rounded down). Once you use this feature, you cannot use it again until you complete a short or long rest.

Dragon Breath Art

Prerequisite: 4th level

You master the art of gathering elemental power within yourself to unleash in blasts akin to a dragon's breath. You gain the following benefits:

- **Ability Score Bonus.** Increase your Constitution, or Charisma ability score by 1, to a maximum of 20.
- **Familiarity.** You gain advantage on saving throws against the breath weapons of dragons.

Dragon Breath

Active Ability (Attack, Supernatural)

As an attack as part of the attack action, you can unleash a cone of elemental devastation. Creatures in a 15 foot cone or 5 by 30 foot line (your choice) must make a Dexterity (for acid, fire or lightning) or Constitution (for cold or poison) saving throw. On failure, they take 3d6 acid, cold, fire, lightning, or poison damage (select when you take this feat), or half as much on a successful one. The number of d6 increases when your proficiency bonus increases (to

4d6 at 5th level, 5d6 at 9th level, 6d6 at 13th level, and 7d6 at 17th level).

If you are transformed by the Dragon Aspect of the Dragon Form feat, the area of effect is doubled (to a 30 foot cone or 60 foot line).

Once you use this feature, you cannot use it again until you complete a short or long rest.

Thunderer

Prerequisite: 4th level

- **Ability Score Bonus.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Stable Footing.** You gain advantage from being knocked down by ground shaking or heaving.
- You gain the **Quaking Smash** special attack (below).

Quaking Smash

Active Ability (Attack, Supernatural)

As an attack as part of the attack action, you slam the ground causing an eruption of thunder to erupt outward in a 15 foot cone. Creatures in the area must make a Constitution save. On failure they take 2d6 thunder damage and are knocked prone. On success, they take half as much damage and aren't knocked prone. The number of d6 damage dealt increase when your proficiency bonus increases.

If you are Large or Larger when you take this action, the size of the cone caused by the effect doubles and the d6 damage dice become d8 damage dice.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Titanic

Prerequisite: 4th level

You awaken or learn a mystical ability drawing on the ancient power of the titans. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Constitution, or Wisdom ability score by 1, to a maximum of 20.
- **Mystic Language.** You learn giant. If you already know giant, you learn one additional language of your choice.
- You gain the **Titanic Aspect** special transformation (below).

Titanic Aspect

Active Ability (Action, Supernatural)

As an action, you come under the Enlarge effect of the *enlarge/reduce* spell.

In addition to the normal effect, your flesh takes on rough stone-like appearance, causing your unarmed strikes to deal an additional 1d4 damage and reducing all damage from bludgeoning, piercing, and slashing damage by your proficiency bonus, or your damage reduction is increased by 1 if you already have a stronger source of it.

The effect lasts 10 minutes. You can end this effect early as an action, returning to normal size. It ends early if you fall unconscious. Once you use this feature, you cannot use it again until you complete a short or long rest.



Additional Feats

Helping Hand

You are always there to give your allies a hand. You gain the following benefits:

- **Ability Score Increase.** Increase Wisdom, Intelligence, or Charisma by 1, to a maximum of 20.
- **Boosting Shoves.** When a willing allied creature moves out of your reach, you can use your reaction to give them a boost, shoving them 5 feet. This occurs before any opportunity attack their movement might provoke, and may prevent them from taking an opportunity attack.
- **Get Down.** When an allied creature is forced to make a Dexterity saving throw while within 5 feet of you, you can use your reaction to shove them 5 feet, potentially out of the effect. If the effect is targeted, you can instead interpose yourself, giving them advantage on saving throw, but forcing you to save against the same effect.

Occult Specialist

Prerequisite: Occultist

You delve deeper into your tradition perfecting a new rite. You can select an Occult Rite from the Occultist class Occult Rite list. You cannot select a rite you already know, or one that requires a level restriction, even if you are already of that level. You can only select one from a subclass list if you have at least one level in that subclass.

Primal Prodigy

Prerequisite: Warden

Your connection to the primal power grows stronger. You learn one additional Primal Manifestation from the Warden Primal Manifestation list. You cannot select a manifestation you already know, or one that requires a level restriction, even if you are already of that level. You can only select one with a prerequisite of a subclass if you have at least one level in that subclass.

Prophetic Dreamer

When you sleep or fall deep within a trance, you often dream of prophetic events to come, vague hints and esoteric clues as to which paths may be beneficial to you, and which may lead to your doom.

You learn the *augury* spell and you can cast it without an action, spell slot, or components, though you must be asleep or deep within a trance for at least 1 hour to gain the prophetic visions. When you reach 9th level, you can instead cast the *commune* spell this way. Once you cast either *augury* or *commune* this way, you cannot cast them that way again until you complete a long rest.

Credit

Feat created by David Lewis.

Synchronized Combatant

Prerequisite: 4th level Warlord

You have an intuitive understanding of your allies movement, allowing to coordinate perfectly with their actions. You gain the following benefits:

- **Ability Score Increase.** Increase your Dexterity, Wisdom, or Charisma by 1.
- **Synchronized Movement.** Your space is not difficult terrain for your allies, and allies can move into your space to make an attack, but still cannot end their turn your space (and cannot move into your space if they don't have the movement to move out of it).

Tactical Combatant

Prerequisite: 4th level.

You excel at creating opportunities for other. You gain the following benefits:

- **Ability Score Increase.** Increase one ability score of your choice by 1.
- **Combat Help.** Once per turn when you take the Attack action, you can replace one attack with the Help action.
- **Varied Tactics.** When you take the Help action to aid a friendly creature in attacking a target, the range becomes 10 feet and you can Help an additional creature as part of the same action.

Epic Boons

The following are a selection of epic boons. Epic Boons are unique perks that the DM can grant to players through powerful entities. They can be rewards for quests, a sign of favor, or even a form of progression beyond level 20 for groups that adventure into affairs of the gods and greater beings of the cosmos.

Epic Boons are not balanced against each other with the same rigor as feats or spells, as they are not something that players are typically able to select for themselves. I've made some effort to categorize these into roughly equivalent 'greater boons' and 'lesser boons' but there will still be some variance between them that should be considered when granting them.

Greater Boons

Greater boons are properly epic and powerful abilities that will produce a powerful and game changing (in at least a narrow sense) effect, and should be handed out only during epic high-level gameplay, or as a very rare and special reward from a higher being.

Boon of Attunement

Your attunement slots increase by 1.

Boon of Beasts

You are permanently under the effect of *speak with animals*, and can cast *animal friendship* at will without any components or expending a spell slot. You lose this effect for 24 hours if you kill a beast.

Boon of Bond

You and another willing creature become permanently bonded together by a magical connection. Any damage taken or healing done to either creature is split between the two creatures. Either creature can transfer their hit points to the other creature by touching them as an action if the other creature has less hit points than they do (up to an amount that would equalize their hit points).

Boon of Carnage

When you kill a creature with a weapon attack, you gain 5 temporary hit points and an additional action which can only be used to take the attack action (one weapon attack only) this additional action lasts until the end of your turn. Once you gain this bonus, you cannot gain it again until the start of your next turn.

Boon of Celestial Ascension

Your creature type becomes Celestial. You gain resistance to radiant damage, and sprout angelic wings that grant you a flying speed of 30 feet.

If you already have resistance to radiant damage, you gain immunity to radiant damage.

Boon of Crafting

You gain advantage on all crafting checks or ability checks made with artisan tools.

Boon of Divine Blessing

You are permanently under the effect of the *bless* spell.

Boon of Divine Guidance

You are permanently under the effect of the *guidance* spell. The spell does not end when you make an ability check.

Boon of Draconic Inheritance

Your creature type becomes dragon. You gain resistance to one of the following damage types; acid, cold, fire, lightning or poison damage (selected by the creature giving you the boon), and sprout draconic wings that grant you a flying speed of 30 feet.

"Boon" of Demonic Transformation

Your creature type becomes fiend (demon). You gain resistance to fire and lightning damage. You sprout a demonic tail that can be used as a natural weapon, dealing 1d6 piercing damage and 1d6 poison damage.

If you already have resistance to fire or lightning or damage, you gain immunity to the damage type.

Boon vs. "Boon"

The Boons presented here represent the meddling of higher beings. The Boons are generally things that are nearly universally positive, while the "Boons" are slightly more mixed, being powerful positive effects, usually with one thing that is a minor downside or something that might not be considered a good thing by all players.

Boon of Earth

You gain resistance to poison damage and gain a tremorsense of 30 feet. You can cast *become stone*[K] at will without any components or expending a spell slot.

If you are already resistant to poison damage, you gain immunity to poison damage.

Boon of Everlasting Magic

The duration of all your spells with a duration is doubled.

Boon of Fire

You gain resistance to fire damage and no longer suffer the effects of hot environments. You can cast *become fire*[K] at will without any components or expending a spell slot.

If you already have resistance to fire damage, you gain immunity to fire damage.

Boon of Freezing Water

You gain resistance to cold damage and no longer suffer the effects of cold environments. You can cast *become water*[K] at will without any components or expending a spell slot.

If you already have resistance to cold damage, you gain immunity to cold damage.

Boon of Illusions

You can cast *silent image* at will without expending a spell slot. Additionally, you can see through all illusions, seeing them for what they are.

"Boon" of Infernal Damnation

Your creature type becomes fiend (devil). You gain resistance to fire and poison damage. You sprout infernal horns.

If you already have resistance to fire or poison damage, they gain immunity to the damage type.

"Boon" of the Fairy

You become one size smaller. You can cast *faerie fire* at will without any components or expending a spell slot. You gain butterfly wings that grant you a flying speed of 30 feet, but leave behind an ephemeral trail of glittering dust when you fly that lasts one round, giving you disadvantage on stealth checks when on any turn you use your flying speed.

Boon of the Giant

Your size increases to Large (if smaller than Large), and the damage of your melee weapon attacks increase by 1d4.

Boon of Ghostly Passage

As a bonus action, you can become ethereal until the start of your next turn. While ethereal, you can pass through creatures and objects without expending additional movement, but cannot end your turn inside an occupied space. You have resistance to all damage besides force and psychic damage. If you occupy the same spot as a solid object or creature when this effect ends, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved. Once you use this ability, you cannot use it again until you complete a short or long rest.

Boon of Martial Vigor

All expended active martial feats you have gain a "Recharge (6)" ability, meaning that at the start of each of your turns, you roll a d6 for each one. On a 6, they are refreshed immediately.

> **Active Martial Feats**
> Active Martial Feats are feats are found in the section titled as such in this book, and are feats that give you a short rest based power.

Boon of Mercy

Whenever you restore hit points to another creature, you gain temporary hit points equal to the number of hit points restored.

Boon of Misfortune

A twisted boon that doesn't negate your bad luck, but lets you share it. Whenever you roll a 1 on the d20 for an attack roll, saving throw, or ability check, you can choose a creature within 60 feet. Their d20 next roll before the start of your next turn becomes a 1.

Boon of Pacifism

You are permanently under the effect of *sanctuary*. Any action that would normally break it still breaks it, but you regain the effect if you go 1 minute without taking an action that would break it.

Additionally, you gain the ability to cast *calm emotions* without any components or expending a spell slot once, regaining the ability to do so again after completing a short or long rest.

Boon of Quicksilver Steps

As a reaction to being attacked or making a Dexterity saving throw, you can add your proficiency bonus to your AC or saving throw result. When you do so, you can move up to 10 feet without provoking opportunity attacks.

Once you use this, you cannot use it again until you end your turn without moving more than 5 feet.

Boon of Sacrifice

As an action, you can touch a creature and transfer it a number of your hit points up to twice your character

level. You cannot reduce your own hit points below 1 when transferring hit points this way.

Boon of Shadows

While in dim light or darkness, you can take the Hide action as a bonus action. When you take Hide action in dim light or darkness, you become invisible until take another action, deal damage, cast a spell, or are no longer in dim light or darkness.

Boon of the Brute

You can add your Strength modifier to your Wisdom, Intelligence, and Charisma saving throws.

Boon of the Chosen Hero

You are permanently under the effect of the *heroism* spell.

"Boon" of the Spiderqueen

Your lower half becomes that of a spider. You are permanently under the effect of the *spider climb* spell and you can ignore movement restrictions caused by webbing. You deal an additional 1d4 poison damage on any weapon attack (including unarmed strikes or natural weapons) you make.

You can cast the *web* spell without components or expending a spell slot once, after which you must complete a short or long rest to cast it this way again.

Boon of Time

You gain the ability to cast *time stop* without expending a spell slot. When you cast it this way, it stops time for a number of turns equal to your proficiency bonus instead of rolling. Once you do so, you cannot do so again until you complete a long rest.

"Boon" of Undeath

Your creature type becomes undead. You gain resistance to necrotic damage. You no longer need to eat, drink, or breathe. Additionally, if you are reduced to 0 hit points, you can make a Constitution saving throw with a DC equal to 5 + the damage taken. On success, your are reduced to 1 hit point instead.

If you already have resistance to necrotic damage, you become immune to necrotic damage instead.

Boon of Wind

You gain resistance to lightning damage and no longer take fall damage from falling. You can cast *become wind*[K] at will without any components or expending a spell slot.

If you already have resistance to lightning damage, you gain immunity to lightning damage.

Minor Boons

Minor boons are useful and powerful effects but tend to have more niche effects that can be very nice to have, but can be appropriate as a sign of favor or reward at lower levels.

Boon of Babble

You can understand, speak, and read all languages

Boon of Bounding

Your long and high jumping distance is doubled.

Boon of Coins

Each month, the amount of any coin you own or have stored increases by five percent. This property ceases to functions for that month if the coins are carefully observed during that time.

Boon of Doggos *(Prerequisite: Good Alignment)*

All dogs treat you as a friendly creature. You lose this boon if your alignment ever becomes neutral or evil.

Boon of Divine Light

You can emit 15 feet of bright light, and an additional 15 feet of dim light. The bright light is sunlight. You can douse or relight this light at any time without using an action.

Boon of Endless Masks

You gain the ability to cast *disguise self* at will. The spell lasts until you dismiss it when you cast it this way.

Boon of Fair Winds

The wind always blows in a favorable direction while you are sailing on the water.

Boon of Heavy Hands

Your unarmed strikes become considered natural weapons having the Heavy property, and their damage increases to 1d8. If you are Small, you ignore the disadvantage imposed by the Heavy property for unarmed strikes.

Boon of Inventory

You gain a sub-dimensional space allowing you to store up to items in space roughly 64 cubic feet. As an action, you can place an item that you can carry into this space, or retrieve an item that is already in the space. You cannot place living things into this space. The passage of time does not affect items stored in this inventory.

Boon of Iron
You gain proficiency in all armor and weapons.

Boon of Ink
Copying spells into your spellbook, spellmanual, or similar record of spells no longer costs gold.

Boon of Opened Mind
You gain telepathy, which you can use to communicate with other creatures within 60 feet of you. You do not need to share a language, but a creature must speak at least one language to understand you. The creatures reply to messages sent this way.

Boon of Plenty
You gain the ability to cast *goodberry* without expending a spell slot. Berries created this way are particularly delicious. Once you use this ability, you cannot use it again until you complete a long rest.

Boon of Steady Hands
Being drunk no longer gives you disadvantage on attack rolls or ability checks.

Boon of Swiftness
Your movement speed increases by 10 feet.

Boon of Talent
You gain proficiency in one skill of the entity granting the boon's choice. If you are already proficient in that skill, you gain expertise in the skill.

Boon of the Dancer
You gain advantage on all Dexterity saving throws, and all ability checks involving dancing. When you dance, special effects based on the granter of the boon may appear (such as rays of moonlight).

Boon of the Familiar
You gain the ability to cast *find familiar* without any components or expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Boon of the Phoenix
The first time you would die after receiving this boon, you are instead consumed by a pillar of flames shaped like a phoenix. In this fire you are healed for a number of hit points equal to your maximum and release a wave of fire hitting all creatures within 20 feet. Hostile creatures in range of the fire must make a Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much on a successful save. Allied creatures in range of the fire are instead healed for 4d6 hit points.

After this boon is triggered, you lose this boon.

Boon of the Sea
You gain the ability to breathe underwater, and gain a swimming speed equal to walking speed.

Boon of the Shroud
You are permanently under the effect of *nondetection*, though the effect can be pierced by any entity of greater power than one that granted this boon.

Boon of the Steed
You gain the ability to cast *find steed* without any components or expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Boon of the Twisted Tongue
Insight checks and spells cannot reveal your deceptions or compel you to speak the truth, unless they are performed by an entity of greater power than the one that granted you the boon. This does not mean that creatures automatically believe you, or that your lies cannot be revealed by other means (such as context, logic, or evidence).

Boon of Tiny Might
Being small or tiny no longer imposes disadvantage when using weapons with the Heavy property.

Boon of Twilight
You gain darkvision out to a range of 300 feet.

Boon of Youth
You cease to visually age, and can even choose to become more youthful in appearance, though your lifespan remains the natural lifespan of your race.

Boon of Vengeance
You gain advantage on all attack rolls and ability checks against one specific creature (defined by the entity granting the bond).

Spells By Class

Bard

Cantrips (0 level)
- Illusionary Dart

1st Level
- Awaken Rope
- Blade Mirage
- Illusory Pit
- Induce Headache
- Mind Ray
- Thunder Punch

2nd Level
- Alacrity
- Crescent Wind Slash
- Dancing Object
- Disorient
- Instant Counter
- Spelltrap
- Vicious Hound

3rd Level
- Thunder Pulse

4th Level
- Echoing Lance
- Quicksilver Steps

5th Level
- Sonic Shriek

7th Level
- Arcanist's Sword

Cleric

1st Level
- Karmic Reflection

2nd Level
- Blazing Beacon
- Divine Judgment
- Sanctified Charge
- Summon Archon
- Unholy Wave

3rd Level
- Angelic Slash
- Brilliant Blade
- Immutability

4th Level
- Commandment
- Heavenly Ray
- Vital Surge

5th Level
- Sudden Hazards

6th Level
- Final Flame
- Platinum Lances

8th Level
- Divine Descent

Druid

Cantrips (0 level)
- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Rock Slam
- Stone Forming
- Water Bullet
- Windborne Weapon

1st Level
- Acid Bubble
- Aldricor's Elemental Rebuke
- Arctic Breath
- Bad Blood
- Bramble Binding
- Crashing Wave
- Create Pit
- Eyes of Immolation
- Grasping Roots
- Heavy Blow
- Ice Arrow
- Lightning Tendril
- Nauseating Poison
- Stone Fist
- Water Blast

2nd Level
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Clay Touch
- Crackle
- Dancing Wave
- Dust Cyclone
- Earth Ripple
- Hurricane Slash
- Pseudopod Slam
- Sprout Tree
- Shattering Shield
- Summon Swarm
- Vacuum Pull
- Wind Cutter
- Windsense
- Vicious Vapors

3rd Level
- Acidic Pit
- Arctic Aura
- Bramble Barrier
- Dig
- Fire Cyclone
- Instant Bulwark
- Mutate
- Rain of Spiders
- Seismic Wave
- Spider Bite
- Summon Plant
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4th Level
- Carnivorous Garden
- Geyser
- Orbital Stones
- Poison Puff
- Stinging Swarm
- Stone Coffin
- Vital Surge

5th level
- Acid Rain
- Burial Barrage
- Field of Stars
- Fissure
- Sky Burst
- Tornado

6th Level
- Avalanche
- Blizzard
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Volcanic Burst

7th Level
- Glacial Crash

9th Level
- Form of the Elements

Inventor

1st Level
- Arcane Ablation
- Arcane Weapon
- Awaken Rope
- Bond Item
- Fall
- Melting Glob
- Seeking Projectile
- Unburden

2nd Level
- Clay Touch
- Dancing Object
- Imbue Luck
- Lightning Charged
- Thunderburst Mine
- Wind Cutter

3rd Level
- Dispel Construct
- Fireburst Mine
- Static Field

4th Level
- Repair

5th Level
- Vorpal Shot
- Vorpal Weapon

Occultist

Cantrips (0 level)
- Burn
- Decaying Touch

- Electric Arc
- Fists of Fire
- Freeze
- Ice Weapon
- Illusionary Dart
- Impact
- Preservation
- Rock Slam
- Stone Forming
- Water Bullet

1st Level

- Acid Bubble
- Awaken Rope
- Bad Blood
- Blade Mirage
- Bramble Binding
- Crippling Agony
- Electrify
- Eyes of Immolation
- Gale Bolt
- Grip of the Dead
- Heavy Blow
- Karmic Reflection
- Lightning Tendril
- Induce Headache
- Illusory Pit
- Nauseating Poison
- Prismatic Flash
- Spiritual Consultation
- Stone Fist
- Tranquil Moment
- Water Blast

2nd Level

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Boil Blood
- Bramble Barrier
- Chromatic Breath
- Clay Touch
- Crackle
- Dancing Object (Animate Object)
- Dancing Wave
- Disorient
- Earth Ripple
- Ethereal Immolation
- Elemental Exhalation
- Form of Familiar
- Hurricane Slash
- Imbue Luck
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Summon Swarm
- Time Skip
- Time Trap
- Wind Cutter
- Vacuum Pull
- Vicious Hound
- Vicious Vapors

3rd Level

- Acidic Pit
- Animate Shadow
- Cruel Puppetry
- Erode
- Ghost Step
- Hungering Void
- Instant Bulwark
- Illusionary Fireball
- Mounting Paranoia
- Mutate
- Rain of Spiders
- Spider Bite
- Static Field
- Summon Monstrosity
- Vortex Blast
- Wasp Barrage
- Waterspout
- Wither

4th Level

- Devour Shadow
- Echoing Lance
- Poison Puff
- Spatial Swap
- Split Timeline
- Stinging Swarm
- Suffocate
- Time Loop
- Vital Surge

5th Level

- Acid Rain
- Deglove Creature
- Field of Stars
- Sonic Shriek
- Sudden Hazards

6th Level

- Baba's Walking Hut
- Chrono Conjunction

7th Level

- Twisting Eruption

8th Level

- Time Anchor
- Time Bubble

9th Level

- Manipulate Fate

Paladin

2nd Level

- Blazing Beacon
- Burning Strike
- Divine Judgment
- Sanctified Charge
- Summon Archon
- Unholy Wave

3rd Level

- Angelic Slash
- Brilliant Blade

4th Level

- Commandment

Ranger

1st Level

- Aldricor's Elemental Rebuke
- Awaken Rope
- Blade Mirage
- Bramble Binding
- Electrify
- Gale Bolt
- Grasping Roots
- Infinite Edge
- Multishot

2nd Level

- Alacrity
- Burning Strike
- Dust Cyclone
- Clay Touch
- Elemental Barrage
- Hurricane Slash
- Iron Wind Strike
- Instant Counter
- Seeking Projectile
- Vacuum Pull
- Wind Cutter
- Windsense

3rd Level

- Bramble Barrier
- Lightning Shot
- Rain of Spiders
- Summon Plant
- Wasp Barrage
- Whirling Conflagration

4th Level

- Dimension Cutter
- Quicksilver Steps
- Storm Shot

5th Level

- Flickering Strikes
- Vorpal Shot

Sorcerer

Cantrips (0 level)

- Burn
- Decaying Touch
- Electric Arc
- Fists of Fire
- Force Bolt
- Freeze
- Impact
- Preservation
- Rock Slam
- Stone Forming
- Windborne Weapon
- Water Bullet

1st Level

- Acid Bubble
- Aldricor's Elemental Rebuke
- Arctic Breath
- Blade Mirage
- Crashing Wave
- Create Pit
- Electrify
- Elemental Orb
- Explosive Deflection
- Eyes of Immolation
- Fall
- Gale Bolt

- Heavy Blow
- Ice Arrow
- Illusory Pit
- Lightning Tendril
- Melting Glob
- Mind Ray
- Prismatic Flash
- Stone Fist
- Thunder Punch
- Tranquil Moment
- Water Blast

2nd Level

- Alacrity
- Arcane Conduit
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Chromatic Breath
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Dancing Wave
- Dancing Object
- Dragon Surge
- Dust Cyclone
- Earth Ripple
- Ethereal Immolation
- Fling
- Hurricane Slash
- Instant Counter
- Poison Dart
- Pseudopod Slam
- Seeking Orb
- Shattering Shield
- Spelltrap
- Star Dust
- Time Skip
- Time Slip
- Time Trap
- Vacuum Pull
- Vicious Hound

3rd Level

- Aether Lance
- Acidic Pit
- Arctic Aura
- Blade Vortex
- Electrocute
- Fire Cyclone
- Flamethrower
- Flash Freeze
- Ghost Step
- Hungering Void
- Illusionary Fireball
- Instant Bulwark
- Meteor Jump
- Mutate
- Rain of Spiders
- Seismic Wave
- Static Field
- Summon Monstrosity
- Thunder Pulse
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4th Level

- Aero Barrage
- Bile Beam
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Quicksilver Steps
- Spatial Swap
- Split Timeline
- Suffocate
- Time Loop
- Violent Crush

5th Level

- Aether Storm
- Burial Barrage
- Field of Stars
- Fissure
- Melt
- Pressure Cutter
- Pyroclastic Lance
- Sky Burst
- Sonic Shriek
- Summon Dragon
- Tornado

6th Level

- Avalanche
- Beam of Annihilation
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Power Torrent

7th Level

- Glacial Crash
- Rain of Swords

8th Level

- Time Anchor
- Time Bubble

9th Level

- Blackhole
- Form of the Elements
- Supernova

Spellblade

Cantrips (0 level)

- Decaying Touch
- Electric Arc
- Freeze
- Force Bolt
- Illusionary Dart
- Preservation
- Water Bullet

1st Level

- Acid Bubble
- Aldricor's Elemental Rebuke
- Arcane Ablation
- Arcane Weapon
- Arctic Breath
- Bad Blood
- Blade Mirage
- Crashing Wave
- Crippling Agony
- Electrify
- Elemental Orb
- Entomb
- Eyes of Immolation
- Gale Bolt
- Grip of the Dead
- Ice Arrow
- Lightning Tendril
- Melting Glob
- Prismatic Flash
- Shadow Bind
- Thunder Punch
- Violent Updraft
- Tranquil Moment
- Water Blast

2nd

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blood Boil
- Burning Strike
- Chromatic Breath
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Disorient
- Dragon Surge
- Earth Ripple
- Elemental Barrage
- Elemental Exhalation
- Ethereal Immolation
- Fling
- Gravity Surge
- Hurricane Slash
- Infernal Shackles
- Instant Counter
- Iron Wind Strike
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Star Dust
- Time Skip
- Time Trap
- Vacuum Pull
- Wind Cutter

3rd

- Acidic Pit
- Aether Lance
- Arctic Aura
- Crushing Singularity
- Electrocute
- Erode
- Fire Cyclone
- Flash Freeze
- Ghost Step
- Hungering Void
- Meteor Jump
- Seismic Wave
- Spider Bite
- Static Field
- Vortex Blast
- Water Cannon
- Wither

4th
- Aero Barrage
- Bile Beam
- Devour Shadow
- Dimension Cutter
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Iron Garden
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Poison Puff
- Quicksilver Steps
- Suffocate

5th
- Acid Rain
- Aether Storm
- Anvil Drop
- Blastwave
- Burial Barrage
- Deglove Creature
- Devouring Darkness
- Fissure
- Flickering Strikes
- Pressure Cutter
- Pyroclastic Lance
- Sky Burst
- Sonic Shriek
- Tornado

Warlock

Cantrips (0 level)
- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Preservation
- Shadow Lash
- Stone Forming
- Water Bullet

1st Level
- Acid Bubble
- Bad Blood
- Elemental Orb
- Eyes of Immolation
- Illusory Pit
- Lightning Tendril
- Melting Glob
- Mind Ray
- Nauseating Poison
- Shadow Bind
- Stone Fist
- Violent Updraft
- Water Blast

2nd Level
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blazing Beacon
- Chromatic Breath
- Crackle
- Dragon Surge
- Elemental Exhalation
- Infernal Shackles
- Instant Counter
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Spelltrap
- Summon Archon
- Time Skip
- Time Trap
- Vicious Hound
- Vicious Vapors

3rd Level
- Arctic Aura
- Acidic Pit
- Blade Vortex
- Flamethrower
- Hungering Void
- Illusionary Fireball
- Rain of Spiders
- Mounting Paranoia
- Mutate
- Spider Bite
- Static Field
- Wither
- Wasp Barrage
- Waterspout

4th Level
- Devour Shadow
- Iron Garden
- Pillar of Fire
- Poison Puff
- Split Timeline
- Stinging Swarm

5th Level
- Burial Barrage

6th Level
- Avalanche
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Volcanic Burst

7th Level
- Hellfire Pit

9th Level
- Form of the Elements

Wizard

Cantrips (0 level)
- Electric Arc
- Ice Weapon
- Windborne Weapon
- Preservation
- Rock Slam
- Shadow Lash
- Water Bullet

1st Level
- Acid Bubble
- Aldricor's Elemental Rebuke
- Arctic Breath
- Awaken Rope
- Bad Blood
- Blade Mirage
- Crashing Wave
- Create Pit
- Electrify
- Elemental Orb
- Entomb
- Explosive Deflection
- Eyes of Immolation
- Fall
- Gale Bolt
- Heavy Blow
- Induce Headache
- Infinite Edge
- Illusory Pit
- Lightning Tendril
- Melting Glob
- Mind Ray
- Prismatic Flash
- Shadow Bind
- Stone Fist
- Summon Ooze
- Thunder Punch
- Tranquil Moment
- Violent Updraft
- Water Blast

2nd Level
- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blade Vortex
- Chromatic Breath
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Dancing Object
- Dancing Wave
- Disorient
- Dragon Surge
- Dust Cyclone
- Earth Ripple
- Elemental Exhalation
- Fling
- Form of Familiar
- Gravity Surge
- Hurricane Slash
- Infernal Shackles
- Instant Counter
- Poison Dart
- Pseudopod Slam
- Seeking Orb
- Spelltrap
- Star Dust
- Stone Pillar
- Summon Swarm
- Time Skip
- Time Slip
- Time Trap
- Wind Cutter
- Vacuum Pull
- Vicious Hound
- Vicious Vapors

3rd Level
- Aether Lance

- Acidic Pit
- Arctic Aura
- Crushing Singularity
- Dig
- Electrocute
- Erode
- Fire Cyclone
- Flamethrower
- Flash Freeze
- Hungering Void
- Illusionary Fireball
- Immutability
- Instant Bulwark
- Meteor Jump
- Mounting Paranoia
- Mutate
- Rain of Spiders
- Seismic Wave
- Spider Bite
- Summon Monstrosity
- Static Field
- Thunder Pulse
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4th Level

- Aero Barrage
- Bile Beam
- Devour Shadow
- Dimension Cutter
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Iron Garden
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Poison Puff
- Quicksilver Steps
- Spatial Swap
- Split Timeline
- Stinging Swarm
- Suffocate
- Time Loop
- Violent Crush

5th Level

- Acid Rain
- Aether Storm
- Anvil Drop
- Field of Stars
- Fissure
- Pressure Cutter
- Sky Burst
- Sonic Shriek
- Sudden Hazards
- Summon Dragon
- Tornado

6th Level

- Avalanche
- Beam of Annihilation
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Martial Transformation
- Melt
- Volcanic Burst

7th Level

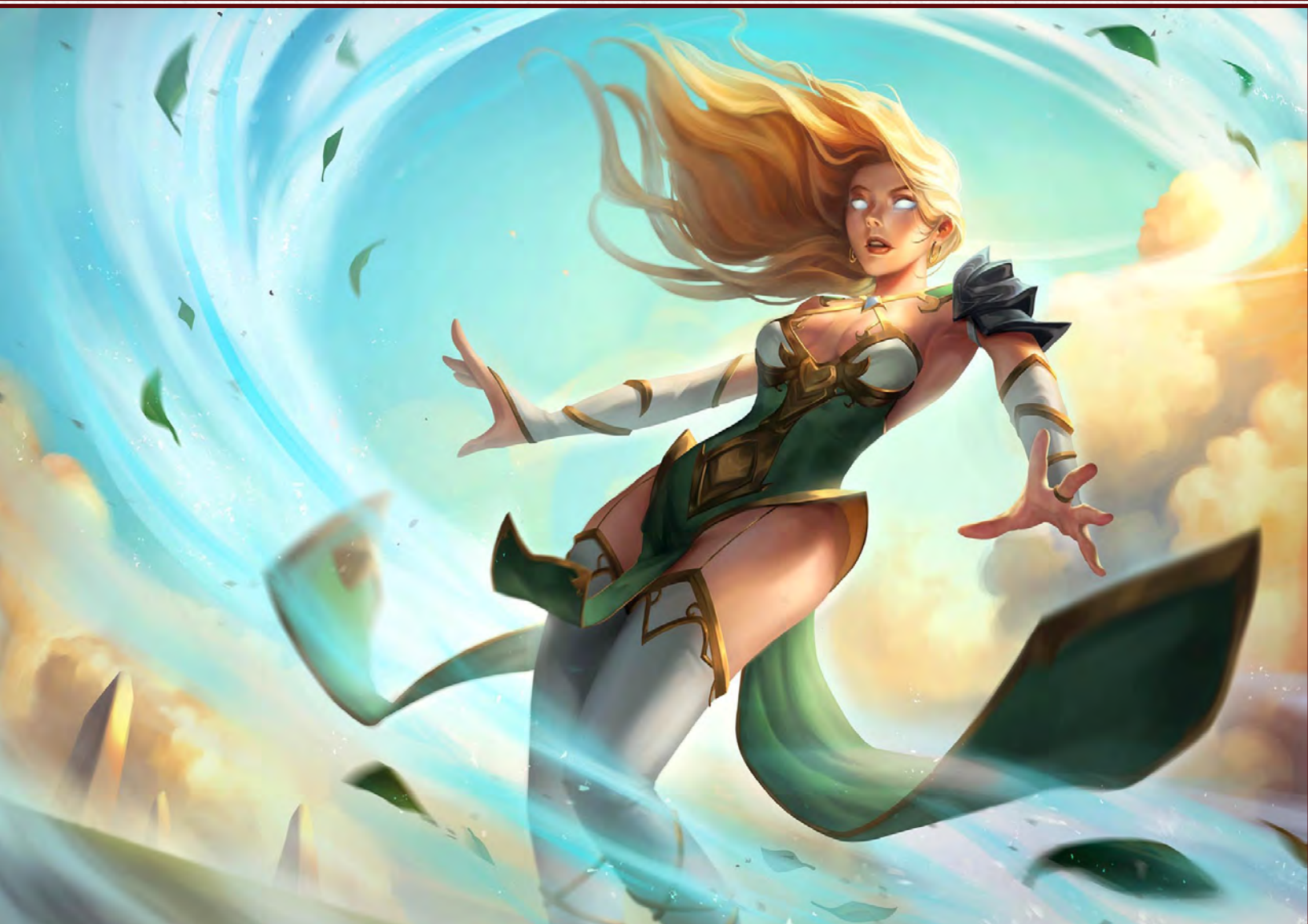
- Arcanist's Sword
- Glacial Crash
- Hellfire Pit
- Rain of Swords

8th Level

- Time Anchor
- Time Bubble

9th Level

- Blackhole
- Form of the Elements
- Manipulate Fate
- Supernova



Spells

The following are new magic spells. Refer to the class breakdown above for which classes can cast which spells. As with any supplement, consult with your DM for availability.

Acid Bubble

1st-level conjuration (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create a bubble of acid that floats to the target point before bursting in a shower of acid. Each creature and object within 5 feet must make a Dexterity saving throw. On a failure, it takes 3d4 acid damage, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

Acid Rain

5th-level conjuration (arcane, primal)

Classes: Druid, Occultist, Spellblade, Wizard
Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

Acid rain begins falling within a 40-foot-radius, 60-foot-high cylinder centered on a point you choose within range. When a creature moves into the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failure, it takes 6d4 acid damage and is covered in acid. On a success, a creature takes half the initial damage and is not covered in acid.

A creature takes 3d4 acid damage if it ends its turn while covered in acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

Acidic Pit

3rd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You open a pit filled with acid at a point within range. Each creature within 10 feet of the point must make a Dexterity saving throw. On a failure, it falls 5 feet into a pit of acid below, taking 6d4 + 6 acid damage. On a success, a creature takes half as much damage from the flooding acid and can use its reaction to move up to its movement speed to the closest point outside of the area. If it cannot take a reaction or reach a safe space, it automatically fails its saving throw.

When a creature ends its turn in the pit, it takes 2d4 acid damage. The acid in the pit remains potent for 1 minute, after which it turns to vile sludge that deals no further damage. The pit remains filled with sludge until filled or cleared.

Aero Barrage

4th-level transmutation (arcane, primal)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create four lances of rapidly spinning condensed wind and hurl them at targets within range. You can direct the lances at one target or different ones.

Make a ranged spell attack for each lance. On a hit, the target takes 2d8 slashing damage and is knocked 10 feet backwards.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional lance for each slot level above 4th.

Aether Lance

3rd-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous

You gather raw aether in your hand and expel it in a lance of power, forming a line 30 feet long and 5 feet wide. Each creature in the line takes 8d4 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

Aether Storm
5th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a storm of aether, erupting from a point of your choice within range. The aether storm fills a 10-foot radius, 40-foot-high cylinder. When the storm appears, each creature within its area takes 8d4 force damage. When a creature enters the storm or moves within it, it takes 2d4 force damage for every 5 feet it travels, and whenever a creature ends its turn in the storm it takes an additional 8d4 force damage.

As a bonus action on your subsequent turns, you can move the storm up to 15 feet in any direction and cause it to fling forth a hail of force bolts that seek out up to 3 targets of your choice within 15 feet of the storm. Each target takes 3d4 + 3 force damage from the bolts.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage dealt when the storm is cast, when a creature ends its turn in the storm, or when a creature is struck by a force bolt increases by 1d4 for each slot level above 5th.

Alacrity
2nd-level transmutation (arcane)

Classes: Bard, Occultist, Ranger, Sorcerer, Spellblade, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

If you are under the effect of *haste*, you gain no benefit from this spell.

Aldricor's Elemental Rebuke
1st-level evocation (arcane)

Classes: Druid, Ranger, Sorcerer, Spellblade, Wizard
Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage
Range: Self
Components: S
Duration: Instantaneous

You manipulate some of the incoming elemental energy, harnessing its power in your hand. The damage you take from the triggering attack or effect is cut in half. You can then hurl the energy back at the creature that damaged you if it is within 60 feet of you. The creature must make a Dexterity saving throw, taking 1d8 damage of the triggering type on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

TAG Credit
Aldricor's Elemental Rebuke is drawn from TheArenaGuy's (Spectre Creations) Caliya's Chronicle of Runes.

Angelic Slash
3rd-level evocation (divine)

Classes: Cleric, Paladin
Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous

You summon a giant spectral angel that appears around you before crashing its greatsword down in a line. All creatures in a line 30 feet long and 5 feet wide in a direction of your choice must make a Dexterity saving throw. A target takes 5d8 radiant damage on a failed save, or half as much damage on a successful one. A creature takes an additional 1d8 damage if it is undead or a fiend.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each level above 3rd.

Animate Shadow
3rd-level illusion (arcane)

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a smoke stained mirror)
Duration: Concentration, up to 1 hour

Targeting a creature you can see within range, you bring its shadow to life under your control. If the

creature has a challenge rating above 3 or has no shadow (either due to its nature or from the lack of a light source to cast one) the spell fails. Creatures without a challenge rating are immune to this spell.

Otherwise, a copy of the creature is created using its game statistics in a space adjacent to the creature (on the opposite side as the nearest bright light). The shadow has no legendary actions, legendary resistance, and cannot cast spells. The shadow has hit points equal to half the target's hit points, and it looks like a mirrored version of the creature it was summoned from, formed from inky black smoke. The shadow is resistant to bludgeoning, piercing, and slashing damage from non-magical sources while in darkness. The shadow is vulnerable to all damage while in bright light, and always vulnerable to fire, lightning, and radiant damage. If the shadow is killed, the target creature it was summoned from casts no shadows for the next 8 hours.

The shadow acts immediately after the target's turn, and without further direction it attempts to follow and takes the Attack action against the target. As a reaction to the shadow starting its turn, you can exert control over it and cause it to move and take its action as you direct.

At Higher Levels. When you cast this spell using a 5th- or 6th-level spell slot, the maximum challenge rating of the target increases to 4. When you cast it using a 7th- or 8th-level spell slot, the maximum challenge rating increases to 5. When you cast it using a 9th-level spell slot, the maximum challenge rating increases to CR 6.

Anvil Drop

5th-level conjuration (arcane)

Classes: Spellblade, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

You conjure an anvil 500 feet above a point you can see. At initiative count 0 (losing ties) on the next round, the anvil hits the ground. Each creature within 5 feet of the target point must make a Dexterity saving throw. On a success, it moves to the closest unoccupied space outside of the radius. If no space is available or a creature cannot move, it automatically fails. On a failure, a creature takes 10d10 + 10 bludgeoning damage. Creatures within 20 feet of the target point take 4d4 thunder damage.

If the path of the anvil (directly above the target point) is interrupted, the creature or object above it is hit first. If the creature or object is killed or destroyed, the anvil continues, though the damage dealt is subtracted from the final impact damage of the anvil.

If the anvil deals less than 80 damage, the anvil survives the impact, and is an anvil of moderate quality.

At Higher Levels. When cast with a 9th-level spell slot, the range of the spell becomes 120 miles, though you must still be able to see the target (such as via scrying).

Arcane Ablation

1st-level transmutation (arcane)

Classes: Inventor, Spellblade
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a piece of worn armor or clothing and imbue it with magic. For the duration, the wearer gains 4 temporary hit points. If these temporary hit points are exhausted, the creature gains 1 fewer temporary hit points at the start of its next turn. When the temporary hit points would reach 0, the spell ends. Temporary hit points gained from this spell are lost when the spell ends.

At Higher Levels. The initial temporary hit points increase by 1 for each slot level above 1st.

Arcane Conduit

2nd-level transmutation (arcane)

Classes: Sorcerer
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You tap directly into the arcane weave. For the duration, you have resistance to all damage from magical sources besides force damage.

At the start of each of your turns while tapped into this power, you and all creatures with 5 feet of you take 1d6 Force damage. The damage increases by 1d6 each turn to a maximum of 4d6 damage.

Arcane Weapon

1st-level transmutation (arcane)

Classes: Inventor, Spellblade
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a weapon and imbue it with magic. For the duration, the weapon counts as a magical weapon and all damage dealt by it becomes force damage. When you cast this on a weapon with the ammunition property, the weapon doesn't consume ammunition when fired, and does not need to be reloaded.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration becomes 8 hours. When you use a spell slot of 5th level or higher, the duration becomes 24 hours.

Arcanist's Sword

7th-level conjuration (arcane)

Classes: Bard, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)
Duration: 1 minute

You create a glowing sword-shaped plane of force that hovers within range for the duration. When the sword appears and as a bonus action on subsequent turns, you can give the sword one of the following commands.

- **Attack:** The sword moves up to 20 feet toward a creature and makes a melee spell attack against it. On a hit, the target takes force damage equal to 3d10 + your spellcasting ability modifier.
- **Guard:** The sword moves up 20 feet into a creature's space and grants the creature half cover as it attempts to deflect incoming attacks. The first time a hostile creature comes within 5 feet of the sword, the sword makes a melee spell attack against that creature. On a hit, the target takes force damage equal to 3d10 + your spellcasting ability modifier. The sword cannot attack again until you command it again
- **Whirl:** The sword moves up to 20 feet toward a point and then begins to spin in a deadly whirl. A creature that starts in the sword's space or passes within 5 feet of the sword on its turn must succeed on a Dexterity saving throw or take 3d10 force damage.

Caius' Notes: The Lost True Version

The true version of an infamous wizard's knock-off floating magic sword. Tragically, most sources of the spell list an incomplete version—presumably copied by an apprentice unable to fully understand the spell. Lesser versions of the spell require concentration and lack some key functions.

Arctic Aura

3rd-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

For the duration you unleash a freezing aura. Any creature starting its turn within 20 feet of you must make a Constitution saving throw. On a failure, it takes 2d8 cold damage and its speed is reduced to 0 until the start of its next turn. On a success, a creature takes half as much damage and its speed halved.

As a bonus action on each of your turns for the duration, you can actively control the aura, excluding a number of creatures in the area up to your spellcasting modifier from the effects until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Arctic Breath

1st-level conjuration (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (30 foot line)
Components: V, S
Duration: Instantaneous

A line of freezing arctic wind 30 feet long and 5 feet wide blasts out from you in a direction of your choice. Each creature in the line must make a Dexterity saving throw. On a failure, a creature takes 2d8 cold damage and its speed is reduced by 10 feet until the

end of its next turn. On a success, a creature takes half as much damage and isn't slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Avalanche

6th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (60 foot line)
Components: V, S
Duration: Instantaneous

You cause the earth to ripple, triggering an avalanche of rock and stone to surge forward in a line 60 feet long and 15 feet wide. The length of the line is doubled if cast on a steeply sloped surface. Each creature caught in the surging tumble of rocks must make a Dexterity saving throw. On a failure, a creature takes 6d10 bludgeoning damage and is knocked prone. On a failure by 5 or more, it is stunned until the end of its next turn, and on a failure by 10 or more it is moved to the closest free space at the end of the line created by the spell. On a successful save, a creature takes half as much damage and suffers none of the spell's other effects.

The spell creates a 15 by 15 foot area of difficult terrain at the end of the line created by the spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

Awaken Rope

1st-level transmutation (arcane)

Classes: Bard, Inventor, Occultist, Ranger, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (10 to 60 feet of cord or rope, worth at least 1 cp)
Duration: Instantaneous

As an action, you can touch a rope of 10 to 60 feet in length and issue it a single command, selecting from the following options.

- **Bind.** The rope attempts to bind a creature of your choice within 20 feet of you. The creature must make a Dexterity saving throw or become restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the rope (AC 10) also frees the creature without harming it, ending the effect and destroying the rope.
- **Fasten.** The rope flies up 60 feet and ties one end of itself to an object or surface that a rope could be tied to, before becoming inanimate again, hanging from the object.
- **Grab.** The rope lashes out at an object within its length and grabs one Small or smaller object that is not being worn by a creature, pulling it back to your hand. If the object is being carried by a creature, the creature can make a Strength saving throw. On a success, the object is not pulled.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target a chain instead of a rope. It has the same available actions, but it has a DC 15, an AC of 15, and resistance to slashing damage when taking the Bind action.

When cast with a spell slot of 3rd level or higher targeting a rope, that rope is magically imbued for 1 minute, gaining an DC of 15, an AC 20, and 20 hit points.

Baba's Walking Hut

6th-level transmutation (primal)

Classes: Occultist
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a chicken leg)
Duration: 24 hours

You touch a hut, cabin, or other building no more than 15 feet by 15 feet by 10 feet. On completion of the spell, the building grows legs large enough to support it, as well as the structural integrity needed stand and move, and becomes a gargantuan creature. It has 250 hit points, an AC of 12, and a walking speed of 20 feet. If it drops to 0 hit points, the spell ends.

On your turn, you can direct it to move (no action required) and it will continue to move as directed until you direct it to stop or reaches its destination. It can take no actions, but if it walks over a Large or smaller creature, you can direct it to attempt to step on that creature, and that creature must succeed a Dexterity saving throw, or take 2d10 bludgeoning damage and be knocked prone.

If you cast this spell on the same building every day for a year, the spell lasts until dispelled, or you cast it on another building.

Bad Blood

1st-level necromancy (arcane, primal)

Classes: Druid, Occultist, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of rotten meat)
Duration: Concentration, up to 1 minute

You attempt to corrupt the blood of a creature you can see within range. Creatures without blood are immune to this effect. The target must make a Constitution saving throw. On a failure, it takes 1d12 poison damage and becomes poisoned for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. On a failure, it takes an additional 1d4 poison damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target an additional creature for each slot level above 2nd. All targets must be within 30 feet of each other when you target them.

Beam of Annihilation

6th-level evocation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (60 foot line)
Components: S
Duration: Concentration, up to 3 rounds

You unleash a beam of pure energy, creating a line of power 60 feet long and 10 feet wide, which persists until the start of your next turn. When you cast the spell, choose between cold, fire, force, or lightning damage for the beam. Any creature starting its turn in the beam must make a Dexterity saving throw. It takes 8d8 damage of the beam's type on a failure or half as much on a success.

While you are concentrating on this spell, your speed is 0. At the start of each of your turns, you can use your action to maintain the beam in place or redirect it, rotating it up to 90 degrees in any direction. Any creature the beam passes through completely in this rotation must succeed on a Dexterity saving throw or take 4d8 damage of the beam's type.

If you do not use your action to maintain or redirect the beam, the spell ends.

Become Fire

2nd-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You become a burst of elemental flames. Until the start of your next turn, you gain the following benefits:

- You gain resistance to fire damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain. The first time you enter another creature's space on a turn, it takes 1d6 fire damage.
- Any time you are hit by a melee attack, the attacker takes 1d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it lasts for 1 additional round for each level above 2nd.

Become Stone

2nd-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You solidify into stone. Until the start of your next turn, you gain the following benefits.

- You are petrified (granting you resistance to all damage).
- Your AC becomes 20.
- You gain 15 temporary hit points. Any remaining temporary hit points fade when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you gain an additional 5 temporary hit points for each level above 2nd.

Become Water

2nd-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You become a burst of elemental water. Until the start of your next turn, you gain the following benefits.

- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain. The first time you move through a Large or smaller creature on a turn, it must succeed on a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it lasts for 1 additional round for each level above 2nd.

Become Wind

2nd-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You become a burst of elemental wind. Until the start of the next turn, you gain the following benefits.

- You gain resistance to lightning damage and bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You gain a flying speed of 30 feet, can move through the space of other creatures, and ignore difficult terrain, but will fall if you are in the air when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it lasts for 1 additional round for each level above 2nd.

Befuddling Curse

1st-level enchantment (arcane)

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute

You befuddle a creature's mind, causing it to believe two similarly-sized objects or creatures it can see have been swapped. The target creature must make a Wisdom saving throw. On a failure, it believes the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped target, it can repeat the saving throw, ending the spell on a success.

Bile Beam

4th-level evocation (arcane)

Classes: Spellblade, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M
Duration: Instantaneous

You unleash a beam of acid in a line 5 feet wide and 100 feet long, which stops early if it impacts a creature, Large or larger object, or solid surface. If the beam hits a creature, the creature must make a Dexterity saving throw. On a failure, it takes 12d4 acid damage and an additional 4d4 acid damage at the end of its next turn. On a success, it takes half as much initial acid damage and no additional damage.

If a creature or object is killed or destroyed by the beam, the beam continues until it impacts another creature or object.

At Higher Levels. When you cast the spell using a spell slot of 5th level or higher, the initial damage increases by 1d4 for each level above 4th.

Binding Curse

1st-level enchantment (arcane)

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute

You bind a creature to a point within 5 feet of it, causing glowing chains of light to connect it to that point. For the duration of the spell, if the creature attempts to move away from the point, it must succeed on a Wisdom saving throw or be unable to move more than 5 feet away from the point until the start of its next turn.

If the target starts its turn more than 10 feet from the binding point, it must succeed on a Strength saving throw or be dragged 5 feet toward the binding point.

Blackhole

9th-level transmutation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a miniature black hole at a point within range. An event horizon forms in a 15-foot radius around the point, engulfing anything (including light, sound, and magical effects) in the area.

When the black hole appears, each creature within 15 feet of the point must make a Dexterity saving throw to avoid being engulfed. On a success, it can move up to its movement speed out of the event horizon of the black hole. If it cannot move to a safe space outside of the event horizon, it automatically fails the save and is engulfed.

An engulfed creature is compressed into the point at the center of the spell, taking 12d12 bludgeoning damage at the start of each of its turns while engulfed. Its speed is 0, and it is blinded, deafened, and restrained while engulfed. As an action, an engulfed creature can attempt to forcibly exit the black hole by making a Strength ability check against your spell save DC. On a success, the creature appears in an empty space at the edge of the event horizon.

Any spells, effects, terrain, or items that are not being worn or carried that are engulfed within the event horizon vanish and are destroyed. Magical items of Legendary or Artifact rarity are not destroyed, instead reappearing on the ground where the sphere was when the spell ends.

While the spell persists, all movement away from it while within 120 feet of it is considered difficult terrain. All ranged attacks that pass within 120 feet of it have disadvantage. When a creature starts its turn within 120 feet of the black hole, it is pulled 5 feet toward the black hole. At the start of the caster's turn, all objects within 120 feet of the black hole that weigh less than 1000 pounds, are not being worn or carried, and are not attached to the ground are pulled 20 feet toward the black hole.

Blade Mirage

1st-level illusion (arcane)

Classes: Bard, Occultist, Ranger, Spellblade, Sorcerer, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Concentration, up to 1 minute.

You twist illusions around a melee weapon you are holding. When you cast the spell, and as a bonus action on your subsequent turns for the duration, you can feint with the illusory blades, distracting a creature within 5 feet of you and giving you advantage on the next weapon attack against it before the end of the turn. The spell ends early if you let go of the weapon.

As an action, a creature that can see you can make an Intelligence (Investigation) check against your spell save DC. On a success, it becomes immune to the spell's effects.

Blade Vortex
3rd-level conjuration (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a spinning top)
Duration: 1 round

You fill the air in a 10-foot radius around you with spinning blades until the start of your next turn. When the creature enters the area for the first time on a turn or starts its turn there, it takes 4d4 slashing damage. Until the spell ends, you have half cover against all ranged attacks.

At Higher Levels. When you cast this spell using a spell slot of 4th level higher, the damage increases by 1d4 for each level above 3rd.

Blastwave
5th-level evocation (arcane)

Classes: Spellblade, Sorcerer, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You unleash a fiery blast of power outward in all directions. Each creature of your choice within 30 feet of you must make a Dexterity saving throw. On a failure, a creature takes 4d8 thunder damage and 4d8 fire damage and is knocked back 10 feet. On a success, it takes half as much and is not knocked back

Blazing Beacon
2nd-level evocation (divine)

Classes: Cleric, Paladin, Warlock
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, Up to 1 minute

You are bathed in holy light, shedding bright light up to 30 feet and dim light for additional 30 feet.

Any creature that targets you with an attack roll or spell that requires them to see you must make a Constitution saving throw. On a failure, they are blinded until the start of their next turn. A creature with darkvision makes this roll with disadvantage. A creature without eyes automatically passes their saving throw.

Blizzard
6th-level evocation (primal)

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a howling blizzard of swirling clouds of ice and snow which fills a 30-foot-radius, 40-foot-high cylinder centered at a point you can see within range. The area becomes heavily obscured and difficult terrain. Any creature that starts its turn within the area or enters it for the first time on its turn must make a Constitution saving throw. A creature takes 6d8 cold damage on a failed saving throw, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

Boil Blood
2nd-level necromancy (arcane)

Classes: Occultist, Spellblade
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You point at a creature that has taken slashing or piercing damage within the last minute and make its blood heat to boiling. The target must succeed on a Constitution saving throw or its blood overheats. At the start of each of its turns, it takes 3d4 fire damage and is crippled with agony, turning all terrain into difficult terrain for it.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Bond Item

1st-level conjuration (arcane)

Classes: Inventor
Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 8 hours

You touch an item weighing no more than 100 pounds and form a link with it. Until the spell ends, you can recall it to your hand as a bonus action.

If another creature is holding or wearing the item when you try to recall it, it can attempt a Charisma saving throw to retain possession of the item. On a success, the spell ends. The creature makes this save with advantage if it has possessed the item for more than 1 minute.

Bramble Barrier

3rd-level transmutation (primal)

Classes: Druid, Occultist, Ranger
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create a line of low brambles that erupts from a space on the ground you can see within range. This line is 30 feet long and 5 feet wide, made up of six 5-foot squares of brambles. Each patch must connect to another patch and be placed on the ground. The bramble patches are difficult terrain and any creature entering a square of brambles takes 4d4 piercing damage and must make a Constitution saving throw. On a failure, its speed becomes 0 until the end of its turn.

The brambles wither and die after 1 day if the area isn't suitable for them to grow. A creature can clear a 5-foot square with 1 minute of labor, or instantly by inflicting at least 5 points of fire damage. The brambles crumble to dust immediately if you cast this spell again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create two additional 5-foot squares of brambles for each slot level above 3rd.

Bramble Binding

1st-level transmutation (primal)

Classes: Druid, Occultist, Ranger
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Brambles burst from your hand, lashing out at a target within range. The target must make a Dexterity saving throw. On a failure, it takes 4d4 piercing damage and, if it is Large or smaller, becomes entangled by brambles. While entangled by brambles, it can't move, but it can free itself as an action (taking no additional damage) or rip itself free using half of its movement and taking an additional 2d4 piercing damage. On a success, it takes half as much damage and isn't entangled by brambles.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the initial damage and the damage taken ripping free of the brambles increases by 1d4 for each slot level above 1st.

Brilliant Blade

3rd-level evocation (divine)

Classes: Cleric, Paladin
Casting Time: 1 bonus action
Range: Self (20 foot radius)
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in this spell's casting, holding it aloft as it flashes with brilliant light. Each creature within 20 feet of you must make a Constitution saving throw. On a failure, a creature is blinded until the end of your next turn. On a success, it is blinded until the end of your current turn.

Burial Barrage

5th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You unearth five heavy chunks of earth or stone and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each hurled object. On a hit, a target takes 1d12 + 1 bludgeoning damage, and if it is Large or smaller, falls prone. Attacks made as part of this spell have advantage against prone targets, and ignore disadvantage for making a ranged attack against a prone target farther than 5 feet away.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can hurl one additional object for each slot level above 5th.

Burn

Transmutation cantrip (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Warlock
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You ignite a brilliant flame around your hand that sears anything you touch. Make a melee spell attack against a creature or object within range. On a hit, the target takes 1d12 fire damage.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Burning Strike

2nd-level transmutation (primal)

Classes: Paladin, Ranger, Spellblade
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a piece of ammunition or a weapon worth at least 1 cp)
Duration: 1 round

You touch a weapon or a piece of ammunition, imbuing it with licking flames. The next time you attack with the empowered item, it bursts into brilliant fire. On a hit, the target takes an additional 4d4 fire damage and begins to burn. On a miss, the target takes half as much damage and does not start to burn. A burning target sheds bright light in a 10-foot radius and dim light for an additional 10 feet, and takes 1d4 fire damage at the end of each of its turns. The target or another creature within 5 feet can use an action to extinguish the flames.

If you target a weapon with the light property, you can immediately make a single weapon attack with it as part of the same action as casting the spell. Once you make one attack with the targeted item, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the initial and ongoing burn damage are increased by 1d4 damage.

Carnivorous Garden

4th-level transmutation (primal)

Classes: Druid
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a dried carnivorous plant)
Duration: Concentration, up to 1 minute

You summon clinging plant growth in four 15-foot squares you can see within range, and a snarling carnivorous plant in the central space of each area. Each 15-foot square is difficult terrain. When you cast the spell, each plant makes one attack against a creature of your choice within 5 feet of it. The plants make melee spell attacks with your spell attack modifier, dealing 2d8 piercing damage on hit.

If a creature ends its turn within 5 feet of one or more of the carnivorous plants, the plants automatically attack that creature unless you use your reaction to prevent them from doing so.

The plants have AC 14 and 30 hit points, and have vulnerability to fire and slashing damage. Each plant regains all its hit points at the start of your turn if it has at least 1 hit point, and dies if it is reduced to zero hit points. When the spell ends, the difficult terrain disappears, except where the plants themselves were. This difficult terrain also disappears if the plant was killed with fire damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can summon 1 additional carnivorous plant for each slot level above 4th.

Chromatic Breath

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a fragment of a dragon's scale)
Duration: Concentration, up to 1 minute

You touch a willing creature that has a mouth and can breathe, imbuing it with the power to expel elemental energy. When you cast the spell, select one of the following damage types: acid, cold, fire, lightning, or poison. Until the spell ends, the target can use its action to exhale a powerful elemental gust in a 15-foot cone. Each creature in that cone must make a Dexterity saving throw. On a failure, a creature takes 3d6 damage of the selected type. On a success, it takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Chrono Conjunction

6th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 reaction, which you take when a creature you can see within 60 feet rolls a save, ability check, or attack roll.
Range: 60 feet
Components: V, S, M (something from the past or future)
Duration: Instantaneous

As a reaction to a creature rolling a save, ability check, or attack roll, you search all possible timelines and merge the outcome you desire with reality. Select a value from 1 to 20 as the outcome of the roll. An unwilling creature can attempt to resist by making a Charisma saving throw; on a success, the spell has no effect.

Once you cast this spell, you cannot cast it again until 24 hours have passed.

Clay Touch

2nd-level transmutation (arcane, primal)

Classes: Druid, Inventor, Occultist, Ranger, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (a small clump of clay)
Duration: Concentration, up to 1 minute

You reach to a creature within range and attempt to turn its armor to soft clay. The target must make a Dexterity saving throw. On a failure, the target's armor (including natural or magical defenses) becomes soft and malleable, though retaining its form, and provides no protection against attacks, reducing the target's AC to 10 + its Dexterity modifier for the duration.

Alternatively, you can touch a nonmagical object that isn't being worn or carried and is no larger than 2 feet in any dimension, reducing its AC and the DCs of any Strength checks to damage it to 5 for the duration of the spell.

Cold Snap

2nd-level evocation (arcane, primal)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 90 ft (5-foot radius)
Components: S
Duration: Instantaneous

With a snap of your fingers, a swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered must make a Constitution saving throw. On a failure, a creature takes 3d8 cold damage and becomes coated in ice, reducing its speed by 10 feet until the start of your next turn. On a success, it takes half as much damage and is not slowed.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Commandment

4th-level enchantment (divine)

Classes: Cleric, Paladin
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You issue a divine order to another creature you can see within range that can hear and understand you, invoking divine authority to compel them. If the target intentionally violates the issued order, it takes 4d6 radiant damage. Once a creature takes damage this way, they cannot take damage again from it until the start of your next turn.

Some examples of orders you can issue would include ordering the target not to attack, not to move, or not to breathe. If you issue an impossible order, the spell ends immediately.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Crackle

2nd-level evocation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several. Make a ranged spell attack for each arc. On a hit, a target takes 1d12 lightning damage. If three or more arcs hit a single target, it must make a Constitution saving throw or become shocked, stunning it until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

Crashing Wave

1st-level conjuration (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

A wave of water sweeps out from you. Each creature in a 15-foot cone must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked 10 feet away from you. If a creature is knocked into a wall, another creature, or fails by 5 or more, it is additionally knocked prone. On a successful save, the creature takes half as much damage and is not knocked back. If there is a source of water of at least 5 cubic feet within 5 feet of you when you cast the spell, you can displace that water, increasing the range of the spell to a 30 foot cone.

At Higher Levels. When you cast this spell using a spell lot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Create Pit

1st-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet (10-foot square)
Components: V, S
Duration: Instantaneous

You choose a 10-foot square area on the ground in an area of dirt or natural stone you can see. The ground buckles and opens into a 10-foot deep pit. If the surface is not large enough to contain the pit, the spell fails. Each creature in the area must make a Dexterity saving throw. On a success, a creature jumps to a space 5 feet outside the spell's radius. On a failure, a creature falls to the bottom of the pit (taking normal falling damage). The sides of the pit are rough, and can be climbed. A creature that saves but cannot locate an empty space to move to falls prone, hanging from the edge of the pit, and cannot stand until it moves out of the pit area or drops into it. The pit remains until filled.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the pit is 5 feet deeper for each slot level above 1st, to a maximum of 20 feet deep.

Limitations

The spell may fail if the pit would breach another opening (such as a room or cavern below), as that would be failing to contain the pit. The GM has wide discretion on what surfaces are valid targets for this spell.

Crescent Wind Slash

2nd-level evocation (arcane, primal)

Classes: Bard, Ranger, Spellblade, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You make a series of three slashes, each one magically releasing a razor-sharp blast of wind at a target within range. You can launch them at one target or several.

Make a weapon attack with the weapon used in the casting of this spell for each slash. On hit, the target takes slashing damage equal to 1d6 + the ability modifier used for the attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create one additional slash for each slot level above 2nd.

Crippling Agony

1st-level necromancy (arcane)

Classes: Occultist, Spellblade
Casting Time: 1 action.
Range: 60 feet
Components: V, S, M (a joint bone)
Duration: Concentration, up to 1 minute

You can inflict crippling agony on one creature you can see within range. The target must succeed on a Constitution saving throw or become crippled with horrific pain. Whenever the target moves more than half of its speed or takes any action, it takes 1d6 necrotic damage.

The target can repeat the saving throw, ending the spell on a success.

Cruel Puppetry

3rd-level necromancy (arcane)

Classes: Occultist
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small humanoid doll worth at least 5 gp and something from the target creature—such as blood, hair, or scales—both of which the spell consumes)
Duration: Concentration, up to 1 minute

You attempt to bind a creature's soul to a doll, forging a sympathetic link between the two. The target must make a Charisma saving throw. On a failure, the creature becomes bound to the doll. On a success, the creature is not bound and the spell ends.

When a target first fails its save and as an action on subsequent turns for the duration, you can perform one of the following actions:

- **Restrain.** Hold the doll still, causing the creature to be restrained until start of your next turn.
- **Move.** Force the doll to move, causing the creature to move 15 feet in a direction of your choice it is able to move.
- **Attack.** Force the doll to swing its arm, causing the creature to make a melee weapon attack against a creature of your choice within its reach.
- **Stab!** Stab the doll, dealing 4d6 piercing damage to the target.
- **Rip!** Rip the doll in half, dealing 4d12 necrotic damage to the target, destroying the doll, and ending the spell.

Each time you use your action to manipulate the doll, the target can repeat its saving throw afterward at disadvantage. On a success, the spell ends. Once a creature has been targeted by this spell, it cannot be targeted again for 24 hours.

At Higher Levels. When cast with a spell slot of 5th level or higher, the range of the spell becomes unlimited, as long as the target is on the same plane as the caster.

Crushing Singularity

3rd-level transmutation (arcane)

Classes: Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

You create an overwhelming gravitational singularity at a point within range, lasting until the start of your next turn. When you cast this spell, each creature within 15 feet of the point must make a Strength saving throw. On a failure, a creature is pulled to the closest available space adjacent to the singularity and takes 6d6 bludgeoning damage. On a success, it takes half damage and is not pulled.

While within 15 feet of the singularity, any attempt to move away costs twice as much movement. If a creature ends its turn within 15 feet of the singularity, it must make a Strength saving throw. On a failure, it takes 2d6 bludgeoning damage and is dragged back

to the closest available spot adjacent to the singularity.

At Higher Levels. When you cast this spell using a spell lot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Curse of Impotence

5th-level enchantment (arcane)

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute

You curse a target creature, causing an overwhelming sense of powerlessness to wash over it. Any time it attempts any action which would deal damage, it must make a Wisdom saving throw. On a success, it takes action as normal. On a failure, it completes the action, but the action deals no damage to any targets.

Dancing Object

2nd-level transmutation (arcane)

Classes: Bard, Inventor, Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You bring a Tiny nonmagical object that is not being worn or carried to life. The object uses the following stats:

Dancing Object

Tiny Construct

Armor Class 18
Hit Points 20
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Actions

Slam. *Melee Weapon Attack:* your spellcasting attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + your spellcasting modifier damage.

If the object is a weapon, it deals the weapon's damage dice + your Spellcasting modifier of the weapon's damage type instead. The spell can only animate one-handed weapons without the special property this way.

As a bonus action, you can mentally command the animated object as long as it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

Dancing Wave

2nd-level conjuration (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You summon a surging mass of water into existence at a point on the ground or in water within range. The mass of water remains cohesive and fills a 5-foot radius, though it is only 3 feet deep. The area is difficult terrain for any creature without a swimming speed.

As a bonus action for the duration, you can move the wave up to 30 feet along the surface in any direction. If it enters a creature's space, that creature must make a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone. A creature automatically fails this saving throw if it is already prone. The wave can only slam into one creature on a turn.

Decaying Touch
Necromancy cantrip (arcane)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock
Casting Time: 1 action
Range: Touch
Components: V, S, M (powdered remains of a dead animal)
Duration: Instantaneous

You wreath your hand in necrotic decay, causing anything you touch to wither and die. Make a melee spell attack against a creature or object within range. On a hit, the target takes 1d6 necrotic damage and starts to flake and decay. The first time it takes damage from another source before the start of your next turn, it takes an additional 1d6 necrotic damage. Targets immune to diseases are immune to this effect.

The both the initial and secondary damage of the spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Deglove Creature
5th-level necromancy (arcane)

Classes: Occultist, Spellblade
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a finger bone)
Duration: Instantaneous

You point at a creature within range, and attempt to make its skeleton rip free of its body. The creature must make a Constitution saving throw. The target takes 7d10 + 7 necrotic damage on a failed save, or half as much damage on a successful one.

If this damage kills the target, its flesh sloughs of its skeleton, collapsing into a pile. Its skeleton emerges and becomes a Skeleton (Basic Rules, pg. 152), hostile to all living creatures, and attacks the closest target.

Devouring Darkness
5th-level necromancy (arcane)

Classes: Occultist, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Instantaneous

Dark tendrils burst out from you in all directions. Each creature of your choice within 20 feet must make a Constitution saving throw. On a failure, a creature takes 6d8 necrotic damage, and you can pull them in a straight line to an empty space within 5 feet of you. On a success, it takes half as much damage and is not pulled.

You regain hit points equal to one quarter (rounded down) of the necrotic damage taken by all targets affected by the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Devour Shadow
4th-level necromancy (arcane)

Classes: Occultist, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to a minute.

Your shadow elongates into a horrifying abomination and attempts to consume the shadow of a creature you choose in range. The target must make a Charisma saving throw. On a failure, the target's shadow is devoured. It takes 6d6 necrotic damage and is magically weakened, subtracting 1d4 from its attack rolls, saving throws, and ability checks for the duration, and adding 1d4 to your attack rolls, saving throws, and ability checks for the duration. On a success, the target takes half as much damage and suffers no other effects.

If either you or the target has no shadow, the spell fails. If the target's shadow is consumed, they have no shadow until the spell ends.

At Higher Levels. When you cast this spell with a 5th-level spell slot or higher, you can target an additional creature for each spell slot level above 4th. The bonus you gain from consuming shadows does not increase beyond 1d4, even if you consume multiple shadows.

Dig
3rd-level transmutation (arcane, primal)

Classes: Druid, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a mole's claw)
Duration: 1 round

Until the end of your turn, you gain a burrowing

speed of 30 feet. You can move through dirt, sand, or clay with this movement, and leave behind a tunnel equal to your size that remains stable for 1 minute (after which it may remain or collapse based on the properties of the ground moved through). You cannot move through stone (natural or constructed) with this movement.

Dimension Cutter

4th-level conjuration

Classes: Ranger, Spellblade, Wizard
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, M S, M (a melee weapon with which you are proficient worth at least 1 sp)
Duration: Instantaneous

You flourish the weapon used in the casting and sweep it through the air, slicing a rift through dimensions. Each creature in a 15-foot cone takes 6d6 force damage. This ignores total cover and strikes creatures in the ethereal plane as well as the material plane.

At Higher Levels. When you cast this spell using a spell slot of 5th Level or higher, it deals an additional 1d6 damage to each target for each slot level above 4th.

Divine Descent

8th-level evocation (divine)

Classes: Cleric
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 3 rounds

You call down a spectral angelic avatar which slowly descends from the sky toward a target point within range. The avatar fills a 30-foot-radius, 60-foot high cylinder with bright light. When you cast the spell and at the start of your next turn, you can choose to either heal all creatures within the light, restoring 4d8 hit points to creatures of your choice that are not undead or fiends within it, or burn all creatures within the light, forcing each one to make a Constitution saving throw, taking 4d8 radiant damage on a failed save or half as much on a success.

At the start of your turn on the third and final turn of the spell, the spell's effects are doubled, either restoring 8d8 hit points or dealing 8d8 radiant damage.

Divine Judgment

2nd-level evocation (divine)

Classes: Cleric, Paladin
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

A brilliant sword of radiant energy forms above the target point and slams down in an explosion of divine power. Each creature in a 10-foot-radius, 30-foot high cylinder centered on the target point must make a Dexterity saving throw. On a failure, a creature takes 2d8 radiant damage, and 2d8 additional radiant damage if it is an undead or fiend. On a success, it takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the base damage increases by 1d8 for each slot level above 2nd.

Alignment Powers

If your DM uses alignment for creatures, they can optionally rule that the bonus damage applies all creature types as long as the creature is of the opposite moral alignment of the caster (evil to good or good to evil). As not all settings use strict alignment, this is a variant rule at the GM's discretion.

Disorient

2nd-level illusion (arcane)

Classes: Bard, Occultist, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a möbius strip)
Duration: 1 minute

You point at a creature you can see and flip its perception of reality. The target must pass a Wisdom saving throw or become disoriented. A disoriented creature has disadvantage on all attack rolls, and at the start of each of its turns, it moves 10 feet (up to its speed) in a random direction. Its speed then becomes zero until the start of its next turn.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends, but if the target fails by 5 or more, it falls prone.

Dispel Construct

3rd-level abjuration (arcane)

Classes: Inventor
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

You attempt to purge the magic animating a construct within range, rendering it inert. The target takes 4d10 force damage and must make a Constitution saving throw. On a failure, it becomes stunned for the duration, and if it has less than 50 hit points remaining, it is reduced to 0 hit points.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

Divide Self

5th-level illusion (arcane, psionic)

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, 1 minute

You create an exact duplicate of yourself in an empty space you can see within 30 feet. At the start of each of your turns for the duration, you can switch places with your duplicate.

The duplicate has all of your stats, abilities, and equipment (including magic items). It acts on your initiative and takes its own actions. You and the duplicate share concentration on this spell, and if either of you lose concentration, the spell ends.

Your current hit points are divided between you and the duplicate, and you share all other resources and abilities (including limited-use items). Usage by either you or the duplicate depletes a resource for both of you.

Your duplicate can take any action you can take, but it can deal a maximum of 15 damage on its turn. Any additional damage is reduced to 0, and damage applied to multiple targets is split between them equally until the maximum is reached.

If either you or the duplicate is reduced to 0 hit points, the spell ends and you become the surviving copy. If you and the duplicate are both present when the spell ends, you decide which copy you become, and the other vanishes. Any items duplicated by the spell vanish.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you and the duplicate both start with 15 additional hit points (up to your current hit points prior to casting), and the maximum damage the duplicate can do during its turn increases by 10 for each slot level above 5th.

Dragon Surge

2nd-level transmutation (arcane, primal)

Classes: Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You channel elemental power to form draconic wings, selecting one of the following damage types: acid, cold, fire, lightning, or poison. Each creature within 10 feet of you must make a Dexterity saving throw as the wings manifest, taking 2d8 damage of that chosen type on a failure, or half as much on a success. You gain a flying speed of 30 feet until the end of your turn, after which the wings fade away.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the flying speed increases by 10 feet for each slot level above 2nd.

Dust Cyclone

2nd-level conjuration (arcane, primal)

Classes: Druid, Ranger, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet (5-foot radius)
Components: V, S, M (a pinch of dust)
Duration: Concentration, up to 1 minute

A small cyclone whips up at a point you can see on the ground within range. The cyclone is a 5-foot-radius, 30-foot-high cylinder centered on that point.

Any creature that starts its turn within the radius of the dust cyclone or enters its radius for the first time during its turn must make a Strength saving throw. On a failed save, the creature takes 1d12 bludgeoning damage is pushed 5 feet away from the center. On a successful save, the creature takes half as much damage isn't pushed.

As a bonus action, you can move the dust cyclone up 30 feet in any direction. The first time you pass the dust cyclone's radius through a creature, that creature must make the saving throw against the dust cyclone's damage and are pushed out its way on failure. You can continue to move the dust cyclone, but its strength is exhausted until the end of your turn and subsequent

creatures an unaffected by it passing through them.

If the dust cyclone moves over sand, dust, loose dirt, or small gravel, it sucks up the material and heavily obscures its radius until the start of your next turn.

Earth Ripple

2nd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You cause the earth to deform at a point you can see within range. Every creature within 10 feet must make a Dexterity saving throw. Choose one of the effects below, affecting each creature which fails its save.

- **Sink.** A creature is pulled into the earth, taking 1d8 bludgeoning damage and reducing its movement speed to zero until it or another creature within 5 feet spends an action to dig it free.
- **Slam.** A creature is pushed 5 feet in a direction of your choice by a wave of earth, taking 2d8 bludgeoning damage and falling prone.
- **Impale.** A creature takes 4d8 piercing damage.

Echoing Lance

4th-level evocation (arcane)

Classes: Bard, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You emit a targeted burst of intense sonic energy at a creature within range. The target must make a Constitution saving throw. On a failure, it takes 3d8 thunder damage and is stunned for the duration. On a success, it takes half as much damage and isn't stunned.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends. On a failure, it takes an additional 1d8 thunder from the ongoing echoes of the sound.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 1d8 for each slot level above 4th.

Electric Arc

Evocation cantrip (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You channel lightning into your hands. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the target takes 1d12 lightning damage and must make a Constitution saving throw. On a failed save, it is stunned until the start of its next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

Electrify

1st-level evocation (arcane, primal)

Classes: Occultist, Ranger, Sorcerer, Spellblade, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You channel lightning into your hands. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the target takes 1d12 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes stunned until the start of their next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

Electrocute

3rd-level evocation (arcane, primal)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A massive arc of lightning leaps from your hand to a target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d12 lightning damage and is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

Elemental Barrage

2nd-level transmutation (arcane, primal)

Classes: Ranger, Spellblade
Casting Time: 1 bonus action
Range: Touch
Components: V, M (a piece of ammunition)
Duration: 1 round.

You touch of piece of ammunition and infuse it with chaotic elemental power. If that piece of ammunition is fired before the start of your next turn, it transforms into three elemental bolts, one each dealing fire, cold, and lightning damage.

Make a weapon attack roll for each elemental bolt. You can fire all three at the same target or at different targets within the weapon's range. On a hit, each bolt deals elemental damage equal to the attack's normal damage, but of its elemental damage type.

Elemental Exhalation

2nd-level evocation (arcane, primal)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 20 foot cone
Components: V, S, M (a fragment of a dragon's scale)
Duration: Instantaneous

You gather elemental power in your lungs, selecting one damage type out of acid, cold, fire, lightning, or poison, and then exhale it in a mighty gust of energy. Each creature in a 20-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 3d8 damage of the chosen type, or half as much damage on a successful save.

If you cannot breathe, have no mouth, or your mouth is currently covered, the spell fails.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Elemental Orb

1st-level evocation (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

You form an orb of power, molding it into an element of your choice. Select one damage type from acid, cold, fire, lightning, or poison. Make a ranged spell attack against a target you can see within range. On hit, the target takes 3d8 damage of the selected damage type.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Entomb

1st-level transmutation (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to encase a Medium or smaller creature you can see within ice. The target must succeed on a Strength saving throw or become restrained in ice for the duration. At the end of each of its turns, it takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends.

If the creature suffers an instance of at least 5 fire or bludgeoning damage while restrained, the ice breaks and the target is freed, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Ethereal Immolation
2nd-level evocation (arcane)

Classes: Occultist, Sorcerer, Spellblade
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You shroud a target in a luminous ethereal shroud which reacts violently to the presence of magic. For the duration, if the target casts a spell, it takes 2d4 force damage. This damage increases by 1d4 for each spell level of the spell cast (no additional damage for cantrips).

Additionally, if the target ends its turn while concentrating on a spell, it takes 1d4 force damage.

Erode
3rd-level conjuration (arcane)

Classes: Occultist, Spellblade, Wizard
Casting Time: 1 action
Range: 20 feet
Components: V, S
Duration: Instantaneous

You blast a creature or object within range with a glob of acid. The target must make a Dexterity saving throw. On a failure, it takes 8d4 acid damage immediately and is covered in acid. On a success, the target takes half as much damage and is not covered in acid. While covered in acid, the target takes 2d4 acid damage at the end of each of its turns. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 3rd.

Eyes of Immolation
1st-level evocation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous

Your eyes glow with fiery light before focusing on a creature you can see within range, causing a beam of fire to shoot from your eyes. The target creature must make a Dexterity saving throw. On a failed save, it takes 3d6 fire damage and is set ablaze, taking 1d6 damage at the end of each of its turns until it or another creature within 5 feet of it spends an action to douse the flames. On a successful save, the creature takes half as much damage and is not set ablaze.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d6 for each slot level above 1st.

Explosive Deflection
1st-level evocation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 reaction, which you take when you are hit by an attack
Range: Self
Components: V, S, M (a pinch of black powder)
Duration: Instantaneous

You release an explosive blast of energy to deflect an attack. Roll 2d6 and reduce the attack's damage by the result. If the attack's damage was reduced to 0, and it was a melee attack, the attacker takes the remainder of your dice roll as thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the dice rolled increase by 1d6 for each slot level above 2nd.

Fall
1st-level transmutation (arcane)

Classes: Inventor, Sorcerer, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You alter gravity for yourself, reorienting which way is down for you until the end of your turn. You can pick any direction to fall (as if under the effect of gravity), falling up to 500 feet before the spell ends.

If you collide with something during this time, you take falling damage as normal. You can control your fall as you would normally by holding onto objects, or move along a surface according to your new orientation until your turn ends and gravity returns to normal.

Field of Stars

5th-level evocation (arcane)

Classes: Druid, Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You cause 5 star-like motes of light to spring forth at points you can see within range. Each mote of light sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If a creature moves within 5 feet of a mote on a turn or ends its turn within 5 feet of one, the mote explodes in a brilliant flash, dealing 4d12 radiant damage to all creatures within 5 feet of it before fading away. If multiple motes explode at once, a creature hit by more than one only takes damage once.

For the duration of the spell, while you have any motes of light remaining, you can use your action to rearrange the remaining motes, placing them anywhere within range. This movement cannot cause them to detonate.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range increases by 10 feet and you create one additional mote of light for each slot level about 5th.

Final Flame

6th-level evocation (divine)

Classes: Cleric
Casting Time: 1 action
Range: Touch
Components: V, S, M (a phoenix's feather)
Duration: 8 hours

You place an ember of divine flame within a creature, which lies dormant until it is triggered. It activates if its carrier is reduced to 0 hit points or uses its bonus action to activate it.

When the ember is activated, it explodes, causing all creatures within 20 feet except the carrier to make a Dexterity saving throw. On a failure, a creature takes 8d6 radiant damage. On a success, it takes half as much damage. The ember's carrier regains 8d6 hit points.

Fire Cyclone

3rd-level conjuration (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of ashes from a forest fire)
Duration: Concentration, up to 1 minute

You whip up a cyclone of roaring flame at a point on the ground you can see, occupying a 10-foot-radius, 30-foot-high cylinder. Any creature inside the spell when you cast it or entering its area for first time on a turn must make a Strength saving throw. On a failure, it takes 3d6 fire damage and is flung up to half the cyclone's height, landing 15 feet outside the cyclone in a randomly determined horizontal direction. On a successful save, a creature takes half as much damage and is not flung.

When a creature starts its turn outside the cyclone but within 30 feet of its center, it feels the cyclone's pull and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone.

For the duration of the spell, you can use your action to move the cyclone up to 30 feet in any direction along the ground.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cyclone's damage increases by 1d6 and its height increases by 5 feet for each level above 3rd.

Fireburst Mine

3rd-level abjuration (arcane)

Classes: Inventor
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a tiny nonmagical item, which is destroyed when the spell ends)
Duration: 8 hours

You set a magical trap, infusing explosive magic into an object. You can set the item to detonate when someone comes within 5 feet of it, or at a verbal command by you. You can issue this command as an action or as a reaction when you see a creature move within 20 feet of a mine, detonating every mine keyed to the verbal command simultaneously.

When the magic trap detonates, each creature in a 20-foot-radius sphere centered on the item must make a Dexterity saving throw. A creature takes 5d8 fire damage on a failure, or half as much damage on a

success. If a creature is in the area of effect of more than one fireburst mine during a turn, it takes half damage from any mines beyond the first.

A magical mine must be set at least 5 feet away from every other mine, and cannot be moved once placed; any attempt to move it results in it detonating. The caster can permanently disarm a mine as an action.

Fissure

5th-level transmutation (primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S
Duration: Instantaneous

You rend the earth asunder in a 60-foot long, 5-foot wide line, targeting an area of dirt, sand, or rock at least 10 feet deep.

Each creature within that line must make a Dexterity saving throw. On a failure, a creature falls into the crevice, which snaps shut and begins to crush it. The creature takes 6d10 bludgeoning damage and is buried in 10 feet of rubble. A creature without a burrowing speed can spend 25 feet of movement to dig itself out, reappearing at the location it stood before the spell. A creature that ends its turn buried takes an additional 1d10 bludgeoning damage.

Fists of Fire

Transmutation cantrip (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Warlock
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

You cause your fists to erupt in flames. For the duration, your fists become a set of simple natural weapons that deal 1d6 fire damage. You are proficient in these weapons, and they have the Light property. For the duration, any flammable object you attempt to hold catches fire. If you end your turn grappling another creature with your hands, it takes 1d4 fire damage. You can end the spell early (no action required).

The damage this spell does to grappled targets increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4)

Flamethrower

3rd-level evocation (arcane)

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Concentration, up to 1 minute

You release a stream of fire from your hands, filling a 30-foot long, 10-foot wide line with a continual gout of flame. Any creature in the area when you cast the spell or entering the area before the start of your next turn must make a Dexterity saving throw, taking 4d6 fire damage on a failure or half as much on a success.

As an action on your subsequent turns for the duration, you can release a new line of fire with the same effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Flash Freeze

3rd-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

A freezing wind ripples outward. Each creature in a 30-foot cone must make a Constitution saving throw. On a failure, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a success, it takes half as much damage and isn't restrained.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Flickering Strikes

5th-level conjuration (arcane, psionic)

Classes: Ranger, Spellblade, Wizard
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a melee weapon you are proficient with worth at least 1 sp)

You brandish the weapon used in the casting before disappearing, instantly teleporting to and striking up to 5 targets within range. Make a melee weapon attack against each target. On a hit, a target takes the normal weapon damage from the attack, plus an additional 6d6 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of any target of the spell.

Fling

2nd-level transmutation (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You manipulate gravity around one Large or smaller creature. The target must make a Strength saving throw. On a failure, you can fling it 40 feet straight up or 20 feet in any other direction.

If you fling the target upward, it immediately falls, taking 4d6 falling damage and landing prone. If you fling it in any other direction, it takes 2d6 damage and lands prone. If this movement would be stopped early by a creature or object, both the target and whatever it collides with takes 3d6 bludgeoning damage.

Force Blade

4th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 bonus action
Range: Self (10 feet)
Components: V, S
Duration: Concentration, up to 1 minute

You create an oversized blade of scintillating energy in your hand. For the duration, you can sweep the blade as an action through one or two adjacent creatures within range, automatically dealing force damage equal to 2d12 + your spellcasting modifier.

At Higher Levels. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12.

Force Bolt

Evocation cantrip (arcane)

Classes: Sorcerer, Spellblade
Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Instantaneous

You hurl a mote of arcane energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 force damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

Form of Familiar

2nd-level transmutation (arcane)

Classes: Occultist, Wizard
Casting Time: 1 minute
Range: Self
Components: V, S, M (a piece of your familiar such as fur, feathers, or scales, which the spell consumes)
Duration: 1 hour

You assume the form of the familiar that provided the material component to the spell. This transformation lasts for the duration or until you drop to 0 hit points or die. Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores.

You assume the hit points and hit dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can use an action to revert to your normal form at any time.

You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech. Your gear melds into the new form. You cannot activate, use, wield, or otherwise benefit from any of your equipment.

Form of Fire

6th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You become elemental fire, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Until the spell ends, you gain the following benefits:

- You are immune to fire damage.
- You can move through the space of other creatures and ignore difficult terrain. The first time on a turn you enter the space of another creature, it takes 2d6 fire damage.
- If a creature within 5 feet hits you with a melee attack, it takes 2d6 fire damage.
- You can use your action to create a line of fire 30 feet long and 5 feet wide extending from you in a direction of your choice. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
- During your turn, if you roll fire damage, you can maximize one die of the fire damage dealt.

Form of Ice

6th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You freeze over, taking on a form of elemental ice. Until the spell ends, you gain the following benefits:

- You are immune to cold damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 15-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 30-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.
- During your turn, if you roll cold damage, you gain temporary hit points equal to one die rolled (your choice).

Form of Stone

6th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You become made of stone. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.
- You can use your action to call spikes of stone to raise from the ground. All creatures of your choice within 15 feet of you must make a Dexterity saving throw. A creature takes 4d8 piercing damage on a failed save, or half as much on a successful one. Its space becomes difficult terrain either way.

Form of the Elements

9th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration of the spell, you gain the benefits of the *form of fire*[K], *form of ice*[K], *form of stone*[K], *form of water*[K], and *form of wind*[K] spells.

Form of Water

6th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You become a surge of elemental water. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature, it must pass a Strength saving throw or be knocked prone.
- You can use your action to unleash a blast of water 15 feet long and 5 feet wide extending from you in a direction of your choice. Each creature in the line must make a Strength saving throw. A creature takes 5d6 bludgeoning damage and is knocked prone on a failed save, or half as much and isn't knocked prone on a successful one.

Form of Wind

6th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You become a gust of elemental wind. Until the spell ends, you gain the following benefits:

- You have a flying speed of 60 feet.
- You can move through and occupy the space of other creatures, and you ignore difficult terrain.
- You are invisible.
- You can use your action to unleash a powerful blast of wind in a 30 foot cone. Each creature in the cone must make a Strength saving throw. A creature takes 4d8 bludgeoning damage and is knocked 15 feet away from you on a failed save, or takes half as much damage and isn't knocked backward on a successful one.

Freeze

Transmutation cantrip (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade Warlock
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You instill a deadly chill into your hand. Make a melee spell attack against a creature you can reach. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until the end of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Gale Bolt

1st-level evocation (arcane, primal)

Classes: Druid, Occultist, Ranger, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A blast of concentrated wind streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, it takes 2d8 bludgeoning damage, and if it is Large or smaller, it is knocked 10 feet away from you.

At Higher Levels. When you cast this spell using a spell lot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Gale Shot

4th-level transmutation (primal)

Classes: Rangers
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a piece of ammunition or a weapon worth at least 1 cp)
Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the power of a hurricane for the duration. The first time you attack with the empowered item, it is propelled with hurricane force. On a hit, the target takes an additional 4d8 damage from the attack and is

knocked backwards 30 feet. Any creature the target collides with takes 2d8 bludgeoning damage. On a miss, the target takes half as much damage and is not knocked back.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level, the shot deals an additional 1d8 damage and the target is knocked backwards an additional 10 feet.

Geyser

4th-level conjuration (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You cause a massive eruption of water to blast upwards from the ground at a point within range. Each creature within 10 feet must make a Dexterity saving throw. On a failure, it takes 4d6 bludgeoning damage and is knocked 60 feet up into the air. On a successful save, a creature takes half as much damage, and is instead knocked either 10 feet away from the point or 10 feet upward (its choice).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each level above 4th.

Ghost Step

3rd-level transmutation (arcane)

Classes: Occultist, Spellblade, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 round

You become briefly ethereal and intangible. For the duration, you can move in any direction and do not fall. You can move through creatures, objects, walls, terrain, and effects as if they were not there. You can only pass through magical objects if they do not block ethereal transit. While you are intangible, you are immune to all damage except force damage.

At the start of your next turn, you become tangible again in your current space. If the space is occupied, you are shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are forced to move. If you are in the air and cannot fly, you fall to the ground.

Glacial Crash

7th-level evocation (primal, arcane)

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Instantaneous

A huge chunk of ice appears in the sky before crashing down at a point within range before shattering into an explosion of ice. Creatures within 30 feet of the point must make a Dexterity saving throw. On failure, a creature takes 6d6 cold damage, and if it was within 10 feet of the target point, it takes an additional 6d8 bludgeoning damage. On success, a creature takes half as much cold damage, and half as much bludgeoning damage (if applicable).

The spell's area of effect becomes difficult terrain until the end of your next turn.

Gravity Surge

2nd-level transmutation (arcane)

Classes: Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create a crushing field of gravity in a 15 radius sphere. Each creature within the area must make a Strength saving throw. On a failure, a creature takes 2d6 bludgeoning damage and falls prone. On a success, it takes half as much damage and is not knocked prone. Creatures that are not on the ground make this save with disadvantage.

Grip of the Dead

1st-level necromancy (arcane)

Classes: Occultist, Spellblade
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You channel unholy strength into your hand as you attempt to grab a creature you can reach. The target must succeed on a Strength saving throw or become restrained by your deathly grasp. As an action on its turn, it can attempt to escape using a Strength (Athletics) or Dexterity (Acrobatics) check against your Spell Save DC.

At the start of the creature's turn while you maintain the grip and the spell, it takes 1d8 necrotic damage. You regain hit points equal to half the damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Grasping Roots

1st-level transmutation (primal)

Classes: Druid, Ranger
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

A twisting burst of roots launch from your hand, reaching to grab a Large or smaller target. The target must make a Strength saving throw. On a failure, it is pulled 20 feet in a direction of your choice. On a success, the target is only pulled 5 feet. A creature can choose to fail this save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you move a creature an additional 5 feet for each slot level above 1st.

Heavenly Ray

4th-level evocation (divine)

Classes: Cleric
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

A golden pillar of celestial radiance shines down in a 10-foot radius, 60-foot-high cylinder centered on a point you can see within range. Until the spell ends, the cylinder is filled with bright light and sheds dim light for 10 feet in all directions from it.

When a creature enters the spell's area for the first time on a turn or starts its turn there, the celestial radiance infuses its body with positive energy. If the creature is not an undead or construct, it regains 2d8 hit points and gains 2d8 temporary hit points. If it is a construct, the light has no effect. If it is undead, it instead takes 2d8 radiant damage.

The first time a creature is healed by this spell, it is healed without restriction; every subsequent time a creature is healed by this spell, it can't be healed above half its maximum hit points.

As a bonus action, you can move the pillar up to 60 feet in any direction.

Hostile Healing

This spell does not allow you to pick who gains the healing effect of it. Place it wisely or you can risk enemies taking advantage of your generosity.

Heavy Blow

1st-level transmutation (primal)

Classes: Druid, Occultist, Sorcerer, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, M (a weapon or unarmed strike that does bludgeoning damage)
Duration: 1 round

You impart great heft to an unarmed strike or weapon you are holding. The first time you hit with a melee weapon attack using that weapon before the start of your next turn, your blow strikes with great force, and the attack deals an extra 1d10 bludgeoning damage to the target and must succeed a Constitution saving throw, or becomes dazed until the start of its next turn. While dazed this way, it cannot take reactions, and attacks against it have advantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Hellfire Pit

7th-level transmutation (arcane)

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You open a pit to hell beneath the feet of your foes. A supernatural void opens in a 10-foot radius, 10-foot deep pit opens around a point you can see within range.

Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. If they cannot move 5 feet out of the radius of the spell (such as having no path or insufficient movement speed), they automatically fail the saving throw. Creatures that fall their saving throw fall to the bottom of the bit (taking 1d6 bludgeoning damage and falling prone). The floor of the pit is a blazing inferno of hell. Creatures that start their turn in the pit take 4d6 fire damage and 4d6 necrotic damage.

The pit is difficult to escape, voraciously drawing creatures caught in to the depths of hell with strong winds, roaring fires, and infernal chains. A creature can spend 20 feet of movement (or 10 if they a flying or climbing speed) to attempt to escape the pit, making a Strength saving throw against your spell save DC. On success, they escape. On failure, fall back to the floor of the pit and their movement speed becomes 0 until the start of their next turn.

When the spell ends, the supernatural void to hell closes, and all creatures in the pit are deposited on the ground where the pit opened prone.

Hungering Void

3rd-level conjuration (arcane)

Classes: Occultist, Warlock, Spellblade Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute.

You gesture at a point you can see within range and summon a 20-foot radius sphere of blackness, a void of magical darkness which attempts to devour whatever enters. Darkvision cannot penetrate it, and no light can illuminate the darkness unless caused by a spell of a higher level.

A creature that starts its turn within the void must make a Constitution saving throw. On a failure, it takes 2d6 cold damage and 2d6 necrotic damage, and its speed is reduced by 5 feet to a minimum of 5 feet. This speed reduction stacks with successive failures, and ends once the creature starts its turn outside the void. On a success, the creature takes half as much damage and its speed is not reduced.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the necrotic and cold damage both increase by 1d6, and the speed reduction increases to 10 feet for each failed save.

Hurricane Slash

2nd-level evocation (arcane, primal)

Classes: Druid, Ranger, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous

You condense wind into a razor sharp blast that shreds a 30-foot-long 5-foot-wide line. Creatures in the area must make a Dexterity saving throw. A creature takes 3d8 slashing damage on a failed save or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create an additional line of effect. A creature in the area of more than one slash is affected only once.

Ice Arrow

1st-level evocation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 120 feet.
Components: V, S
Duration: Instantaneous

You conjure a shard of ice before hurling it at a target you can see within range. Make a ranged spell attack. On hit, the target takes 2d8 + your spellcasting ability modifier cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Ice Spike
4th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create a lance of ice which shoots up from the ground to impale a creature you can see within range. The target must make a Dexterity saving throw. On a failure, it takes 4d8 piercing damage and 4d8 cold damage. On a success, it only takes the cold damage.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you can create a second spike. When you cast this spell using a spell slot of 8th or 9th level, you can create a third spike. Additional spikes can target the same or different creatures.

Ice Weapon
Transmutation cantrip (arcane, primal)

Classes: Druid, Occultist, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a drop of water that was once snow)
Duration: 1 minute

You conjure a weapon of magical ice in your hand, which takes the form of one of the weapons listed below. You are proficient with it, and while wielding it, you can change its form as a bonus action. If you lose or discard the weapon, you can reform it in your hand as a bonus action.

Weapon	Damage	Properties
Ice Spear	1d6	Thrown (30/90)
Ice Sword	1d6	Versatile (1d8)
Ice Lance	1d8	Two-Handed, Reach
Ice Hammer	1d10	Two-Handed, Heavy
Ice Dagger	1d4	Finesse, Thrown (30/90)

Regardless of its form, the weapon deals cold damage. You can end the spell early, letting the weapon melt to a harmless splash of water (no action required). You can have up to three ice weapons formed from this spell at a time. If you form a fourth, the first melts away.

Illusionary Dart
Illusion cantrip (arcane)

Classes: Bard, Occultist, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create and throw an illusionary dart at a creature you can see within range. Make a ranged spell attack. On hit, they take 1d8 psychic damage.

The number of darts you can throw with this spell increases when you reach 5th level (2 darts), 11th (3 darts), and 17th level (4 darts). You can direct the dart at the same target or at different ones. Make a separate attack roll for each dart.

Illusionary Fireball
3rd-level illusion (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (something that looks like bat guano)
Duration: Instantaneous

A bright streak flashes from your fingertip to a point you can see within range before blossoming into a 20-foot radius illusionary explosion. Each creature of your choice in the area must make a Wisdom saving throw. On a failure, a creature takes 6d6 psychic damage. On a success, a creature realizes the fire is illusionary and takes no damage.

You can choose to make illusion an explosion of ice, lightning, or pure force energy.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Targets of your choice
Unlike a fireball of actual fire, the illusionary version only hits targets of your choice, making it safe to use among allies, though it deals less damage and does no damage on a passed save (as the target realizes its illusory nature).

Illusory Pit

1st-level illusion (arcane)

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a 5-foot radius illusory pit at a point you can see on the ground. Each creature within the area when the spell is cast must succeed on a Wisdom saving throw or believe it has fallen into the pit. It falls prone, cannot stand up, and cannot see beyond the radius of the pit.

A creature can spend its action to attempt to climb out of the pit, repeating its saving throw. On a success, it spends all of its movement to stand up and then realizes the pit is an illusion, ending the spell for it. On a failure, it continues to believe it is stuck in the pit. An affected creature can move within the spaces covered by the pit.

A creature with a flying speed automatically succeeds on its saving throw. Each time a creature under the effect takes damage, it can repeat its saving throw.

At Higher Levels. When you cast the spell using a spell slot of 2nd level or higher, the radius of the pit increases by 5 feet for each level above 1st, to a maximum of a 20 feet with a 4th-level spell slot.

Imbue Luck

2nd-level transmutation (arcane)

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S, M (a four-leaf clover)
Duration: 1 hour

You touch a weapon or worn item and imbue luck into it for the duration. If you target a weapon, its wielder can roll an additional d20 when making an attack (deciding after the roll, but before the outcome is determined). The creature chooses which of the d20s to use.

If you target a worn item, the wearer can roll a d20 when attacked, choosing whether the attack uses the original d20 result or this one.

After the extra die is rolled, the spell ends.

Immutability

3rd-level transmutation (arcane)

Classes: Cleric, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You assume an immutable form. You become immune to other transmutation spells or magical effects that would alter your form.

If you don't move during your turn, you gain advantage on Strength or Constitution saving throws made before the start of your next turn, and cannot be moved or knocked down against your will.

While the spell is active, as a reaction to taking bludgeoning, piercing, or slashing damage you can gain resistance to that damage type (Including the triggering damage) until the end of your next turn, but your movement speed becomes zero until the end of your next turn.

Impact

Transmutation cantrip (arcane)

Classes: Druid, Occultist, Sorcerer, Warlock
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You impart great force into a target you touch. Make a melee spell attack against the target. On hit, the target takes 1d10 bludgeoning damage, and is knocked 5 feet directly away from you.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Induce Headache
1st-level evocation (arcane)

Classes: Bard, Occultist, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bad pun written on a scrap of parchment)
Duration: Concentration, up to 1 minute

You inflict a splitting headache on one creature you can see within range. The target takes 1 psychic damage at the start each of its turns and has disadvantage on Constitution saving throws to maintain Concentration and Intelligence ability checks. Creatures with Intelligence 5 or less suffer no effects from this spell.

Infernal Shackles
2nd-level conjuration (arcane)

Classes: Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a link from a chain burned in a fire that killed at least one creature)
Duration: Concentration, up to 1 minute

Chains of burning black iron spring from the ground and attempt to bind a creature you can see within range. The target must make a Strength saving throw. On a failure, it takes 3d6 fire damage and its speed is reduced to 0 for the duration. On a success, it takes half as much damage and is not bound.

The target must repeat its saving throw at the end of each of its turns. On a success, the chains break and the spell ends for that target. On a failure, it remains bound and takes an additional 2d6 fire damage as it is seared by the chains.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, you can target an additional creature for each spell slot level above 2nd.

Infinite Edge
1st-level transmutation (arcane)

Classes: Ranger, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, M (a weapon or natural weapon that deals piercing or slashing damage)
Duration: 1 round

You instill a magical sharpness to a weapon you're holding or a natural weapon you possess, which must deal piercing or slashing damage. You have advantage on the next attack roll you make with it before the start of your next turn, and if the attack hits it deals an additional 1d10 damage of the weapon's type.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Instant Bulwark
3rd-level transmutation (primal)

Classes: Druid, Occultist, Sorcerer, Wizard
Casting Time: 1 reaction, which you can take when a creature within range takes damage from a ranged attack or area effect
Range: 60 feet
Components: V, S
Duration: Instantaneous

You cause a 15-foot-long, 10-foot-tall, 6-inch thick wall of earth to erupt from the ground in an empty space you can see within range. The wall grants total cover and blocks any damage originating from the far side of the wall. It blocks ranged attacks and any area-of-effect spells or magical effects with areas intersecting the wall.

The wall has hit points equal to 4d10 + your spellcasting modifier. It takes all damage it blocks, even if that damage normally only affects creatures, but it only suffers the blocked damage one time even if it protects multiple creatures. If it is reduced to 0 hit points, it crumbles to dust and any excess damage is dealt as normal. If the wall is not destroyed, it crumbles at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the wall has 1d10 additional hit points and is 5 feet longer for each level above 3rd.

Instant Counter
2nd-level conjuration (arcane)

Classes: Bard, Ranger, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see
Range: 30 feet
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You vanish, teleporting to an empty space within 5

feet of the creature that damaged you, and immediately make a weapon attack against them with the weapon used in the spell's casting.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, if your attack hits, it deals 1d8 additional force damage for each slot level above 2nd.

Invest Life

3rd-level transmutation (arcane, primal, psionic)

Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous

You draw on your life force to invest some of your vital essence into another creature you can see within range. You take 4d8 necrotic damage, which can't be reduced in any way, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Iron Garden

4nd-level transmutation (arcane)

Classes: Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Self (20-ft. radius)
Components: V, S
Duration: Instantaneous

Iron spikes lance up from the ground, impaling every creature within 20 feet of you. Each creature in the area must make a Dexterity saving throw. On a failure, it takes 6d8 piercing damage and its speed drops to 0 until the end of its next turn. On a success, it takes half as much damage and its speed is not reduced.

Until the start of your next turn, when a creature moves into or within the area, it takes 1d8 piercing damage for every 5 feet it travels. At the start of your next turn, the spikes rust away to dust.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 1d8 for each spell slot level above 4th.

Iron Wind Strike

2nd-level conjuration (arcane)

Classes: Ranger, Spellblade
Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S, M (a melee weapon with which you are proficient worth at least 1 sp)
Duration: Instantaneous

You flourish the weapon used in the casting and then vanish to strike like the wind. Choose up to three creatures you can see within range. Make a melee weapon attack against each target. On a hit, a target takes 3d8 damage of the weapon's damage type.

You can then teleport to an unoccupied space you can see within 5 feet of any of the targets.

At Higher Levels. When you cast this spell using a spell slot of 3rd Level or higher, it deals an additional 1d8 damage to each target on hit for each slot level above 2nd.

Jumping Jolt

4th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You release an arc of lighting at a creature within range. Make a ranged spell attack roll against the target. On a hit, it takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first, making a new attack roll for the new target. The spell cannot hit the same target twice, or jump to a target outside the spell's range. The spell can jump a maximum of five times.

On a miss, a target takes half as much damage and the spell does not jump to a new target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the starting damage increases by 1d12 for each slot level above 4th.

Karmic Reflection

1st-level enchantment (divine)

Classes: Cleric, Occultist
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a broken shard of a mirror)
Duration: 1 round.

You place a magical binding on a creature you can see within range. Until the start of your next turn, anytime that creature deals damage with its action, bonus action, or reaction, it takes radiant damage equal to the damage dealt, up to a maximum of 10 damage. The target is aware of spell's effects. After reflecting 10 damage, spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum damage increases by 10 for each spell slot level above 2nd.

Killing Curse

5th-level necromancy (arcane)

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute

You curse a target to die. Its current and maximum hit points are reduced by 3d10 + 10. If this causes the creature to have 0 hit points, it dies.

For the duration, the target cannot regain hit points except from a spell of a higher level than this one, and any death saving throw it rolls is automatically considered a 1.

At the start of each of the target's turns, it makes a Charisma saving throw. On a failure, its current and maximum hit points are reduced by 1d10 + 10. On a success, the spell ends. A creature's maximum hit points are restored when it finishes a long rest.

Lightning Charged

2nd-level evocation (arcane)

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of metal once used in a lightning rod)
Duration: 10 minutes

You charge a creature you touch with sparking electricity, causing it no damage but making its touch dangerous for others. Every time the target hits another creature with a melee attack or a spell with a range of touch, is hit with a melee attack by another creature, or ends its turn while grappling or being grappled by another creature, the other creature takes 1d6 lightning damage.

Once this spell has discharged 6 times (dealing up to 6d6 damage), the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell can discharge 2 additional times (dealing 2d6 more total damage) before the spell ends for each slot level above 2nd.

Lightning Shot

3rd-level transmutation (primal)

Classes: Ranger
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a piece of ammunition or a weapon worth at least 1 cp)
Duration: 1 round

You touch a piece of ammunition or a weapon with the thrown property, imbuing it with crackling lightning for the duration.

The first time you attack with the empowered item, it transforms into a bolt of lightning, blasting out from you in a line 100 feet long and 5 feet wide. Make one weapon attack, applying the result against every creature in the line. This attack deals 4d8 lightning damage on a hit, and half as much damage on a miss. This damage roll doesn't add any modifiers or bonuses associated with weapon attacks. The lightning ignites flammable objects in the area that aren't being worn or carried.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each level above 3rd, up to a maximum of 6d8 at 5th level.

Lightning Tendril

1st-level evocation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self (20 feet)
Components: V, S
Duration: Concentration, up to 1 minute

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

At Higher Levels. When you cast this spell using a 2nd- or 3rd-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 4th- or 5th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 6th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

Manipulate Earth

Transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Varies

You mold earth you can see within range, causing it to twist and buckle to your command. Select one of the following effects:

- You can excavate a 5-foot cube of loose dirt or soil and move it along the ground to another unoccupied space within 5 feet.
- You can make minor alterations to dirt or stone, such as changing its color or carving small, simple shapes.
- You can turn a 5-foot square of earth or stone into difficult terrain for 1 hour. You can create up to three patches of difficult terrain this way; if you create additional patches, the first one you created returns to normal terrain.

Manipulate Fate

9th-level divination (arcane)

Classes: Occultist, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a spool of silk thread)
Duration: Concentration, up to 1 minute

You reach out and grasp the imperceptible threads of fate, enabling yourself to subtly manipulate them. For the duration when a creature within 60 feet of you makes an attack roll, saving throw, or ability check, you can use your reaction to tweak its fate, altering the die result. You can choose to manipulate fate after the die is rolled, but before the outcome is determined.

You can nudge the roll to your choice of adjacent faces on the die (potential outcomes listed below).

d20	Tweaked Fates
1	7, 13, or 19
2	12, 18, or 20
3	17, 16, or 19
4	11, 14, or 18
5	13, 15, or 18
6	9, 14, or 16
7	1, 15, or 17
8	10, 16, or 20
9	6, 11, or 19
10	8, 12, or 17
11	4, 9, or 13
12	2, 10, or 15
13	1, 5, or 11
14	4, 6, or 20
15	5, 7, 12
16	3, 6, or 8
17	3, 7, or 10
18	2, 4, or 5
19	1, 3, or 9
20	2, 8, or 14

Instead of nudging, you can instead choose to cast aside subtlety and yank the thread of fate, selecting any value on the d20 as the result. If you do so, you suffer a backlash. Roll a number of d6 equal to the difference between your selection and the original result; you take that much necrotic damage, and the spell immediately ends.

Dice Mechanics Note
The numbers you can pick are the adjacent sides of a d20 to the number rolled. This represents literally nudging the die of fate.

Manipulate Fire
Transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Varies

You control a fire you can see within range, causing it to bend to your command. Select one of the following effects:

- You can grant a creature of your choice within range resistance to fire damage until the start of your next turn.
- You can spark or spread fire in a 5-foot cube, as long as there is fuel that can be ignited within the area.
- You can douse fire within a 5-foot cube.
- You can adjust a flame's brightness (halving or doubling it), color (turning the flames to any color of your choice), or shape (forming simple shapes) within a 5-foot cube for 10 minutes.

Manipulate Water
Transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Varies

You shape water you can see within range, causing it to move at to your command. Select one of the following effects:

- You can move or direct the flow of a 5-foot cube of water in a direction of your choice, but the water will revert back to its natural flow at the start of your next turn unless you concentrate on keeping it in place.
- You can mold the water into small shapes or simple animations. This change lasts for 1 minute.
- You can change the color or opacity of a 5-foot cube of water. This change lasts for 1 hour.
- You can freeze up to a 5-foot cube of unoccupied water or thaw up to a 5-foot cube of ice. The water unfreezes or refreezes naturally based on the environmental conditions (usually taking an hour or more to completely melt or freeze unless in extreme conditions).

Manipulate Wind
Transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round

You create a small gust within range, causing the air to surge and swirl to your command. Select one of the following effects:

- The next ranged weapon attack against a creature of your choice within range has disadvantage.
- One Large or smaller creature of your choice within range must succeed on a Strength saving throw or be pushed 5 feet or knocked prone (your choice).
- You can increase the next jump made by a creature of your choice within range by 5 feet.
- You manipulate the wind in a minor way, such as pushing a light object up to 10 feet, rustling plants, slamming a door, or similar effects. These aren't powerful enough to move creatures or deal damage.

Martial Transformation
6th-level transmutation (arcane)

Classes: Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a small statuette of a warrior)
Duration: 10 minutes

You empower yourself with the physical prowess and battle knowledge of famous warriors. Until the spell

ends, you can't cast spells or concentrate on them, and you gain the following benefits:

- You gain 50 temporary hit points for the duration.
- You have advantage on all weapon attacks, and when you hit a target with a weapon attack, it takes an extra 2d12 force damage.
- You have proficiency with all armor, shields, simple weapons, martial weapons, and Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn, unless you already have a feature (such as Extra Attack) which gives you extra attacks.
- You can conjure and equip (as part of the action used to cast the spell) any armor and any simple or martial weapon of your choice. These items have no strength requirements and are magical in nature, but otherwise have the same properties as their nonmagical counterparts. The equipment vanishes when the spell ends.

Immediately after the spell ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. You can end the spell as a bonus action.

Wizardly Note: The Lost True Version
Another example of a great wizard's spell being tragically and incompletely copied from an ancient source. Lesser versions clearly forgot to include the lines that equip the caster with gear to accompany its transformation.

Melt
6th-level transmutation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point at a creature or Large or smaller object that is not being worn or carried within range, and attempt to make it melt into a puddle of slag. If the target is a creature, it makes a Constitution saving throw. On a failure, it takes 10d10 fire damage. On a success, it takes half as much damage.

If the target is an object, it takes 20d10 fire damage. If this reduces it to 0 hit points, it is melted into a puddle of slag.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

Melting Glob
1st-level conjuration (arcane)

Classes: Inventor, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

You hurl a glob of acid at a creature within range, making a ranged spell attack. On a hit, the target takes 4d4 acid damage, and is covered in acid. For 1 minute, it takes 1d4 acid damage at the end of each of its turns. The target or another creature within 5 feet can end the effect early by using an action to clear off the acid.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 2d4 for each slot level above 1st.

Meteor Jump
3rd-level transmutation (arcane)

Classes: Spellblade, Sorcerer, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Instantaneous

You drastically reduce your weight and immediately jump up to triple your maximum jump distance without spending any movement. When you reach the jump's maximum height, your weight and density are instantly increased, causing you to crash down with great force.

Every creature within 10 feet of where you land must make a Strength saving throw. On a failure, a creature takes 2d10 bludgeoning damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone. You take no falling damage if the fall was less than 100 feet.

If you land directly on top of another creature that is no more than two sizes larger than you, it has disadvantage on its saving throw against the spell and is pushed to an adjacent empty space of your choice (regardless of its save result).

Mind Ray
1st-level enchantment (arcane)

Classes: Bard, Warlock, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You launch a ray of mental energy from your mind at the mind of another creature within range. This ray ignores cover and passes through physical barriers. The target must make a Wisdom saving throw. On a failure, it takes 2d8 psychic damage and has disadvantage on its next attack roll or ability check before the start of your next turn. On a success, it takes half as much damage and suffers no additional effects.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Mirror Army
4th-level illusion (arcane)

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (30 feet)
Components: V, S
Duration: 1 minute

You create an illusory duplicate of every allied creature of your choice within 30 feet. Until the spell ends, the duplicates move alongside their real counterparts and mimic their actions, making it impossible to track which is real.

Each time an affected creature is attacked, roll a d20 to determine whether the attack instead targets the duplicate. On a roll of 11 or higher, the attack targets the duplicate. A duplicate's AC equals 10 + the real creature's Dexterity modifier. If a duplicate is hit by an attack, it is destroyed. Duplicates ignore all other damage and effects, and the spell ends once all duplicates have been destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight (such as blindsight), or if it has truesight or another means of automatically disbelieving illusions.

Mounting Paranoia
3rd-level illusion (arcane, shadow)

Classes: Occultist, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You shroud the mind of a creature you can see within range in shadow, twisting its view of the world. The target perceives everything beyond 15 feet as wreathed in shadow, indistinct in shape and sound. When the target attempts to target a creature wreathed in shadow with an attack or spell, it must pass a Wisdom saving throw, or it instead targets a random different target within range. When the target becomes able to see a creature that was previously wreathed in shadow, it must pass a Wisdom saving throw, or become frightened of that creature until the start of its next turn.

At the end of each of the target's turns, it makes a Wisdom saving throw. On a failure, the shadows draw 5 feet closer, closing off the distance the target can see clearly. If the target's entire vision becomes shrouded in shadow (after its third failure), it becomes paralyzed with fear until it succeeds on this save. If the target succeeds on this saving throw, the spell ends.

Multishot
1st-level conjuration (primal)

Classes: Ranger
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a piece of ammunition or a weapon with the thrown property worth at least 1 cp)
Duration: 1 round

You touch a piece of ammunition or a weapon with the thrown property, conjuring a shadowy duplicate superimposed over it until the end of your next turn. The first time you attack with the empowered item before the end of your next turn, select a second target within the attack's range and make a separate ranged weapon attack. On a hit, the target is struck by the duplicate item and takes 2d8 force damage. This damage roll does not add any modifiers or bonus associated to weapon attacks.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd Level or higher, you can select one additional target for each slot level above 1st.

Mutate

3rd-level transmutation (arcane)

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a butterfly's chrysalis)
Duration: Concentration, up to 10 minutes

You significantly shift your form, magically modifying your body to give it up to three of the following properties:

- You become malleable and amorphous. You gain advantage on saves and checks against becoming grappled or restrained, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage functions as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, increasing the reach of your melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens. You can calculate your AC as 14 + your Dexterity modifier.
- You grow more resilient, adapting against one external threat. You gain advantage on saving throws with one ability of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- Your body gains a regenerating carapace. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can change your size by one category.
- You sprout wings, gaining a flying speed of 30 feet.
- You grow a natural weapon, which can have the statistics of any martial melee weapon without the thrown property, and takes on an appropriate form.

You are proficient with this weapon and are considered to be wielding it. You can use your spellcasting modifier in place of your Strength modifier for attack and damage rolls with it. This natural weapon is magical and gains a +1 bonus to its attack and damage rolls.

For the duration of the spell, you can use an action to change one or all of your selections, losing the benefits of your previously selected properties and gaining the benefits of the new ones.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can select 1 additional property from the list of options for each slot level above 3rd.

Nauseating Poison

1st-level necromancy (arcane)

Classes: Druid, Occultist, Warlock
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You shroud your hand, a weapon you are holding, or a natural weapon in dark and ichorous miasma. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the attack deals an extra 1d12 poison damage and the target must succeed on a Constitution saving throw or be poisoned until the end of your next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

Orbital Stones

4th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You lift three inanimate Small or Medium sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three-quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling it at a creature you can see within 60 feet. Make a ranged spell attack roll. On a hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

Pillar of Fire
4th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You summon a towering column of flame in a 5-foot-radius, 30-foot-high cylinder centered on a point you can see within range. Each creature in the cylinder in the must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Platinum Lances
6th-level evocation (divine)

Classes: Cleric
Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

You conjure four giant lances of radiant energy that plummet down at four different points you can see. Each creature in a 10-foot-radius, 100-foot-high cylinder centered on each point must make a Dexterity saving throw.

On a failed save, a creature takes 8d8 radiant damage and is knocked prone. On a successful save, it takes half as much damage and is not knocked prone. A creature in the area of more than one lance is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

Poison Blast
4th-level transmutation (arcane, primal)

Classes: Druid, Occultist, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: 1 round

You exhale a cloud of poison that magically expands to fill a 30 foot cone. Each creature in the area must make a Constitution saving throw. On a failure, it takes 4d12 poison damage and becomes poisoned until the start of its next turn. On a success, it takes half as much damage and is not poisoned.

The area is lightly obscured until the start of your turn, and any creature that ends its turn within the area takes 2d4 poison damage.

Poison Dart
2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 ft
Components: V, S
Duration: Instantaneous

You conjure a dart of pure poison and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 3d12 poison damage and must succeed a Constitution saving throw or become poisoned until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

Power Torrent
6th-level evocation (arcane)

Classes: Sorcerer
Casting Time: 1 Action
Range: Self (60 foot line)
Components: V, S
Duration: Instantaneous

You unleash a massive torrent of raw arcane energy, blasting a line 60 feet long and 15 feet wide with overwhelming power. This spell passes through all obstacles, walls, and all other non-magical barriers. All creatures in the area take 4d12 + 4 force damage.

The torrent dispels all spells of 1st level or lower cast on creatures in its path, and any Constitution saving throws to maintain concentration triggered by this damage are made with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d12 + 1 for each slot level above 6th.

Preservation
Transmutation cantrip (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: 24 hours

You touch a Small or smaller object or container, slowing the passage of time by half for that object and its contents. For example, food would take twice as long to spoil, or a lamp would burn twice as long on the same amount of oil.

This effect lasts until you cast the spell again, the object is destroyed, or 24 hours pass. This does not affect the item's interactions with the world (for example, a preserved weapon would not swing any slower).

When you reach 5th level, the spell slows time to 1/3 its usual pace. When you reach 11th level, to 1/4 its usual pace. When you reach 11th level, to 1/5 its usual pace.

Pressure Cutter
5th-level conjuration (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S
Duration: Instantaneous

You unleash a blast of highly pressurized water in a 60-foot-long 15-foot-wide line, slashing through everything in its path. Each creature in the line must make a Dexterity saving throw, taking 10d6 slashing damage on a failure. On a successful save, a creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell lot of 6th level or higher, the damage increases by 1d6 for each level above 5th.

Prismatic Flash
1st-level illusion (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a prism)
Duration: 1 round

A vivid rainbow of prismatic lights springs out from your hand. Each creature in a 15-foot cone must make a Constitution saving throw. On a failure, a creature is blinded until the start of your next turn. On a success, a creature is not blinded but is disoriented by the brilliant flash and cannot make attacks of opportunity until the start of your next turn.

Creatures that are already blinded or cannot see you aren't Effected as they do not see the burst.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the size of the cone expands by 5 additional feet.

Pseudopod Slam
2nd-level conjuration (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You conjure a pseudopod of acidic ooze that slams a creature or object within range. Make a melee spell attack. On hit, the target takes 8d4 acid damage and is moved 5 feet in a direction of your choice.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Pyroclastic Lance
5th-level conjuration (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You conjure a lance of blazing lava and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 8d6 fire damage. Hit or miss, the lance then explodes in a 10-foot radius sphere of pyroclastic ash centered on the target. The ash lasts until the start of your next turn, and its area is heavily obscured. Any creature starting its turn within the ash cloud must succeed on a Constitution saving throw or take 4d6 fire damage and be blinded until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the initial damage increases by 1d6 for each slot level above 5th.

Quicksand
3rd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of sand)
Duration: Concentration, up to 1 minute

You cause the ground in a 20-foot radius centered on a point you can see to turn to quicksand for the duration of the spell. A creature moving within or out of the area must spend 4 feet of movement for every foot it moves. A creature ending its turn in the area must succeed on a Strength saving throw or fall prone.

Quicksilver Steps
4th-level transmutation (arcane)

Classes: Bard, Ranger, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You lighten your own steps with a spell of effortless quickness. For the duration of the spell, your movement does not provoke attacks of opportunity. When another creature you can see or hear ends its turn, you can move up to 10 feet (no action required). You can move in this way up to 4 times, regaining all uses at the start of your next turn. The first attack against you after each movement is made at disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of times you can move at the end of another creature's turn increases by 1 for each slot level above 4th.

Rain of Spiders
3rd-level conjuration (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a spider leg)
Duration: Concentration, up to 1 minute

A vertical column of spiders begins to rain down in 20 foot radius, 40 foot high cylinder, centered on a location you specify. A Swarm of Spiders (Basic Rules, pg. 391) descends onto each creature within the cylinder when the spell is cast.

This swarm is considered to be climbing on the target creature and moves with it, even if they leave the affected area, and takes its turn immediately after that creature's turn. A creature can make use its action to attempt to remove the spiders, making a Strength (Athletics) or Dexterity (Acrobatics) check against the spell save DC of the caster.

The swarm uses the caster's spell attack modifier when attacking (if it is higher than their attack modifier). A swarm will attack the creature it fell on if it can, or move to chase the creature if it has been knocked off of them. Any spiders that remain when the spell ends disappear.

Rain of Swords
7th-level evocation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

A rain of swords begins to fall in a 20-foot-radius, 40-foot high cylinder centered on a point within range. Any creatures starting its turn in the area or entering it for the first time on its turn must make a Dexterity saving throw. On a failure, it takes 6d10 slashing damage. On a success, it takes half as much

damage.

The swords are stuck upright in the ground and can be removed and used by anyone within 5 feet of the spell's area, functioning as nonmagical longswords. They vanish when the spell ends.

Repair

4th-level transmutation (arcane)

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a construct or inanimate object, causing it to regain 10d6 hit points. Any parts or material that has broken off is reattached, restoring it to the condition it was in before losing those hit points.

If the target's damage is the result of aging, you can instead restore it to its condition as of 10d6 years ago. Its condition can only improve — if it was in worse condition previously, the spell has no effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit points restored or years of decay undone increase by 2d6 for each slot above 4th.

Returning Weapon

1st-level transmutation (arcane)

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 24 hours

You touch a weapon and grant it the thrown (20/60) property. If it already has the thrown property, its range increases by 20/60. For the duration, it reappears in the thrower's hand after it's thrown as part of an attack.

Reverberating Dash

2nd-level transmutation (arcane)

Classes: Bard
Casting Time: 1 action
Range: Self (5 feet)
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You imbue a resonating note of magic into a melee weapon you are holding. When you do so, you can immediately make one attack against a creature within 5 feet with the weapon used in the spell's casting. If the attack hits, the note reverberates and deals an additional 1d8 thunder damage, and you can immediately move up to 15 feet in a straight line in any direction without provoking opportunity attacks.

If this movement leaves you within 5 feet of a creature you have not hit as part of this spell, you can immediately make another attack against this creature with the weapon used in the spell's casting. If the attack hits, the note reverberates even louder and deals an additional 2d8 thunder damage, and you can move repeat the movement and attack again. Each time you dash, the note grows louder, increasing its thunder damage by 1d8. You can move a maximum of 2 times after the initial attack (making up to 3 attacks in total). You can move again and potentially attack until you miss or there is no longer an eligible target you can reach. Each time you dash this way, the volume and tempo of the note increases, increasing the thunder damage dealt by 1d8.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial thunder damage increases by 1d8, and you can move-and-attack 1 additional time for each slot level above 2nd, up to a maximum of 5 dashes (6 attacks) with a 5th-level spell slot.

Ribcage

4th-level necromancy (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a rib bone)
Duration: Concentration, up to 1 minute

You cause a series of giant bones to burst from the earth around a point you can see on the ground within range. The bones form a dome in a 10-foot radius around the target point. Small or larger creatures cannot pass through the cage, and attacks that deal bludgeoning or slashing damage cannot be made through it. The cage functions as half cover against other attacks or spells that pass through it.

The cage has 40 hit points, AC 13, and is vulnerable to bludgeoning damage. If it is reduced to 0 hit points, it crumbles to dust and the spell ends.

At Higher Levels. When cast with a 5th level or higher spell slot, the cage has an additional 10 hit points for each level above 4th.

Rock Slam
Transmutation cantrip (primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You fling a rock at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 1d10 bludgeoning damage. On a critical hit, the target is knocked prone or 10 feet backwards (your choice).

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Rotting Curse
1st-level necromancy (arcane)

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes)
Duration: Concentration, up to 1 minute

You inflict a curse of decay on a creature within range, causing it to begin to rot. For the duration, every time the target takes damage, it takes an additional 1d4 necrotic damage, and the effect of any healing it receives is halved.

The target also has disadvantage on any Charisma checks for social interaction for the duration.

Sanctified Charge
2nd-level transmutation

Classes: Cleric, Paladin
Casting Time: 1 bonus action
Range: Self (20 foot line)
Components: V, S
Duration: Instantaneous

Fueled by a burst of divine strength, you move up to 20 feet in a straight line in a swift burst of movement. If you collide with a creature, the charge ends early, and the creature must make a Strength saving throw. On a failure, it takes 2d6 radiant damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone.

Seeking Orb
2nd-level evocation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a tiny orb of arcane energy hovering within range, which slowly moves towards a target creature within 120 feet. At the end of each of your turns for the duration, the orb moves 30 feet directly toward its target. If it reaches the target, it detonates, dealing 6d4 force damage and ending the spell. If it doesn't reach the target, it intensifies, increasing its damage by 2d4 (up to a maximum of 10d4 force damage). If the spell ends before the orb can reach its target, it fades harmlessly away.

Seeking Projectile
1st-level transmutation (arcane)

Classes: Inventor, Ranger
Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of ammunition or a weapon with the thrown property worth at least 1 cp)
Duration: Concentration, up to 10 minutes

You touch a piece of ammunition or a weapon with the thrown property and imbue it with a seeking spell. The next time the item is used for a ranged attack, the attacker can add your spellcasting modifier to the d20 result. If that makes the value on the die a 20 or higher, the attack scores a critical hit. The spell ends after one attack.

Seismic Wave
3rd-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

You slam the ground in front of you and cause the earth to explode violently in a 30-foot cone. Each creature on the ground in the area must make a Strength saving throw. On a failure, it takes 4d10 bludgeoning damage and falls prone. On a success, it takes half as much damage and does not fall prone.

Large or larger objects and structures in the area automatically fail the save and take double damage. The ground becomes difficult terrain until cleared. Each 5-foot-square requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Shadow Bind

1st-level illusion (arcane, shadow)

Classes: Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You point at a Medium or smaller creature you can see within range and cause its shadow to leap up, forming solid tendrils to bind it. The target must succeed on a Strength saving throw or become restrained for the spell's duration. A restrained target can repeat its saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can either target one additional creature or increase the size category of creature the spell can affect one time for each slot level above 1st.

Shadow Lash

Illusion cantrip (arcane, shadow)

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You form a whip of shadows that lashes out toward a creature within range. Make a melee spell attack, on hit, the target takes 2d4 psychic damage. In addition, if the target is in dim light or darkness, you make the attack roll with advantage.

The spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

Shattering Shield

2nd-level conjuration (arcane)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock
Casting Time: 1 reaction, which you can take when a creature within range is hit by a melee attack
Range: 60 feet
Components: V, S
Duration: Instantaneous

You cause a shield of ice to erupt and block the triggering attack. The attack's damage is reduced by 1d8 + your spellcasting modifier. If the attack damage is not completely blocked, the shield shatters, dealing the amount of blocked damage as cold damage to the attacker. If the shield is not broken, it melts away after blocking the damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of damage blocked increases by 1d8 for each slot level above 2nd.

Sky Burst

5th-level evocation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Five bolts of lightning strike five points of your choice that you can see within range. Each creature within 5 feet of a bolt must make a Dexterity saving throw, taking 4d12 + 4 lightning damage on a failure or half as much damage on a success. A creature in the area of more than one lightning burst is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt for each slot level above 5th.

Sonic Shriek

5th-level evocation (arcane)

Classes: Bard, Occultist, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (120-foot cone)
Components: V, S
Duration: Instantaneous

You emit a sonic blast across a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. It takes 6d8 thunder damage on a failure or half as much damage on a success. A creature automatically succeeds on its saving throw if it is more than 60 feet from you.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Spatial Swap

4th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You switch locations with a creature you can see. If there is insufficient space for either creature at the other's location, the spell fails. If the target is unwilling, it can make a Charisma saving throw. On a success, the spell fails.

Spelltrap

2nd-level abjuration (arcane)

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 minute
Range: Self
Components: V, S
Duration: 8 hours

You mark a spelltrap on yourself, creating a small glowing mark on your skin. The next time you make a saving throw against a spell of 1st level or lower, the spell is harmlessly absorbed and none of its effects take place.

On your next turn afterward, you can cast the spell absorbed by the spelltrap without expending a spell slot. If you do not cast it within that turn, the spell trap fades and the trapped spell is lost.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the highest level of spell it can absorb increases by 1 for each slot level above 2nd.

Spider Bite

3rd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You stab at a target with a venomous fang. Make a melee spell attack against a creature within reach. On a hit, the target takes 4d12 poison damage and must succeed on a Constitution saving throw or be poisoned for 1 minute. At the end of each of its turns, the target can repeat the save, ending the condition on a success.

If you miss on the initial attack, you can concentrate (as if concentrating on a spell) to maintain the spell for another attempt on a subsequent turn. You may continue to do so until you either hit with the spell or lose concentration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

Spirit Echo

2nd-level conjuration (arcane)

Classes: Occultist, Ranger, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You summon a ghostly echo of yourself. It shares your space and acts automatically, mirroring your actions. The first time on your turn you make a weapon attack, it attacks the same target. It makes a separate attack roll using your attack modifier. On a hit, roll your attack's normal damage; the target takes force damage equal to half the result.

Spiritual Consultation
1st-level necromancy (arcane)

Classes: Occultist
Casting Time: 1 minute
Range: Self
Components: V, S, M (1 gp worth of incense, which the spell consumes)
Duration: 10 minutes

You call forth a spirit to aid you with your ability checks. Choose one skill out of Arcana, Animal Handling, History, Investigation, Medicine, Nature, Perception, Religion, or Survival. The spirit is proficient in the chosen skill. It is ethereal and ephemeral and cannot interact with physical objects, but can provide guidance on matters relating to chosen skill.

For the duration, you can treat any check you make in the skill as if you have proficiency with it so long as the spirit can communicate with you. Alternatively, the spirit can make Intelligence or Wisdom checks itself, with a +5 modifier. The spirit will follow you, staying within of you at all times. You can choose to release it early, dismissing it back from whence it came.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spirit's bonus on making ability checks directly increases by 1 for each slot level above 1st, up to a maximum of +9.

Split Timeline
4th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

You choose a willing creature in range and split its timeline in two. At the start of that creature's next turn, a temporal duplicate of them appears in a space adjacent to it. The duplicate lasts until the end of the target's turn or it drops to 0 hit points (whichever comes first). Their temporal duplicate shares the target's statistics, abilities, and resources, and is under the target's control. Any abilities, items, or spells with limited uses deplete the equivalent resources for the target.

At the end of the target's turn, the temporal duplicate disappears.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the temporal duplicate lasts for 1 additional round for each slot level above 4th.

Sprout Tree
2nd-level transmutation (primal)

Classes: Druid
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You point at an empty 5-foot space on the ground you can see within range, and a tree sprouts there, rapidly growing to a height of 20 feet with a 2-foot radius trunk. The tree must grow on dirt, sand, or another appropriate surface. At the DM's discretion, it can burst through up to 6 inches of hard material. The tree stops growing if it would hit a ceiling or other object.

Any creature in this space must make a Dexterity saving throw. On a failure, it is lifted 20 feet into the air in the branches of the tree. On a success, it moves 5 feet to an unoccupied space of its choice (if there is no empty space to which it can move, it automatically fails). A Large or smaller creature can choose to fail this save, while a Huge or larger creature automatically succeeds.

The tree provides as half cover to any creature within its branches, and three-quarters cover from effects originating on the other side of its trunk. The tree has 50 hit points and AC 13.

The tree remains after the spell ends, but may die rapidly if sprouted in an unsuitable location or environment. Its wood is flammable only when dried, and serves no useful purpose except as firewood.

Starfall
4th-level evocation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You create a false sky above you, filled with gleaming stars, which immediately begin to rain down. When you cast the spell, 3 stars immediately fall, with 1 additional star falling at the start of each of your turns for the duration. For each falling star, choose a creature within 60 feet of you. That creature must make a Dexterity saving throw, taking 4d8 radiant damage on a failure or half as much on a success. A creature cannot be targeted by more than one falling star in a turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of stars that fall in the initial cast and on subsequent turns increases by 1 for each slot level above 4th.

Star Dust
2nd-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

You evoke a burst of brilliant power sweeping out in a 30-cone originating from you. Each in the radius takes 3d4 force damage, and the next attack roll made against it before the start of your next turn has advantage.

Star Scry
2nd-level divination (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Wizard
Casting Time: 1 minute
Range: Self (60-foot radius)
Components: V, S
Duration: Instantaneous

You describe a location, person, or object during the casting of the spell. Afterward, an illusion of a starry night sky forms above your head, showing the night sky at midnight above the target. You can then make an Intelligence (Navigator's Tools) check to determine the general region of the described target. The DC is 10 if you've been to the area before, 15 if you've been within 100 miles, and 20 if you've never been within 100 miles of the location.

The spell fails if you give an inaccurate description or false name for the target, or if you cast it on the same target more than once within 24 hours.

Static Field
3rd-level transmutation (arcane)

Classes: Inventor, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

A visible field of static energy crackles to life in a 20-foot radius around a point you can see within range. If a creature takes an action, reaction, or moves at least 5 feet within the field, it takes 1d12 lightning damage. A creature can take damage from each trigger once per turn (taking an action, a reaction, or moving).

Stinging Swarm
4th-level conjuration (arcane, primal)

Classes: Druid, Occultist, Warlock, Wizard
Casting Time: 1 action
Range: 60 ft
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a magical swarm of flying insects that fill a 5-foot cube within range. The swarm cannot be damaged or destroyed. For the duration, you can use a bonus action to command it to move up to 30 feet. If the swarm enters another creature's space, it stops and stings the creature repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must succeed on a Constitution saving throw or take 6d4 poison damage.

Stone Coffin
4th-level transmutation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cause a surge of stone to attempt to encase a Large or smaller creature. The target must make a Dexterity saving throw. On a failure, it becomes trapped in the coffin, causing it to be blinded and restrained. A creature can choose to fail their save. While trapped within the coffin, a creature has total cover against all sources. The coffin has an AC of 15 and 50 hit points, and resistance to all damage beside bludgeoning and thunder damage. When the spell ends or the coffin is reduced to 0 hit points, it crumbles to fragments and the creature within is no longer restrained and blinded.

For the duration of the spell you can use your bonus action to crush a creature encased in the coffin, dealing 1d10 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the stone coffin gains 10 additional hit points for each level above 5th.

Stone Fist

1st-level transmutation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 round

You turn your hand and forearm (or similar appendage) to stone until the start of your next turn. As part of casting the spell, you can make a melee spell attack against one creature you can reach. On a hit, the target takes 2d10 bludgeoning damage.

Until the start of your next turn, you can use your reaction when you take slashing or piercing damage from an attack to gain resistance to damage from that attack.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Stone Forming

Transmutation cantrip (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Warlock
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 hour

You lay your hand on dirt or rock and call on the stone to shape itself to your command. You can make any roughly shaped Small or Tiny item from the stone, including functional simple or martial melee weapons. Created items possess magical durability to resist shattering or breaking. This spell can't be used to carve significant amounts of material away from stone walls, doors, or other large objects.

Alternatively you can encase your limbs in stone, causing your unarmed strikes to deal 1d8 bludgeoning damage for the duration of the spell.

Items made this way lose any magical durability after one hour, and become easily broken if they would not normally be functional in that shape. You can have three items or effects created by this cantrip at a time, and upon creating a fourth the oldest one loses its magical durability and becomes easily broken.

Stone Pillar

2nd-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You cause a pillar of stone to rise from the ground in a space you can see within range. The pillar occupies a 5-foot space and rises up to 30 feet into the air. The ground where it appears must have space to accommodate it, and you can't target a space under a Large or larger creature.

If a pillar is created under a Medium or smaller creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail its save. If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 3d8 bludgeoning damage and is restrained, crushed between the pillar and the obstacle. The restrained creature can use an action to make a Strength (Athletics) or Dexterity (Acrobatics) check (the creature's choice) against the spell save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall.

The pillar has AC 5 and 30 hit points. When reduced to 0 hit points, it crumbles into rubble, creating an area of difficult terrain in a 15-foot square centered on the pillar, which lasts until the rubble is cleared. Each 5-foot-square in the area requires at least 1 minute to clear by hand.

Storm Shot

5th-level transmutation (primal)

Classes: Ranger
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a piece of ammunition or a weapon with the thrown property worth at least 1 cp)
Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with a crackling storm of power for the duration. The first time you attack with the weapon, it explodes into a raging storm on reaching its destination. On a hit, the target takes an additional 4d8 lightning damage. On a miss, the target takes half as much damage.

Hit or miss, the target and all creatures within 20

feet of it must make a Strength saving throw against the raging storm unleashed by the attack. On a failed, a creature is thrown 20 feet straight up (falling immediately if not otherwise held aloft) and takes 2d8 lightning damage. On a successful save, it is not thrown into the air and takes half as much lightning damage.

Suffocate

4th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a whirling sphere of air around a creature that causes them to struggle to breathe. The target must make a Constitution saving throw. On a failure, it loses 5d8 hit points due to lack of air, has disadvantage on all ability checks, and cannot speak. On a success, the target takes half as much damage and suffers no other effects. For the duration, as an action, you can force the creature to repeat this saving throw.

If a target fails its saving throw against this spell 3 times in a row, it becomes incapacitated until it succeeds on a save or the spell ends. If you don't use your action to force the target to make a save, it automatically attempts the save and succeeds at the end of its next turn.

A creature that does not need to breathe is unaffected by this spell.

Sudden Hazards

5th-level illusion (arcane)

Classes: Bard, Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (60-foot cube)
Components: V, S
Duration: Concentration, up to 1 minute

You cause illusions of deadly traps or other hazards to spring up, filling a 60 foot cube originating from you. Swinging blades, lava flows, or other phantom hazards fill the minds of each creature of your choice within the area. An affected creature can move at half speed to evade the dangers, or move at its normal speed and take 1d8 psychic damage for each 5 feet it moves within the area. Any affected creature ending its turn in the area must make a Dexterity saving throw. It takes 5d8 psychic damage on a failure or half as much on a success.

Each time a creature ends its turn in the area, it can make a Wisdom saving throw. On a success, it realizes the traps are fake, and the spell ends for that creature.

Summon Archon

2nd-level conjuration (divine)

Classes: Cleric, Paladin, Warlock
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (an ornate relic worth at least 200 gp)
Duration: Concentration, up to 1 hour

You call forth a minor celestial archon, which manifests in an unoccupied space that you can see within range. It uses the Archon spirit stat block, and you select either the Hound, Lantern, or Trumpet option when you cast the spell. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, it shares your initiative count, and its turn immediately after yours. It obeys your verbal commands (no action required by you). if you don't issue any command, it takes the Dodge action and uses its moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

Summon Dragon

5th-level conjuration (arcane)

Classes: Wizard, Sorcerer
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a dragon statuette worth at least 500 gp)
Duration: Concentration, up to 1 hour

You call forth a magical dragon spirit, which manifests in an unoccupied space that you can see within range. It uses the dragon spirit stat block, and you select one dragon color from the table below when you cast the spell. The creature resembles a dragon of that color, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

Dragon Table

Dragon	Elemental Damage	Breath Weapon Area
Black	Acid	5 by 60 ft. line (Dex. save)
Blue	Lightning	5 by 60 ft. line (Dex. save)
Brass	Fire	5 by 60 ft. line (Dex. save)
Bronze	Lightning	5 by 60 ft. line (Dex. save)
Copper	Acid	5 by 60 ft. line (Dex. save)
Gold	Fire	30 ft. cone (Dex. save)
Green	Poison	30 ft. cone (Con. save)
Red	Fire	30 ft. cone (Dex. save)
Silver	Cold	30 ft. cone (Con. save)
White	Cold	30 ft. cone (Con. save)

Dragon Spirit

Large dragon, unaligned

Armor Class 12 + the level of the spell (natural armor)
Hit Points 50 + 10 for each spell level above 5th
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Damage Immunities the dragon's elemental damage type
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages Draconic, understands the languages you speak
Challenge —

Actions

Multiattack. The dragon makes a number of attacks equal to half this spell's level (rounded down). It can only attack with its bite or tail once each per turn.

Bite. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d6 + 4 + the spell's level piercing damage + 1d6 of the dragon's elemental damage.

Claw. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 4 + the spell's level slashing damage.

Tail. *Melee Weapon Attack:* your spell attack modifier to hit, reach 15 ft., one target. *Hit:* 1d8 + 4 + the spell's level bludgeoning damage.

Breath Weapon (1/Day). The dragon exhales elemental power in its breath weapon area from the dragon table. Each creature in that area must make a Dexterity saving throw with a DC equal to your spell save DC, taking 5d8 + the spell's level elemental damage on a failed save, or half as much damage on a successful one.

Archon Spirit

Medium (Small for Lantern) celestial, unaligned

Armor Class 11 + the level of the spell (natural armor)
Hit Points 20 (Lantern or Trumpet only) or 30 (Hound Only) + 5 for each spell level above 2nd
Speed 30 ft., fly 30 ft. (Trumpet and Lantern only)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Damage Resistances radiant
Senses darkvision 60 ft., passive Perception 11
Languages Celestial, understands the languages you speak
Challenge —

Keen Hearing and Smell (Hound only). The archon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lantern's Light (Lantern only). The archon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Rallying Call (Trumpet only). Once per turn when the archon deals damage, it grants one creature of its choice within 60 feet temporary hit points equal to half the damage dealt.

Actions

Multiattack. The archon makes a number of attacks (or Trumpet uses) equal to half this spell's level (rounded down).

Greatsword (Hound Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + 2 + the spell's level slashing damage.

Radiant Bolt (Lantern Only). *Ranged Spell Attack:* your spell attack modifier to hit, range 60 ft., one target. *Hit:* 1d8 + 2 + the spell's level radiant damage.

Trumpet (Trumpet Only). One creature of the archon's choice within 60 feet must succeed on a Constitution saving throw with a DC equal to your spell save or take 1d6 + 2 + the spell's level thunder damage.

Summon Monstrosity

3rd-level conjuration (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a statuette carved from a monster bone or fang worth at least 300 gp)
Duration: Concentration, up to 1 hour

You call forth a magical monstrosity spirit, which manifests in an occupied space that you can see within range. It uses the Monstrosity Spirit stat block, and you select either the Blinker, Burrower, or Displacer option when you cast the spell. The

creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

Monstrosity Spirit

Medium monstrosity, unaligned

Armor Class 11 + the level of the spell (natural armor)
Hit Points 35 + 15 for each spell level above 3rd
Speed 40 ft., burrow 40 ft. (burrower only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (–3)	16 (+3)	5 (–3)

Senses darkvision 60 ft., tremorsense 30 ft. (burrower only), passive Perception 13
Languages understands the languages you speak
Challenge —

***Blink* (*Blinker Only*).** As a bonus action, the monstrosity can magically teleport up to 30 feet to an unoccupied space it can see.

***Displace* (*Displacer Only*).** Attack rolls against the monstrosity have disadvantage. If the monster is hit by an attack, this trait ceases to work until the start of the monster's next turn.

***Evasion* (*Displacer and Blinker Only*).** If the monstrosity is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The monstrosity makes a number of attacks equal to half this spell's level (rounded down).

Chomp. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level piercing damage.

***Lash* (*Displacer only*).** *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d4 + 3 + the spell's level slashing damage.

Summon Ooze

1st-level conjuration (arcane)

Classes: Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a gold vial worth at least 100 gp)
Duration: Concentration, up to 1 hour

You call forth a magical ooze, which manifests in an unoccupied space that you can see within range. It uses the Ooze Spirit stat block, and you select either the Green, Red, or Yellow option when you cast the spell. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

Ooze Spirit

Small ooze, unaligned

Armor Class 6 + the level of the spell (natural armor)
Hit Points 5 + 10 for each spell level above 1st
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+3)	6 (–2)	12 (+1)	1 (–5)	1 (–5)	1 (–5)

Damage Immunities acid, fire (Red only), lightning (Yellow only), Poison (Green only)
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 10 ft. (blind beyond this radius), passive Perception 5
Languages understands the languages you speak
Challenge —

Actions

Multiattack. The ooze makes a number of attacks equal to half this spell's level (rounded down).

Pseudopod. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 + the spell's level acid damage.

Summon Plant

3rd-level conjuration (primal)

Classes: Druid, Ranger
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a carved wooden figurine worth at least 300 gp)
Duration: Concentration, up to 1 hour

You call forth a magical plant, which manifests in an unoccupied space that you can see within range. It uses the Plant Spirit stat block, and you select either the Dryad, Shambling Mound, or Treant option when you cast the spell. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, it shares your initiative count, and takes

its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

Plant Spirit

Large (Medium for Dryad) plant, unaligned

Armor Class 12 + the level of the spell (natural armor)
Hit Points 35 + 10 for each spell level above 3rd
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Damage Vulnerabilities fire
Damage Resistances bludgeoning
Senses darkvision 60 ft., blindsight 60 ft. (Shambling Mound only), passive Perception 10
Languages Sylvan, understand the languages you speak
Challenge —

Engulf (Shambling Mound Only). If the plant hits a target that it is grappling, that target becomes restrained until the grapple ends.

Tree Stride (Dryad Only). Once on its turn, the plant can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or larger.

Actions

Multiattack. The plant makes a number of attacks equal to half this spell's level (rounded down).

Entangling Slam (Treant or Shambling Mound Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level bludgeoning damage and the target is grappled (escape DC equals your spell save DC). Until this grapple ends, plant spirit can't use this attack on another target

Vine Lash (Treant or Dryad Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 15 ft., one target. *Hit:* 1d8 + 3 + the spell's level slashing damage and the target is grappled (escape DC equals your spell save DC). Until this grapple ends, plant can't use this attack on another target

Summon Swarm

2nd-level conjuration (arcane, primal)

Classes: Druid, Occultist, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a golden insect worth at least 200 gp)
Duration: Concentration, up to 1 hour

You call forth a magical swarm, which manifests in an unoccupied space that you can see within range. It uses the Swarm Spirit stat block, and you select either the Quippers, Spiders, or Wasps option when you cast the spell. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

Swarm Spirit

Medium swarm of Tiny beasts, unaligned

Armor Class 10 + the level of the spell (natural armor)
Hit Points 10 + 5 for each spell level above 2nd
Speed (Spiders only) 30 ft., climb 30 ft.
Speed (Quippers only) 5 ft., swim 30 ft.
Speed (Wasps only) 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	13 (+1)	10 (+0)	1 (–5)	7 (–2)	1 (–5)

Damage Resistances bludgeoning, piercing, slashing
Senses blindsight 10 ft., passive Perception 8
Languages understands the languages you speak
Challenge —

Spider Climb (Spider Only). The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Web Walker (Spider Only). The swarm ignores movement restrictions caused by webbing.

Actions

Multiattack. The swarm makes a number of attacks equal to half this spell's level (rounded down).

Bite (Quipper Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 0 ft., one target in the swarm's space. *Hit:* 3d4 + the spell's level piercing damage.

Sting (Spider and Wasp Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 0 ft., one target in the swarm's space. *Hit:* 2d4 + the spell's level piercing damage + 1d4 poison damage.

Supernova
9th-level evocation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Sight
Components: V, S, M (a lump of starforged iron)
Duration: Instantaneous

You form a fist-sized star at a point you can see within range, which then explodes into a cataclysmic supernova. All creatures within 60 feet of the point must make a Constitution saving throw. On a failure, a creature takes 30d8 radiant damage and is blinded for 1 minute. On a success, it takes half as much damage and is not blinded. A blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Swapping Curse
5th-level enchantment (arcane)

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from each creature—such blood, hair, or scales—the spell is targeting, which the spell consumes)
Duration: Concentration, up to 1 minute

You cast a curse targeting two individuals. Both targets must make a Charisma saving throw (which they can choose to fail). If both targets fail their saving throws, their souls are swapped for the duration. A soul controls the body it inhabits. It uses the ability scores and actions of its new body (except legendary actions or legendary resistance), but retains its own spellcasting (if any), and has disadvantage on attack rolls and Strength, Dexterity, and Constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creature's turn, it can choose to repeat the saving throw, ending the effect on a success. If its challenge rating (or character level if it has no challenge rating) is higher than that of its current body, it has advantage on the save.

If a creature dies while its soul is swapped, both souls return to their original bodies. After a soul returns from a dying creature to a living body, it takes 5d10 necrotic damage.

Thunderburst Mine
2nd-level abjuration (arcane)

Classes: Inventor
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a tiny nonmagical item, which is destroyed when the spell ends)
Duration: 8 hours

You set a magical trap, infusing thunderous magic into an object. You can set the item to detonate when someone comes within 5 feet of it, or at a verbal command by you. You can issue this command as an action or as a reaction when you see a creature move within 20 feet of a mine, detonating every mine keyed to the verbal command simultaneously.

When the magic trap detonates, each creature in a 10-foot-radius sphere centered on the item must make a Constitution saving throw. A creature takes 3d8 thunder damage on a fail, or half as much damage on a success. If a creature is in the area of effect of more than one thunderburst mine during a turn, it takes half damage from any mines beyond the first.

A magical mine must be set at least 5 feet away from every other mine, and cannot be moved once placed; any attempt to move it results in it detonating. The caster can permanently disarm a mine as an action.

Thunder Pulse
3rd-level evocation (arcane)

Classes: Bard, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Concentration, up to 1 minute

You gather sonic energy and expel it as a shock wave in a 15-foot cone. Each creature in the area must make a Constitution saving throw. On a failure, a creature takes 3d8 thunder damage and is knocked 10 feet back. On a success, it takes half as much damage and it not knocked back.

On your subsequent turns for the duration, you can use your action to create a new shock wave.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 3rd.

Thunder Punch

1st-level evocation (arcane)

Classes: Bard, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You charge your hand (or similar appendage) with thunderous power. Make a melee spell attack against a creature within 5 feet. On a hit, the target takes 3d8 thunder damage and is knocked 10 feet back. A mighty boom rings out, which is audible from up to 300 feet away.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Thunder Note

Evocation cantrip (arcane)

Classes: Bard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You emit a crashing bang at the location of a creature you can see within range. The target must succeed on a Constitution saving throw or take 1d8 thunder damage and become deafened until the start of its next turn. If this damage forces it to make a Constitution saving throw to maintain concentration on a spell, it makes that save at disadvantage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Time Anchor

8th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a shattered hourglass)
Duration: 1 year

You place a temporal marker on an object. For the duration, you can activate that marker, bringing the object to your hand and calling it forward in time from the moment you cast the spell. When you do so, the current timeline is unaltered, except that the object disappears from its present location.

The object appears in the its exact state from the time the spell was cast, including its condition, charges, and other properties. The object appears even if it has been consumed or destroyed in the intervening time.

You can only have one object anchored to you at a time. Once this spell has been cast on an object, it can never be cast on the same object again.

Time Bubble

8th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the past or future)
Duration: Special

You create a bubble of accelerated time in a 20-foot radius around a point you can see within range. When you cast the spell, initiative (including your current turn) is interrupted, and all creatures within the bubble can take an additional turn immediately (following the initiative order). Nothing inside the bubble can reach outside it or affect creatures outside. Any attacks passing through the bubble miss and any spells passing through it fail. If a creature exits the bubble, its additional turn immediately ends.

If any creature is only partly within the bubble when you cast the spell, the spell fails.

After every creature inside the bubble has acted, the spell ends and you resume your turn, with initiative proceeding as normal.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the creatures inside the bubble take two rounds of turns before the spell ends.

Time Loop
4th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a detailed list of the actions and movement that the target creature took on its last turn, which the spell consumes)
Duration: 1 round

You force a creature within range to repeat its last turn. The target must succeed on a Wisdom saving throw or have its personal timeline adjusted so that it repeats its last action in a preordained loop on its next turn. As the rest of the world may have changed, it attempts to repeat its last action to the best of its ability, including moving the same distance in the same direction, attacking the same target, or taking the same action.

If the target's attempts to repeat its turn conflict, the caster decides which part of the turn takes precedence. While a creature is compelled to repeat its turn, it cannot be compelled to move into obviously dangerous ground, such as a fire or a pit..

Note Taking
Unlike most material components, for convenience sake, this spell's material components is required by the player in addition to their character (whose detailed list does not need to by a physical object, simply the knowledge of their target's actions), and consequently requires some preparation and attention to detail on the player's part to avoid making the DM having to keep track of such details.

Time Skip
2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (a small symbol made up of two connected triangles)
Duration: 1 round

You touch a willing creature, sending it six seconds into the future. The target vanishes, reappearing at the same location (or the nearest unoccupied space) at the start of its next turn.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, the duration increases by 1 additional round for each slot level above 2nd. If you cast this spell with a 9th-level spell slot, the duration increases to 24 hours.

Time Slip
2nd-level transmutation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (an small ornate hourglass worth at least 25 gold pieces)
Duration: Concentration, up to 1 minute

You surround yourself with a film of distorted time, setting yourself slightly off from time's normal flow. While you are in this bubble of distorted time, you have a +2 bonus to AC. If you would take damage from an attack or fail a saving throw against a spell of 2nd level or lower, you can use your reaction to revert your personal timeline and negate the effect — causing the attack to miss or the save to succeed. Afterward, this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum level of a spell you can negate increases to be equal to the level of the spell slot used.

Time Trap
2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (handful of sand from an hourglass)
Duration: 1 hour

You disrupt time in an empty 5-foot cube you can see within range. The first time a creature enters the area, it must make a Wisdom saving throw. On a failure, a creature that is completely inside the cube is stunned, while a creature that is only partly within the cube (e.g. a Large or larger creature) is restrained, as part of its body becomes frozen in time. On a success, the creature's speed is halved instead. Any affected creature recovers at the start of its next turn. The trap can only be sprung once, and the spell ends at the start of the trapped creature's next turn.

The trapped area is subtly distorted, and any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to detect the trap.

Tornado
5th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

A whirling tornado erupts, filling a 20-foot-radius, 40-foot-high cylinder centered on a point you can see within range.

Any creature starting its turn within the tornado must make a Strength saving throw. On a failure, it takes 4d8 bludgeoning damage and is thrown 10 feet in a random horizontal direction and 40 feet up (taking normal falling damage when it comes back down). On a success, the creature takes half as much damage and isn't thrown.

As a bonus action, you can move the tornado up to 30 feet in any direction. All ranged attacks passing through the tornado automatically miss, and ranged weapon attacks against targets within 20 feet of the tornado are made at disadvantage.

Tranquil Moment
1st-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Instantaneous

You slow your personal perception of time, giving you a moment to think. As part of the bonus action used to cast the spell, you can make a Wisdom or Intelligence ability check that would normally require an action (such as the Search action). If that action would be at disadvantage due to time or pressure, you do not have disadvantage on the check.

Twisting Eruption
7th-level conjuration (arcane)

Classes: Occultist
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of dead plants)
Duration: Concentration, up to 1 minute

You gesture at a point you can see within range and call forth gnarled roots of dark energy, which erupt from the ground in a 60-foot radius. Each creature of your choice in the area must succeed on a Dexterity saving throw or be restrained as the shadowy plant tendrils grasp and drain the life from it.

At the start of a restrained creature's turn, it takes 2d10 bludgeoning damage and 2d10 necrotic damage. Each time a creature takes necrotic damage from this spell, you regain 1d4 hit points.

A restrained creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check (its choice) against your spell save DC. On a success, it frees itself. A creature can also be freed by destroying the tendril that grips it. The tendrils have AC 10 and 20 hit points, and are immune to all damage except radiant and fire. Spells that deal radiant or fire damage to creatures in the area of effect also affect any tendrils gripping them.

Any creature ending its turn within the radius while not restrained must make a Dexterity saving throw or become restrained by the tendrils.

Unburden
1st-level transmutation (arcane)

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a creature and relieve the weight it carries. The target can ignore penalties to movement speed or to Dexterity (Stealth) checks due to wearing medium or heavy armor, and can carry twice as much weight as normal before suffering encumbrance penalties.

Unholy Wave
2nd-level necromancy (divine)

Classes: Cleric, Paladin
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Concentration, up to 1 minute.

A wave of necrotic energy pours out from your outstretched hand in a 30-foot cone. Each creature in the area must make a Constitution saving throw as it is burned by unholy fire. On a failure, it takes 4d6 necrotic damage and becomes wreathed in black fire for the duration. Once per turn when it is hit by an attack, its wounds flare and it takes an additional 1d6 necrotic damage. On a successful save, the target takes half as much damage and is not enveloped in black fire.

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.

Unstable Explosion
2nd-level evocation (arcane)

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 ft (10-ft radius)
Components: V, S
Duration: Instantaneous

You cause an unstable explosion to erupt at a point of your choice within range. Roll 3d6. For each die that rolls a 6, the spell's radius expands by 5 feet, and you can roll an additional d6. Each creature within the final area of the spell must make a Dexterity saving throw. On a failure, a creature takes fire damage equal to the total value of the rolled dice. On a success, it takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, roll another d6 for each slot level above 2nd.

Vacuum Pull
2nd-level evocation (arcane)

Classes: Druid, Ranger, Sorcerer, Spellblade, Wizard
Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You create a howling blast of wind, attempting to pull a Huge or smaller creature that you can see within range toward you. The target must succeed a Strength saving throw or be yanked off its feet and pulled to you, landing within 5 feet of you and falling prone. Flying creatures make this save at disadvantage.

At Higher Levels. When you cast this spell using a spell lot of 3rd level or higher, the range of the spell increases by 10 feet.

Vessel of Transportation
5th-level conjuration

Classes: Inventor, Sorcerer, Wizard
Casting Time: 1 hour
Range: 30 feet
Components: V, S
Duration: Concentration, up to 8 hours

You weave together creation magic and conjure a vehicle of your choice within range, which uses the Magical Vessel stat block. The vehicle can take any shape you wish, but is no more than 10 feet on any side.

When you cast the spell, you can designate any number of creatures you can see as pilots. A pilot inside the vehicle can attempt to mentally control it as an action, unless another pilot is already controlling it. The pilot can end this control at will (no action required), or its control ends automatically if it exits the vehicle.

While in control of the vehicle, the pilot is deaf and blind to its surroundings. Instead, it sees and hears through an invisible sensor that follows the vehicle and hovers 5 feet outside of it at all times. The pilot move the sensor as a bonus action to another location within 5 feet of the vehicle.

If a pilot is mentally controlling the vehicle, you can terminate its control as an action. As part of the same action, you can choose to become the new pilot of the vehicle.

Credit
Spell created and contributed by Roguish.

Magical Vessel

Large vehicle (10 ft. by 10ft.)

Creature Capacity: 1 crew, 8 passengers
Cargo Capacity: 1 ton
Armor Class: 15
Hit Points: Special
Speed: 150 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	12 (+1)	0 (–5)	0 (–5)	0 (–5)

Damage Immunities: poison, psychic
Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, prone, poisoned, stunned, unconscious

Magical Swiftness. The vessel is extraordinarily quick. It can move at up to 15 miles an hour at a regular pace or 20 miles at a fast pace.

Levitating Movement. The vessel gently hovers up to 3 feet off the ground at all times. It move across uneven terrain, over water, or up or down stairs and slopes, but it can't traverse hazardous liquids such as lava or move over elevation changes greater than 10 feet.

Comfortable Interior. So long as the interior is not exposed directly to the elements, the atmosphere within the vessel is considered comfortable and dry regardless of the weather outside.

Psychic Link. When the vehicle would take any damage, the caster instead loses the same amount of hit points. The caster can choose to end the spell instead of losing these hit points.

Limited Capacity. The vessel's speed becomes 0 if any of the following conditions are met:

- There are greater than 9 creatures within the vessel.
- There is a Large or larger creature within the vessel.
- The vessel is carrying or towing a combined 2,000 lbs. or more.

Actions

Pilot. Drive and steer the Magical Vessel.

Vicious Hound

2nd-level illusion

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a spiked collar)
Duration: Concentration, up to 1 minute.

You summon an illusion of a particularly vicious hound that chases a target within range. Only the target can see the hound. On each of its turns for the duration of the spell, if it moves less than 40 feet from where it started their turn, it takes 3d8 psychic damage as it gets mauled by the illusionary hound. At the end of each of its turns, regardless if took damage or not, it makes a Wisdom saving throw. On a success, it discerns the hound is an illusion and the spell ends.

Vicious Vapors

2nd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Warlock, Wizard
Casting Time: 1 action
Range: 60 ft
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a swirling poisonous miasma around yourself. For the duration of the spell, you are lightly obscured. When you cast the spell, and as a bonus action on each subsequent turn, you can cause the vapors to surge out and swirl around up to three creatures of your choice within range. Each creature must make a Constitution saving throw. On a failed save, it takes 1d12 poison damage and becomes poisoned until the start of your next turn. On a successful save, it takes half as much poison damage and is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

Violent Crush

4th-level transmutation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You attempt to magically crush a Large or smaller creature or object within range. The target must make a Strength saving throw. On a failure, it takes 6d12 bludgeoning damage and falls prone. On a success, it takes half as much damage and does not fall prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

Violent Updraft
1st-level transmutation (primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create a violent burst of wind, attempting to toss a Large or smaller creature into the air. The target must make a Strength saving throw, which it can choose to fail. On a failure, it is knocked 20 feet straight up into the air. If the target cannot hold onto anything or fly, it immediately falls, taking normal falling damage (2d6 bludgeoning damage) and falling prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target is knocked 10 additional feet higher for each slot level above 1st.

Vital Surge
4th-level transmutation (primal, divine)

Classes: Cleric, Druid, Occultist
Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: 8 hours

You infuse a vital surge of life into up to 4 creatures of your choice within range. Once during the spell's duration, a target can trigger this vital surge as a bonus action, regaining 4d8 hit points. When it does so, it can choose to expend up to 4 hit dice, rolling them and healing for the result (adding its Constitution modifier to each die as normal).

Once a creature triggers its healing surge, the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum number of targets and the maximum number of hit dice a target can expend both increase by 1 for each slot level above 4th.

Volcanic Burst
6th-level transmutation (primal)

Classes: Druid, Warlock, Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a piece of obsidian)
Duration: Instantaneous

You call fiery forces from below the earth to violently erupt, designating a point you can see within range to explode with magma. The ground in a 10-foot radius around the point explodes in a shower of fire and rock, raining down in a 20-foot radius. Every creature in the 20-foot radius must make a Dexterity saving throw. On a failure, it takes 4d10 bludgeoning damage and 4d6 fire damage. If a creature in the inner 10-foot radius fails its save, it is additionally flung 10 feet up into the air, taking normal falling damage (1d6 bludgeoning damage) and falling prone when it lands. On a successful save, a creature takes half damage and suffers no additional effects.

The inner 10-foot radius becomes difficult terrain until cleared by hand. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Vorpal Shot
5th-level transmutation (arcane)

Classes: Inventor, Ranger
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a piece of ammunition or a weapon with the thrown property worth at least 1 cp)
Duration: 1 round

You touch a piece of ammunition or a weapon with the thrown property, granting it a razor-sharp edge. The first time a creature attacks with the empowered item, it adds +3 to its attack and damage rolls, and ignores all resistances and immunities to the weapon's damage type. On a hit, the creature takes 6d8 additional damage. If this damage reduces the target to 0 hit points, it receives a mortal wound and immediately dies.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

Vorpal Weapon
5th-level transmutation (arcane)

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Concentration, up to 1 hour

You touch a weapon and grant it a merciless edge. For the duration the weapon becomes unbelievably sharp. Its attacks ignore resistance to slashing damage and t gains the Siege property, dealing double damage to inanimate objects and structures. If the weapon is nonmagical or is magical and has a bonus of +2 or less, its bonus becomes a +3 to attack and damage rolls.

Additionally, if the wielder scores a critical hit with this weapon which would leave a target with less than 50 hit points, it is decapitated and instantly killed.

Vortex Blast
3rd-level evocation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard
Casting Time: 1 Action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

You create a sudden vortex that expands outward in a 30-foot cone, tossing characters and objects within the area. Each creature in the area takes 3d6 bludgeoning damage and must succeed on a Strength saving throw or be knocked 30 feet backward and 30 feet upward, taking normal falling damage (3d6 bludgeoning damage) as it falls back down unless it has a means to stay aloft.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Wasp Barrage
3rd-level conjuration (primal)

Classes: Druid, Occultist, Ranger Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Self (40 foot cone)
Components: V, S
Duration: Instantaneous

You conjure a swarm of magical wasps, which zip out to sting creatures of your choice within a 40-foot cone. Make a ranged spell attack against each individual target. On a hit, a creature takes 1 piercing damage + 4d12 poison damage. After they attack, the magic wasps fade away.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the poison damage increases by 1d12 for each second slot level above 3rd.

Water Blast
1st-level conjuration (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You conjure a ball of water and hurl it at a target. Make a ranged spell attack. On a hit, the target takes 3d6 bludgeoning damage, and if it is Large or smaller, must succeed on a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Water Bullet
Conjuration cantrip (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

You create a compressed bead of water and fire it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 1d6 + your spellcasting ability modifier piercing damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Water Cannon
3rd-level evocation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard
Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S
Duration: Instantaneous

You unleash a spout of water that blasts out in a 60-foot long, 5-foot wide line. Each creature in the line must make a Strength saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is pushed to an unoccupied space at the far end of the line. If there is no available space at the end of the line, it is pushed to the closest open space, takes an additional 2d6 bludgeoning damage, and is knocked prone. On a successful save, a target takes half as much damage and is not pushed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level about 3rd.

Waterspout
3rd-level conjuration (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a large mass of water and form it into a whirling funnel around a point on the ground you can see. The funnel fills a 10-foot radius, 30-foot high cylinder. If a creature enters the waterspout on its turn or the waterspout moves into the creature's space, the creature must make a Strength saving throw. On a failure, it takes 2d8 bludgeoning damage and is blinded, deafened, and cannot speak. At the start of its next turn, it is expelled from the waterspout to the nearest empty space. On a success, it takes half as much damage and suffers none of the spell's other effects.

On your turn, you can use a bonus action to move the waterspout up to 20 feet in any direction along the ground, engulfing any creatures in its path. A creature that fails its save after being engulfed by the waterspout in this way is carried along with its movement until they it is ejected at the start of its turn.

If the center point of this spell is over a Huge or larger body of water, the size of the waterspout is doubled.

Wind Cutter
2nd-level transmutation (arcane, primal)

Classes: Druid, Inventor Occultist, Ranger, Spellblade, Wizard
Casting Time: 1 bonus action
Range: Self (30-feet)
Components: V, S, M (a melee weapon with which you are proficient worth at least 1 sp)
Duration: Concentration, up to 1 minute

You infuse the weapon used in the spell's casting with tempestuous power. For the duration, when you make an attack on your turn with the weapon, it gains a reach of 30 feet, releasing slashes of razor sharp wind against your foes. When hitting targets beyond its normal reach, it deals slashing damage.

Additionally, the weapon's attacks deal an additional 1d4 damage, and if there is another creature within 5 feet of the target, it is struck by the slashing wind. Apply the same attack roll to the second creature, dealing half as much damage as the initial attack on a hit.

Whirling Conflagration
3rd-level transmutation (primal)

Classes: Ranger
Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S, M (a melee weapon with which you are proficient worth at least 1 sp)
Duration: Instantaneous

You flourish the weapon used in the casting and whirl it around, setting it ablaze. Make one weapon attack, applying the roll to each creature within 15 feet. Each target takes 6d6 fire damage on hit, or half as much on a miss.

At Higher Levels. When you cast this spell using a spell slot of 4th Level or higher, the damage increases by 1d6 for each slot level above 3rd.

Windborne Weapon
Transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a piece of ammunition or a weapon with the thrown property worth at least 1 cp)
Duration: Instantaneous

You wrap a weapon or piece of ammunition in

swirling wind. Make a ranged spell attack against a target within range, using the spell's material component. This attack ignores cover. On a hit, it deals 1d10 damage of the weapon's damage type.

This spell's damage increases by 1d8 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Windsense

2nd-level transmutation (primal)

Classes: Druid, Ranger
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 round

You cast your senses out into the wind. Until the start of your next turn, you gain blindsight within 60 feet and have advantage on Wisdom (Perception) checks. Additionally, when you make ranged weapon attacks, you do not require line of sight as long as the target is within your blindsight, and the target does not benefit from cover.

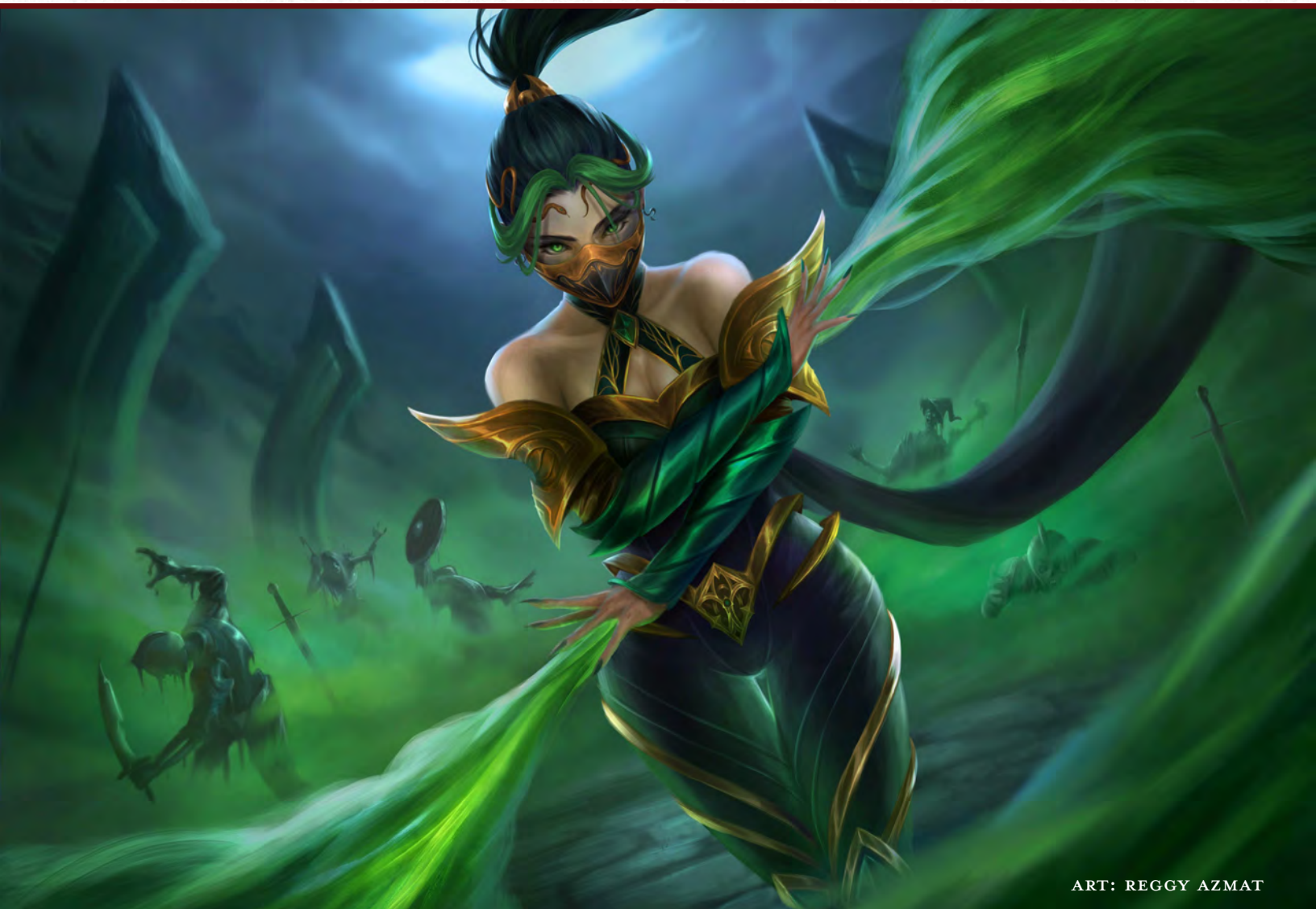
Wither

3rd-level necromancy (arcane)

Classes: Occultist, Spellblade, Warlock
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of powdered bone and sand)
Duration: 1 round

Dark energy pulls the moisture out of a body, sapping it of life and vitality. The target must make a Constitution saving throw. On a failure, it takes 4d10 + 4 necrotic damage and becomes withered until the start of your next turn. A withered creature that has resistance to fire loses it, or gains vulnerability to fire damage if it did not have resistance. On a successful save, a creature takes half as much damage and is not withered.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.



ART: REGGY AZMAT



ART: TRUNG TIN SHINJI

Psionics

The following are a special branch of ability: Psionics. While much of Psionics is comparable to magic in effect, these are a list of unique abilities to people with Psionic abilities. These are part of the Psion class, but can be opened to any character capable of Psionics at the discretion of the DM.

Compelled Query

1st-level psionic

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous

You focus your telepathic powers on a creature you can see within range and ask it a simple question. It must succeed on an Intelligence saving throw or conjure a short thought or image that answers your question to the best of its ability. You perceive this response telepathically. If you cast this spell on the same creature more than once in a 24-hour period, it gains a cumulative +5 bonus to the save on every subsequent query after the first.

Delve Mind

3rd-level psionic

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute

You rummage through a creature's mind, forcing it to make an Intelligence saving throw. On a failure, you gain access to its memories from the past 12 hours and are able to recall its memories as if they were your own for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can delve 12 hours further back in the target's memories for each slot level above 3rd.

Flicker

1st-level psionic

Casting Time: 1 reaction, when you would take damage
Range: Self
Components: S
Duration: 1 round

You flicker between the material and ethereal planes. Until the start of your next turn, each time you would take damage, including the triggering attack, roll a d4. On a 2, you gain resistance to that instance of damage. On a 4, you don't take any damage.

Future Insight

1st-level psionic

Casting Time: 1 action
Range: Self (60-foot radius)
Components: S
Duration: 10 minutes

Roll 3d4 or 1d12 (your choice) and record the results. For the duration, you can expend one of these dice to add or subtract it from any attack roll, saving throw, or ability check made by a creature within 60 feet of you. You must expend the die after the roll is made, but before you know the outcome of the roll. Once all the dice have been expended, the spell ends.

Glimpse the Future

2nd-level psionic

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: 10 minutes

You give a creature within range a glimpse of its future. Roll a d4 to determine the outcome from the following table:

Result	Effect
1	The target foresees an upcoming action. Roll a d20 and record the value. Once before the spell ends, the target can replace one of its d20 rolls with the value rolled.

Result	Effect
2	The target sees its own death. Once before the spell ends, if it is reduced to 0 hit points by an attack or due to failing a save throw, it can instead evade the attack or succeed on the saving throw. It cannot do so if it is already incapacitated.
3	The target gains the confidence of a future victory. It gains 10 temporary hit points and is immune to the frightened condition for the duration of the spell.
4	The target sees an ambush or a surprise attack. Once before the spell ends, it can choose not to be surprised if it would be surprised, or if an attack against it would be made at advantage, it can force the attack to be made at disadvantage.

Once one of the foreseen events occurs, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can select the effect instead of rolling a d4.

The Unavoidable Death

When a target sees its death, succeeding on the save may not be enough to keep it above 0 hit points, or it may be reduced to 0 by an effect without an attack or saving throw attached to it. Sometimes death's a bummer that way.

Inner World

8th-level psionic

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

As an action, you create and enter an imaginary world, and pull all other creatures within 120 feet in with you. This world is centered on you, and extends in 120 feet in all directions. You leave a psionic rift in your place when you exit the real world.

A creature that reaches the edge of this world and has at least 5 feet of movement remaining can make a Charisma saving throw to attempt to exit. On a success, it can move 5 feet to exit the world and return to its prior location. On a failure, it can't exit and can't try again until its next turn. A creature outside the world can attempt to enter it by moving to the location where you cast the spell and succeeding on a Charisma saving throw. You can choose to allow any creature to automatically succeed on a save to enter or exit the world.

When you create this world, you can include any obstacles or terrain of your choice. These walls, pillars, or other obstacles can occupy up to twenty 5-square-foot areas, rising to any height. They can be placed in adjacent spaces or spread out as you wish, but every creature within the world must have open paths to reach both you and the world's edge.

You can additionally create up to five hazardous spaces in 5-square-foot areas on the ground. These can take any form (e.g. fire, spikes), and deal 4d4 + 4 psychic damage to a creature when it enters the effect's area for the first time on a turn or starts its turn there. Each hazard must be at least 20 feet from every other hazard.

While in your inner world, if you fail a saving throw, you can choose to succeed instead. You can do so up to 3 times over the spell's duration. Additionally, all your spells and psionic powers have their psi point costs reduced by 1.

As an action, you can attempt to destroy a creature within the world. The target must succeed on an Intelligence saving throw or take 8d8 + 8 psychic damage and be forcibly ejected from the imaginary world, returning to its prior location in the real world.

The world can be brightly or dimly lit, and you control the weather within it. You control the aesthetic features of the world and any terrain and hazards you create inside.

When the spell ends, you and any creatures remaining in the world exit and return to your prior locations in the real world.

Quickly Constructed Worlds

The casting time of this spell is 1 action, which is 6 seconds in game. While this should not be taken literally, it is also an indication that this is a quickly constructed world. It is recommended that you come up with a general layout and any resources needed for this spell in collaboration with your GM when you select the spell, and make at most minor changes to the world when casting it. It is reasonable for a GM to limit world planning time to one minute.

Nullify Effect

2nd-level psionic

Casting Time: 1 reaction, which you take when you are forced to make an Intelligence, Wisdom, or Charisma saving throw
Range: Self
Components: S
Duration: 1 round

You gain advantage on Intelligence, Wisdom, and Charisma saving throws, including the triggering

save, until the start of your next turn. You also gain resistance to psychic and force damage until the start of your next turn.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can reroll one of the dice after making an applicable saving throw at advantage. If you cast this spell using a spell slot of 5th level or higher, you gain immunity to psychic and force damage for the duration.

Mind Blast

6th-level psionic

Casting Time: 1 action
Range: Self (60-foot cone)
Components: S
Duration: Instantaneous

You emit a devastating blast of psychic energy. Each creature in a 60-foot cone must make an Intelligence saving throw. On a failure, a creature takes 6d8 psychic damage and is stunned until the end of its next turn. On a success, it takes half as much damage and is not stunned.

Psychic Drain

2nd-level psionic

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

You draw on the psychic energy of another creature you can see to sustain yourself. The target must make a Charisma saving throw. On failure it takes 3d8 psychic damage and you gain temporary hit points equal to half the amount of psychic damage dealt and regain one expended psi point.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell deals an additional 1d8 psychic damage.

Shockwave

5th-level psionic

Casting Time: 1 action
Range: Self (30-foot radius)
Components: S
Duration: Instantaneous

You unleash a burst of telekinetic force in all directions. Each creature of your choice within 30 feet is knocked back 5 feet and must make a Strength saving throw. On a failure, it takes 8d6 damage bludgeoning damage and is knocked prone. On a success, it takes half as much damage and isn't knocked prone.

Spatial Manipulation

5th-level psionic

Casting Time: 1 action
Range: Self (120-foot radius)
Components: V, S
Duration: Instantaneous

You can swap the position of two creatures you can see within range. An unwilling creature can make a Charisma saving throw, preventing the swap on success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target another pair of creatures for each slot level above 5th.

Unlocked Potential

1st-level psionic

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute

You unlock the potential of a creature's mind, allowing it to fully reach its limits. Once per turn for the duration, the target can add 1d4 to any attack roll, damage roll, or saving throw it makes. Each time it does so, it takes 1 psychic damage as it strains against its natural limitations.

Variant: Martial Progression

These variant rules serve as something of the mirror image of the spellcasting multiclassing rules with one important distinction: they work even if you don't multiclass, but the only count non-caster class levels, counting half-casters as equal to half their class level, and one third casters as two thirds their class level.

For example, if you had 3 levels of Barbarian and 2 levels of Fighter, you'd have 5 levels in martial progression. If you had 3 levels of Barbarian and 2 levels of Ranger, you'd have 4 levels of martial progress.

Due to the 1/3 casters getting their subclass at 3rd level, you cannot lose martial progression by selecting them. For example, if you had 3 levels of Barbarian and 2 levels of Fighter, and selected a 1/3 caster subclass for Fighter at 3rd level, you'd still have 5 levels of martial progress, you just wouldn't gain a new one (due to 1/3 casters being inverted 2/3 progression in this system).

Martial Levels	Features
1	—
2	—
3	—
4	—
5	Bonus Skill (1)
6	—
7	Bonus Skill (2)
8	—
9	Bonus Feat (1)
10	Extra Attunement Slot (4)
11	Bonus Skill (3)
12	—
13	Bonus Feat (2)
14	Bonus Attunement Slot (5)
15	Bonus Saving Throw (1)
16	Bonus Expertise (1)
17	Bonus Feat (3)
18	Bonus Attunement Slot (6)
19	Bonus Expertise (2)
20	Bonus Feat (4)

Bonus Skill

You can select a skill or tool and gain proficiency with that skill or tool.

Bonus Feat

You can select an additional feat drawing from default feats or the feats presented in this book. A DM can restrict the feats available through this feature.

Bonus Attunement Slot

You can attune to an additional attunement item at a time. Due to having less competing magical forces within you, can attune to more magical items, giving more magical options and general potency to non-spellcasting characters.

Bonus Expertise

You gain expertise in one skill you are proficient with, meaning your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency, allowing you fully master certain skills.

Bonus Saving Throw

You gain proficiency in your one saving throw of your choice.

Progression

Here is a quick reference for class level progression:

Classes	Martial Progression
Barbarian, Fighter, Monk, Rogue, Warlord[K]	1
1/3 Caster Fighters, 1/3 Caster Rogues, Warden[K]	⅔
Inventor[K], Paladin, Ranger, Spellblade[K]	½
Bard, Cleric, Druid, Occultist[K], Psion[K], Sorcerer, Warlock, Wizard	0

Class Sources

Inventor can serve as a stand-in for any non-SRD half caster that makes magical items. Classes marked with [K] are created by KibblesTasty.

Occultist, Spellblade, Warden, and Warlord can be found in this book. Inventor and Psion can be found in *Kibbles' Compendium of Craft and Creation*.

Multiclassing

Multiclassing Extra Attack

If you have the Extra Attack feature (or equivalent feature that gives multiple attacks as part of the Attack action) from multiple classes, you gain an additional Fighting Style from the Fighter list of Fighting Styles for each additional time you gain the feature.

Variant: Heroic Inspiration

The characters are often defined by their ability to go above and beyond what other creatures can do. These moments can arise from many circumstances, but in some cases are fueled by bursts of performance called Heroic Inspiration.

There are a few variants of how Heroic Inspiration is awarded, which will be presented in this section. There are few general rules that apply to all of them:

- **Maximum Inspiration.** You have a maximum amount of Heroic Inspiration points equal to your Proficiency bonus.
- **Lost Momentum.** If you end a Long Rest with Heroic Inspiration points remaining, you lose them.
- **Heroic Acts.** While you have them, you can expend them to perform Heroic Acts (listed below).
- **Escalating Heroics.** In general, each stack of Inspiration is harder to get then the last, though the details will vary based on the assignment method used below.

Inspiration Assignment

The following are different options for how to distribute Inspiration points. The DM will select the method best suited to their game, or mix and match different styles.

DM Distributed (Basic)

Under this method, the DM simply assigns inspiration as they see fit. It is typically used to reward an in-character moment, prioritizing roleplaying decisions, embodying their ideals or bonds, heroic acts... or simply for telling a good joke.

Player Distributed (Inspiration Pool)

Under this method, rather than assigning inspiration to the players, the DM grants the players a pool of inspiration points, typically equal to the number of players. The players can then assign these points, but only to other players, typically for the same reasons as DM Distributed Inspiration. This serves to get the players more involved with the other characters and can help reinforce that they are each others audience and are cheering for one another to do cool things.

The DM can choose to refill the inspiration pool once it is empty or not. Typically they should only refill the inspiration pool on an exceedingly difficult adventuring day, or if all the inspiration previously awarded has been spent.

Heroic Adventuring (Automatic)

Under this method, Inspiration is awarded automatically each time the players roll initiative in a Hard or harder fight after the first during an adventuring day. A player doesn't gain an additional Inspiration if they already have 2 or more, unless rolling initiative on a Deadly fight. The DM can optionally award two inspiration when rolling initiative in a particularly deadly fight, or a Deadly fight in which the PCs have exhausted all of their resources already.

This version of inspiration represents the heroic reserves of PCs and their will to keep fighting once their resources fail them

Heroic Acts

1 Point

Legendary Resolve

After failing an attack roll, ability check, or saving throw, you can choose to spend 1 Inspiration to roll an additional die. You can choose between the additional die and the die you would have had to otherwise use.

Cast without Spell Slot (1–5)

When you lack the spell slots to cast a spell, you can expend a number of Inspiration equal to the Spell Slot level to cast the spell instead. To cast a spell this way cost a number of inspiration equal to the level at which you wish to cast the spell, up to a max of 5th level.

2 Points

Legendary Resistance

After failing a saving throw, you can choose to succeed instead.

Legendary Endurance

At the start of your turn, you can choose to expend a number of hit dice up to your Proficiency modifier. Roll and regain health as normal (the hit dice are expended).

Legendary Reaction

When you would be able to take a reaction but have already taken a reaction, you can expend 2 Inspiration Points to take a Legendary Reaction, allowing you to take a second reaction.

Heroic Reserves

On your turn, you can use a feat, class feature, ancestry feature, or that is already expended and is normally recovered on a short rest (such as an Active Martial Feat).

You gain one level of Exhaustion after the action is complete.

Heroic Save

If a character within 5 feet of you is attacked, or fails a Strength, Dexterity, or Constitution saving Throw, as a reaction you can choose to suffer the effect instead of them. You have resistance to all damage until the start of your next turn. You can move yourself and/or the saved target up to 10 feet, and only you are subject to Opportunity Attacks.

3 Points

Heroic Action

On your turn, you can choose to expend 3 Inspiration Points to take an additional action (selecting from any you can normally take), or move up to your movement speed.

You gain one level of Exhaustion after the action is complete.

Defy Death

When you would drop to zero hit points or die, you can instead drop to 1 hit point by expending three Inspiration points. Until the start of your next turn, each time you take damage you can opt to take a level of Exhaustion instead of dropping to 0 hit points.

4 Points

Legendary Action

At the end of another creature's turn, you can choose to expend to spend 4 Inspiration Points to take an extra turn. On this turn you can move up to your movement speed and take one action or bonus action.

Legendary Perfection

Before making an attack roll or ability check expend 4 Inspiration points to roll a 20. You must decide to use this before making the check or attack. While a 20 is a critical hit on an attack, a 20 on an ability check is not inherent success, though it will usually be as favorable as possible a result.

5 Points (Final Acts)

Heroic Acts that cost 5 points are so extreme they have special rules. You can only ever take 5 point Heroic Act once. **Once you use any of them, you can never use another 5 point act again.** They represent a special peak your characters adventuring career. A DM may override the limitation, or forgo using Final Acts completely.

Final acts do not require an action, and can be activated at any time while you have 5 inspiration points.

Inexhaustible

For 1 minute, you can use any ability that is normally exhausted until you complete a short or long rest, even if it is already expended. This includes class features, feats, ancestry features, and spells of 5th level or lower.

When the minute is complete, you gain a number of levels of Exhaustion equal to the number of times you ignored feature's cooldown, or five levels of Exhaustion, whichever is greater

Perfect Clarity

For 1 minute you achieve a state of perfect clarity. You are under the effects of the *haste* spell and the *foresight* spell. You are not restricted to one leveled spell (spells of 1st level or higher) per turn while under this effect.

You gain five levels of Exhaustion after the minute is complete.

Unstoppable

For 1 minute, you gain the ability to survive your health going negative, meaning you do not fall unconscious or begin making death saving throws upon reaching 0 hit points. Instead keep track of your hit points, negative or otherwise, so you know how much you have when this ability ends. You can disregard any condition that would automatically kill you, destroy you, or transmute you into another form until the minute is up. Additionally, you are under the effect of the freedom of movement spell. If have negative hit points when the effect ends, you die.

You gain five levels of Exhaustion after the minute is complete.

Variant: Two-Weapon Fighting

The following is a variant version of Two-Weapon Fighting provided by **somanyrobots**.

> **Credit**
> This system is fully designed by and credited to somanyrobots.

Intentions & Reasoning

5e's base rules for two-weapon fighting have several problems:

- The power curve is very uneven. Two-weapon fighting tends to be very strong in tier 1, decent in tier 2, and falls off hard in tier 3 and 4.
- It requires your bonus action, and competes for it with many builds. This is particularly egregious for rogues, monks, and some (but not all) ranger subclasses, but causes problems for almost any archetype at some point.
- It doesn't play well with the big melee combat feats—Great Weapon Master and Polearm Master. Most martial builds wind up relying heavily on one of these to keep up damage-wise in tier 3 and tier 4.
- Due to the extra drawing and stowing of weapons that's involved, it's often very taxing on a character's free object interactions. Playing strictly about object interaction rules often makes two-weapon fighting impractical.
- These rules aim to address these problems. The goal is to be simple, fun, and fit cleanly into the existing game.

Two-Weapon Fighting (Rule)

This replaces the Two-Weapon Fighting section in the 5e core rules.

Once per turn when you take the Attack action and attack with a light melee weapon that you're holding in one hand, you may make one additional attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the off-hand attack, unless that modifier is negative. If either weapon has the thrown property, you may throw it instead of making a melee attack.

Fighting Style

This replaces the Two-Weapon Fighting style in the Fighter and Ranger classes.

Two-Weapon Mastery

When you are wielding two melee weapons, you gain the following benefits:

- You can engage in two-weapon fighting with weapons that are not light.
- You gain a +1 bonus to your AC if both weapons are light, or if one weapon is a d4 or smaller die size.
- You have an extra free object interaction each turn which may only be used for drawing or stowing a weapon.

> **Note: Flurry of Stabs**
> Class changes are beyond the scope of this variant, but one to consider: only allow Monks to use their Flurry of Blows feature if they have an empty hand.

Twin Strike (Feat)

You have mastered the art of distracting your opponent with two weapons before closing in for a deadly blow. You gain the following benefits:

- **Increased Damage.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the extra attack.
- **Double Strike.** When you engage in two-weapon fighting, as long as the weapons' damage dice are d8s or smaller, you may choose to attack with both weapons simultaneously. Before rolling an attack, you may choose to take a −3 penalty to the attack roll. If the attack hits, you roll damage dice for both weapons, only adding your ability modifier once.
- **Riposte.** When you are wielding two weapons and an opponent misses a melee attack against you, you may use your reaction to make one melee attack with one of your weapons.

> **Note: Doubling Up**
> It is intended that on-hit effects intrinsic to the weapon work with Twin Strike—if your DM lets you have two *flame tongue shortswords*, that's on them. But spells that apply on-hit effects (e.g. *holy weapon*, *hunter's mark*) only apply once per attack.

Variant: Everything is a Feat

This is a variant rule that does what it says on the time: it turns (almost) every class feature in the game into an option you can take as a customized feat. When using this rule, **Specialist** and **Stolen Technique** become new feat selections.

This is not completely balanced. If you want this to be somewhat balanced, simply don't allow any option that costs 10 points. There are still cases where it will be too good, but it won't be as problematic.

Bonus Variant: Sacrifice Feature

For maximum flexibility, you can allow a character to sacrifice a feature listed on this table to select another feature of equal or lesser point value. When using this additional variant, you select desired 'Feat' in place of the sacrificed feature, and gain points equal to value of sacrificed feature instead of 10 points. You cannot select Ability Score Increase when selecting this way.

Credit

This system was requested and suggested by J "Shrink" Hare

Specialist

You gain 10 points, which you can spend on the following Class Feature List table to select features. You then gain those features. Features gained this way are gained as if you are the level the class would be when they get the feature (listed in parentheses), and do not scale with your level beyond that. You cannot select features of a higher level than your current character level.

If a feature grants (X) value of something, you can select it additional times to get (X) more use of the feature (for example, selecting Lay on Hands (5) twice would get 10 points of Lay on Hands).

Class Feature List

Feature	Source (Level)	Cost
Ability Score Increase (1)	—	5
Skill Proficiency (1)	—	3
Aegis	Spellblade (2)	5
Arcane Recovery	Wizard (1)	1
Arcane Surge	Spellblade (2)	5
Action Surge	Fighter (2)	10
Aura of Courage	Paladin (10)	5
Aura of Protection	Paladin (6)	10
Bardic Inspiration	Bard (1)	5
Battlefield Presence	Warlord (1)	10
Blast Zone Immunity	Spellblade (11)	5
Blindsense	Rogue (14)	5
Brutal Critical	Barbarian (9)	2
Channel Divinity	Cleric (2)	5
Cleansing Touch	Paladin (14)	4
Cunning Action	Rogue (2)	10
Diamond Soul	Monk (14)	10
Divine Health	Paladin (3)	2
Divine Sense	Paladin (1)	1
Divine Smite	Paladin (2)	10
Eldritch Invocation (1)	Warlock (2)	5
Evasion	Rogue (7)	7
Expertise (1)	Rogue (6)	5
Fighting Style	Fighter (1)	5
Lay on Hands (5)	Paladin (1)	2
Magical Warding	Spellblade (6)	7
Martial Arts	Monk (1)	5
Metamagic (2 Points)	Sorcerer (3)	5
Mystic Bulwark (2)	Warden (1)	5
Occult Rite (1)	Occultist (2)	5
Pact Boon	Warlock (3)	10
Primal Champion	Barbarian (20)	10
Primal Interdiction	Warden (2)	7
Rage	Barbarian (1)	8
Reliable Talent	Rogue (10)	10
Second Wind	Fighter (2)	5
Shift the Field	Warlord (14)	6
Signature Spell	Wizard (20)	5
Slippery Mind	Rogue (15)	5
Song of Rest	Bard	2
Spell Mastery	Wizard (18)	10

Feature	Source (Level)	Cost
The Old Ways	Occultist (20)	10
Timeless Body	Druid (18)	3
Tongue of the Sun and Moon	Monk (13)	2
Traditional Expertise	Occultist (10)	5
Unarmored Defense	Barbarian (1)	3
Unarmored Defense	Monk (1)	3
Unbreakable Will	Warlord (17)	8
Uncanny Dodge	Rogue (5)	5
Warlord's Expertise	Warlord (3)	5
Wild Shape	Druid (2)	5

Stolen Technique

You gain 10 points, which you can spend on the following Subclass Feature Table to select features. In order to select a feature, you must have the prerequisite feature (if any). You cannot select features of a higher level than your current character level.

Features Not Listed Here

You can use the following table as a reference for any feature not listed here comparing the cost to a comparable feature. Features listed here are from the 5e SRD.

Subclass Feature List

Feature	Source (Level)	Prerequisite	Cost
Ability Score Increase (1)	—	—	5
Skill Proficiency	—	—	3
Aura of Devotion	Oath of Devotion (7)	—	7
Additional Magical Secrets	College of Lore (6)	Spellcasting	10
Blessed Life	Life Domain (6)	Spellcasting	8
Cutting Words	College of Lore (3)	Bardic Inspiration	3
Dark One's Blessing	The Fiend (1)	—	5
Dark One's Own Luck	The Fiend (6)	—	7
Defensive Tactics	Hunter (7)	—	5
Divine Strike	Life Domain (8)	—	5
Draconic Resilience	Draconic Bloodline (1)	—	8
Dragon Wings	Draconic Bloodline (14)	—	10
Elemental Affinity	Draconic Bloodline (6)	—	7
Fast Hands	Thief (3)	Cunning Action	5
Frenzy	Berserker (3)	Rage	5
Fiendish Resilience	The Fiend (10)	—	10
Hunter's Prey	Hunter (3)	—	10
Improved Critical	Champion (3)	—	5
Intimidating Presence	Berserker (10)	Rage	3
Land Stride	Circle of the Land (6)	—	5
Mindless Rage	Berserker (6)	Rage	5
Multiattack	Hunter (11)	—	5
Nature's Sanctuary	Circle of the Land (14)	—	7
Nature's Ward	Circle of Land (10)	—	8
Open Hand Technique	Way of the Open Hand (3)	Flurry of Blows	6
Peerless Skill	College of Lore (14)	Bardic Inspiration	4
Preserve Life	Life Domain (2)	Channel Divinity	5
Purity of Spirit	Oath of Devotion (15)	—	10
Quivering Palm	Way of the Open Hand (17)	Ki Points	5
Remarkable Athlete	Champion (7)	—	3
Retaliation	Berserker (14)	—	10
Sacred Weapon	Oath of Devotion (3)	Channel Divinity	2
Second Story Work	Thief (3)	—	3
Superior Critical	Champion (15)	Improved Critical	5
Tranquility	Way of the Open Hand (11)	—	2
Wholeness of Body	Way of the Open Hand (6)	—	5



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Variant: Blood Magic

Blood Magic is a special type of magic that leverages a grim resource: the blood of living creatures. Most often it takes the form of the caster sacrificing their own vitality for greater powers.

Blood Magic is separated into its own section (in subclasses and spells) as Blood Magic is inherently a variant rule that exists requiring specific coordination with the DM to see if it would work for their game. Not only may blood magic not exist in all settings, but it may not be appropriate for player characters in all systems. In some settings Blood Magic is inherently 'Evil' to use, while in others it may simply be illegal or viewed as unorthodox.

Occultist Traditions

The following is a new subclass option for the Occultist class.

Blood Cultist

The dark tradition of a Blood Cultist is one that seeks power at any cost. They are those prepared to give up everything for power, dedicated themselves to mysterious rituals, forbidden techniques, and whispered taboos in order to grasp hold of ancient and terrible powers. Masters of sacrifice, blood magic, and willing to cast aside their humanity (or relevant equivalent!), they are driven beyond what most would consider rational, natural, or even possible on their eternal quest to go beyond the limiting walls of mortality to find new dark powers.

Unusual Resources

Cultists are a unique type of full caster. They sacrifice the majority of their spell slots to empower themselves, which would normally leave them with little room to cast spells, but make up for that shortcoming through being able to more freely sacrifice their own hit points through Blood Magic.

Variable Casting Stat

There's a reasonable argument for Intelligence, Wisdom, or Charisma as a casting stat for the Cultist subclass. It's perfectly fine if you allow them to use any casting stat, but it's recommended to disallow multiclassing if allowing them to select casting stats other than Wisdom.

Blood Casting

Starting at 1st level, you learn the *blood bolt*[K] cantrip and gain the following blood magic spells as you level.

Occultist Level	Spells Learned
1st	*crimson poison*[K], *sense blood*[K]
3rd	*compelled convulsion*[K], *morbid puppet*[K]
5th	*corpse explosion*[K], *vampiric blade*[K]
7th	*exsanguinate*[K], *macabre marionette*[K]
9th	*explode heart*[K], *life link*[K]

Dark Powers

Starting at 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class and you gain the ability to sacrifice spell slots for dark boons.

At the end of a long rest, select up to 2 sacrifices to make from the following list. When you sacrifice a spell slot, that spell slot is expended and cannot be regained while the boon is active. The boon ends and you regain the expended spell slot when you complete your next long rest, unless you select the same boon again at the end of that long rest

continuing its effect.

The number of sacrifices you can make to receive boons increases at 3rd level (to 3), 6th level (to 4), 9th level (to 5), 12th level (to 6), 15th level (to 7), and 18th level (to 8).

Boon of False Life (1st level+)

You sacrifice a spell slot of 1st level or higher, gaining temporary hit points equal to 6 + twice the level of the sacrificed spell slot. When you complete a short rest under the effect of this boon, you regain 1d4 + half the initial temporary hit points granted by the boon.

Boon of Demonic Claws (1st Level+)

You sacrifice a spell slot of 1st level or higher, reforming one or more (based on the table below) of your arms into natural weapons in the form of demonic claws. The power of the demonic claw depends on the level of the spell slot sacrificed, gaining a larger damage dice and a growing bonus to attack and damage rolls.

When making attacks with your demonic claw, you can use your Spellcasting modifier in place of your Strength modifier for attack and damage rolls. If you have more than one claw, you can make a single weapon attack with the second claw as a bonus action after making an attack with the first claw.

Spell Slot Sacrificed	Claw Damage	Attack/ Damage Bonus	# of Claws
1st	1d6 slashing	+1	1
2nd	1d6 slashing	+1	2
3rd	1d8 slashing	+1	2
4th	1d8 slashing	+2	2
5th	1d10 slashing	+2	2
6th	1d12 slashing	+2	2
7th	1d12 slashing	+3	2

Boon of Swiftness (1st level)

You sacrifice a 1st-level spell slot, increasing your movement speed by 10 feet.

Boon of Demonic Leaps (1st level)

You sacrifice a 1st-level spell slot, tripling your jumping distance. You can use your Spell Casting ability score to determine your jumping distance instead of your Strength ability score.

Boon of Demonic Sight (2nd level)

You sacrifice a 2nd-level spell slot, gaining 60 feet of darkvision. If you already have darkvision, the range of your darkvision increases by 60 feet.

Boon of Fiendish Talent (2nd level)

You sacrifice a 2nd-level spell slot, you gain proficiency in one skill or tool of your choice. If you were already proficient in that skill or tool, you gain expertise (meaning you can add twice your proficiency modifier to ability checks made with that skill or tool).

Boon of Frenzy (2nd level)

You sacrifice a 2nd-level spell slot, gaining the Two-Weapon Fighting or Dueling Fighting Style of the Fighter class.

Boon of Burning Eyes (3rd Level)

You sacrifice a 3rd-level spell slot, gaining the ability to cast *eyes of immolation*[K] at-will without expending a spell slot.

Boon of Fiendish Vigor (3rd level)

You sacrifice a 3rd-level spell slot, gaining 5 current and maximum hit points. If you regain hit points by spending Hit Dice at the end of a short rest, you regain an extra 1d6 hit points.

Boon of Fury (3rd Level)

You sacrifice a 3rd-level spell slot, allowing you to attack twice, instead of once, whenever you take the Attack action on your turn.

Boon of Demonic Resistance (4th level)

You sacrifice a 4th-level spell slot, gaining resistance to one of acid, cold, fire, or poison damage. You can select this boon multiple times.

Boon of Telepathy (4th level)

You sacrifice a 4th-level spell slot, gaining the power to communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. Creatures you communicate with can reply in kind.

Boon of Unholy Strength (4th level)

You sacrifice a 4th-level spell slot, making your Strength ability score equal to your Spell Casting ability score.

Boon of Resilience (5th Level)

You sacrifice a 5th-level spell slot, gaining proficiency in a saving throw of your choice.

Boon of Unholy Weapon (6th level)

You sacrifice a spell slot of 6th level or higher, increasing the damage of your melee weapon attacks by 1d8 necrotic damage.

Boon of Demonic Wings (6th level)

You sacrifice a 6th-level spell slot, causing demonic wings to erupt from your back. You gain a flying speed of 30 feet.

Boon of Demonic Ascension (9th Level)

You sacrifice a 9th-level spell slot, you can remain in the form granted by your Demonic Ascension as long as you like, entering or exiting it as a bonus action at any time.

Sacrificial Casting

Starting at 3rd level, you gain the Hemomancer feat, granting you the included ability to cast Blood Magic spells with your hit points (detailed in the feat).

Feat: Hemomancer

You can sacrifice your essence to cast spells with the *"(blood magic)"* tag in place of expending a spell slot. To do so, sacrifice 5 hit points per level of the spell. These hit points sacrificed can count towards the hit point cost of the blood Material component of the spell.

You can cast a total number of spell levels in this manner equal to your character level, but casting a spell of 6th level or higher this way drains your vitality in a more profound way, causing you to gain levels of exhaustion equal to the number of levels over 5th the spell is (1 level for a 6th-level spell, 2 for a 7th-level spell, etc.).

You cannot cast spells over 5th level this way while you have any levels of exhaustion. The total number of spell levels you can cast in this manner resets when you take a long rest.

Sanguine Power

Beginning at 6th level, when you deal piercing or slashing damage to a creature that has blood, the next time you cast a spell with the Blood Magic tag before the end of your next turn, you can reduce the amount of your own hit points you need to expend by the piercing or slashing damage you dealt to that creature with that attack (you can pick the highest damage piercing or slashing damage attack you made during that time).

Demonic Ascension

Starting at 14th level, as a culmination of your sacrificial boons, you are granted a form of terrifying power. As a bonus action, you transform into this fiendish form for 1 minute, gaining the following benefits:

- **Demonic Resistance.** While in this form you have resistance to non-magical bludgeoning, piercing, and slashing damage and advantage on saving throws against magic.
- **Movement Speed.** Your movement speed increases by 10 feet.
- **Enlarged.** You optionally can become large sized for duration, increasing your weapon attack damage by 1d4.

Each time you kill a creature, the duration of the demonic form increases by 1 minute. Once you assume this form, you cannot assume it again until you complete a long rest.

Cultist Specific Rites

Abandoned Humanity *(Prerequisite: Creature Type of Humanoid)*

You cast aside your humanity. Your creature type ceases to be humanoid. Select a new creature type from aberration, fiend, or monstrosity.

Blood Leeching

When you cast a blood magic spell of 1st level or higher with Sanguine Power, if the spell does not consume all of the stored hit points, you gain temporary hit points equal to the remainder.

Boon Seeker

You can make one additional sacrifice to receive a boon using your Dark Powers feature.

Cultist's Touch *(Prerequisite: 7th-level Blood Cultist)*

When you use your action to cast a cantrip with a range of touch, you can make one weapon attack as a bonus action.

Demon Within *(Prerequisite: 15th-level Blood Cultist)*

The first time you drop to 0 hit points, you assume your Demonic Ascension form (not counting as a use of the feature) and regain half your maximum hit points. Once this effect is triggered, you cannot trigger it again until you complete a long rest.



Empowered Blood Magic *(Prerequisite: 5th level Blood Cultist)*

When you cast a spell that deals damage on cast and has a blood magic tag, you can add your Spellcasting modifier to the damage dealt.

Sacrificial Absolution

You can cast lesser restoration on a willing creature without expending a spell slot, however when you cast it in this way you suffer any condition or effect that spell cleared.

When you reach 9th level, you can instead cast *greater restoration* this way. It does not consume any material components when you cast it this way. If you remove a cursed item's effect (ending its attunement to creature), it instead becomes attuned to you.

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Unholy Gift

Once per turn, when you expend your own hit points to cast a spell using Blood Magic, you can cause one allied creature other than yourself within 30 feet to gain temporary hit points equal to the sacrificed hit points.

Wretched Resilience

You gain immunity to diseases, and advantage on saving throws against the poisoned condition.

Zealous Conviction

You gain advantage on saving throws against being charmed or frightened.

Zealous Dedication *(Prerequisite: Zealous Conviction, 12th level Blood Cultist)*

When you are reduced to 0 hit points, you can make a Spellcasting ability check with a DC of 5 + the damage taken. On success, you are reduced to 1 hit point instead.

On failure, you can expend a spell slot to increase the value rolled by an amount equal to the level of the spell slot, potentially during a failure into a success. Once you spend a spell slot to do so, you cannot do so against until you complete a short or long rest.

Occultist Witch Options

The witch subclass of the Occultist class gains an additional coven option:

Coven: Red Coven

When you select your coven, you gain an additional option: the blood stained Red Coven.

Red Coven Spells

You learn the following spells at the following levels. They do not count against your spells known.

Witch Level	Bonus Spells
1st	*sense blood*[K], *hemorrhaging curse*[K]
3rd	*hold person*, *morbid puppet*[K]
5th	*corpse explosion*[K], *rupturing curse*[K]
7th	*exsanguinate*[K], *macabre marionette*[K]
9th	*bloodline curse*[K], *hold monster*

Familiar Bond: Red Coven

As a reaction to an allied creature taking damage while within 5 feet of your familiar, you can transfer up to four times your Occultist level of that damage (up to 12 at level 3 when you get this feature) to another willing creature within 60 feet of it. The damage transferred cannot exceed the current hit points of the target of the transfer. You can do this a number of times equal to your Spellcasting modifier, regaining all uses when you complete a long rest.

Additional Witch Specific Rites

Malicious Transfusion *(Prerequisite: Red Coven)*

When your familiar redirects damage, you can target an unwilling creature. When you do so, the target creature must make a Charisma saving throw. On a failure, it takes the redirected damage as normal, and the amount transferred can exceed its current hit points. On a success, it takes half the redirected damage, and you take the other half of the redirected damage.

Bathed in Blood *(Prerequisite: Red Coven)*

When you take damage as part casting blood magic (from contributing the material component or through the Hemomancer feat) it does not force a saving throw to maintain concentration if you are concentrating on a spell.

Additionally, when you expend hit points casting a spell with blood magic, you gain temporary hit points equal to the hit points expended on its material components.

Sanguine Sacrifice *(Prerequisite: Red Coven)*

When you restore hit points with an Occultist spell, you can increase the hit points restored by up to your Occultist level by spending an equal number of your own hit points (equal to the total number of additional hit points restored across all targets if the spell targets multiple targets).

Sanguine Secrets *(Prerequisite: Red Coven, Hemomancer feat)*

You can cast spells without the Blood Magic tag using the Hemomancer feat.

Sanguine Vitality *(Prerequisite: Red Coven)*

Your rich diet of the blood of your enemies empowers you. Your maximum hit points are increased by 1 for each Occultist level you have.

Stolen Life *(Prerequisite: 5th-level, Red Coven)*

As an action, you can touch a recently deceased corpse, drawing the last fragments of life out of it. When you do so, you recover hit points equal to the creatures CR or levels, and can optionally assume it's appearance as if by the disguise self spell, but with an indefinite duration. You can store a number of stolen appearances this way equal to your Wisdom modifier, assuming any of them as an action. You can end the illusion or assume a different stored appearance as an action.

Witch's Fangs *(Prerequisite: Red Coven)*

As an action, you grow long canine fangs and attempt to bite a creature within 5 feet of you, making a melee spell attack. On hit, the target takes 1d4 piercing damage and 1d4 necrotic damage, and you gain temporary hit points equal to the necrotic damage dealt.

The piercing and necrotic damage each increase by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

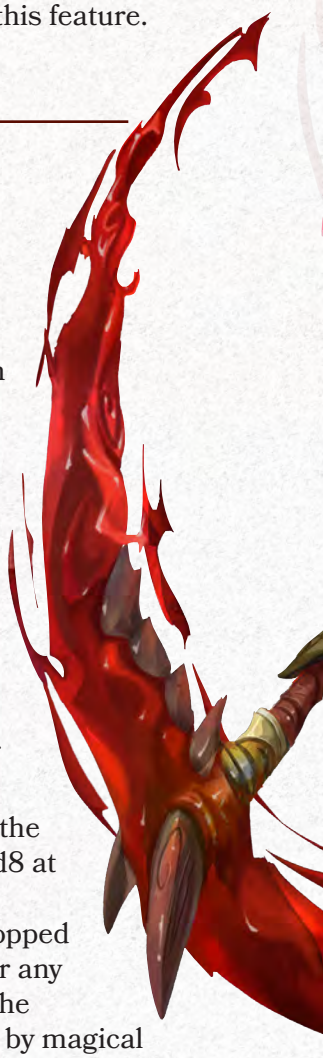
Starting at 6th level, you can apply your Witch's Touch feature to attacks made with this feature.

Red Coven Spells

Hemorrhaging Curse

1st-level necromancy (blood magic)

Classes: N/A
Casting Time: 1 action
Range: 30 feet
Components: S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes and a drop of your blood worth at least 1 hit point, which the spell consumes)
Duration: Concentration, up to 1 minute



You curse a target with unclosing wounds. If the target has taken piercing or slashing since the end of their last turn or takes piercing or slashing damage for the duration of the spell, its hit points are reduced by 1d8 at the end of each of its turns for the duration. This damage cannot be stopped by first aid, staunching the wound, or any non-magical means, but is ended if the creature is restored to full hit points by magical healing or the spell ends.

Rupturing Curse

3rd-level necromancy (blood magic, curse)

Classes: N/A
Casting Time: 1 action
Range: 60 feet
Components: S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes and a drop of your blood worth at least 2 hit point, which the spell consumes)
Duration: Concentration, up to 1 minute

You invoke a curse on a creature you can see within range, rupturing their tendons. For the duration, the creatures hit points are reduced by 2d4 for each 5 feet they move. Creatures without blood are immune to this curse.

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Bloodline Curse

5th-level necromancy (blood magic)

Classes: N/A
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (something from the target creature—such as blood, hair, or scales—which the spell consumes and a drop of your blood worth at least 5 hit point, which the spell consumes)
Duration: Concentration, up to 1 hour

You invoke a curse on a creature's bloodline. Up to 5 creatures of your choice (other than the target) of the same creature type within range are bound to that creature by a magical curse. If a creature is directly related (ancestor, descendant, or sibling) to the target creature, the range at which they can be cursed with this bond increases to 1 mile.

When that creature becomes bloodied (reduced to less than half its maximum hit points) and again if that creature dies, all creatures effected by the curse must make a Charisma saving throw, taking 5d6 + twice the cursed creature's CR (or level) necrotic damage on failed save, or half as much on success. This curse has no effect on creatures without blood.

At Higher Levels. When you cast this spell with a 6th level slot or higher, the number of creatures you can target increases by 1 for each level above 5th. When using a 9th-level spell slot, the range at which you can target a related creature can be unlimited, though you must be aware of the target's existence.

Self Targeted Curse

It's intentional you can use this curse on yourself or an allied creature to target creatures of your choice that are not allied creatures but are the same creature type. It's naturally less value as you generally won't get the death effect as well.

Warden Bonds

Blood Forger

Blood Forgers are immediately different from other Wardens, drawing their power from something more visceral but no less primal than the forces of nature: the blood of creatures. Fundamentally tied to the essence of life that beats in the heart of every creature, they are self-appointed guardians and gardeners of it, preserving, curating, and pruning.

Their comfort with blood and death often makes creatures uncomfortable, but they can be as potent an ally as they are a dangerous enemy, capable of giving life as easily as taking it, able to keep their companions alive against all odds.

Blood Forge

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can forge your blood into armaments. You can conjure up to two weapons, or a weapon and a shield at the same time in this way. Weapons and shields created this way are automatically equipped as part of conjuring them, and can be dismissed at any time (no action required). Shields act as a normal shield would, while weapons depend on the properties selected from the Blood Forged Weapon table below.

If you become bloodied (reduced to half your maximum hit points or less), your Blood Forged weapons deal 1d4 additional necrotic damage. The size of this die increases at 5th (to 1d6), 11th (to 1d8), and 17th (to 1d10) level.

Blood Forged Weapon Table

Properties	Damage Dice
—	1d4 slashing + 1d4 necrotic
Light	1d6 slashing
Reach	1d6 slashing
Two-Handed	1d6 slashing + 1d6 necrotic

The damage die of these weapons are increased by any Warden class feature that increases the damage die of natural weapons. If the damage die of any d6 weapon is increased to a d8, it instead becomes 1d4 slashing and 1d4 necrotic damage. When the damage die of any weapon with multiple dice increases, you can select which damage die to increase.

Crimson Font

At 1st level, when you cast a blood magic spell, you can contribute hit points of blood up to your Warden Level to the spell without taking damage. Any hit points contributed beyond that reduce your hit points as normal.

Additionally, you are immune to any effect that drains your blood, makes you take damage from bleeding, or causes effects that involve bleeding. You are not immune to the damage that makes you bleed.

Innate Magic

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Blood Warden Spells

Warden Level	Innate Spells (1/long rest each)
1st	*blood transfusion*[K]
3rd	*sense blood*[K]
5th	*morbid puppet*[K]
9th	*crimson tide*[K]
13th	*locate creature*
17th	*ichorous blood*[K]

Life Bond

Additionally at 3rd level, once per turn, when a creature within range of your Primal Interdiction takes damage, you can give one (or more if multiple creatures take damage at the same time) resistance to the damage taken (no action required). When you do so, you take the same amount of damage (after the resistance is applied).

Restore Vitality

Starting at 7th level, your Innate Magic ability to cast *blood transfusion*[K] without expending a spell slot is refreshed when you complete a short rest. When you cast *blood transfusion*[K] on a target other than yourself, you can expend hit points up to your Warden level (instead of up to 5), increasing the amount it heals the target based on the spell effect.

Reaper's Harvest

Additionally at 7th level, once per turn while you are bloodied (at less than half your maximum hit points) and deal necrotic damage to an enemy, you regain hit points equal to your Constitution modifier. This cannot restore hit points beyond half of your maximum hit points.

Life Control

Starting at 14th level, you are under the effects of *death ward* until the effect is triggered, ending the effect as normal. You regain this effect when you complete a long rest.

Additionally, when a creature makes a death save within 60 feet of you, you can use your reaction to turn the roll into a 20, allowing them to recover with 1 hit point. Once you do so, you cannot do so again until you complete a long rest.

Blood Domain

Starting at 17th level, as a bonus action you exert influence over the blood of creatures within 20 feet of you for 1 minute. All allied creatures of your choice within range gain resistance to slashing and piercing damage, while all hostile creatures in range bleed profusely when taking piercing or slashing damage, taking an additional 10 damage at the start of their turn if they've taken piercing or slashing damage since the end of their last turn.

Additionally, once during the effect as an action, you can exert your full control over the field to cast *hold monster* or *hold person* as a 5th-level spell, without expending a spell slot, targeting a creature (or creatures if the spell targets multiple creatures) within the domain. When you cast it this way, if a creature passes their saving throw against the effect, they are under the effect of *slow* until the start of your next turn.

Creatures without blood are unaffected by the blood domain. Once you use this ability, you cannot use it again until you complete a long rest.

Spellblade Tradition

Sanguine Sword

Spellblades of the Sanguine Sword are a rare and feared lot, blood seekers that fuel their bloody rampages with the blood they spill. They slash their way through hordes in a never ending flurry of blood, magic, and blade, their fallen foes feeding further violence.

Those that follow the Sanguine Sword are not inherently evil—or at least not all view themselves as such—but the slaughter fueled nature of their powers provide a dark path of temptation, the next kill always offering a temptation to drive the slaughter further. Even their staunchest ally may give them a wide berth on the battlefield, while many will dismiss them as more savage beast than hero, regardless of their goals and intentions.

Sacrificial Blade Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known. Additionally, all spells with the "Blood Magic" tag are added to the Spellblade spell list for you.

Spellblade Level	Spells Learned
3rd	*blood slash*[K]
5th	*bloody burst*[K]
9th	*vampiric blade*[K]
13th	*exsanguinate*[K]
17th	*explode heart*[K]



ART: TRUNG TIN SHINJI

Blood-Stained Blade

Starting at 3rd level, when you select this archetype, you gain special affinity when wielding a blood-coated weapon. For 1 minute after that melee weapon deals 1 or more points of damage to a living creature that has blood, you can use your Intelligence modifier, instead of your Strength or Dexterity modifier for attack and damage rolls with that weapon. A weapon bloodied in this way is consider magical for the purposes of overcoming resistance to non-magical damage.

You can sacrifice 1 of your own hit point at any time (no action required) to bloody a blade activating this effect.

Sanguine Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

- When you cast a spell with the Blood Magic tag, you can expend an Arcane Surge to gain temporary hit points equal to your spellcasting modifier + half your Spellblade level (rounded down).

Catharsis of Carnage

Starting at 7th level, when you make an attack that is a critical strike or that kills a creature that is CR 1/4 or higher, you regain one use of Arcane Surge.

If you are bloodied (meaning your current hit points are less than half of your maximum hit points) when you trigger this ability, you additionally regain hit points equal to your proficiency bonus.

Gore and Giblets

Starting at 15th level, your score a critical strike on a 19 or 20 when making an attack roll.

Additionally, when your attack kills a creature, damage dealt by Splash Damage to nearby creatures is increased to 2d8.

Red Eyed Rampage

Starting at 20th level you can fall into a bloody-crazed trance of slaughter (no action required) for 1 minute. For the duration, you gain a truesight of 120 feet against bloodied creatures and have advantage on attack rolls against them.

Once during each of your turns for the duration, if you trigger Catharsis of Carnage, you can immediately take an additional action.

Warlock Patron

The Bloodbound

The Bloodbound Patron is an ancient and powerful entity of blood. Ancient vampires or other creatures that feast on the power of blood are the most common, but there is a primordial power to blood that has created many ancient entities with deep ties to the secrets of life and death that may be sought for the impressive eldritch powers. As a warlock with a Bloodbound Patron, you gain unique abilities to manipulate blood and the life force of creatures.

The Bloodbound Expanded Spells

Spell Level	Spells
1st	*false life, inflict wounds*
2nd	*bloody burst*[K], *compelled convulsion*[K]
3rd	*crimson tide*[K], *invest life*[K]
4th	*blood frenzy*[K], *vital surge*[K]
5th	*dominate person, life support*[K]

Life Drain

At 1st level, you gain the ability to drain the vitality of other creatures through their blood. When you hit a creature with an attack (including weapon or spell attacks), you can use your bonus action to drain their life, dealing additional necrotic damage equal to your Charisma modifier and regaining hit points equal to the necrotic damage dealt.

You can use this feature a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest.

Beating Hearts

Starting at 1st level, you can sense the beating hearts of life in creatures around you. You can use your spellcasting modifier, instead of your Wisdom modifier, for making Perception and Insight checks against living creatures with blood, and to calculate your passive scores to sense living creatures.

You can heighten this sense further by casting *sense blood*[K] without expending a spell slot or material components, but once you do so, you cannot do so this way again until you complete a long rest.

Sanguine Empowerment

Starting at 6th level, you can sacrifice your hit points to empower your magic. When you expend a Pact Magic spell slot to cast a spell that has an effect that scales with spell level, you can expend a number of hit points equal 1 + to the level of the spell to increase the level at which you cast the spell by one level (for example, if you cast the 2nd level spell hold person using a 3rd level Pact Magic Spell slot, you could expend 3 hit points to cast it at the 4th level).

When you cast a cantrip, you can scale the cantrip to its next level of power (for example, casting it as if you were 11th level) by spending 3 hit points this way. This works even when you are 17th level, and the cantrip would generally not scale further (adding an additional die or firing an additional beam in the case of eldritch blast).

You can spend a total number of hit points this way equal to your Warlock level, after which you cannot spend more hit points to empower your spells until you complete a long rest.

Vital Reserves

Starting at 10th level, your maximum hit points are increased by your Warlock level.

The Hunger

Beginning at 14th level, you can temporarily transform into a powerful avatar that devours blood. As an action, you assume this form for 1 minute, gaining the following powers:

- **Damage Resistance.** You have resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.
- **Blood Frenzy.** You have advantage on attack rolls against bloodied creatures (creatures with less than half of their maximum hit points).
- **Life Drain.** You can use Life Drain on each of your turns without expending uses of the feature.
- **Bloody Shroud.** When you use Sanguine Empowerment, you gain temporary hit points equal to the hit points expended.

This form ends early if you end your turn without dealing or receiving damage since the start of your last turn or if you become incapacitated. Once you use this feature, you cannot use it again until you complete a long rest.

Blood Magic Feats

Hemomancer

Prerequisite: Spellcasting or Pact Magic Feature

You can sacrifice your essence to cast spells with the "*(blood magic)*" tag in place of expending a spell slot. To do so, sacrifice 5 hit points per level of the spell. These hit points sacrificed can count towards the hit point cost of the blood Material component of the spell.

You can cast a total number of spell levels in this manner equal to your character level, but casting a spell of 6th level or higher this way drains your vitality in a more profound way, causing you to gain levels of exhaustion equal to the number of levels over 5th the spell is (1 level for a 6th-level spell, 2 for a 7th-level spell, etc.).

You cannot cast spells over 5th level this way while you have any levels of exhaustion. The total number of spell levels you can cast in this manner resets when you take a long rest.

Vital Blood

Prerequisite: Spellcasting or Pact Magic Feature

Your mastery of blood magic has given it magical properties, brimming with unnatural vitality. You gain the following benefits:

- **Ability Score Increase.** Increase your Constitution, Wisdom, Intelligence, or Charisma by 1, to a maximum of 20.
- **Bloody Vitality.** When you complete a short rest while you are bloodied (have less than half your maximum hit points) before rolling any hit dice, you regain hit points equal to your spellcasting modifier.
- **Crimson Potion.** As an action, you can take 1d4 slashing damage to splatter some of your blood on a willing creature within 5 feet, granting them the effects of a Potion of Healing. Once you use this ability you cannot use it again until you complete a short or long rest.

Crafting System Integration

If using the Kibbles' Crafting System, if you have the Magical Blood feat, once per week you can extract some of your blood to use it as a Common Curative Reagent in crafting.

Blood Magic Spells

Blood magic is a special category of spells which drain the vitality of living creatures to cast magic. Blood magic might not always be considered evil, but you should consult with your DM about local attitudes toward blood magic in their setting.

Blood Magic may not be for everyone and frequently involves gore and themes of self-harm; be sure to consult with everyone at your table to make sure this content is suitable for your game.

Limited Availability

Blood magic is not restricted by any special feat or requirement, but your DM may rule that there are special requirements to learn blood magic. The only inherent restriction is that the Hemomancer feat is required to cast spells using only your hit points (bypassing spell slots).

Blood Components

Blood magic spells all have a material component that reads "a drop [or splash] of blood worth [X] hit points". If a material component is "up to X" hit points, you can choose to spend as little as 1 hit point, or up to the full amount listed.

When you cast a blood magic spell, you take damage equal to the hit points required for the spell, which you can draw as part of casting the spell (no additional action required). These hit points must come from you, unless you have features or feats that allow you to use other sources of blood to power your magic.

If you cast a blood magic spell with a higher-level spell slot, the minimum hit point cost increases to the slot level used.

You cannot use blood magic if doing so would reduce you to 0 hit points.

Blood Damage

Damage taken from casting blood magic reduces your current hit points and bypasses any temporary hit points or damage reduction you have (as you need blood to power the spell).

Concentration

Many blood magic spells lack the concentration requirements of normal spells. This is intentional, and part of what makes them appealing options for unscrupulous casters. Blood mages often take small amounts of damage when casting their spells, which might break their concentration—so it's important for them to have good options available that don't require concentration.

What can Blood Magic affect?

Which creature have blood is up to the DM, but typically includes any creature with any blood-equivalent substance in its body. This usually includes humanoids, beasts, monstrosities, aberrations, vampires, and elementals and plants which move and act like sentient creatures.

Blood Bolt

Transmutation cantrip (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)
Duration: Instantaneous

You transmute a drop of blood into a crimson dart and launch it at creatures within range, making a ranged spell attack. On hit, the target takes 1d6 piercing damage and 1d6 necrotic damage.

The piercing and necrotic damage both increase by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). The blood consumed also increases when the damage increases at 5th (2), 11th (3), and 17th (4).

Bloody Burst

2nd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)
Duration: Instantaneous

You cause a creature's blood to erupt outward in a violent spray. The target must make a Constitution saving throw. On a failure, it takes 4d6 necrotic damage, and every other creature within 10 feet of the target must succeed on a Dexterity saving throw or take 2d6 necrotic damage from the blood spray. On a successful save, the target takes half as much damage and the blood spray does not occur. A creature without blood is immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the damage against the main target increase by 2d6 as well as the spray increasing by 1d6 for each spell level above 2nd.

Blood Diagnosis

1st-level divination (blood magic, ritual)

Classes: Occultist, Wizard
Casting Time: 1 minute
Range: Touch
Components: S, M (a drop of your blood worth 1 hit point and a drop of any creature's blood, both of which the spell consumes)
Duration: Instantaneous

You spill a drop of your blood and mix it with a sample of any creature's blood. You learn the following information about the sample:

- The type of creature it came from
- If that creature was poisoned or diseased when the blood sample was given
- Any medical information related to the creature's blood (blood type, general health, malnutrition, etc.)
- If the creature is a blood relative of any other creature whose blood you've previously cast this spell on

Blood Divination

2nd-level divination (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Touch
Components: S, M (a drop of your blood worth at least 2 hit points which the spell consumes, and another creature's blood)
Duration: Instantaneous

You mix a drop of your blood into a bloodstain or blood sample from another creature and create a magical resonance. You learn the creature's current condition (alive, wounded, or dead), its creature type, its general distance from you (nearby, distant, or very far), and its general direction.

If the blood is more than 24 hours old, the spell becomes more difficult, and you must succeed on a DC 10 spellcasting check to gain any information. The DC increases to 15 if the blood is more than a week old, and 20 if the blood is more than a month old.

Blood Frenzy

4th-level enchantment (blood magic)

Classes: Druid, Occultist, Wizard
Casting Time: 1 action
Range: Touch
Components: S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)
Duration: Concentration, up to 1 minute

You touch a willing creature, launching it into an empowered frenzy. For the duration, all attacks against the target creature have advantage, but the target gains the following benefits:

- The target is immune to the charmed and frightened conditions.
- The target has advantage on its melee weapon attacks.
- When taking damage would reduce the creature to 0 hit points, it must make a Constitution saving throw with the DC equal to half the damage taken. On a success, it is reduced to 1 hit point instead.

If you target yourself, you cannot lose concentration on this spell as a result of taking damage.

Blood Slash

1st-level transmutation (blood magic)

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a splash of your blood worth up to 2 hit points, which the spell consumes)
Duration: Instantaneous

You create a blade of blood and fling it at a creature you can see within range. Make a ranged spell attack. On a hit, the creature takes 2d6 slashing damage and 2d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the slashing damage increases by 1d6 for each slot level above 1st.

Blood Storm

2nd-level transmutation (blood magic)

Classes: Occultist, Warlock, Wizard
Casting Time: 1 action
Range: Self or 60 feet
Components: S, M (a splash of your blood worth at least 2 hit points, which the spell consumes)
Duration: Instantaneous

You create a slicing vortex of swirling blood in a 15-foot radius around you or a point you choose within range. Each creature in the area must make a Dexterity saving throw. On failure, it takes 3d8 slashing damage. On a success, it takes half as much damage. If you center the spell on yourself, you are immune to its effects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Blood Transfusion

1st-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Touch
Components: S, M (a splash of your blood worth 5 hit points, which the spell consumes)
Duration: Instantaneous

You infuse a creature you touch with life drawn from the blood used in the material component of the spell. The target regains hit points equal to twice the amount expended.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of hit points consumed by the spell increases by 5 for each slot level above 1st.

Blood Wave

2nd-level transmutation (blood magic)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)
Duration: Instantaneous

You release a wave of magical blood that spreads out in a 15-foot cone. Creatures in the area must make a Strength saving throw. On a failure, a creature takes 2d6 bludgeoning damage and 2d6 necrotic damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone.

If the wave kills a creature or passes over a corpse that has died within the last minute, it grows, increasing its size by 5 feet (e.g. it becomes a 20-foot cone). It can increase to up to twice its original size. Creatures without blood don't trigger this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's range increases by 5 feet and the necrotic damage increases by 1d6 damage for each slot level above 2nd.

Compelled Convulsion

2nd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 30 feet
Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)
Duration: Instantaneous

You attempt to briefly take control of the blood of a creature you can see within range. The target must make a Constitution saving throw. On a failure, you can force it to use its reaction to move up to 15 feet (or its movement speed, whichever is less) and make a single weapon attack against a target of your choice within reach. Creatures without blood are immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature for each level above 2nd level.

Corpse Explosion

3rd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a splash of your blood worth at least 3 hit points, which the spell consumes)
Duration: Instantaneous

You cause an eruption of blood from the corpse of a Small or larger creature that had blood and was slain within the last minute. Each creature within 15 feet of the corpse must make a Dexterity saving throw. On a failure, it takes 3d8 necrotic damage and 3d8 thunder damage. On a success, it takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional corpse for each slot level above 3rd. A creature affected by multiple corpse explosions makes its saving throw at disadvantage, but only takes damage once.

Crimson Poison

1st-level transmutation (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self
Components: S, M (a melee weapon worth at least 1 sp and a splash of your blood worth up to 5 hit points, which the spell consumes)
Duration: 1 minute

You invest your life force into an ichorous crimson coating on a weapon you are holding. The next 3 times you hit a creature with the weapon, you deal additional acid damage equal to the hit points expended. The spell then ends. If you don't hit a creature 3 times within the spell's duration, the blood dries, becoming nonmagical and harmless.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can expend 1 additional point for each slot level above 1st, up to a maximum of 10 hit points at 6th level.

Crimson Tide

3rd-level conjuration (blood magic)

Classes: Occultist, Wizard
Casting Time: 1 action
Range: Self (15-foot radius)
Components: S, M (a splash of your blood worth at least 10 hit points, which the spell consumes)
Duration: 1 round

You unleash a sweeping tide of blood along the ground, transforming the terrain into difficult terrain for all creatures but yourself until the start of your next turn. Each creature in the area when you cast the spell must make a Dexterity saving throw. A creature takes 6d6 necrotic damage on a failure or half as much on a success.

At the start of your next turn, the tide recedes as the spell ends, collecting the blood and returning it to you, restoring the 10 hit points used to cast the spell.

Devouring Mist

7th-level necromancy (blood magic)

Classes: Occultist, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a splash of your blood worth at least 15 hit points, which the spell consumes)
Duration: 1 round

You transform into a swirling mist of blood with a 15-foot radius. While in this form, you cannot take any actions, but you gain the following benefits:

- You have a flying speed of 60 feet, with hover.
- You can enter and occupy other creatures' spaces, and do not treat them as difficult terrain.
- You can pass through small gaps and cracks without squeezing.
- You have resistance to all damage except radiant, force, and psychic damage.

The first time you move into a creature's space, it must make a Constitution saving throw. On a failure, it takes 6d8 necrotic damage and you regain 10 hit points. On a success, it takes half as much damage, and you regain only 5 hit points. You can regain a total of 50 hit points through this spell, after which you no longer regain hit points from this effect.

At the start of your next turn, you return to your previous form. You fall if still aloft unless you have a way to stop your fall.

Explode Heart

5th-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)
Duration: Instantaneous

You point at a creature and attempt to make its heart explode in a violent spasm. If the target has fewer than 20 hit points, its heart explodes and it immediately dies. If it has more than 20 hit points, it must make a Constitution saving throw. On a failure, it takes 10d6 necrotic damage and is stunned until the start of your next turn. On a success, it takes half as much damage and is not stunned. If this damage reduces the target to 0 hit points, it dies.

Creatures without a heart are immune to this spell, though at your DM's discretion similar organs or components (for example, a golem's magic core) may qualify as a heart.

Expunge Poison

1st-level transmutation (blood magic)

Classes: Cleric, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 reaction, which you can take when a creature within range fails a saving throw against becoming poisoned
Range: 60 feet
Components: V, S, M (a splash of your blood worth at least 1 hit points, which the spell consumes)
Duration: Instantaneous

You point at a willing creature that has just become poisoned, and expel its tainted blood. The target takes 5 necrotic damage and is no longer poisoned.

Exsanguinate

4th-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)
Duration: Instantaneous

You drain a creature of blood, tearing its vital energy away. The target must make a Constitution saving throw. On a failure, its current and maximum hit points are reduced by 6d6. On a success, its current hit points are reduced by half as much, and its maximum hit points are not reduced. If the target was below half its maximum hit points before the spell was cast, its current hit points are reduced by an additional 6d6 hit points, regardless of the save result.

Any maximum hit point reduction caused by this spell lasts until the target finishes a long rest or is targeted with greater restoration. A creature without blood is immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit point reduction on a failed saving throw is increased by 1d6 for each level over 4th.

Gory Doom

2nd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 reaction, which you can take when a creature is reduced to 0 hit points within 60 feet of you.
Range: 60 feet
Components: V, S, M (a splash of your blood worth at least 2 hit points, which the spell consumes)
Duration: Instantaneous

When a creature that has flesh, blood, or bone that you can see is reduced to 0 hit points, you can attempt to make it explode in a shower of gore. If the target is still alive and merely unconscious, it must make a Constitution saving throw. On a success, it does not explode, but suffers one death saving throw failure if applicable.

If the target is dead or fails its saving throw, it violently explodes in shards of flesh, blood, and bone. Each creature within 10 feet must make a Dexterity saving throw. A creature takes 3d6 necrotic damage on a failure or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Hungry Blood

2nd-level transmutation (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 15 feet
Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)
Duration: Instantaneous

You animate a stream of blood, which forms into a fanged maw and bites a creature of your choice within range. Make a melee spell attack. On a hit, the target takes 2d6 piercing damage and 2d6 necrotic damage, and you regain 2d6 hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage and hit points regained both increase by 1d6.

Ichorous Blood

4th-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)
Duration: 10 minutes

You transmute your blood into sluggish black ichor, which forms a layer of bloody armor. You gain 8 temporary hit points, and for the duration of the spell, you reduce any bludgeoning, piercing, or slashing damage you take by 4 (to a minimum of 1 damage). In addition, any time you are hit with a melee attack, the attacker takes 4 acid damage.

At Higher Levels. When you cast this spell with a 5th level or higher spell slot, both the damage reduction and the retaliatory acid damage increase by 1 for each slot level over 4th.

Life Link

5th-level abjuration (blood magic)

Classes: Cleric, Occultist, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)
Duration: Concentration, up to 1 minute

You link the life of two creatures you can see within range. Choose either a Life Link or an Inverse Life Link when you cast the spell.

- **Life Link.** When either target regains hit points, the other target regains the same amount. When either target takes damage, the other target takes an equal amount of necrotic damage.
- **Inverse Life Link.** When either target loses hit points, the other is healed for an equal number of hit points. When either target regains hit points, the other takes an equal amount of necrotic damage.

Damage or healing inflicted by this spell does not trigger the link's effects. The link lasts until the spell ends or it has inflicted 40 hit points of healing or damage.

At Higher Levels. When you cast this spell with a spell slot of 6th level or higher, the number of hit points the link can transfer increases by 10 for each slot level above 5th.

Life Support

5th-level necromancy (blood magic)

Classes: Cleric, Occultist, Wizard
Casting Time: 1 reaction, which you can take when a creature is reduced to 0 hit points within range
Range: 60 feet
Components: S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)
Duration: Concentration, up to 1 minute

When a creature you can see within range is reduced to 0 hit points, you can sacrifice your own vitality to bolster its life force. For the duration, the target can continue acting while at 0 hit points and does not fall unconscious. Any damage it takes is transferred to you. If the target is healed above 0 hit points, the spell ends.

Macabre Marionette

4th-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)
Duration: Concentration, up to 1 minute

You attempt to control a creature's movements by using its to blood manipulate it like a puppet. The target must succeed on a Wisdom saving throw or become partially controlled. For the duration, you can use your bonus action to force the target to spend its reaction to move up to 20 feet (or its movement speed, whichever is less) and make a single weapon attack against a target of your choice.

Until the target breaks free of the spell, it cannot take reactions normally. At the end of each of the target's turns, it can repeat the saving throw, ending the spell on success.

Morbid Puppet

2nd-level transmutation (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)
Duration: 1 minute

You seize control of the blood within a freshly slain corpse or unconscious creature. The target must be Medium or smaller, and cannot have died more than 1 minute ago. For the duration, you can use your bonus action to make the target move up to 20 feet and make a single melee attack. It uses your spellcasting modifier for the attack roll. If the corpse is carrying a weapon or has a natural weapon, the attack deals the weapon's damage (without any bonuses from the target's features). Otherwise, it makes a Slam attack which deal 1d6 (or 1 for a Tiny target) + your spellcasting modifier damage.

If an unconscious target regains consciousness within the spell's duration, it can make a Charisma saving throw at the end of each of its turns to regain control of its body. You can end this spell at any time (no action required).

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, the target can be Large.

Sanguine Doom

6th-level necromancy (blood magic)

Classes: Cleric, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)
Duration: Instantaneous

You summon a shower of blood at a point you can see within range. Darkness washes over a 30-foot radius around the point, extinguishing all lights (including light from lower-level spells), and a rain of blood falls upon the area. Creatures and objects that are not being worn or carried within the area take 4d6 acid damage, and creatures must succeed on a Wisdom saving throw or suffer a doom curse. The next time a cursed creature is hit with an attack, it attack becomes a critical hit, after which the curse ends.

Sanguine Spears

3rd-level transmutation (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)
Duration: 10 minutes

You crystallize some of your blood into three floating spears, which orbit you for the duration. You can use your action or your bonus action to launch one of the spears at a creature within range, making a ranged spell attack. On a hit, the target takes 2d6 piercing damage and 2d6 necrotic damage, and you regain 5 hit points. Once you've launched all the spears, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can expend 2 additional hit points to create 1 more spear for each slot level above 3rd.

Sense Blood

1st-level divination (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)
Duration: Concentration, up to 1 hour

You gain the ability to sense the blood of other creatures. For the duration, you have advantage on Wisdom (Perception) and Wisdom (Insight) checks against creatures with blood.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration becomes 8 hours. When you use a spell slot of 5th level or higher, the duration becomes 24 hours.

Stirge Swarm

6th-level conjuration (blood magic)

Classes: Occultist, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a splash of your blood worth at least 10 hit points, which the spell consumes)
Duration: Concentration, up to 1 minute

You conjure a swirling swarm of magical Stirges that

hover in a 20-foot radius of a point you can see within range. A creature starting its turn in the area or entering it for the first time on a turn must make a Dexterity saving throw. On a failure, the stirges drain its blood, reducing its hit points by 4d4 + 12 and restoring 4 hit points to you. On a successful save, a creature takes half as much damage and you regain 2 hit points. The swarm ignores you and any creatures without blood.

You can move the swarm up to 30 feet in any direction as a bonus action. When the spell ends, the stirges disappear.

Vampiric Blade

3rd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self
Components: S, M (a melee weapon worth at least 1 sp and a splash of your blood worth up to 10 hit points, which the spell consumes)
Duration: 10 minutes

You drain your own life essence to empower the weapon used in the casting of the spell. When you hit with the weapon, you deal an additional 1d8 necrotic damage and regain hit points equal to the necrotic damage dealt. The spell ends when it has dealt necrotic damage equal to twice the hit points expended to cast the spell.

Vampiric Brand

5th-level necromancy

Classes: Occultist, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)
Duration: Concentration, up to 1 minute

You force a creature within range to make a Wisdom saving throw. On a failure, a vampiric brand appears on its flesh. Until the spell ends, any time the target takes damage, it takes an additional 2d6 necrotic damage, and you regain hit points equal to half the necrotic damage dealt. Any time the branded creature regains hit points, you regain half as much.

The branded creature can repeat its saving throw at the end of each of its turns, ending the spell on a success.

Vampiric Mosquito

1st-level conjuration (blood magic)

Classes: Occultist, Wizard
Casting Time: 1 action
Range: Self (30 feet)
Components: S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)
Duration: 1 minute

You create a buzzing mosquito, formed of your blood. At the end of each of your turns for the duration, it bites a random hostile creature within 30 feet of you, dealing 1d4 necrotic damage. When the spell ends, the blood mosquito returns to you and gives you the stolen blood. You regain 1 hit point for each time the mosquito did damage, up to a maximum of 10 hit points. You can end the spell early as an action.

Wall of Blood[SMS]

4th-level conjuration

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)
Duration: Concentration, up to 10 minutes

You manifest some of your blood into a barrier on a solid surface you can see within range. You can make the wall up to 60 feet long, 20 feet high, and 5 feet thick, or in a ring up to 20 feet in diameter, 20 feet high, and 5 feet thick. The wall is opaque and lasts for the duration. Moving through the wall costs 3 feet of movement for each foot traveled.

Any creature entering the wall must make a Constitution saving throw, suffering 3d8 necrotic damage on a failure or half as much on a success. When a creature enters the wall, you can expend 2 hit points to increase the necrotic damage it would take by 2d8.

SMS Credit
Wall of Blood is drawn from somanyrobot's So Many Spells.


STOCK ART

Battle System

Introduction

The rumors fly like leaves on the wind... war comes! A great host descends upon the lands, a wave of darkness sweeping toward the good people. What are your heroes to do but raise their own army and stand against this evil?

The Battle System is a relatively simple set of mechanics that fits over a combat encounter of 5e D&D that turns that humble combat encounter into a skirmish at the heart of a raging battle, but also a framework that sits over the campaign for building the unique mechanics fitting for each battle. A battle is not a standalone event, but the culmination of two sides building the forces and meeting in a series of epic clashes, and that's what this system aims to represent.

Why do you need this?

Like many things I make, this arose from my own games. Over the course of a campaign the players had been hearing of a swelling force of Hobgoblins to the East. Then they heard that the legendary fortress that guards the western lands they adventure in, Ironmount, had fallen to this host. Now they hear that bands are roaming through the lands conquering and pillaging.

My players find themselves in a remote border region of farmland and adventure when the distant rumors become reality. The outriders are here. An army comes. They rally the villages to arm themselves and stand against this menace, but as the two forces set up to clash, I find myself wondering... how as a DM do I make all this epic? How do I make this all this seem worth it?

This was my solution. I needed something where the players play their characters, it's what they are here for! I wanted something that they could lose without me just deciding they did. I wanted something where they could be rewarded for having recruited powerful in allies in an obvious way. Most of all, I wanted something that would feel like an epic clash at the heart of a raging battle.

Many games do not need this system. Many adventurers can go many campaigns without finding themselves in the heat of battle. But when you find yourself gearing up for war, this system is here for you to make it an epic showdown that is, most importantly, a lot of fun.

How does the Battle System Work?

The core of the Battle System is the battle takes part on two levels played simultaneously.

The Skirmish, which serves as the beating heart of the battle and focuses on the players and their individual contributions to the fight, and the

contextual layer above that that tracks the overall progress of the battle including what the players in the Skirmish are contributing.

But the characters contributions in the Skirmish are not the only way the players engage with the battle. At the start of every turn, the DM and players play Battle Cards from a deck built from the Elites of each army (including the players themselves!).

These can sway the battle by inflicting devastating effects on the Skirmish, and Casualties on the enemy's General Forces.

System and Story

It would not be incorrect to call the Battle System a deck building card game that plays out over a 5e encounter, though it is, on its own, a fairly simple system that makes no effort at systematic balance, as what army, elites, leaders, and scouts your players have comes out of the story of how your players have played the game.

Recruiting powerful Elites, establishing relationships and character development that unlock further powers, securing your armies, these all correlate to options you will have in combat

Mechanics

This section will walk through the terms, what they mean, and how to use them.

The Armies

A battle needs an army. Specifically, it needs two of them. An army consists of:

- **A Leader**, who directs the battle and has stats the serve as a force multiplier.
- **Elites**, who represent the most powerful and heroic figures within the army.
- **General Forces**, who represent the bulk of those forces.
- **Siege Weapons**, which represent special warfare tools that grant special Battle Cards.

The only element that is not optional is General Forces, but armies missing other elements will be at a severe disadvantage.

The PC serve as a special kind of Elite that is part of their army, but will play a special role fighting in the Skirmish—the raging heart at the center of the battle where they will defeat enemy Elites (and potentially the enemy Leader, throwing the enemy into disarray).

System Overview

To run the Battle System, follow these steps, each of which are expanded throughout the system below in greater details. This step by step process can be referenced back to while running a battle, or as a checklist to make sure you have all the steps ready.

Battles take some prep work, but are remarkable simple to run.

Set Up the Battle

1. **Build Armies.** Construct two armies (each built of a Leader, Elites, General Forces, and Siege Weapons that are combined to represent its **Fielded Strength**). Templates and calculations are provided in the 'Building Your Army' section.
2. **Calculate Morale.** Calculate the Morale for both armies (based on Fielded Strength, circumstance modifiers, and the Leader). Morale is calculated as (Fielded Strength / 3) × Leadership Bonus
3. **Build a Deck.** Create a deck of **Battle Cards** to simulate the tactical layer for both armies. Battle Cards are granted by the Elites, Siege Weapons, and Events. Templates are provided in the Battle Cards section.
4. **Set up Skirmish Field.** Draw a circle on a battle map for the **Skirmish** to take place in.

Running The Battle

1. **Populate the Skirmish.** The DM adds an Elite to the Skirmish, and then adds enemies from the General Forces (covered in Spawning Enemies)
2. **Battle Cards.** Play out the Battle Cards, with the DM playing each card first, until both sides have played as many cards as they can play based on the battle scale and their # of elites.
3. **Fight.** Play a round of combat as normal until the end of the round is reached.
4. **Repeat.** Repeat steps 2 and 3 until the enemy Elite is dead or the players Withdraw
5. **Intermission.** Run an Intermission, the players can choose to immediately continue with a Challenge. Calculate **Attrition** based on the player's choice of Intermission.
6. **Next!** Start the next Skirmish and repeat the Running The Battle steps.
7. **Conclusion.** Repeat until one side has their Morale or Fielded Strength reduced to 0.

Tally the Results

1. **Aftermath.** Calculate the after math of the battle (covered in the Aftermath section).
2. **You're done!** The battle is complete.

General Forces

General Forces will be made up of conscripts, rank and file soldiers, hordes of skeletons, mercenaries, or other mass forces. These are not inherently nameless minions, and can include NPCs or friends of the party, but generally will represent anyone without special warfare skills.

General Forces will make up the bulk of your army and its Fielded Strength, but will be very vulnerable to without Elites and Leaders as they cannot play Battle Cards themselves, and contribute only passively (if very importantly) to your army.

Elites

Elites are exceptional creatures that are generally higher CR or level than the general forces. What sort of creatures and CR range would qualify as an elite depends on the tier of play as well as their importance to your game and story. Generally Elites are units that could inflict devastating casualties on General Forces if unopposed by other Elites. Elites contribute to your overall Fielded Strength, but also contribute Battle Cards, and to the number of Battle Cards you can play.

Battle Cards represent actions of your Elites that change the course of Battle, and an army without Elites will generally be ravaged by the enemy Battle Cards—but be warned, an army with only Elites will quickly be over run by sheer attrition! Elites alone will struggle to hold a field.

The player characters participating are also counted as Elites for their army.

Player Characters

In addition to their role in the Skirmsh, Player Characters (PCs) that join the Battle are considered Elites, adding Battle Cards to the army pool (with generic class Battle Cards for different PC classes listed in the Battle Card section), and being able to serve as Leaders.

Leaders

Leaders can be Elites as well, but they can also just be capable commanders. A leader is a force multiplier that contributes greatly to your army. A leader can be a player character or NPC. Your army can have multiple leaders, but only one leader's multiplier can be used, additional leaders increase the number of Battle Cards you can hold and draw, increasing your tactical flexibility.

Not all PCs or Elites are Leaders. Some classes and Elites have the Leader property. Any PC can serve as a Leader of the overall army if no Leader is present.

Player Characters Leading an Army

A Player Character can serve as the leader for your army. There are two values that become relevant when they do: their Stratagem value (which controls how many cards you draw, representing how many strategies are available to them), and their Leaderships Bonus, which is a multiplier that increases your armies overall Fielded Strength.

Stratagem Value. Player characters have a Stratagem value equal to their Tier (1–4 being Tier 1, 4–9 being Tier 2, Tier 10–14 being Tier 3, and Tier 15–20 being Tier 4 in the context of the battle system). Bards, Clerics, Fighters, and Paladins gain +1 to this score. Warlords gain +2 to this score.

Leadership Bonus. Players have a 1.0 modifier, and gain a bonus of 0.05 (or 5%) to the Leadership multipler for each tier. Bards, Clerics, Fighters, and Paladins gain a +0.05 to this score. Warlords gain a +0.10 to this score (meaning that a level 3 Fighter would have a score of 1.10 (or 10% increase to army strength), while a level 20 Fighter would have 1.25 (or 25% increase in army strength).

Scouts

Scouts can be either General Forces or Elites with the Scout tag, which makes them count as a Scout. They both inform you about the enemy army and defend an army against the enemy learning things about you. They can get their information from scouting, spying, or scrying, all are combined into their scouting effectiveness.

If you have more Scouts then enemy army armed forces, you can see their Fielded Strength before combat begins.

Fortifications

Fortifications are the entrenched positions of an army—castles, walls, or other prepared defenses. They provide both Battle Cards and a reduction to the attrition an army takes. This means that a force will not passively be overwhelmed by a larger force while in entrenched positions, but they can be broken through Battle Card effects and Skirmish outcomes.

Fortifications include a 'Maximum Battle Size' which indicates the largest size battle that Fortification can apply to—a minor fortified position does no good in gigantic battles.

You cannot benefit from multiple fortications at the same time (they could perhaps be combined to a single higher value one at the discretion of the DM).

Endless Sieges

Because Fortifications reduce attrition (rather than increase Fielded Strength) and attrition is the force that brings battles to an inevitable end, you can get battles that go on a long time if the attacking force has no way to effectively break the defenses. Consider the attacking army can always withdraw to end the battle if they are making insufficent progress.

Siege Weapons

Siege Weapons grant additional Battle Cards, but do not directly contribute to your Fielded Strength, so cannot carry on a battle on their own.

Fielded Strength

Each creature contributes fielded strength equal to **4 × its CR** (or level for characters without CR). Your army has a Fielded Strength that is the sum of the creatures in your General Forces and Elites.

Morale

Your army has a Morale score that is derived from the Fielded Strength, with additional modifiers from circumstance and your Leader. If your Morale score drops to zero, your army breaks and flees. Some Battle Cards (typically those contributed by Leaders) can raise Morale when played.

Starting Morale Score = (Fielded Strength / 3) × Leadership Bonus

A battle is usually ended by this score being reduced to zero. Some armies do not use a Morale score. This includes Undead armies. This makes these particularly difficult to fight, since they don't retreat until their entire force is depleted, or the Leader is killed.

Casualties

Attrition, many Battle Cards, and some actions of Elites can deal Casualties. Casualties reduce **both** the **Fielded Strength** and **Morale** score of an army. Reducing one of these to zero ends the Battle.

Army Size

Army Size depends on Fielded Strength. It effects how many Battle Cards you can play, and is something that should be kept in mind in relation to the PC's strength. Sizes are **Small (<500)**, **Medium (500–1,000)**, **Large (1,001–2,000)**, and **Gigantic (>2,000).**

In general, the larger the scale of the battle, the less the player's actions (within the skirmish and through Battle Cards) will impact the outcome, while the higher level the PCs, the more they will impact the outcome. A rule of thumb is that level 1–4 PCs can meaningfully impact small battles, level 5–9 PCs can meaningfully impact medium battles, and 10+ PCs can have a meaningful impact on Large and larger battles.

Attrition

At the end of each Skirmish battle—in a phase known as the Intermission—both armies suffer attrition. Attrition is measured as a percentage of the opposing army which the army takes as casualties. For example, if an army suffers 10% attrition, against an army with 400 Fielded Strength, they take 40 casualties. Unless modified by other conditions, Attrition is 10%.

If an army loses their Leader all attrition casualties are doubled.

The Skirmish

While this system simulates a large scale battle, ultimately what the focus of combat is the players and what they are doing.

The players can generally be found in the heart of the battle called the Skirmish. The Skirmish is a ring of terrain in the heart of the Battle where the players engage enemy forces and Elites directly. The player's actions here will have a large impact on the battle, but it is possible to lose a battle while winning in the Skirmish if your army is routed around you. Not only can you reduce your enemy's Fielded Strength and potentially eliminate their Elites by defeating them in the Skirmish, but each casualty dealt while in the Skirmish increases your army's Morale by an equal amount.

Starting the Skirmish

At the start of Battle, mark the Skirmish circle. The radius of the is flexible, but a default size of Skirmish of 10 feet for 1 player, and increasing by 5 feet for each additional player to a maximum of 40 feet in radius can be used. The terrain and obstacles of the skirmish can be set however is appropriate for the field of battle. It should generally include at least some cover or terrain features.

Placement: The players enter the Skirmish from their army's side of the field; the players can start anywhere within their half of the skirmish. The DM places their units on opposite side of the Skirmish, placing them anywhere in the other half of the marked area.

Moving Outside the Skirmish

A player or Elite can move outside the Skirmish area, but they treat it as difficult terrain and take 1d12 piercing damage for each 5 feet they move while outside of the Skirmish. This damage represents them getting pulled into the general chaos of the battle raging around them (as well as encouraging them to stay within the Skirmish).

If a Player or Elite ends their turn outside of the Skirmish, they are withdrawn from the Skirmish until the next Intermission. If they exited on the enemy side of the skirmish, they take an additional 4d12 damage.

Spawning Enemies

At the start of a Skirmish, the DM adds an enemy elite to the Skirmish, and one spawn from each general forces, up to a maximum number of spawns equal to the number of PCs (note this is number of spawns, not number of creatures spawns—some units spawn multiple units per spawn). The skirmish continues until the Elite is slain or the players retreat. Each general forces unit will indicate its rate of adding enemies to the Skirmish, but this is generally about 1d4 to 1 creature.

At the start of each round after the first, additional enemy reinforcements will spawn in an escalating number the longer the Skirmish continues. This generally means that players will eventually have to break the Skirmish—either withdrawing or after killing an enemy elite.

Round	Number of Enemy Spawns
1	# of PCs − 2
2	# of PCs − 1
3	# of PCs
4	# of PCs + 1
5+	# of PCs + 2

Fashionably Late Elites

In some instances, players with excessive burst damage builds can too easily kill single targets when focus firing, particularly when they are highly familiar with the system. One way to mitigate this is to have the elite spawn in Round 2 or 3. This will make the battle take longer, but makes it somewhat more realistic, fighting a few waves of general forces before the Elite appears.

Bringing Allied Elites in the Skirmish

The players can choose to bring the allied Elites into the Skirmish; to do so, they must sacrifice a Battle Card contributed by that Elite from their hand automatically expending it, playing it without any effect. That elite immediately joins them in the Skirmish, rolling initiative and starting on player's side of the skirmish. While that Elite is in Skirmish, the number of Battle Cards you can play is reduced by one, making this generally a tactic of last resort.

Intermission

When the players defeat an elite, play out the rest of the round as normal. At the end of the round your players can choose one of the following options.

- **Challenge (Immediate).** Double the Morale gained from killing the last Elite. Immediately spawn the next Elite and continue the Skirmish without resetting the spawn progression. No time passes and you proceed into the next round as normal. Both armies suffer the regular attrition rate (usually 10%).
- **Press the Advantage (5 Minutes).** You inspire a charge on the enemy joining the general fray for 5 minutes. Reset the Skirmish and start it again as normal (resetting spawn progression), but add half of the enemies that remained in the last Skirmish as bonus enemy spawns on the first round. The enemy suffers 1.5× the normal attrition (usually 15%), while your army suffers the regular attrition rate (usually 10%).
- **Tactical Opening (5 Minutes).** Play one Battle Card in your hand uncontested, and then discard any cards in your hand you choose, and draw an equal number of cards to the discarded cards. Reset the Skirmish and start it again as normal, but add half of the enemies that remained in the last Skirmish as bonus enemy spawns. Both armies suffer 1.5× the normal attrition (usually 15%).
- **Redeployment (5 minutes).** Recover 3 expended cards that were not Expendable, add them back to your deck. Reset the Skirmish and start it again as normal, but add half of the enemies that remained in the last Skirmish as bonus enemy spawns. Both armies suffer 1.5× the normal attrition (usually 15%).
- **Catch a Break (10 minutes).** The current skirmish ends and players can take a short rest. Unconscious PCs can be healed before starting the short rest if resources are available to do so. Reset the Skirmish and start it again as normal. Both armies suffer 2× the normal attrition (usually 20%),

Variant: Deadly Challenge

Optionally, the DM can implement the Deadly Challenge event table. When in play, roll on the following Event Table each time the players take the Challenge option.

d20	Additional Challenge
1–10	1 additional General Forces Spawn.
11–15	2 additional General Forces Spawn.
15–19	1 additional Elite spawns.
20	1 additional General Forces spawn, 1 additional Elite Spawn, the Enemy Leader is added to the Skirmish.

Time During Intermissions

When time passes during an intermission, PCs can use abilities and cast spells (such as second wind or cure wounds). PCs can cast spells with a duration of 10 minutes or longer, but the timing of the battles is not predictable enough to set up 1 minute spells before the Skirmish restarts. Any temporary creatures conjured by a spell lose 50% of their hit points if they are persisted through an intermission other than Challenge.

Withdraw

The players can withdraw from the Skirmish. To do so, all players that are not Unconscious must exit the Skirmish (taking the damage penalty for moving outside and ending their turn outside of the Skirmish). Any players that are downed and not stabilized in the Skirmish must roll until they are stabilized or dead.

The players than either sound a general retreat, or select the Catch a Break option. At the DMs discretion the rest of the battle can played out in the Tactical layer only (playing Battle Cards and applying attrition 10% after each round until morale is depleted) instead of sounding a retreat.

Attacking the Army

Elites within the Skirmish can opt to attack the army beyond the Skirmish directly. To do so the Elite must be in range of the edge of the Skirmish to make the attack and they must expend their action, bonus action, and reaction.

Doing so deals half of the Elite's CR, rounded down, to the enemy army (Players instead use their proficency bonus). Alternatively, the Elite can expend a spell slot to deal twice the spell slot level in casualties.

Intentionally Inefficient

This is generally not a good way to win battles, and should usually be a choice of last resort for elites with nothing useful to spend their action on.

Defeating Units in the Skirmish

Each time an enemy is defeated in the Skirmish, the enemy takes Casualties (damage to Fielded Strength and Morale) equal to the defeated creature's Fielded Strength, and the army that defeated them gains an equal amount of Morale.

If an Elite is defeated, any of the Battle Cards provided by that Elite are discarded and removed from play. If the card was in hand, the army that discards it can draw an additional card to replace it.

Tallying This Up

Generally speaking, I just set all the units defeated in a round to the side and tally them up at the end, it should only take a few seconds since you can reference the creatures CR or level. An alternative method is to have the players keep track as they go—they'll typically enjoy that and its a good way to offload some of the calculations.

Battle Cards

Building Your Deck

Battle Cards are contributed to an army by Leaders, Elites (including Players), Siege Weapons and Events. In the case of NPC Leaders, Elites, and Siege Weapons, they will typically come with standard cards from the templates based on their type and CR (as shown on the Elite Cards Table in the Template section). Players can draft their cards from a limited selection based on their class and level.

Place all Battle Cards each army has into their own decks at the start of battle.

Special and Event Cards

When running the Battle System as a Campaign, in addition to these you can have Special cards. These should be treated like loot—special things the players have earned that aren't "balanced". These either replace a standard elite card (if granted by an elite) or are simple added to the deck.

Drawing Cards

At the start of combat, draw a number of cards equal to your Leader's Stratagem Score + the number of additional leaders you have in your army.

Start of Turn. At the start of each subsequent turn, draw a number of cards equal to your Leader's Stratagem Score.

Maximum Hand Size. You have a maximum number of cards in your hand equal to your Leader's Stratagem Score × 2. This increases by 1 for each additional leader in your army (regardless of their stratagem score).

Playing Cards

The number of cards you can play are determined by the **scale of the battle**:

Scale	Fielded Strength	Cards Played
Small	<500	2 cards
Medium	500–1,000	3 cards
Large	1,001–2,000	4 cards
Gigantic	>2,000	5 cards

Orders must be effectively diseminated to your army by Elites. **You cannot play more cards than you have Elites active in your army** (including the PCs, who are Elites), meaning that if you're army does not have enough elites, you may run into situations where you can no longer play as many cards as the size of the battle merits (usually giving the other side a large advantage).

Siege Weapons

Siege Weapons contribute Battle Cards to your deck, but do not increase draw number, hand size, or play number. They are useful because their Battle Cards are typically strong and can be relied upon throughout the course of a battle (as they have a large reuse die).

They are most helpful in large battles where many cards will need to be played and an army might otherwise run out of battle cards; while many Leaders have additional ways to draw cards, if they have no cards to draw that cannot help them.

Playing Cards

Cards are played at the start of each combat round during the Skirmish. The PC cards are dealt face up allowing all the Players (and the DM) to see their cards, while the DM cards are dealt face down to the DM and visible only to them.

Cards are played 1 at a time in opposed sets (as long as both armies can play a card), with the **DM always playing their card first**, followed by the PC's playing a card in response to that card.

Player Favoritism

This system is heavily biased toward the players. While the DM can see all the cards, giving them a slight advantage, this pales in comparison being able to respond to the played cards. This is intentional, allowing the players to always have a tactical edge and helping them to overcome the odds.

Card Reuse

A card is either **Reusable** or **Expendable**. Cards can be in one of 4 places: your **Deck** (where all cards start), your **Reserve** pile (where cards that are discarded or played but not expended go), your **Hand**, or **Expended** pile, which are removed from play in all but rare cases.

You draw cards from your Deck into your Hand. If you must Discard cards, those go into the Reserve pile. When you play a card, if it is Expendable it goes into the Expended pile. If it is Reusable, roll the reuse die (which will be listed on the card). On **1 or 2**, that card is **Expended**, otherwise it is added to the Reserve pile.

If your Deck is empty, you shuffle your Reserve pile into your Deck and start drawing again.

Time for Battle

Step 1: Build Armies

This step is done before the session. It can be anything from the subject of a whole campaign (gathering an army to defeat a foe is a classic narrative) to setting up an army before the session to play out a large scale skirmish.

- **Leader.** Select a Leader for both armies. An army can be leaderless, but will face a large disadvantage without one.
- **General Forces.** Select the composition of General Forces for both sides, building from either template blocks or creating new ones.
- **Elites.** Select a number of Elites from the ranks of each force. In general, the number of Elites should be generally equal for both sides, but the player sides counts the PCs as Elites.
- **Siege Weapons and Fortifications.** Add any appropriate Siege Weapons or Fortifications.

Now you can calculate all derived values. Though it sounds like math, this is extremely simple:

- **Calculate Fielded Strength.** Add the Fielded Strength of the General Forces and Elites together.
- **Calculate the Morale.** Divide the Fielded Strength by 3 and then multiply by the Army's Leader Bonus

Morale is the most important number as it determines when an army will retreat, but keep Fielded Strength handy as its used in a few places (such as Attrition). An army will almost always deplete Morale before depleting Fielded Strength.


ART: ALIFKA HAMMAM

Step 1.5: Build the Battle Deck

Now that you have the army composition for both sides, building the deck is fairly easy. For Elites and Siege Weapons, they'll have set Battle Cards that are added to the deck for their side. You can always customize and create new special cards where appropriate, or swap around cards, replacing them with other options, such as from the Hero and Villain options.

For PCs, generally highly engaged PCs can pick their own cards from those available for their class, though you can assign them cards if you feel that would be too complicated for them.

Army Size Guidance

Generally speaking, the Enemy Army should be at least 20% larger than the PC army, and though it can be quite a bit larger depending on various factors. The system is designed to give PCs the advantage. The larger the scale of the army, the lower the level of the PCs, and larger the difference, the less the PCs will be able to overcome the odds though. In general, 20–50% larger enemy army with a maximum size of Small in Tier 1, Large in Tier 2–3 will give the PCs a reasonable fighting chance between easy and hard. In larder scale conflicts, the difference should be smaller as the PC actions will contribute less to the overall outcome.

Step 2: Fight!

The battle lines are drawn and the roar of the enemy hoard is near. It's time for battle. You can consult the **System Overview** for a detailed list of items and order they take place in.

Dues Ex Reinforcements

While it is important to let PCs be able to lose, it is also unreasonable to expect perfect balance of this system on your first time you using it. If you want to use it in a situation where you'd rather the PCs don't lose, but still want an engaging Battle, you can prepare reinforcements ahead of time to bolster their forces if it seems the battle will turn against them.

While it's generally suggested you don't lean on this too heavily, it can be a useful tool to have ready for the first time your running a battle, and can help highlight the importance of allies and that they might need to seek help for battles ahead.

Step 3:

Resolve the outcome of the battle. Calculate how much of the army survived the withdraw (if any). From there, the DM determines the ramifications on the campaign and world.

Battle System Resources

Fortifications

The following are examples of Fortifications. These are just general templates, and particularly stellar or shoddy fortifications may perform differently (such as a ruined castle or a regional stronghold famed for its defenses).

There are countless permutations and examples of Fortifications, but fortifications should be used rarely, and only when the defensive position is substantial. They are typically built up defenses that usually take weeks (at least) to prepare.

Increases to Attrition. If something (such as an Intermission) would increase the attrition rate of a fortified army, the multiple the difference of attrition to the new attrition rate (for example, if it increases the attrition rate by 1.5× to 15%, applying that to the 8% attrition rate of an Entrenched Position would result in a 12% attrition rate).

Contributed Battle Cards. Cards contributed by the Fortifications are optional. The defending army can choose to draft them into their deck or not. While having more cards is usually good, it is not always if they would otherwise dilute your deck.

Natural Fortifications

This represents one army having a strong advantage in terms of position, such as holding the high ground, forcing the enemy army through a choke point, holding a river bank or beachhead, or anything else that would give one side an advantage.

- **Maximum Army Size:** Gigantic
- **Reduces Attrition to:** 8% (from 10%) of the opposing army.
- **Contributed Battle Cards:** None

Entreached Position

These are field constructed positions that generally do not involve stonework or engineering, most typically trenches and minor earthworks that would impeded enemy lines of attack.

- **Maximum Army Size:** Small
- **Reduces Attrition to:** 8% (from 10%) of the opposing army.
- **Contributed Battle Cards:** Fortified Stand

Pallisade

Pallisades are simplistic walls made out of wooden logs lashed together. They provide some impediment to most creatures, and offer the defenders some degree of shelter. They are typically used to surround war camps or other temporary installations that believe being attacked is likely.

- **Maximum Army Size:** Medium
- **Reduces Attrition to:** 7% (from 10%) of the opposing army.
- **Contributed Battle Cards:** Fortified Stand, Repel the Push

Town Walls

Town walls are study but usually not impressive walls made of wood and stone. They are usually built up over the course of years to secure a town against the wilds more than a sustained seige, but they provide a substantial advantage to the defenders and can enclose large army.

- **Maximum Army Size:** Large
- **Reduces Attrition to:** 6% (from 10%)
- **Contributed Battle Cards:** Fortified Stand, Repel the Push

Fort

Forts are specialized defensive structures special built to withstand an attack. They are typically built of stone and heavy timber, with walls, towers, and defensive terrain modifications.

- **Maximum Army Size:** Large
- **Reduces Attrition to:** 5% (from 10%) of the opposing army.
- **Contributed Battle Cards:** Repel the Push, Hunker Down, Vantage Points.

Castle

Castles are the premier defensesive fortification, built for the purpose of withstanding assaults and giving the defenders the maximum advantage. Though they are not imprevious against magic and seige equipment, attacking on unprepared and relying on numbers alone would be a fatal mistake for any commander.

- **Maximum Army Size:** Large
- **Reduces Attrition to:** 4% (from 10%) of the opposing army.
- **Contributed Battle Cards:** Spring the Trap, Hunker Down, Vantage Points, Implaccable Walls

Fortification Templates

Like the forces, elites, and cards, the listed fortifications are just common examples. A particularly shoddy castle might provide less defenses, while a regional stronghold might provide a greater benefit.

Template General Forces

Elites Template

The following are the default options for Elites. An elite's Battle System name does not need to exactly match the monster name, but are more intended to represent broader archetypes that might fit for the NPCs options.

Template

Elite (Tier 1)

Skirmish Unit: [Related Unit]
Fielded Strength: [4 × CR]
Battle Cards: [2–3 of the unit tier or lower]
Stratagem: [1–4 if leader]
Leadership Bonus: [1.05–1.5 if Leader, by Tier and quality]

The following is some Example Elites for Humanoid Elites and Undead Elites across the Tiers. These are intended as a reference for how Elites are constructed from units.

Example Humanoid Elites

Gladiator

Elite (Tier 1)

Skirmish Unit: Gladiator
Fielded Strength: 20
Battle Cards: Incite Violence, Press the Attack

Militia Captain

Elite, Leader (Tier 1)

Skirmish Unit: Militia Captain[K]
Fielded Strength: 4
Battle Cards: Hold the Line, Prepared Reserves
Stratagem: 1
Leadership Bonus: 1.05

Spy

Elite, Scout (Tier 1)

Skirmish Unit: Spy
Fielded Strength: 4
Battle Cards: Devastate, Prepared Rerserves

Bandit Captain

Elite, Leader (Tier1)

Skirmish Unit: Bandit Captain
Fielded Strength: 8
Stratagem: 1
Battle Cards: Devastate, Devious Assault
Leadership Bonus: 1.05

Knight

Elite, Leader (Tier 2)

Skirmish Unit: Knight
Fielded Strength: 12
Battle Cards: Devastate, Inspire Forces
Stratagem: 2
Leadership Bonus: 1.1

Mage

Elite (Tier 2)

Skirmish Unit: Mage
Fielded Strength: 24
Battle Cards: Explosive Assuault, That One In Particular

Assassin

Elite, Scout (Tier 2)

Skirmish Unit: Assassin
Fielded Strength: 32
Battle Cards: Devious Assault, Daring Raid

Archmage

Elite (Tier 3)

Skirmish Unit: Archmage
Fielded Strength: 48
Battle Cards: Falling Sky, Deploy Conjured Allies

Example Undead Elites

Mummy

Elite (Tier 1)

Skirmish Unit: Mummy
Fielded Strength: 12
Battle Cards: Devastate, Every Bloody Inch

Ogre Zombie

Elite (Tier 1)

Skirmish Unit: Ogre Zombie
Fielded Strength: 8
Battle Cards: Devastate, Hold the Line

Wraith

Elite (Tier 1)

Skirmish Unit: Wraith
Fielded Strength: 20
Battle Cards: Devastate, Devious Assault,

Spectral Swordmaster

Elite (Tier 2)

Skirmish Unit: Spectral Swordmaster[K]
Fielded Strength: 32
Battle Cards: Devious Assault, Daring Raid

Vampire

Elite, Leader (Tier 3)

Skirmish Unit: Vampire
Fielded Strength: 52
Battle Cards: Deploy Conjured Allies, Destroy
Stratagem: 4
Leadership Bonus: 1.25

Mummy Lord

Elite, Leader (Tier 3)

Skirmish Unit: Mummy Lord
Fielded Strength: 60
Battle Cards: Cycle the Legions, Destroy
Stratagem: 3
Leadership Bonus: 1.2

Lich

Elite, Villain, Leader (Tier 4)

Skirmish Unit: Lich
Fielded Strength: 84
Battle Cards: Cycle the Legions, Corpse Explosions Unending Army
Stratagem: 4
Leadership Bonus: 1.25

General Force Examples

General Force Traits

Battle Card. Contributes the listed Battle Card to your army deck.

Healer. After a battle, if a Healer unit remains, it reduces permenant loses by value equal to its Fielded Strength.

Scout. Unit counts as a Scout elite.

Undead. Undead forces do not retreat when morale is depleted unless all Elites are dead.

Example Humanoid Forces

Militia Force

General Forces (Tier 1)

Skirmish Unit (#): Guards (1d4)
Total Units: 200
Fielded Strength: 100
Special Traits: —

Archer Unit

General Forces (Tier 1)

Skirmish Unit (#): (1)
Total Units: 50
Fielded Strength: 600
Special Traits: —

Bandit Unit

General Forces (Tier 1)

Skirmish Unit (#): Bandit (1d4)
Total Units: 200
Fielded Strength: 100
Special Traits: —

Beserker Unit

General Forces (Tier 1)

Skirmish Unit (#): Beserker (1)
Total Units: 50
Fielded Strength: 400
Special Traits: Battle Card: Incite Violence

Priest Unit
General Forces (Tier 1)

Skirmish Unit (#): Priest (1)
Total Units: 50
Fielded Strength: 400
Special Traits: Healer

Soldier Unit
General Forces (Tier 1)

Skirmish Unit (#): (1d4)
Total Units: 200
Fielded Strength: 200
Special Traits: —

Scout Unit
General Forces (Tier 1)

Skirmish Unit (#): Scout (1d4)
Total Units: 25
Fielded Strength: 50
Special Traits: Scout

Veteran Unit
General Forces (Tier 2)

Skirmish Unit (#): Veteran (1)
Total Units: 100
Fielded Strength: 600
Special Traits: —

Magic Unit
General Forces (Tier 3)

Skirmish Unit (#): Mage (1)
Total Units: 25
Fielded Strength: 600
Special Traits: Battle Card: Magical Artillery

Example Undead Forces

Skeleton Unit
Undead, General Forces (Tier 1)

Skirmish Unit (#): Skeleton (1d4)
Total Units: 200
Fielded Strength: 200
Special Traits: Undead

Zombie Unit
Undead, General Forces (Tier 1)

Skirmish Unit (#): Zombie (1d4)
Total Units: 200
Fielded Strength: 200
Special Traits: Undead

Ghoul Unit
Undead, General Forces (Tier 1)

Skirmish Unit (#): Ghoul (1d4)
Total Units: 100
Fielded Strength: 400
Special Traits: Undead

Ogre Zombie Unit
Undead, General Forces (Tier 1)

Skirmish Unit (#): Ogre Zombie (1)
Total Units: 50
Fielded Strength: 400
Special Traits: Undead

Ghost Unit
Undead, General Forces (Tier 2)

Skirmish Unit (#): Ghost (1)
Total Units: 25
Fielded Strength: 400
Special Traits: Scout, Undead

Vampire Spawn Unit
Undead, General Forces (Tier 3)

Skirmish Unit (#): Vampire Spawn (1)
Total Units: 25
Fielded Strength: 500
Special Traits: Undead

Wraith Unit
Undead, General Forces, Scout (Tier 3)

Skirmish Unit (#): Wraith (1)
Total Units: 25
Fielded Strength: 500
Special Traits: Scout, Undead

Battle Cards

The Narrative

Battle Cards represent the contributions of Elites to their army. This can be the direct actions, or premeditated plans, traps, items, preparations, etc. Don't worry too much about the exact translations of the rules of D&D combat to the Battle Card mechanics—the game is not built for combat on this scale, and these serve as the representations of days or weeks of preparations for war.

In the case of NPC allies that are not directly in the Skirmish, these can generally be thought of as the actions they are directly taking. In the case of cards contributed by the PCs, the effects are generally more abstract. In older versions of the system, these were more discreetly differentiated, but ultimately that was discarded for convenience in play.

Battle Cards Mechanics

- Battle Cards resolved as opposed pairs in the order they were played when order matters.
- Morale is not recalculated when Fielded Strength is modified by a Battle Card.

Making Your Own Cards

A leading tactical card game this is not, nor is intended to be. The cards here are perfectly functional and you can play the system forever with them, but the system is always intended to have the flexibility for making your own cards and customizing play for your party and group.

When making new cards, it's generally recommended to take a look at the Basic Cards as a rough estimate of effect, and estimate that any custom card for a PC or Elite should generally be better than that, but usually by having more effects rather than just doing more damage.

A card can have greater effects the lower its reuse die. Cards that stall out combat by restoring casualties should generally have smaller reuse dice than cards that cause casualties.

Basic Cards

Devastate

Basic (Tier 1), Reuse d12

- The enemy forces take **1d12** casualties.

Rampage

Basic (Tier 2), Reuse d12

- The enemy forces take **2d12** casualties.

Destroy

Basic (Tier 3), Reuse d12

- The enemy forces take **3d12** casualties.

Obliterate

Basic (Tier 4), Reuse d12

- The enemy forces take **4d12** casualties.

Siege Weapon Cards

Siege weapon cards are those provided by your siege equipment. Siege Cards cannot be blocked by fortifications, and if they are not otherwise blocked can forgo their normal effect to instead be used to destroy fortifications.

Destroy Fortification. The card reduces the casualty reduction percentage of the Fortification by 1 (if the casualty reduction of the fortification is already at 0% this has no additional effect). For example, if it reduces the casualties from 10% to 8%, applying this twice would completely destroy the fortifications, leaving them with no benefit.

Fire Bolts

Siege (Tier 1), Reuse d20

- The three hostile creatures furthest away from your army must make a DC 15 Dexterity saving. On failure, they take **3d8** piercing damage and are knocked prone. On a successful save, they take half as much damage and are not knocked prone.
- Deals casualties to the enemy army equal to half the **3d8** damage roll.

Fling Rocks

Siege (Tier 1), Reuse d20

- The three hostile creatures furthest away from your army must make a DC 15 Dexterity saving. On failure, they take **2d12** bludgeoning damage and are knocked prone. On a successful save, they take half as much damage and are not knocked prone.
- Deals casualties to the enemy army equal to half the damage roll.

Hail of Stones

Siege (Tier 2), Reuse d20

- Pick 3 10-foot radius areas within the skirmish. All creatures within those areas must make a DC 15 Dexterity saving throw. On failure, they take **6d6** bludgeoning damage, or half as much on a successful save. A creature can only be affected once (even if multiple areas overlap with them).
- Deals casualties to the enemy army equal to half the damage roll.

Thunderous Barrage

Siege (Tier 3), Reuse d20

- The three hostile creatures furthest away from your army must make a DC 15 Dexterity saving. On failure, they take **4d12** piercing damage and are knocked prone. On a successful save, they take half as much damage and are not knocked prone.
- Deals casualties to the enemy army equal to the damage roll.

Aerial Bombardment

Siege (Tier 4), Reuse d20

- Pick 3 15-foot radius areas within the skirmish. All creatures within those areas must make a DC 15 Dexterity saving throw. On failure, they take **6d6** bludgeoning damage and **6d6** thunder damage, or half as much on a successful save. A creature can only be affected once (even if multiple areas overlap with them).
- Deals casualties equal to half the damage roll.

Fortification Cards

Fortification Cards are special cards that are provided by having a fortified position (see Fortifications). Each fortification has default cards it grants, which the DM can adjust to higher tier variants as necessary.

Fortified Stand

Fortification (Tier 1), Reuse d4

- Blocks the opposing Battle Card.
- Reduces casualties taken when resolving casualties this round by half.

Repel the Push

Fortification (Tier 1), Reuse d4

- Blocks the opposing Battle Card
- Deals **1d6** casualties to the opposing force.

Spring the Trap

Fortification (Tier 2), Expendable

- Blocks the opposing Battle Card.
- Deals **4d6** casualties to the opposing force.

Hunker Down

Fortification (Tier 2), Expendable

- Until the end of next intermission, the number of cards your army can play is reduced by 1, but all casualities are halved and taken to morale only.

Vantage Points

Fortifications (Tier 2), Reuse d12

- You make use of the fortifications to rain death from above. Deals **2d10** casualties and cannot be blocked.

Implaccable Walls

Fortification (Tier 3), Reuse d100

- Blocks the opposing Battle Card

Magical Barriers

Fortification (Tier 4), Expendable

- Blocks the opposing Battle Card
- Grants all allied units in the skirmish +5 AC until the end of round.

Special Cards

Each class can draw from the following categories of cards.A PC contributes two Battle Cards to their armies deck, which can be drawn from their current tier or lower, drawing on either the general cards of their tier, or from one of the available categories for their class. You cannot pick the same card twice.

A DM can allow a PC to draw from other categories (or use custom cards) where it makes sense for their character, particularly if their subclass is a different archetype than their class. If a character is multiclassed, they use class with the most levels in it to determine their category.

Class	Categories
Barbarian	Brawler, Defender
Bard	Controller, Leader
Cleric	Support, Leader
Druid	Controller, Blaster
Fighter	Brawler, Leader
Inventor[K]	Specialist, Blaster
Monk	Striker, Specialist
Occultist	Controller, Support
Paladin	Defender, Leader
Psion[K]	Blaster, Controller
Ranger	Striker, Specialist
Rogue	Specialist, Striker
Spellblade[K]	Striker, Blaster
Sorcerer	Blaster, Striker
Warden[K]	Defender, Controller
Warlord[K]	Leader, Support
Warlock	Blaster, Specialist
Wizard	Blaster, Controller

Tier Level Guide

Levels	Tier
1–4	Tier 1
5–9	Tier 2
10–14	Tier 3
15+	Tier 4

Leader Cards

Leaders are those who provide inspiration and direction to your forces, and are most suited to being the overall leader of an army.

Inspire Forces

Leader (Tier 1), Reuse d8

- Allied units in the Skirmish gain 1 Inspiration (expiring at the end of the round if not used).
- Restores **2d6** Morale.

Press the Attack

Leader (Tier 1), Reuse d6

- The enemy forces take **1d8** casualties
- After all cards are resolved, restore morale equal to the casualities dealt to the enemy army.

Reposition

Leader (Tier 2), Expendable

- Allows allied units in the Skirmish to move up half their movement speed with provoking attacks of opportunity.
- Blocks opposing Battle Card
- Allows you to reassign all of your previously played Battle Cards, changing which enemy Battle Cards they oppose.

Outflank

Leader (Tier 3), Expendable

- The enemy forces take **4d6** casualties.
- The opposing Battle Card is Expended (automatically failing its reuse reroll).
- You can play an additional Battle Card this round.

Perfect Play

Leader (Tier 4), Expendable

- When you play this card, you can replace it with any card in your Deck, Discard, or Expended piles (searching them an reshuffling them as necessary). If the card you played was already expended, it is automatically expended again (rather than rolling its reuse die).

Blaster Cards

Explosive Assault

Blaster (Tier 1), Reuse d10

- The enemy forces take **2d6** casualties.

Arcane Barrage

Blaster (Tier 1), Reuse d4

- The three enemy units closest to your army take **1d4 + 1** force damage.
- The enemy forces take **3d4** casualties.

That One In Particular

Blaster (Tier 2), Expendable

Choose one of the following effects:

- Either ***(a)*** cause the enemy force to take **4d6** casualties and reuse die of card it is played against to automatically fail at the end of the turn...
- ...or ***(b)*** force a creature in the skirmish to make a DC 15 Dexterity saving throw. On failure, deal **8d6** fire damage, or half as much on a success.

Magical Artillery

Blaster (Tier 2), Expendable

- All creatures in a 15 foot radius within the skirmish must make a DC 15 Dexterity saving throw. On failure, they take **6d6** fire daamge, or half as much on a success.
- The opposing force takes **3d6** casualties.

Falling Sky

Blaster (Tier 3), Reuse d4

- Choose two 10 foot radius points in the Skirmish. Creatures within those areas must make a DC 15 Dexterity saving throw, taking **4d8** lightning damage.
- The enemy forces casualties equal to the damage roll.

Cataclysm

Blaster (Tier 4), Reuse d4

- The enemy forces take **6d12** casualties.
- The furthest three enemies from your army take damage equal to the casualties dealt.

Striker Cards

Strikers employ cunning tactics that typical deal damage to select units within the Skirmish and moderate casualties and have many unblockable cards.

Fire Volley

Striker (Tier 1), Reuse d8

- The furthest 3 enemies in the Skirmish take **1d8** piercing damage.
- The enemy forces take casualties equal to the damage roll.

Devious Assault

Striker (Tier 2), Reuse d6

- Deals **3d8** piercing damage to a creature of your choice within the Skirmish.
- Deals casualties equal to half the damage dealt.
- Cannot be blocked.

Daring Raid

Striker (Tier 2), Reuse d6

- The enemy forces take **3d6** casualties.
- Destroys an enemy Siege Weapon. The Battle Cards contributed by that Siege Weapon are Expended.

Unrelenting Assault

Striker (Tier 3), Reuse d6

- The enemy forces take **2d6** casualties.
- You can play an additional Battle Card this turn.

Assassinate

Striker (Tier 4), Reused d6

- Attempts kill an enemy Elite that is not currently deployed in the Skirmish. Roll a d20 and add the number of cards you've played this turn (including this one). If the result is equal to or higher than the CR of the Elite, the Elite is either slain or critically wounded, withdrawing from the battle.
- If the assassination succeeds, this card is Expended.

Brawler Cards

Brawlers perform flashy actions, but ones that often come with a cost. Their cards do a lot of damage, but often restore morale or come with special effects... at the cost of often overtaxing themselves or their army.

Heroic Charge

Brawler (Tier 1), Reuse d8

- The enemy forces take **2d6** casualties.
- Restores morale equal to half the casualties dealt.

Always Stab Twice

Brawler (Tier 1), Reuse d12

- The enemy forces take **1d12** casualties
- Your army gains advantage on all casualties rolls this round when resolving Battle Cards.

Incite Violence

Brawler (Tier 1), Reuse d6

- The enemy forces take **3d12** casualties.
- Your forces take casualties equal to the lowest roll on the three dice.

You Too

Brawler (Tier 2), Expendable

- Copies all offensive effects of the opposing Battle Cards.

Duel to the Death

Brawler (Tier 3), Expendable

- Pick one of your Elites that is not in the Skirmish to challenge one of the enemy Elites that is not in the skirmish. Both Elites roll a d20 + twice their Fielded Strength. The one that rolls lower is slain (or critically injured) and withdraws from battle.
- The victorious army regains morale equal to the twice the Fielded Strength of the defeated Elite.

Blood Toll

Brawler (Tier 3), Expendable

- After all cards have been resolved, the opposing army takes casualties equal to the casualties you took from Battle Cards this round.

Incite Even More Violence

Brawler (Tier 3), d8

- The enemy forces take **4d12** casualties.
- Your army take casualties equal to the lowest roll on the four dice.

Last Stand

Brawler (Tier 4), Expendable

- Your army takes **6d6** casualties or sacrifices one of your Elites. Blocks all enemy cards for the turn.
- Regain **6d6** morale.

Controller Cards

Impassable Terrain

Controller (Tier 1), Reuse d6

- Blocks the opposing Battle Card.

Flexible Plan

Controller Tier 1, Reuse d8

Choose one of the following

- Either **(a)** the enemy forces take **1d8** casualties...
- ...or **(b)** your forces regain **1d6** morale...
- ...or **(c)** a creature of your choice within the skirmish takes **1d10** piercing damage.

Obscured Movements

Controller (Tier 2), Expendable

- Blocks the opposing Battle Card.
- You can rearrange all of your played cards before the Battle Cards are resolved.

Spell Disruption

Controller (Tier 2), d6

- Blocks the opposing Battle Card
- All hostile creatures in the Skirmish that are concentrating on a spell must make DC 12 Constitution saving throw to maintain their concentration.

Deploy Conjured Allies

Controller (Tier 2), Expendable

- Increases allied army Fielded Strength and Morale by **3d8**.

Forewarned

Controller (Tier 3), Expendable.

- The other player must play all of their Cards for their turn first. This card takes effect immediately, can be played out of playing order, and does not count against the number of cards you can play this turn.

Hazardous Approach

Controller (Tier 4), Reuse d6

- The opposing team takes **4d6** casualties for each Battle Card they play after this one is played.
- Any general forces that are spawned into the Skirmish this round take **4d6** damage.

Support Cards

Faith

Support (Tier 1), Reuse d8

- Draw 2 battle cards.
- You have advantage on all Reuse rolls made this round (rolling two dice and taking the more favorable result).

Conviction

Support (Tier 1), Reuse d6

- Restores **2d4** morale to your army.
- 3 allied units of your choice within the Skirmish gain the effect of bless until the start of the next round.

Unbroken Will

Support (Tier 2), Reuse d4

- Restore **4d6** morale. to your army.

Zeal

Support (Tier 2), Expendable

- All allied units in the Skirmish gain **2d8** temporary hit points.
- Halves the casualties taken this round.

Surge of Life

Support (Tier 3), Expendable

- Restores **2d8** morale to the allied army.
- All allied creatures in the Skirmish gain **2d8** temporary hit points.

Back From the Brink

Support (Tier 4), Expendable

- Either... **(a)** Restores a fallen Elite or **(b)** restores **1d4** expended cards from your Expended pile.
- Cannot be blocked.

Defender Cards

Hold the Line

Defender (Tier 1), Reuse d4

- Blocks opposing Battle Card.
- Restores **1d4** morale.

Every Bloody Inch

Defender (Tier 1), Expendable

- If the opposing Battle Card causes your army to take casualities, deal an equal number of casualties to the enemy forces.

Escort Mission

Defender (Tier 2), Reuse d4

- Your army regains 1d8 morale.
- Pick one of your already played cards. That card cannot be blocked and if it is not Expendable, automatically passes its reuse check.

War Cry

Defender (Tier 3), Expendable

- Your army regains **3d8** morale
- The 3 hostile units in the skirmish closest to the enemy army must make a DC 15 Wisdom saving throw, or become Frightened until the start of the next round.

Iron Wall

Defender (Tier 4), d20

- Blocks opposing Battle Card.
- Allied units in the skirmish game **1d8** temporary hit points.

Specialist Cards

Prepared Reserves

Specialist (Tier 1), Reuse d6

- Your army regains **1d6** morale.
- Draw one additional Battle Card.

Siege Operator

Specialist (Tier 1), Reuse d8

- Copies the effect the last Siege card you've played this turn. That card cannot fail its use reuse roll.

Cunning Reversal

Specialist (Tier 2), Expendable

- Blocks and reflects an enemy Battle Card, causing them to suffer the effects of the Battle Card if they are negative, or your forces to gain the benefits of the Battle Card if positive (you decide).

Preset Traps

Specialist (Tier 2), Expendable

- The opposing army takes **1d12** casualties for each card they play after this card is played.
- The first enemy creature to move in the Skirmish must make a DC 15 Wisdom (Perception) check, or they fall into a trap, taking **1d12** piercing damage and becoming immobilized after moving 5 feet.

Complex Plot

Specialist (Tier 3), Expendable

- Blocks opposing Battle Card.
- Roll a dX where the X is the number of cards in opposing army's hand. You take the result from their hand and it add it to yours. This effect takes place when the card is resolved. The card behaves as if it is your card for the rest of the battle.

That Was a Good Idea

Specialist (Tier 3), Special

- Copies another battlecard already in play, including its reuse die.

Economical Useage

Specialist (Tier 4), Expendable

- You have advantage on reuse rolls on cards played this round. Any time you succeed a reuse roll on a card at the end of this turn, you can add it back to your hand instead of the discard pile.

Hero and Villain Cards

Villain Cards

Villain cards are special cards that the DM can add to an enemy deck to make the combat more challenging, representing the actions of particularly dangerous foe.
They typically have a higher 'reuse' value, meaning that are harder to deal deal with through simple attrition, and will only go away if specifically countered or the villain providing the cards is defeated.

Spreading Miasma

Necromancer (Tier 1), Reuse d20

- The enemy forces take **3d6** casualties.
- Create a 15-foot radius cloud of toxic miasma in the Skirmish. All living creatures within the cloud must make a Constitution saving throw, taking **3d6** necrotic damage on failure, or half as much on success.

Murder Spree

Villain (Tier 1), Reuse d100

- The enemy forces take **4d6** casualties.
- This card deals half damage even when blocked.

Cycle the Legions

Necromancer (Tier 2), Reuse d20

- Your army regains **6d6** Fielded Strength and Morale.
- Restore one expended Card and add it back to your Deck.
- Resurrect the **1d4** lowest CR creatures that have died in the Skirmish (as undead under your service if they were not already).

Brutal Counter

Villain (Tier 2), Reuse d100

- Blocks and destroys an exposing Battle Card.
- Deals damage equal to the blocked cards Reuse die.

Corpse Explosions

Necromancer (Tier 3), Reuse d20

- Your troops become traps. After all casualties are calculated from Battle Cards, the opposing army takes additional casualties equal to your armies casualties taken.

Unending Army

Necromancer (Tier 4), Reuse d6

- One slain elite is raised as an undead version of itself at full hit points. The elite can come from either army. Its battlecards are added to the necromancer's deck (even if they were already expended or belonged to the opposing force).

Unstoppable Slaughter

Villain (Tier 4), Reuse d100

- The enemy forces take **10d6** casualties.
- If the elite that contributes this card is not in the skirmish, it cannot be blocked

Hero Cards

Hero cards are special more-powerful cards that represent the actions of heroes that go above and beyond. The are most often awarded as a special prize for something the players do during the campaign. They can be provided by an NPC if the players manage to recruit a particularly notable figure to their cause, or can be PC cards if given by the DM as a special reward for something done in game, typically an achievement of great importance and heroism.

Hero's Stand

Hero (Tier 1), Expendable

- Blocks the opposing Battle Card.
- Restores morale equal to the casualties blocked.

Answer the Call

Hero (Tier 1), Expendable

- One unconscious creature of your choice in the skirmish can immediately stand up, regaining hit points equal to their twice their level or CR.
- Your army regains morale 1d8 morale.

Heroic Inspiration

Hero (Tier 2), Expendable

- All allied creatures in the Skirmish gain one Inspiration and advantage on their next attack roll before the start of the next round.
- The allied army regains **2d8** morale.

Plot Armor

Hero (Tier 2), Expendable

- Search your deck for any card and play it instead in place of this card. The card is does not roll its reuse die and is not expended when played.

Golden Retrieval

Hero (Tier 3), Expendable

- Your army regains **3d6** morale.
- Take one card you've expended this battle, and add it back to your hand.

Heroic Sacrifice

Hero (Tier 2), Expendable

- Blocks and automatically expends opposing Battle Card.
- The allied army regains morale equal to the fielded strength of the elite that contributed this card.
- The elite that contributed this card is defeated, dying or withdrawing from battle wounded.

Divine Descent

Divine (Tier 4), Expendable

- Blocks the opposing Battle Card.
- The enemy force takes **2d6** casualties.
- The allied force regains **2d6** morale.
- This card remains in play for **1d4** rounds after being played.

Legends Never Die

Hero (Tier 4), Expendable

- Blocks opposing Battle Card.
- Until the start of the next round, allied Elites (including Player Characters) are immune to instant death effects and cannot be reduced below 1 hit point.
- The allied army regains **4d8 + 4** morale.

Example Armies

The following are some example armies. These are mostly just to serve as a reference for what a built army looks like, but can be used when testing the system as roughly balanced encounters.

Example Small Player Army

Leader

Level 4 Bard (PC)

- **Leadership Bonus:** 1.1
- **Stratagem:** 2

Elites (5)

- **Level 4 Bard (PC)** - **Battle Cards:** Inspire Forces, Flexible Plan
- **Level 4 Barbarian (PC) - Battle Cards:** Heroic Charge, Incite Violence
- **Level 4 Sorcerer (PC) - Battle Cards:** Fire Volley, Arcane Barrage
- **Level 4 Spellblade (PC)** - **Battle Cards:** Fire Volley, Explosive Assault
- **Knight (NPC) - Battle Cards:** Devastate, Inspire Forces

General Forces

Militia Force × **2** (400 units | 200 Fielded Strength)
Scout Unit × **1** (25 units | 50 Fielded Strength)

Siege Weapons

-

Fortifications

-

Calculations

Army Scale: Small
Fielded Strength: 359
Morale: 120
Scouts: 1
Starting Cards: 3
Card Draw: 2
Max Hand Size: 5
Cards Played Per Turn: 2
Battle Cards: Arcane Barrage, Devastate, Explosive Assault, Fire Volley × 2, Flexible Plan, Heroic Charge, Incite Violence, Inspire Forces × 2

Example Small Bandit Army

Difficulty: Easy (Players are favored to win)

Leader

Bandit Captain

- Leadership Bonus: 1.05
- Stratagem: 1

Elites

- **Bandit Captain - Battle Cards:** Devastate, Devious Assault.
- **Bandit Captain - Battle Cards:** Devastate, Devious Assault.
- **Bandit Captain - Battle Cards:** Devastate, Devious Assault.
- **Spy - Battle Cards:** Devastate: Prepared Reserves
- **Gladiator - Battle Cards:** Incite Violence, Press the Attack

General Forces

Bandit Unit × **4** (800 units | 400 Fielded Strength)

Siege Weapons

Ballista × **1 - Battle Cards:** Fire Bolts

Fortifications

—

Calculations

Army Scale: Small
Fielded Strength: 470
Morale: 157
Scouts: 1
Starting Cards: 3
Card Draw: 1
Max Hand Size: 4
Cards Played Per Turn: 2
Battle Cards: Devastate × 4, Devious Assault x 3, Fire Bolts, Incite Violence, Prepared Reserves, Press the Attack

Example Fortified Player Army

Leader
Level 13 Warlord (PC)
- **Leadership Bonus:** 1.25
- **Stratagem:** 5

Elites (7)
- **Level 13 Wizard (PC)** - Battle Cards: Forewarned, Falling Sky
- **Level 13 Rogue (PC)** - Battle Cards: Unrelenting Assault, Complex Plot
- **Level 13 Occultist (PC)** - Battle Cards: Obscured Movements, Surge of Life
- **Level 13 Warlord (PC)** - Battle Cards: Outflank, Reposition
- **Assassin (NPC)** - Battle Cards: Devious Assault, Daring Raid
- **Archmage (NPC)** - Battle Cards: Falling Sky, Deploy Conjured Allies
- **Knight (NPC)** - Battle Cards: Devastate, Inspire Forces

General Forces
Soldier Unit × 2 (400 units | 400 Fielded Strength)
Veteran Unit × 1 (100 units | 600 Fielded Strength)
Magic Unit × 1 (25 units | 600 Fielded Strength)
Priest Unit × 1 (50 units | 400 Fielded Strength)

Siege Weapons
Catapults × 2 - Battle Cards: Hail of Stones
Cannon × 1 - Battle Cards: Thunderous Barrage

Fortifications
Natural Fortifications - 8% Attrition

Calculations
Army Scale: Gigantic
Fielded Strength: 2,875
Morale: 958
Scouts: 2
Starting Cards: 6
Card Draw: 5
Max Hand Size: 11
Cards Played Per Turn: 5
Battle Cards: Complex Plot, Daring Raid, Deploy Conjured Allies, Devastate, Devious Assault, Falling Sky × 2, Forewarned, Hail of Stones x 2, Inspire Forces, Magical Artillery, Obscured Movements, Outflank, Reposition, Surge of Life, Thunderous Barrage, Unrelenting Assault

Example Huge Undead Legion

Difficulty: Very Difficult (Players likely to lose)

Leader
Lich
- **Leadership Bonus:** 1.25
- **Stratagem:** 4

Elites (8)
- **Vampire × 2 - Battle Cards:** Deploy Conjured Allies, Destroy
- **Mummy Lord × 2 - Battle Cards:** Cycle the Legions, Destroy
- **Giant Skeleton × 2 - Battle Cards:** Destroy, Destroy
- **Vanguard of Desolation - Battle Cards:** Murder Spree, Duel to the Death
- **Lich - Battle Cards:** Cycle the Legions, Corpse Explosions, Unending Army

General Forces
Zombie Unit × 5 (1000 units | 1000 Fielded Strength)
Skeleton Units × 5 (1000 units | 1000 Fielded Strength)
Ghost Unit (25 units | 400 Fielded Strength)
Wraith Unit (25 units | 500 Fielded Strength)
Vampire Spawn Unit (25 units | 500 Fielded Strength)

Siege Weapons
Catapults × 3 - Battle Cards: Hail of Stones

Fortifications
—

Calculations
Army Scale: Gigantic
Fielded Strength: 4,755
Morale: Undead (Does Not Retreat)
Scouts: 2
Starting Cards: 10
Card Draw: 4
Max Hand Size: 12
Cards Played Per Turn: 5
Battle Cards: Cycle the Legions × 3, Corpse Explosions, Deploy Conjured Allies × 2, Destroy × 7, Duel to the Death, Hail of Stones × 3, Murder Spree, Unending Army

Monster Feats

Feats for monsters are tools that allow you turn a generic monster into a more elite or specialized version of that monster with a simple drag-and-drop new ability. Each feat is designed to give the monster a straightforward new power that makes encountering it a slight twist.

While replacing monsters entirely with more complicated monsters with detailed movesets works in some cases (and this very book includes some such monsters), many times simple generic monsters fit the bill. You don't want every creature on the battlefield doing complicated things every turn, as it grinds combat to a halt. But you might want one or two elites or champions to mix things up, and these represent a way to turn any monster into those in just moments.

Monster feats are great for the little battles in between the set pieces. While making a custom monster from scratch or scouring your pile of favorite monster source books for the perfect epic encounter can make sense for a capstone, sometimes you just want an orc bandit with a bit more cleaving or a wolf that surprises your players with a sudden leap to their tasty looking backline character.

Monster feats give you a way to have these little twists and bumps without them feeling ad-hoc or arbitrary, especially as many of them are mechanics that players will recognize from the Active Martial Feats available to them. Things always seem more fair if the Player Characters can theoretically gain the same powers, and it might even motivate them to take one of them as their next feat after seeing it in action.

This is why they are called 'monster feats' rather than 'monster powers'. It gives players a sense of 'oh that's why this monster can do this thing, it has a feat' without devolving fully to using Player Character rules to build monsters.

Comparison to Player Feats

One might be tempted to ask at this point 'why not just the player facing Active Martial Feats?' Indeed, that's where this started, as that proved a popular idea. But monster feats have somewhat different considerations.

For player feats, any two feats should be roughly balanced against the other options. You don't want a gradient of power in the feats, because you don't want 'right' and 'wrong' options, and they have equal opportunity cost to the player. For monster feats, there is no opportunity cost to the feat, so the balance is a lever the DM pulls rather than an absolute, so having a gradient of tools from minor to 'overpowered' is a feature of the design, rather than a problem.

Proficiency Scaling

One aspect of these feats is that they scale with the proficiency bonus. This is to make sure they remain relevant across all levels of play, but can cause some confusion as not all monsters list their proficiency bonus. While on newer monsters it will be listed as "PB" most frequently, it might not appear on older monsters at all.

Fortunately, the PB of a monster can be reverse engineered from their CR, simply by treating their CR as if it were the level of a player character. To make that more clear, here's a graph that you can quickly reference to determine the proficiency bonus based on CR. Note that the CR adjustment of an added monster feat should not be taken into account when determining the proficiency bonus—they are added after all the math of a creature is 'baked' in.

Monster Proficiency Bonus Reference

Challenge Rating (CR)	Proficiency Bonus (PB)
1–4	2
5–8	3
9–12	4
13–17	5
18–21	6
22–25	7
26–28	8
29–30	9

CR Adjustment

Each feat contains a rough CR adjustment, but in the balance between this being accurate and simple, I've opted to make it simple. This means that while the CR adjustment will give you a reasonable grasp of how it might impact the encounter, it cannot account for all the variables that might be at play across a wide range of levels.

The best approach is to start using these conservatively. Try one out here or there in what would otherwise be an easy fight and get used to them. The best encounter building technique is experience in building encounters.

With any group, balance is will always be as much as an art as a science, because players do not play predictable or optimally (or not predictably optimally) so balancing monster statistics against player statistics is only half the job (assuming you are trying to build an encounter that challenges them, but has a low chance of ending the campaign).

If a CR adjustment is 1/2, the CR is only adjusted if the monster's CR is less than 1 (rounding to 1 if the monster is CR 1/4). The CR adjustment for Dynamic Feats are less concrete.

Adding multiple new feats does not necessarily increase the monster's CR in a linear fashion. And CR adjustments after the first can be treated as half the listed value. This is because the monster's action economy and defensive CR will typically be unable to fully utilize multiple feats, but adding multiple feats is not recommended until you have some experience with their application.

Interaction with Multiattack

Many monster feats that grant a new way to attack will read 'as part of its multiattack action'. This means that it can replace any attack the monster can take as part of the multiattack action.

When using the feat conservatively, you can replace the monsters strongest attack with the new action, but the CR adjustment and assumption of the feat is that it can replace any attack the monster can take as part of the multiattack action, typically replacing one of its weaker attacks (if it has stronger and weaker attacks).

Monster Feats In Action

Using Monster Feats can help make enemies do unexpected things that keep combat fresh and dynamic, but tend to go over best when introduced in a few a time, letting the players get the hang of the new tools that monsters might be able to engage against them.

It can also help to make their recharge more transparent, such as rolling the recharge die in public after the monster attacks. This lets players have knowledge of what the monster can do that, but this knowledge doesn't exceed what the player could plausibly read from the combat situation after seeing the monster exert themselves into a special attack.

Sometimes the best solution is simply to let players know a monster is an elite monster using special powers if they are used monsters with more limited power sets, and after some time they'll simply come to expect that a monster with a fancier helmet might break out some special abilities compared to a normal variant.

Feat	Category	CR	Utility
Charging	Core	+½	Helps the monster reach enemies with powerful charges.
Rampaging	Core	+½	Allows monster to whirlwind, striking many enemies.
Cleaving	General	+½	Makes monsters attack cleave.
Despicable	General	+½	Gives monsters distractions and dirty tricks.
Divinely Favored	General	+1	Grants the monster divine empowerment making it stronger.
Grappling	General	+½	Gives the monster grappling abilities.
Guardian	General	+0	Allows the monster to defend another nearby creature.
Leaping	General	+1	Grants the monster a powerful leaping attack.
Legionnaire	General	+0	Grants the monster a powerful pack tactics ability.
Opportunistic	General	+½	Gives a monster a powerful but random ability to focus a target.
Reactive	General	+1	Grants additional reactions to the monster.
Spell Hunting	General	+½	A monster that is specialized against spellcasters.
Swordmaster	General	+1	Grants the monster enhanced attacks and blocks using a sword.
Electrified	Mutation	+1	Shocks creatures that attack or are attacked by the creature.
Elemental Forms	Mutation	Varies	A drag and drop conversion into an elemental in a creature's form.
Reaching	Mutation	+½	Gives the creature additional reach.
Multiheaded	Mutation	+½	Grants the creature additional attacks and perception bonus.
Spell Stealer	Mutation	+1	A creature adapted to hunting magic users and stealing the magic.
Adaptive	Dynamic	+1	Lets the creature adapt to any damage type it is hit with.
Ethereal Lurker	Dynamic	+2	Allows the creature to step in and out of the ethereal.
Phantom	Dynamic	+2	Grants illusory duplicates to the creature.
Time Looper	Dynamic	×2	Allows the creature to continuously reset the fight.
Vampiric	Dynamic	×1.5	Gives the creature potent amounts of lifesteal on hit.

Core Monster Feats

Two basic but dramatic abilities that are a great place to start using the Monster Feat system. If the rest of the system seems too complicated, just use these to turn otherwise boring bruisers into bigger threats.

Charging

For monsters that move with bursts of speed and momentum to chase down or break through foes, excelling at surging power and heavy momentum.

This feat is most appropriate for monsters larger than the players, four legged monsters, or monsters that are both heavy and fast. It grants the monster the following feature:

- ***Heavy Charge (Recharge 5–6).*** As part of its multiattack action (or as an action if it lacks the multiattack action), the monster charges up to 30 feet or its movement speed (which is shorter) in a straight line. Any creature in its path must make a Strength saving throw with a DC of 8 + STR mod + PB, taking PBd6 + STR mod damage and being knocked prone on a failed save, or taking half as much damage and not being knocked prone on a successful save. This movement allows it to pass through the spaces of other creatures with no penalty to movement and without taking attacks of opportunity, but if a creature one size smaller or larger than the charging creature succeeds a saving throw against the ability, their charge is stopped.
- **CR Adjustment:** +½

Rampaging

The monster can move with a surge of power that endangers all nearby creatures in a burst of ferocity. This feat is most appropriate on aggressive creatures that either have many weapons (such as claws) or large weapons (such as great axes), and prefer to charge into groups of enemies aggressively. It gains the following feature:

- ***Whirlwind (Recharge 4–6).*** As part of its multiattack action (or as action if it lacks the multiattack action), the monster strikes out all creatures of its choice within 5 feet of it. Targets must make a Dexterity saving throw with a DC of 8 + STR mod + PB, taking PBd8 + STR mod damage on a failed saving throw or half as much on a successful saving throw.
- **CR Adjustment:** +½

General Monster Feats

General feats are those that are going to make sense on more or less any monster, representing abilities that a monster could have using their existing weapons (natural or otherwise). They are things that you could describe any monster doing without having to change the nature of the monster.

Their CR adjustments are fairly mild and most of the time they simply make a monster deal more damage to more targets, increasing the priority and threat of that monster.

If you want to make a standard monster an elite or champion, these are your go to selections to add some flair and danger without revamping the monster.

Cleaving

The monster excels at engagements against groups of creatures, and can maximize the value of its first swing on each turn to mow through targets. This feat is most appropriate for creatures larger than the PCs, brutes, or creatures that wield large weapons with high strength. It gains the following feature:

- ***Wild Cleave.*** The first time on its turn the creature attacks while more than one creature is within range, it rolls a d4. It targets a number of creatures in range of its choice up to a maximum of the value rolled with its first attack.
- **CR Adjustment:** +½

Despicable

Honor is a foreign concept to this monster, and its developed a set of survival skills that make it particularly obnoxious to fight against. This is most likely to be found on intelligent creatures that make their way through the less refined circles of society, such as thieves or goblins, but can make a fun addition to a particularly obnoxious bird or beast. It gains the following features:

- ***Distract.*** When this creature would provoke an opportunity attack it instead attempts to distract the attacker. The attacker must succeed a Wisdom saving throw with a DC of 8 + CHA mod + PB or automatically misses their opportunity attack.
- ***Dirty Trick.*** As a bonus action, this creature throws dirt or sand into the eyes of another creature within 5 feet. The target must make a Dexterity saving throw with a DC of 8 + DEX mod + PB or become blinded until the start of this

creature's next turn. Once this is used on a creature, that creature automatically passes subsequent saves against it, and any creature that witnessed the move has advantage on saves against it.
- **CR Adjustment:** +½

Divinely Favored

A monster favored by its gods or a higher power. This feat is most appropriate for a type of monster that has an actively involved god in the fate of their species (orcs, goblins, giants, etc.). The creature gains the following benefits.

- ***Blessed.*** The creature adds +1d4 to all attack rolls and saving throws.
- ***Divine Strike (Recharge 4–6).*** As part of its Multiattack action (or as an action if it lacks the Multiattack action) the monster holds aloft its weapon and calls down divine retribution at a point within 60 feet. All creatures within 15 feet of the target point must make a Constitution saving throw with a DC of 8 + CHA mod + PB. On a failed save, creatures take PBd8 radiant damage (if the creature is good, neutral aligned, or unaligned) or necrotic damage (if the creature is evil aligned). On a successful save, they take half as much damage. The monster then regains PBd8 hit points.
- **CR: Adjustment:** +1

Grappling

Prerequisite: Free grappling appendage (an open hand, tentacle, or similar)

These monsters specialize in getting hold of their foes and keeping the close. It most often found in bruisers or large monsters, such as ogres or trolls. The monster gains the following features:

- ***Grab.*** As a bonus action, the creature attempts to grab a target within reach. The target must make a Strength or Dexterity saving throw (DC 8 + STR mod + PB) or become grappled (escape DC 10 + STR mod).
- ***Beat.*** The monster has advantage on attacks against creatures it is grappling.
- **CR Adjustment:** +½

Guardian

A monster specialized in protection, it makes another creature harder to take down, and ensures that attackers have to go through it. This feat is most appropriate on a monster with high loyalty to another creature, such as a guard dog, bodyguard, or golem. The creature gains the following features:

- ***Interference.*** While this creature is within 5 feet of another creature, that creature has resistance to area of effect damage.
- ***Body Blocking.*** At the start of the creature's turn, it can exchange places with another willing creature within 5 feet. This movement does not provoke attacks of opportunity for either creature.
- ***Intervention (Recharge 4–6).*** When this creature is within movement speed of an allied creature that takes damage, it can use its reaction to move up to its movement speed to that creature and take the instance of damage that triggered the reaction instead of the target.
- **CR Adjustment:** 0

Leaping

While all creatures can jump, this is a creature that has mastered both jumping and landing for maximum impact. This feat is most appropriate for monsters with powerful legs or partial flight abilities, such as wyverns, dragons, tigers, or similar. The monster gains the following feature:

- ***Mighty Leap (Recharge 4–6).*** As part of its multiattack action (or as an action if it lacks the multiattack action), the monster can leap up to 20 feet (or its movement speed, whichever is shorter) without expending movement or provoking attacks of opportunity (it does not require a running start to leap this distance). It can leap to a space that is either unoccupied, or occupied by a creature smaller than it. Any creature that it lands on, or that is within 5 feet of its landing area, must make a Constitution saving throw with a DC of 8 + STR mod + PB, taking PBd6 + STR mod damage on failure and being knocked prone. On success, the creature takes half as much damage and is not knocked prone. Targets in the space the monster lands in are ejected to nearest free space within 5 feet. If there is no free space within 5 feet, the automatically fail the save and cannot stand up until they are no longer sharing a space with creature.
- **CR Adjustment:** +1

Legionnaire

This is a feat given to a group of monsters to turn them in a deadly cohesive unit. It is a simple feat that does not individually impact CR significantly, but greatly increases the multiplicative power of a group of monsters. It works best as a feat representing the coordination of monsters being controlled by a tactical being or commander. It grants the following feature:

- **Legion Assault.** The monster has advantage on an attack roll against a creature if at least one of the monster's allies is within 5 feet of the creature and isn't incapacitated. They roll one additional die as part of that advantage for each additional ally within 5 feet.
- **CR Adjustment:** +½

Opportunistic

This feature works best for monsters with chaotic behavior patterns, brutes, or monsters that work of a mysterious cunning and scheming... plans so complicated the loop back to seeming random.

- ***Mark of Opportunity.*** At the end of each the monsters turns, it randomly selects a target within movement range, which it marks. Until it uses its ability again, all melee attacks it make against the target have advantage, and the first time it hits that target, the hit becomes a critical strike. If the target ends its turn out of the monsters movement range, the monster rolls a new target.
- **CR Adjustment:** +½

Predictable Opportunity

Though this feat can substantially raise a monsters damage, it also telegraphs the monsters intention, meaning that it may not make a fight substantially harder on its own.

Reactive

Some monsters are exceptional at handling many foes at the same time, and core tool of doing so is be able to respond quickly. The monster gains the following features:

- ***Reactive.*** The monster gains an additional reaction per round.
- ***Vengeful Blow.*** When the monster is hit by an attack, it can make one attack as a reaction against the attacker, if the attacker is in range of an available action.
- **CR Adjustment:** + 1

Spell Hunting

Some monsters specialize in hunting down spell casters, either through their nature or special training to take them out before their spells wreak havoc. This feat is most appropriate for intelligent enemies that might have had special wizard-punching-training or monsters that designed or adapted to hunting spellcasters. The monster gains the following features:

- ***Magic Resistance.*** The creature has advantage on saving throws against spells and other magical effects.
- ***Reflexive Interruption.*** If a creature casts a spell while within reach of the monster, it can immediately make an attack using any attack available in its actions against the caster. This attack takes place before the spell completes. The caster must make a Concentration check as if it were concentrating on the spell it was casting. On failure, the spell fails to cast, spending the casting action, but not the spell slot (if the spell would have consumed a spell slot) or use of the feature (if limited).
- **CR Adjustment:** +½

Tactical Note

Note that a player can simply move away from the monster as normal, taking a normal attack of opportunity or disengaging, once they are aware the monster has this feature.

Swordmaster

Prerequisite: A monster that wields a sword

This monster has mastered the art of a sword to be a menace to any foe that it faces with an arsenal of sword tricks. It is most often found on intelligent monsters that have trained with the sword, but might be found in unexpected places, like a goblin camp. The monster gains the following features.

- ***Deflection.*** As a reaction being attacked, the monster can add its PB to its AC.
- ***Riposte.*** If the creature is attacked by a creature within reach, it can use its reaction to make a single weapon attack with its sword against the attacker.
- **CR Adjustment:** +1

Mutation Monster Feats

These are feats that provide a unique aspect to a monster that isn't something that can simply be explained by 'that orc is better at swinging his axe' but are physical or magical attributes of the monster.

Monsters are often magical beings living in a magical world, and it's quite possible you'd run into variant types of creatures with special physical or supernatural abilities. The line of evolution in a D&D setting is often interrupted by wild pivots (that can frequently be blamed on a wizard or some other cosmic force of chaos).

If you want to make a standard monster have an unexpected trait, these feats are a good source of variety and a quick grab that can enhance an overused monster or add chaos to a random encounter.

Electrified

The monster has mutated to store a great deal of elemental energy within its body which it discharges defensively when hit. Though most often found in eels, with more magically powered evolution many creatures might find such a defense expedient. The monster gains the following features:

- ***Lightning Immunity.*** The creature is immune to lightning damage.
- ***Charged Shock (Recharge 6).*** The first time a creature is hit by a melee weapon attack, it deals PBd4 lightning damage to the attacker. The damage decreases each time it is hit by 1d4, until it recharges the ability (resetting the damage dealt to PBd4). Being hit by lightning damage automatically recharges the ability.
- **CR Adjustment:** +1

Fire Form

The monster becomes entirely made from fire in the form of the normal creature.

- **Fire Immunity.** The creature gains immunity to Fire damage and resistance to bludgeoning, piercing and slashing damage from nonmagical weapons.
- **Burning Body.** Any creature that hits the creature with a melee attack gains the Burning condition, taking 1d10 fire damage at the end of their turns until a creature puts it out with an action.
- **Fire Damage.** All of the damage from the creature's attacks become fire damage.
- **CR Adjustment:** +1

Flowing Form

The monster becomes entirely formed from Water in the shape of the normal creature.

- **Amorphous Form.** The creature gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, as well as to acid and fire damage. The creature can pass through spaces as narrow as one inch, including through the spaces of other creature, without treating them as difficult terrain.
- **Freezing Weakness.** The creature is slowed by 10 feet until the end of its next turn any time it takes cold damage.
- **CR Adjustment:** +½

Frozen Form

The monster becomes an animated statue of ice in the shape of the normal monster.

- **Frozen Body.** The monster gains immunity to Cold damage, and resistance to slashing and piercing damage. It gains vulnerability to fire and bludgeoning damage. Any damage that is not piercing or slashing damage the monster deals is converted to cold damage.
- **Shatter.** When the monster is reduced to 0 hit points, it explodes into shards of ice. All creatures within 15 feet of it must make a Dexterity saving throw with DC of 8 + CON mod + PB, taking PBd8 piercing and PBd8 cold damage on failure, or half as much on a successful save.
- **CR Adjustment:** +½

Reaching

The monster has grown a highly effective hunting appendage used for reeling in prey. Most of this takes the form of a tentacle, tongue, or similar feature. This is most often found on monsters like oozes, shambling mounds, or other monsters that are normally slow and may have evolved a solution to their problems. It gains the following feature:

- ***Tendril Grab.*** As a bonus action, the creature can shoot out a grabbing appendage toward a target within 20 feet of it. The target must make a Strength or Dexterity saving throw (target's choice) against a DC of 8 + STR mod + PB, or be pulled to within 5 feet of the creature and grappled (escape DC 10 + STR mod). It can grapple one target at a time this way.
- **CR Adjustment:** +½

Multiheaded

Prerequisite: A monster with a bite attack

The monster has a rather drastic mutation such as having another head. This mutation is almost always the result of a monster that is from an artificial origin, warped by an area of high magic, or is extra planar in origin. It is most typically found on monstrosities, beats, or creatures that share their appearance but not creature type (such as a Hellhound). It gains the following feature:

- ***Multiheaded.*** When the creature takes its bite attack, it can make a second bite attack as part of the same action. This can target either the same creature or another creature within range. The creature gains advantage on perception checks and wisdom or intelligence saving throws.
- **CR Adjustment:** +½

Spell Stealer

The monster has adapted to high magic environments and gained supernatural influence on magic around it. It is most appropriate for monsters from exotic locales, elementals, or golems. It gains the following feature:

- ***Spell Stealer (Recharge 6).*** When the creature is targeted by a spell, or a spell is cast with a target point within 30 feet of the creature, the creature can attempt to steal control of the spell as a reaction. It makes a Constitution ability check (d20 + CON mod + PB) contested by the caster making a Spellcasting ability check. On success, the creature steals control of the spell, picking a new target for the spell within 30 feet of it. This effect automatically recharges if the monster fails to steal the spell.
- **CR Adjustment:** +1

Dynamic Monster Feats

Dynamic monster feats are ones that change the nature of a combat encounter more than a typical ability. They feats that are generally not as 'fair', giving the monsters a unique ability that will best be countered by tactical solutions.

These feats are such that their CR adjustment is more variable, as they add a puzzle element to an encounter.

Each feat comes with a tip that a DM can optionally provide to the group based on Intelligence (Nature) check of a player character. A DM can reduce this DC each turn if they feel that is appropriate, making the encounters easier for groups that tend to approach things less tactically.

Note that even when 'solving' the optimal way to defeat a monster, they might still be far harder to kill than a normal monster. These are most often suitable for solo monsters, but can be added to monsters in a group when the DM wants to create a uniquely difficult or challenging encounter.

If you want to turn a monster into a special challenge that will shake up how your players have to approach combat, these are the feats to look through.

If Everything is Unique, Nothing Is Unique

While how a DM runs their game is up to them and their group's preference, there's a reason that most monsters are a bag of hit points the players get to use all their fun abilities to kill—it lets players get used to their abilities, roll their dice, and think about the encounter as a whole.

Tactically challenging monsters are a good way to mix things up, but in most cases are best used sparing in encounters that otherwise might be repetitive or too easy, but if used for every encounter might wear out their welcome.

As always, evaluate your group's reaction to different approaches to find the approach that works for you and your group—there isn't a right answer to encounter building.

Adaptive

A particularly difficult to damage monster, it can adapt to its environment with extreme proficiency. Most often found in oozes, elementals, golems, or other creatures of flexible nature.

- **Damage Adaption.** Any time the monster takes damage, it gains resistance to that damage type (after taking the damage). It cannot have more than five damage resistances, and loses any resistance to any damage it has not taken for more than 1 minute. When it reaches five resistances, it loses the resistance to the damage took the longest ago when gaining a new resistance.
- **CR Adjustment:** +1

Tactical Hint

To make defeating this monster easier, all you need to do is expose the mechanics of the ability, and perhaps point out some of the less used weapons or abilities at a players disposal.

Ethereal Lurker

The monster gains the ability to phase in and out of reality with great flexibility, gaining the following feature:

- ***Ether Phase.*** At the end of the monster's turn, it enters the Ethereal plane until the start of its next turn. When it returns to the material plane at the start of its turn, it appears in an empty space within 10 feet of where it disappeared. While on the Ethereal Plane, it remains aware of the position of creatures in the material plane, but can only be affected by other creatures on the Ethereal Plane
- **CR Adjustment:** +2

Tactical Hint

If the players are struggling to find a way to counter monsters, on a Intelligence (Nature) ability check with a DC of 14, you can reveal that monster must reappear within 10 feet of where it disappeared, and that readied actions can be triggered by an even such as a monster appearing from the Ethereal Plane.

Phantom

The monster gains the ability to create illusionary duplicates of itself, providing false targets and mirror images to distract and confuse its foes. This could be some magic it has mastered, or an innate property of its nature, warped by magic. It gains the following feature:

- ***Phantom Army.*** At the end of each of its turns, the creature creates 1d4 + 1 phantom duplicates of itself, and then teleports itself and its duplicates to unoccupied spaces within 30 feet of it. Each duplicate has the save attributes and AC as the creature, but only 1 hit point and cannot take any actions, disappearing at the start of the creature's next turn.
- **CR Adjustment:** +2

Tactical Hint

On seeing a phantom destroyed, you can offer the players the chance to make Intelligence (Arcana) or Intelligence (Nature) check with a DC of 14. On success, you can reveal the details of the ability, which makes it easy to defeat. Magic Missile is a particularly effective solution, but any effect that deals guaranteed damage can quickly check duplicates.

Time Looper

A particularly strange twist of fate has granted this monster the ability to twist the flow of time around it, jumping back and forth between time.

- ***Reset (Recharge 5–6).*** At the start of the creature's turn, it can use its reaction to regain full hit points, recharge all other abilities, regain all resources, clear all conditions and spells affecting it, and teleport to anywhere it has been since the start of its last turn.
- **CR Adjustment:** ×2

Tactical Hint

The obvious solution that requires no hint is that if the target is killed before it uses or recharges the ability, there is no need for additional solutions.

However, more tactical approaches can result in easier times. Once the creature has used the ability once, you can reveal the details of the ability on a Intelligence (Arcana) ability check with a DC of 15 or higher, which would reveal that it needs its reaction to use the ability. A reaction can be denied by any effect that incapacitates a creature, some features, or some spells like *shocking grasp*.

Running the Creature

While this might sound challenging to run, you can simply keep additional copies of the creature block and reset to another one when it uses the ability, minus the expended ability.

Vampiric

This monster feeds on its target in an extremely effective manner. This doesn't include just vampires, but can include any monsters that consume their targets either directly or more metaphorically (from an ooze literally devouring its target piece by piece to grow to psionic monsters that consume the minds of the targets).

It can even take the form a monster the feeds on the pain and suffering of its targets, such as a cursed shadow dragon. The monster gains the following feature:

- **Vampiric.** The monster regains hit points equal to the damage it does.
- **CR:** ×1.5

Tactical Hint

Though this ability can be quite fight warping, there is no trick to it beyond crowd control and potentially evasive maneuvers such as dodging to prevent it from hitting.

Monster Section

The following a somewhat eclectic selection of monsters. These were primarily included to utilize the Monster Feats included in an early section, as well as to provide additional 'NPC' characters that would fit the new classes, and help populate the Battle System.

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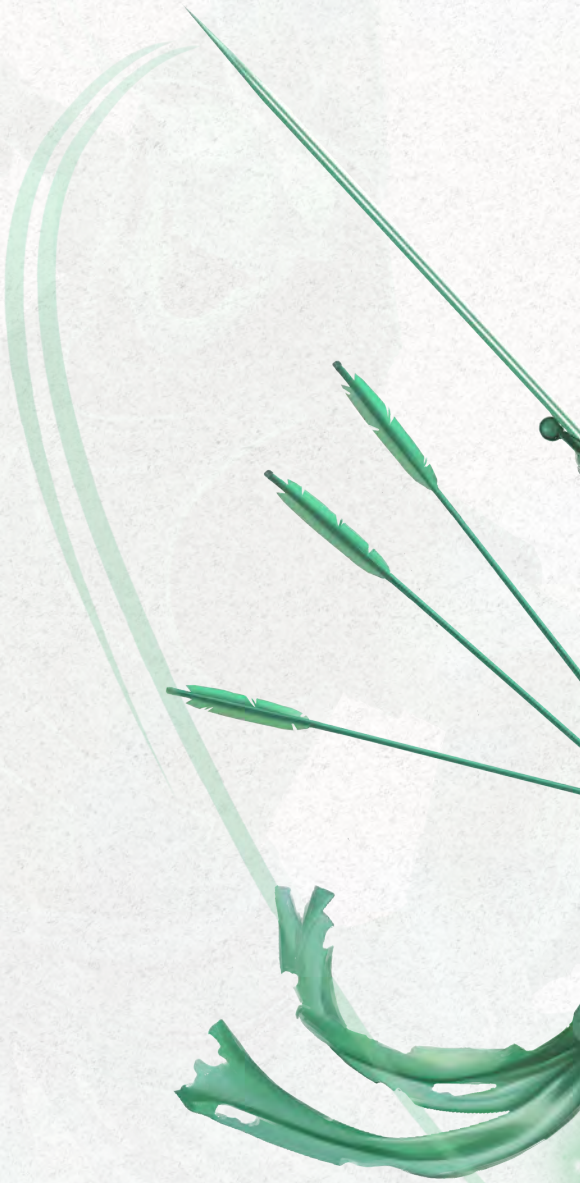
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Spectral Swordmaster

A creature that is particularly gifted with the sword is both more likely to die a violent death and to find themselves unreconciled with that end. The result is that spectral swordmasters are a common occurrence when a swordmaster dies, the lingering combination of will and mastery left behind by an expert, missing only the motive force. Unable to change, adapt, or improve, they are afterimages of the swordmaster—not their legacy or continuation, but dangerous ones.

Dangerous and twisted reflections, they can rarely distinguish friend from foe and remember only the frantic last moments, usually desperate and violent moments, leading them to assume all they encounter are their enemies and attacking on sight.



ART: LIA PIANELLI

Spectral Swordmaster

Medium undead, neutral evil

Armor Class 16
Hit Points 63 (8d8 + 24) [Max: 88]
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Damage Immunities necrotic, poison
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages understands all languages it spoke in life, but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Reactive. The specter can use two reactions per round.

Unusual Nature. The specter doesn't require air, food, drink, or sleep.

Actions

Multiattack. The specter can makes three Spectral Longsword attacks. It can replace one of those attacks one of its other attacks if available.

Spectral Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 4 (1d8) necrotic damage.

Spectral Blade Rush (Recharge 5–6). The specter rushes forward, slashing all creatures in its path. All creatures in a 30 foot long, 5 foot wide line must make a DC 15 Dexterity saving throw, taking 13 (3d8) necrotic damage on failure, or half as much on success. This movement does not provoke opportunity attacks.

Spectral Blade Wind (Recharge 5–6). The specter chooses up to 5 creatures within 30 feet of it. It teleports to each target in turn, making a melee weapon attack against them. On hit, a target takes 8 (1d8 + 4) slashing damage plus 9 (2d8) necrotic damage. After making the attacks, the specter can teleport to within 5 feet of one of the targets hit.

Reactions

Spell Cleave. When the specter is the target of a spell, it can cleave the spell, adding 1d8 to its AC against the attack or to its saving throw against the spell.

Vengeful Strike. If a creature within 30 feet of the specter damages it, it can use its reaction to teleport to that creature and make a single Spectral Longsword attack against it.


ART: ILHAM PRIYO SUSANTO

Vanguard of Desolation

An undead horror that often heralds a new scourge of undeath on the lands, they scour the lands of living, leaving behind a trail of ash and blood. To see one of these is to know that death will soon be known to the land, and in great force.

Some say these come from the greatest champion of great nations previously fallen to onslaughts of the undead; others that they herald from dark planes where they have raged against the living for countless eons. Some, generally short-lived bards, claim that its just a flameskull perched on top of an armored zombie. All agree that they bring ruin in the wake, and to see one is a grim portent.

Tactics

The Vanguard of Desolation favors using its Whirlwind or Heavy Charge to hit multiple targets, particularly if it can reach the target of Mark of Doom. If it has neither available or is out of range, it will use its Fireball or Pillar of Fire.

- It will generally save its *wall of fire* for cases where it needs to block a path of escape, such as creatures escaping it. It likes to create a ring of fire around itself and its foes when it can.
- It is reckless enough to take attacks of opportunity to reach its marked target, but will not mindlessly charge through dangerous terrain that would deal massive damage to it.
- It will only use its Fire Ray if it cannot reach a target for its Axe of Desolation.

Deployment

Though it can be used as a solo or random encounter, the Vanguard of Desolation generally represents the advent of the forces of death on the march, though this might be a lone rogue necromancer or something more sinister afoot. It works well as the centerpiece of an encounter backed up by more simple-minded undead fodder, like Harbinger Skeletons or the more classical default versions of skeletons and zombies.

Vanguard of Desolation

Medium undead, lawful evil

Armor Class 18 (plate armor)
Hit Points 190 (20d8 + 100) [Max: 260]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Dex +4, Con + 9, Wis +7, Cha +7
Skills Perception +7
Damage Resistances necrotic
Damage Immunities fire, poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages common
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Illumination. The vanguard sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Inexorable. The vanguard's movement speed can't be reduced and it ignores difficult terrain.

Mark of Doom. At the end of each of the vanguard's turns, it marks the closest creature for execution. Until it uses this ability again, all attack rolls it makes against the creature have advantage, and the first time it hits that creature with Axe of Desolation, the attack becomes a critical strike.

Path of Desolation. Any space that the vanguard moves through ignites with unholy fire until the vanguard is slain. Any living creature that starts their turn or enters into a space burning with this unholy fire takes 5 (1d10) necrotic damage.

Turn Resistance. The vanguard has advantage on saving throws against any effect that turns undead.

Spellcasting. The vanguard can cast the following spells, requiring no material components. It uses its Intelligence as the spellcasting ability (DC 15)

1/day each: *fireball, pillar of fire, wall of fire*.

Unusual Nature. The vanguard doesn't require air, food, drink, or sleep.

Actions

Multiattack. The vanguard makes two attacks axe of desolation or fire ray. It can replace one attack with casting a spell or using Whirlwind if its available.

Axe of Desolation. *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. *Hit:* 11 (1d12 + 5) slashing damage plus 9 (2d8) necrotic damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) fire damage.

Whirlwind (Recharge 4–6). The vanguard strikes out at all creatures of its choice within 5 feet of it. Targets must make a DC 17 Dexterity saving throw, taking 25 (4d8 + 5) damage on a failed saving throw or half as much on a successful saving throw.

Heavy Charge (Recharge 5–6). The vanguard charges up to 30 feet in a straight line. Any creature in its path must make a DC 17 Strength saving throw, taking 19 (4d6 + 5) damage and being knocked prone on a failed save, or taking half as much damage and not being knocked prone on a successful save. This movement allows it to pass through the spaces of other creatures with no penalty to movement and without taking attacks of opportunity, but if a creature one size smaller or larger than the charging creature succeeds a saving throw against the ability, their charge is stopped.

Harbinger Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 39 (6d8 + 12) [Max: 60]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Saving Throws Con +4
Damage Vulnerabilities bludgeoning
Damage Immunities fire, poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it spoke in life, but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Claws of the Legion. The skeleton has advantage on an attack roll against a creature if at least one of the skeleton's allies is within 5 feet of the creature and isn't incapacitated. They roll one additional die as part of that advantage for each additional ally within 5 feet.

Explode. When the skeleton dies, it explodes. All creatures within 10 feet must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on failure, or half as much on a successful save.

Illumination. The skeleton sheds or bright light in a 15-foot radius and dim light for an additional 15 feet.

Inexorable. The skeleton's movement speed can't be reduced and it ignores difficult terrain.

Unstoppable March. The skeleton is immune to any effects that turn undead while within sight of a CR 10 or higher Undead creature.

Unusual Nature. The skeleton doesn't require air, food, drink, or sleep.

Actions

Multiattack. The skeleton makes two flaming claw attacks.

Flaming Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) fire damage.

Detonate. The skeleton uses its Explode trait early.



ART: ALIFKA HAMMAM

Herald of Desolation

It is unknown if the Herald of Desolation is a singular entity that simply reforms or if it is a category of being from the depths of a fell plane of death and shadow, but all known instances of them have been malevolent and twisted undead creatures that seem to only crave the end of all life once manifested into the material world.

They are called forth by terrible and profane rituals that never seem to be quite fully purged from the lore of the world, finding their way into the hands of necromancers and cultists with concerning reliability over the ages.

Legends speak of their soul lanterns as being the most terrible fate a soul can suffer, trapped and drowned in infinite darkness as the soul is tormented to produce the life-ending unholy light the lantern sheds.

The wake of destruction that follows an appearance of one of them gives them their name, for only dead desolation remains in their wake.

Tactics

The Herald of Desolation largely servers as a 'timer' to any encounter as their Apocalypse Chant completes. The Apocalypse Chant should not be started until PCs are in position to confront the Herald, as otherwise there is little that can be done about it.

In combat it will simply use Necrotic Claws and Death Bolts depending on the range of its enemies, and rely on its legendary actions and Invert Healing reaction to bring a sense of dread to the fight.

Deployment

A Herald of Desolation is generally a set piece encounter, the end result of a cult ritual or undead invasion. It should typically not be deployed alone, as, while it is dangerous, it is as much an environmental danger as a monster.

It can be used to make short or long resting in a region functionally impossible due its large area Ending Era ability.

Herald of Desolation

Huge undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 300 (24d12 + 144) [Max: 432]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	14 (+2)	18 (+4)	22 (+6)

Saving Throws Con +11, Wis +9, Cha 11
Skills Performance +11, Perception +9
Damage Immunities necrotic, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks.
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, prone, restrained
Senses darkvision 300 ft., truesight 150 ft., passive Perception 19
Languages all languages, telepathy 120 ft.
Challenge 16 **Proficiency Bonus** +5

Aura of Doom. Any attack against a living creature made within 300 feet of the heralds scores a critical hit on a roll of 18–20.

Composed of Shadow. The blood of the herald is potent negative energy. Any time it takes more than 20 damage from a hit, if it is not in bright light and that hit does not include radiant damage, it creates a Shadow within 5 feet of it hostile to all living creatures.

Ending Era. At the end of each minute, all living creatures within 1 mile of the Herald take 1 necrotic damage.

Legendary Resistance (3/Day). If the herald fails a saving throw, it can choose to succeed instead.

Soul Lantern. Any creature killed by the herald has their soul trapped in its lantern and can't be resurrected until the herald is slain and the lantern is broken.

Unholy Light. The herald shines an unholy light from its lantern in a 300 foot radius. Any creature touched by this light has all healing effects on them are halved. This light provides no light to living creatures.

Bloodied

Shadows of Ruin. Necrotic energy bursts out from the herald. Every living creature within 300 of the herald takes 14 (4d6) necrotic damage and spawns a Shadow adjacent to them.

Actions

Multiattack. The Herald uses Necrotic Claws or Death Bolt, and then uses Life to Death and Apocalypse Chant, increasing the level of it by one.

Necrotic Claws. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target 12 (1d12 + 6) slashing damage + 18 (4d8) necrotic damage.

Death Bolt. *Ranged Weapon Attack:* +12 to hit, range 150/300 ft., one target 28 (4d12) necrotic damage.

Life to Death. *Charisma Saving Throw:* DC 19, one creature the Herald can see within 150 feet. *Failure:* The target takes 36 (8d8) necrotic damage. If this damage reduces the target to 0 hit points, they are killed and they immediately become a zombie under the Heralds control. *Success:* The target takes half as much damage.

Apocalypse Chant. The herald speaks words of Apocalypse, with each sentence bringing the land around it closer to desolation. Each time it uses this ability, it uses the next sequential level of it. It cannot use this if it is Silenced.

1. End of Light. All lights other than Herald's Unholy Light (including magical lights created by spells 1st level and below) are extinguished.

2. End of Joy. All color fades from the area. All living creatures within 1 mile of the herald must make a DC 19 Constitution saving throw, or gain 1 level of exhaustion.

3. End of Vitality. All living creatures within 1 mile must make a DC Constitution saving throw or take 8d6 necrotic damage. On a success, the target takes half as much damage

4. End of Hope. The sky turns into a dark void. All living creatures within 1 mile must a DC 19 Wisdom saving or become frightened.

5. End of Magic. Any spell or magical effect of 5th level or lower that is cast by the living ends immediately with 1 mile ends, and casting any spell of 5th level or lower cast by the living requires the caster to succeed a DC 15 spellcasting ability check.

6. End of Activity. All living creatures within 1 mile must a DC 19 Wisdom saving throw, or drop to 0 hit points.

7. End of Life. All living creatures within 1 mile of the Herald die and become zombies under the herald's control.

Reactions

Invert Healing (Recharge 4–6). When a creature within 120 feet is gains hit points from any magical ability, the herald can use its reaction to negate that healing and instead deal necrotic damage equal to the healing that would have been done.

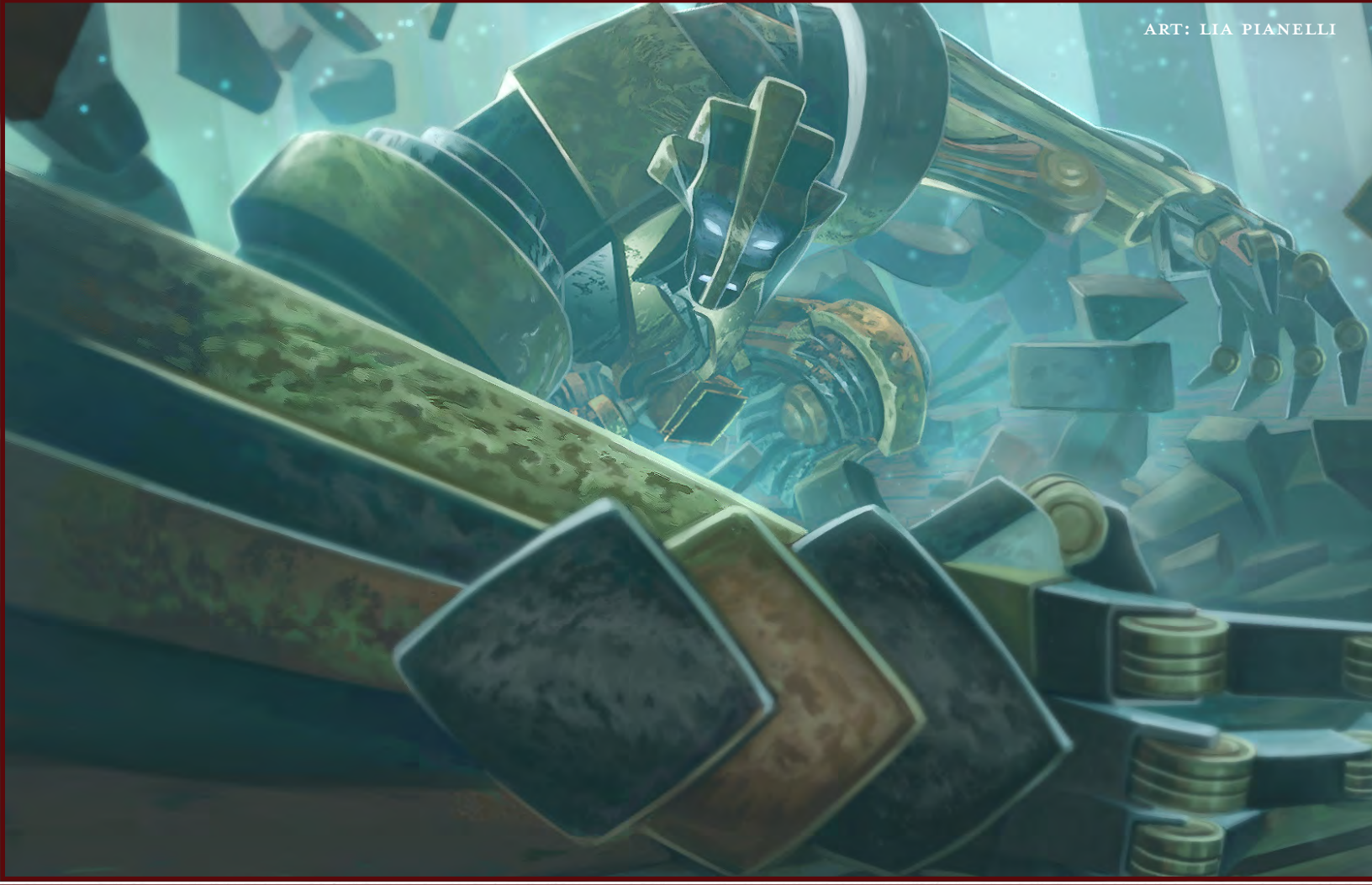
Legendary Actions

The herald can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The herald regains spent legendary actions at the start of its turn.

Haunt. The herald forces a creature within 120 feet to make a DC 19 Charisma saving throw. On a failure, the target becomes haunting by a malicious spirit for one minute. Each time it makes attack roll, ability check, or saving throw, it subtracts a 1d6 from the result, and takes necrotic damage equal to the value rolled on the d6. A creature haunted this way can repeat its save at the end of each of its turns.

Shadow Animation. A burst of shadows appear in a 20-foot radius around a point of the herald's choice. All living creatures within the area must make a DC 19 Dexterity saving throw, taking 18 (4d8) necrotic damage on failure, or half as much on success. The area is difficult terrain until the start of the herald's next turn.

Specter. The herald calls forth 1d4 Specters to empty spaces within 120 feet of it.



ART: LIA PIANELLI

Ancient Breaker

The Ancient Breaker is a huge, ancient, construct forged by long-forgotten arcane engineers of a lost civilization. These massive metal titans are impressive works of artifice, forged with mechanical precision and potent arcane techniques, they are composed of ancient runes, interlocking gears, and massive bronze plates.

In the ages past, they served as siege weapons, designed to break open the final strongholds of some equally forgotten rival civilization, but proved too effective, pushing the rival civilization to unleash a doomsday weapon that wiped out the constructs creators, leaving them orphaned in the world on a never ending march of destruction.

Despite its mechanical nature, the Thundering Trampler possesses a primal, almost animalistic intelligence. It is driven by its original purpose but can also act independently, understanding threats and reacting accordingly. Its thundering footsteps can be heard for miles, and its attacks can level structures with ease.

Tactics

Ancient Breaker favors destroying things. If a building is nearby, it will stomp or slam through it on general principle, particularly if its enemies dare use the structure as cover or shelter. It tends to open with Ramming Charge, followed by a Stomp, and then cycles through its recharge abilities in subsequent turns.

It uses Rubble Toss only when not available creatures can be reached, or it is being harassed by flying creatures.

It uses System Repair if it is afflicted by a condition, and saves Legendary Resistance for things that would prevent it from taking Legendary Actions.

Deployment

Ancient Breakers are most often found in ancient ruins, slowly smashing them to dust. They are on a mission of destruction, and one getting into a populated area is reason for panic as it will follow its destructive instincts to destroy towns and cities.

They make good random encounters or ancient guardians. Some may have been repurposed or rebuilt from ancient schematics to be used as siege weapons for armies.

Ancient Breaker

Huge construct, unaligned

Armor Class 18 (natural armor)
Hit Points 250 (20d12 + 120) [Max: 360]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	8 (–1)	12 (+1)	8 (–1)

Saving Throws Con +11, Wis +6
Skills Athletics +12
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 16 **Proficiency Bonus** +5

Colossal Collapse. If the breaker is knocked prone or reduced to 0 hit points, all creatures within 10 feet of it must make a DC 15 Dexterity saving throw to avoid being crushed, taking 18 (4d8) bludgeoning damage on failure.

Devastating Blows. When the breaker misses a single target attack, the target takes half the damage the attack would have dealt on a hit.

Legendary Resistance (3/Day). If the breaker fails a saving throw, it can choose to succeed instead.

Scale Immunity. The breaker has resistance to the damage of any spell that doesn't target an area of effect, and it suffers no other conditions or effects from them. The breaker ignores difficult terrain created from effects on the ground.

Siege Monster. The breaker deals double damage to objects and structures.

Titan Armor. The breaker has resistance to damage from attacks from Medium or smaller sized creatures.

Unstoppable Advance. The breaker's advance cannot be stopped. If the breaker's speed would be reduced to zero, it is reduced to half its speed instead. Any obstacle or building that would stop its advance takes 39 (6d12) bludgeoning damage. The breaker treats magical barriers that would stop its movement as difficult terrain.

Weak Spots. Does not benefit from its Titan Armor feature when it is prone, or when the attacks are made by creatures that have scaled 15 feet or more up it, or are flying 15 feet or higher while within 5 feet of it.

Bloodied

Overdrive. The breaker loses its Scale Immunity and Titan Armor feature. It immediately recharges any actions that currently unavailable. For the next minute, it can make one additional Stomp or Slam attack when using its Multiattack.

Actions

Multiattack. The breaker uses Slam, Crushing Sweep, or Ramming Charge, and then makes a Stomp attack. It can use Rubble Toss in place of any attack.

Slam. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage, and the target must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet in a direction of the breaker's choice.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the target must succeed a DC 20 Strength saving throw or be knocked prone.

Rubble Toss. *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the breaker has destroyed a structure within 15 feet of its current location, the damage is 26 (3d12 + 7) damage instead.

Crushing Sweep (Recharge 4–6). The breaker sweeps a siege arm around in a 180 degree arc in on direction. Any creatures within 15 feet of it in that direction must make a DC 20 Dexterity saving throw, taking 29 (5d8 + 7) damage and being knocked prone on a failed save or half as much damage and not being knocked prone on a successful save.

Ramming Charge (Recharge 4–6). The breaker charges up to 30 feet in a straight line. Any creature or structure in its path must make a Strength saving throw with a DC of 20, taking 29 (5d8 + 7) damage and being knocked prone on a failed save, or taking half as much damage and not being knocked prone on a successful save. This movement allows it to pass through the spaces of other creatures with no penalty to movement and without taking attacks of opportunity, but if a creature one size smaller or larger than the charging creature succeeds a saving throw against the ability, the breaker's charge is stopped.

Titanic Grasp (Recharge 4–6). The breaker attempts to grab a Medium or smaller creature within 15 feet of it. That creature must make a DC 20 Dexterity saving throw or take 13 (3d8) bludgeoning damage and become grappled (escape DC 17) by breaker. The breaker can use a creature grappled this way as a projectile for Rubble Toss. When used as a projectile, the grappled creature takes damage equal to the target (hit or miss), and is released from the grapple, being flung to the nearest unoccupied space adjacent to the target.

Reactions

Forestalling Stomp. If a creature two or more sizes smaller than it enters its space, the breaker can use Stomp against the creature as a reaction.

Legendary Actions

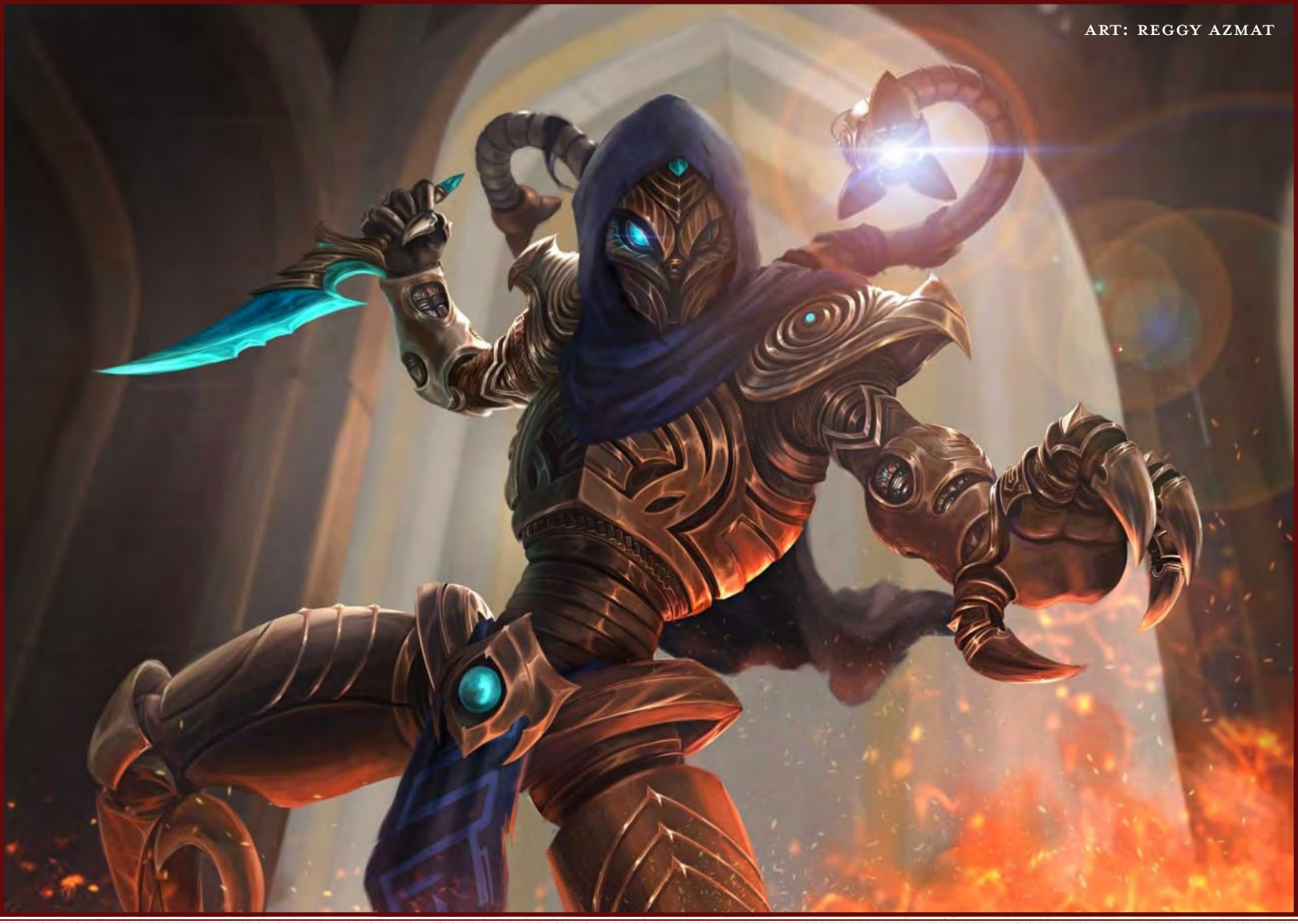
The breaker can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The breaker regains spent legendary actions at the start of its turn.

Lighting Gaze. A crack of lightning strikes out from the breaker's eyes toward a creature within 120 feet of it. The target must make a DC 19 Dexterity saving throw, or take 15 (2d8 + 6) lightning damage.

Lumbering Steps. The breaker moves up to 15 feet.

System Repair. The breaker removes one condition from itself.

Shatter Terrain (Costs 2 Actions). The breaker stomps, turning terrain within 30 feet of it into difficult terrain.


ART: REGGY AZMAT

Time Stalker

No one is certain if these were created and set loose in the distant past or future, but now they exist littered throughout the timeline operating on a purpose none can hope to deduce. They strike seemingly at random, working to orchestrate some outcome known only to their mysterious creator.

Some theorize that their actions have corrupted the time stream such that whatever their original plan was, it long since has fallen to ruin, perhaps even dooming their creator and removing their origin from existence, yet paradoxically they rampage on.

They tend to cause a lot more chaos and destruction in their assassinations then necessary, leading some to speculate that their purpose is to damage the timeline itself. If they can truly be eradicated or if killing one of them simply kicks them from the current moment in time is unknown, but they've been found to come in even more powerful variants, known as Time Terminators. They are enemies of most entities that try to keep order in the universe.

Tactics

Time Stalkers and Terminators share similar tactics, though Terminators will often open a fight with Time Stop and use their Predetermined Strike when available.

The tactics are otherwise simple:

- Start combat with *haste*, using the other spells only situationally.
- Position at the start of each turn with Displacement, picking either a vulnerable target, or a random target for esoteric reasons.
- Attack with Severing Strike or Heat Ray.
- Use Undo on any failed save or attack.

Deployment

Time Stalkers and Time Terminators can be used as random encounters due to their mysterious and esoteric nature. A more plot tied encounter can involve them trying to kill an important NPC, putting them in conflict with the PCs without the PCs being their target.

Time Stalker

Medium construct, chaotic evil

Armor Class 17 (natural armor)
Hit Points 130 (15d8 + 60) [Max: 180]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	19 (+4)	16 (+3)	16 (+3)	10 (+0)

Saving Throws Dex +8, Con +7, Wis +6, Cha +3
Skills Perception +6, Stealth +11
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Displacement. At the start of its turn, the time stalker manipulates its flow through timeline to teleport anywhere of its choice within 30 feet of where it started its turn.

Innate Spellcasting. The time stalker's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

1/day each: *haste, slow, time loop*[K]*, time skip*[K]*, time trap*[K]

Actions

Multiattack. The time stalker makes three attacks.

Severing Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage and 10 (3d6) force damage.

Heat Ray. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 4) fire damage.

Bloodied

Fractured Existence. The time stalker becomes to flicker in and out of reality. Each time it would take damage, it rolls a d4. On a 2, it takes half damage. On a 4, it takes no damage.

Reactions

Undo. If the time hunter misses an attack, fails a skill check, or fails a saving throw, it can use its reaction to go back in time, retrying that attack roll, ability check, or saving throw.

Time Terminator

Medium construct, chaotic evil

Armor Class 18 (natural armor)
Hit Points 250 (29d8 + 116) [Max: 348]
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	19 (+4)	18 (+4)	18 (+4)	14 (+2)

Saving Throws Dex +11, Con +9, Wis +9, Cha +7
Skills Perception +9, Stealth +16
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 19
Languages Common
Challenge 14 (10,000 XP) **Proficiency Bonus** +5

Displacement. At the start of its turn, the time terminator manipulates its flow through timeline to teleport anywhere of its choice within 30 feet of where it started its turn.

Innate Spellcasting. The time terminator's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no material components:

1/day each: *haste, slow, time loop*[K]*, time skip*[K]*, time trap*[K]*, time anchor*[K]*, time stop*

Rewind. When the time terminator is reduced to 0 hit points, it travels backwards in time to before the fight started. It regains all hit points, sheds all conditions or spell effects, regains all spent spells or abilities other than this one, and teleports up to 30 feet. Once it uses this power, it cannot do so again for 24 hours.

Actions

Multiattack. The time terminator makes four attacks. If can use predetermined strike in place of any attack if available.

Severing Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage and 12 (4d6) force damage.

Heat Ray. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 5) fire damage.

Predetermined Strike (Recharge 4–6). The time terminator travels forward in time to the point where it has already stabbed a creature within 60 feet of it. It teleports to that creature and that creature makes a DC 19 Charisma saving throw, taking 6d6 force damage on failure or half as much on a successful save.

Bloodied

Fractured Existence. The time assassin becomes to flicker in and out of reality. Each time it would take damage, it rolls a d4. On a 2, it takes half damage. On a 4, it takes no damage.

Reactions

Undo. If the time hunter misses an attack, fails a skill check, or fails a saving throw, it can use its reaction to go back in time, retrying that attack roll, ability check, or saving throw.


ART: REGGY AZMAT

Crystal Prismasaur

Huge monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 145 (12d12 + 72) [Max: 219]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	4 (–3)	15 (+2)	8 (–1)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 7 (2,300 XP) **Proficiency Bonus** +3

Chromatic Refraction. When the prismasaur takes acid, cold, fire, lightning, or force damage, the crystals embedded into its body flash absorb the power. The monster rolls a d6 on the table below.

d6	Effect
1–2	The monster resists the damage.
3–4	The monster is immune to the damage, and recharges Prismatic Rays.
5–6	The monster is immune to the damage, recharges Prismatic Rays, and uses it immediately as a reaction.

Actions

Multiattack. The prismasaur makes one gore attack and two attacks with its talons.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Prismatic Rays (Recharge 5–6). The prismasaur unleashes up to five rays of energy, each targeting a creature within 120 feet of it. Each ray targets a different creature of its choice within range, forcing them to make a DC 16 Dexterity saving throw. On a failed save, a target takes 18 (4d8) damage, with the first ray being acid damage, the second being cold damage, the third being fire damage, and the fourth being lightning damage, and the fifth being force damage. On a successful save, a creature takes half as much damage.

Bloodied

Shattering Hide. If the prismasaur is reduced to less than half of its maximum hit points, the crystals in the hide of prismasaur begin to shatter. Once per turn when it takes 5 or more damage, one of the crystals in its hide shatters. The monster takes an additional 5 damage, but fires 1d4 rays of the Prismatic Rays feature (not consuming the usage of the feature).



ART: ALIF ZAHRAH

Dire Bear

Huge beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 114 (11d12 + 44) [Max: 176]
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	6 (–2)	15 (+2)	7 (–2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws. It can replace the bite with Roar or Rampaging Charge.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Rampaging Charge (Recharge 5–6). The bear charges up to 30 feet. Any creature in its path must make a Strength saving throw with a DC of 17. On failure, targets take 19 (3d8 + 6) bludgeoning damage and is knocked prone. On success, targets takes half as much damage and is not knocked prone. A Large or larger creature that passes their saving throw against this ability stops this charge early.

Roar (Recharge 5–6). The bear lets out a thunderous roar. All creatures within 30 feet of it must pass a DC 17 Constitution saving throw or take 7 (2d6) thunder damage and be knocked prone.

Reactions

Furious Swipe. When the bear is attacked by a creature within reach of its Claws, it can make a single Claw attack as a reaction against the attacker.

Bloodied

Enraged. The first time the bear becomes bloodied (reduced to half of its maximum hit points) in becomes enraged. This ability resets if it has not been triggered for 24 hours. When activated, Rampaging Charge and Roar automatically recharges, the bear gains immunity to the restrained, paralyzed, and grappled conditions until the start of its next turn, and gains an additional reaction it can only use for Furious Swipe for the rest of combat.



ART: ILHAM PRIYO

Weregator

Large monstrosity, chaotic hungry

Armor Class 14 (natural armor)
Hit Points 143 (15d8 + 68) [Max: 206]
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	4 (–3)	15 (+2)	8 (–1)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Skills Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages Common (can't speak in alligator form)
Challenge 8 (2,300 XP) **Proficiency Bonus** +3

Shapechanger. The weregator can use its action to polymorph into an alligator-humanoid hybrid or into an alligator, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Prowling Threat. The attackers do not gain advantage on the weregator while it is prone, and it does not gain disadvantage while prone. The weregator requires only 5 feet of movement to stand up from being prone.

Hold Breath. The weregator can hold its breath for 15 minutes.

Action

Multiattack. The weregator makes three attacks, one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target, *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target, *Hit:* 11 (2d4 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target, *Hit:* 15 (2d8 + 6) bludgeoning damage.

Bonus Action

Death Roll. After hitting with a Bite attack, the weregator can force the target hit by the attack to make a DC 17 Strength saving throw. If the target fails, it takes 22 (4d10) bludgeoning damage and is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the weregator can't bite another target. Both the weregator and the target fall prone.

Bloodied

Frenzy. When the weregator is reduced to less than half of its maximum hit points, it enters a frenzy. For the rest of combat, it gains advantage on its attacks.



ART: REGGY AZMAT

Windclaw Demon

Large fiend (demon), Chaotic evil

Armor Class 17 (half plate)
Hit Points 220 (23d8 + 115) [Max: 299]
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	12 (+2)	15 (+2)	8 (–1)

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common
Challenge 11 (2,300 XP) **Proficiency Bonus** +4

Become Wind. On its turn, the demon can become wind. When it does so, it gains flying speed equal to its movement speed and has resistance to all damage. This effect ends when it attacks or ends it turn.

Primal Victory. The first time on a turn the demon reduces a creature to 0 hit points, it releases a roar of triumph. All hostile creatures within 30 feet of that can hear it must make a DC 14 Constitution saving throw, taking 14 (4d6) thunder damage on failure.

Actions

Multiattack. The demon makes two attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target, *Hit:* 28 (4d10 + 6) slashing damage.

Wind Slash. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Claw Wind Strike (Recharge 4–6). The demon vanishes into the wind, choosing up to 5 creature within 30 feet of it. It then makes a Claw attack against each target, teleporting between each creature, and ending up in an empty space within 5 feet of one the target creatures.

Reactions

Instant Counter (Recharge 4–6). As a reaction to being damaged by a creature, the demon vanishes (after taking the damage) and teleports to within 5 feet of the creature that damaged it, and immediately makes one Claw against it.

Bloodied

Wind Shroud. When the demon is reduced to less than half of its maximum hit points, the demon becomes wind until the start of its next turn (no action required), gaining resistance to all damage. The demon automatically recharges Claw Wind Strike and Instant Counter. It reforms at the start of it next turn.



ART: YONATHAN STEFANO

NPCs

The following options are monster statblocks that loosely represent some of the character options presented in the book converted to simplified monster statblocks. They are intended to be used for allies that aren't expected to appear alongside the players for too long, moderately complexity enemies, or as units for the Skirmish of the Battle System.

Militia Captain

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)
Hit Points 42 (6d8 + 12) [Max: 60]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	12 (+1)	15 (+2)	12 (+1)

Skills Insight +4, Intimidation +3, Perception +4
Senses passive Perception 14
Languages Common
Challenge 1 (1,800 XP) **Proficiency Bonus** +2

Position the Troops. When the captain rolls initiative, it can allow any allied creature within 60 feet of it to move up to half their movement speed without provoking attacks of opportunity.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage

Battlefield Presence. The captain can let one allied creature that can see or hear it make a single melee weapon attack as a reaction.

Chieftain

Medium humanoid (any race), any alignment

Armor Class 16 (medium armor)
Hit Points 144 (19d8 + 57) [Max: 209]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7
Skills Intimidation +7, Perception +5, Survival +5
Condition Immunities frightened
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Coordinating Clobbering. When the chieftain hits a creature with a weapon attack, all of its allies have advantage on attack rolls against that target until the start of the chieftain's next turn.

Courageous Presence. Allied creatures within 30 feet of the chieftain are immune to the frightened condition as long as they can see or hear it.

Actions

Multiattack. The chieftain makes two battleaxe attacks and one stab attack. It can use its Battlefield Command in place of the stab attack.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Stab. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Battlefield Command. The Chieftain commands another allied creature, allowing them to move up to half their movement speed and make one weapon attack as a reaction.

Bonus Action

War Cry. The chieftain releases a War Cry, granting itself and all allied creatures within 60 feet of it 1d8 + 4 temporary hit points.

Reactions

Get Back Up. As a reaction to a creature within 60 feet being reduced to 0 hit points, the chieftain can order them to get back up and fight on. The target is instead reduced to 1 hit point.



ART: ILHAM PRIYO SUSANTO

Elemental Warden

Medium humanoid (any race), any alignment

Armor Class 17 (natural armor)
Hit Points 85 (11d8 + 33) [Max: 121]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +5, Wis +4
Skills Athletics +5, Nature +2, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Primordial
Challenge 3 (2,300 XP) **Proficiency Bonus** +2

Defender. When a creature within 5 feet of the warden is attacked, it can redirect that attack to itself.

Primal Interdiction. The ground within 5 feet of the warden is difficult terrain for all creatures of its choice.

Actions

Multiattack. The warden makes two attacks.

Ice Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) cold damage.

Burning Grip. If the warden is grappling a creature, it deals 9 (2d8) fire damage to it.

Bonus Action

Grab. The Warden makes a grapple check (+5 bonus) against a target within reach as a bonus action.

Reactions

Endurance. As a reaction to taking damage, the warden can reduce that damage by 5 (1d10).

Elderheart

Medium humanoid (any race), any alignment

Armor Class 18 (natural armor)
Hit Points 150 (19d8 + 76) [Max: 228]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	18 (+4)	12 (+0)	18 (+4)	10 (+0)

Saving Throws Str +5, Wis +4
Skills Athletics +7, Nature +2, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Primordial
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Primal Interdiction. The ground within 10 feet of the warden is difficult terrain for all creatures of its choice.

Actions

Multiattack. The warden makes three attacks with its Vine Lash. It can replace one with its Constrict if it has a target grappled.

Vine Lash. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Constrict. If the warden is grappling a creature, it deals 9 (2d8) bludgeoning damage to it.

Bonus Action

Grab. The warden makes a grapple check (+7 bonus) against a target within 15 feet as a bonus action. On success, the creature takes 5 (2d4) piercing damage and is pulled to an empty space within 5 feet of the warden, and becomes grappled by it.

Reactions

Endurance. As a reaction to taking damage, the warden can reduce that damage by 5 (2d4), and if the damage came from a melee weapon attack, the attacker takes 5 (2d4) damage.

Stoneblood Guardian

Medium humanoid (any race), any alignment

Armor Class 19 (natural armor)
Hit Points 199 (21d8 + 105) [Max: 273]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (−2)	20 (+5)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +10, Con +9, Wis +7, Cha +4
Skills Athletics +10, Nature +4, Perception +7, Survival +7
Senses passive Perception 17
Languages Common, Primordial
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Defender. When a creature within 5 feet of the guardian is attacked, it can redirect that attack to itself.

Primal Interdiction. The ground within 15 feet of the warden is difficult terrain for all creatures of its choice.

Actions

Multiattack. The guardian makes three Stone Fist attacks. It can replace one of them with its Crushing Grip if it has a target grappled.

Stone First. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) bludgeoning damage.

Crushing Grip. If the guardian is grappling a creature, it deals 18 (4d8) bludgeoning damage to it.

Bonus Action

Grab. The guardian makes a grapple check (+10 bonus) against a target within reach as a bonus action.

Reactions

Endurance. As a reaction to taking damage, the guardian can reduce that damage by 12 (3d4 + 5).

Bloodied

Stone Blood. The guardian gains resistance to all damage.

Swordmage

Medium humanoid (any race), any alignment

Armor Class 17 (arcane defenses)
Hit Points 97 (13d8 + 39) [Max: 143]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	18 (+4)	13 (+1)	11 (+0)

Skills Perception +4
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spellcasting. The swordmage is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells:

Cantrips (at will): *fire bolt, light, prestidigitation*
1st level (4 slots): *burning hands, disguise self, shield*
2nd Level (3 slots): *hurricane slash*[K], *mirror image*
3rd level (2 slots): *lightning bolt*

Actions

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Fire Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 11 (2d10) fire damage.

Spell Strike. The swordmage makes a longsword attack, and then casts one of their spells. The spell must target the creature attacked by the longsword. If the spell includes a spell attack roll, it uses the longsword's attack bonus instead.

Aetherblade

Medium humanoid (any race), any alignment

Armor Class 16 (arcane defenses)
Hit Points 82 (15d8 + 15) [Max: 135]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	18 (+4)	13 (+1)	11 (+0)

Saving Throws: Con +4, Int +7
Skills Perception +3
Senses passive Perception 13
Languages Common
Challenge 4 (2,300 XP) **Proficiency Bonus** +2

Ethereal Strikes. The aetherblade has a +5 bonus to their Aetherblade attack rolls (included in the attack).

Spellcasting. The aetherblade is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following spells:

Cantrips (at will): *force bolt*[K], *light, prestidigitation*
1st level (4 slots): *magic missile, shield*
2nd Level (3 slots): *star dust*[K]

Actions

Aetherblade. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) force damage.

Aethersweep. All creatures of the aertherblade's choice within 10 feet of it must make a DC 14 Dexterity saving throw. A target takes 16 (3d10) force damage on a failure, or half as much on a success.

Mirageblade

Medium humanoid (any race), any alignment

Armor Class 17 (arcane defenses)
Hit Points 94 (14d8 + 28) [Max: 140]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	13 (+1)	11 (+0)

Saving Throws Dex +5, Con +6 Int +8, Wis +4
Skills Perception +4
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Explosive Illusions. Any time one of the mirageblade duplicates (from *mirror image*) is destroyed, the attacker takes 9 (2d8) psychic damage.

Prepared Contingency. The mirageblade casts *mirror image* when it rolls for initiative.

Spellcasting. The mirageblade is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +8 to hit with spell attacks). It has the following spells:

Cantrips (at will): *light, illusionary dart*[K], *minor illusion*
1st level (4 slots): *blade mirage*[K], *disguise self, illusory pit*[K]
2nd Level (3 slots): *mirror image, misty step*
3rd level (2 slots): *illusionary fireball*[K], *major image*

Actions

Illusion Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage + 13 (3d8) psychic damage.

Bonus Actions

Beguiling Blow (Recharge 5–6). The mirageblade forces a target it hits with Illusion Blade to make a DC 15 Wisdom saving throw. On failure, the target uses its reaction to make a weapon attack against a target of the mirageblade's choice within range. The target uses the weapon most suited to attacking the target.

Bloodied

Secondary Contingencies. The mirageblade immediately casts *mirror image* (no action required) and recharges Beguiling Blow if it is not already available.

Lady Aln, the Witch in White

Medium humanoid (human), neutral good

Armor Class 18 (Markings of Protection)
Hit Points 228 (24d8 + 120) [Max: 312]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	19 (+4)	18 (+4)	22 (+6)	19 (+4)

Saving Throws Dex +7, Con +10, Int +10, Wis +12
Skills Arcana +10, History +16, Insight +12, Medicine +12, Nature +10, Perception +12
Damage Immunities cold
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 22
Languages Celestial, Common, Elvish, Primordial, Sylvan
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Ice Clones. At the end of each of her turns, Lady Aln teleports to an empty space within 30 feet, and creates 3 ice clones that also teleport to empty spaces within 30 feet. The ice clones look identical to Lady Aln and cannot be told apart from her, but cannot take any actions and have 1 hit point. If one of them is destroyed, it explodes, forcing creatures within 5 feet to make Constitution saving throw, taking 9 (2d8) cold damage and becoming restrained until the end of Lady Aln's next turn on failure, or half as much damage and not restraining on success. Any that remain at the start of her turn melt into harmless puddles.

***Legendary Resistance* (3/Day).** If the breaker fails a saving throw, it can choose to succeed instead.

Magic Resistance. Lady Aln has advantage on saving throws against spells and other magical effects.

Malifax. Lady Aln has a cat familiar that acts on her turn. It functions as per the *find familiar* spell. Its movement does not provoke opportunity attacks, and if it dies from anything besides the Parting Gift feature, it reappears in Lady Aln's space at the start of her next turn.

Spellcasting. Lady Aln is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). She has the following spells known:

Cantrips (at will): *chill touch, freeze*[K]*, light, mage hand,* ***ray of frost****, shocking grasp*
1st level (4 slots): *cold snap*[K]*, detect magic, healing word, find familiar, feather fall, karmic reflection*[K]
2nd level (3 slots): *detect thoughts, mirror image, misty step*
3rd level (3 slots): bestow curse, ***counterspell****, flash freeze*[K]*, mass healing word, fly*
4th level (3 slots): *banishment,* ***blight****, greater invisibility*
5th level (3 slots): ***cone of cold****, greater restoration, mass cure wounds*
6th level (1 slot): ***blizzard***[K]*, harm, heal*
7th level (1 slot): ***finger of death****, teleport*
8th level (1 slot): ***power word stun***
9th level (1 slot): ***true polymorph*** *(favors Adult Silver Dragon when targeting herself)*

Bloodied

Parting Gift. The Lady Aln's spirit familiar sacrifices itself, teleporting to Lady Aln and vanishing in a flash of blinding light. All creatures other than Lady Aln within 120 feet of her must make a DC 20 Constitution saving throw or be blinded until the end of the Lady Aln's next turn. Lady Aln gains 100 temporary hit points and loses the Malifax trait and Cat Slap action.

Actions

Multiattack. Lady Aln takes the Cast a Spell action and uses one other ability of her choice.

Cast a Spell. Lady Aln casts a spell from her spellcasting feature.

Cat Slap. Lady Aln's familiar moves to the target and attacks it. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 1 (1) slashing damage plus 28 (4d12) force damage.

Binding Curse. One creature of Lady Aln's choice within 30 feet of her must a DC 20 Wisdom saving throw. On failure, its movement speed is reduced to 0 for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on success.

Enfeebling Curse. One target of Lady Aln's choice within 30 feet of her must make a DC 20 Wisdom saving throw. On failure, it becomes enfeebled for 1 minute, halving its movement speed and damage dealt. It can repeat the save at the end of each of its turns, ending the effect on success.

Karmic Curse. One target of Lady Aln's choice within 30 feet of her must a DC 20 Wisdom saving throw. On failure, any time it deals damage for the next minute, it takes 11 (2d10) psychic damage. It can repeat the save at the end of each of its turns, ending the effect on success.

Reactions

Manipulate Fate. As a reaction to any character rolling a d20 for an attack roll, saving throw, or ability check within 120 feet of her, Lady Aln can force them to reroll with her choice of advantage or disadvantage.

Legendary Actions

Lady Aln can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Lady Aln regains spent legendary actions at the start of its turn. If Lady Aln has any Ice Clones after taking a Legendary Action, she can switch place with one them.

Cantrip. Lady Aln casts a cantrip from her spellcasting feature.

Teleport. Lady Aln teleports up to 30 feet.

***Frozen Domain* (*Costs 2 Actions*).** Lady Aln forces creatures (beside her and her familiar) within 30 feet of her to make DC 20 Constitution saving throw or become restrained until the end of her next turn.

Flame Oracle

Medium humanoid (any race), any alignment

Armor Class 15 (*mage armor*)
Hit Points 52 (9d8 + 9) [Max: 81]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	12 (+1)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Wis +6, Cha +4
Skills Arcana +3, Insight +6, Perception +4, Religion +3
Senses truesight 15 ft., passive Perception 16
Languages Common, Celestial
Challenge 2 (2,300 XP) **Proficiency Bonus** +2

Flame Halo. Whenever the oracle is hit by a melee attack by a creature within 5 feet, the attacker takes 4 (1d8) fire damage.

Spellcasting. The oracle is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells known:

Cantrips (at will): *burn*[K], ***fire bolt***, *manipulate fire*[K]
1st level (4 slots): *burning hands*, ***eyes of immolation***[K], *hellish rebuke*, *karmic reflection*[K]
2nd level (3 slots): *become fire*[K], ***scorching ray***

Actions

Fire Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage + 4 (1d8) fire damage.

Bonus Action

Foresight. As a bonus action, the Oracle can give one creature it can see (including itself) advantage on its next attack roll, saving throw, or ability check.

War Oracle

Medium humanoid (any race), any alignment

Armor Class 19 (half plate, shield)
Hit Points 70 (11d8 + 22) [Max: 110]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	14 (+2)	14 (+2)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Con, +5, Wis +5, Cha +4
Skills Athletics +5, Insight +7, Perception +7, Religion +4
Senses truesight 15 ft., passive Perception 17
Languages Celestial, Common
Challenge 5 (2,300 XP) **Proficiency Bonus** +3

Battle Foresight. All attacks against the Oracle have disadvantage, and all attacks and saving throws it make have advantage.

Spellcasting. The oracle is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells known:

Cantrips (at will): *blade ward*, ***burn***[K], ***fire bolt***, *resistance*, *true strike*
1st level (4 slots): ***bless***, *healing word*, *karmic reflection*[K]
2nd level (3 slots): *divine judgment*[K], ***sanctified charge***[K]

Actions

Multiattack. The oracle casts a spell and then attacks, or attacks twice.

Divine War Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target: *Hit:* 8 (1d8 + 4) plus 4 (1d8) radiant damage.

Reactions

Divine Retribution. When a creature within 60 feet damages the oracle, it can force that creature to make a Dexterity saving throw. On a failed save, the attacker takes 13 (3d8) radiant damage, or half as much on a successful save.

Voidwatcher

Medium humanoid (any race), any alignment

Armor Class 15 (*mage armor*)
Hit Points 95 (15d8 + 30) [Max: 150]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	14 (+2)	14 (+2)	12 (+1)	20 (+5)	14 (+2)

Saving Throws Wis +5, Cha +4
Skills Athletics +5, Insight +7, Perception +7, Religion +4
Condition Immunities charmed, frightened
Senses blindsight 60 ft, passive Perception 17
Languages Common, Celestial
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Gaze of Entropy. Any hostile creature within the blindsight range of the voidwatcher loses any resistance or immunity to damage it has.

Spellcasting. The voidwatcher is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +8 to hit with spell attacks). It has the following spells known:

Cantrips (at will): *burn*, *decaying touch*, ***fire bolt***, *message*
1st level (4 slots): *eyes of immolation*[K], ***hellish rebuke***, *melting glob*[K]
2nd level (3 slots): ***shatter***, *unstable explosion*[K]
3rd level (3 slots): ***erode***[K], *hungering void*[K]
4th level (1 slot): *dimension cutter*[K], ***pillar of fire***[K]

Actions

Multiattack. The voidwatcher casts one spell or then uses Gaze of Annihilation.

Gaze of Annihilation. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 14 (2d8 + 5) force damage.

Reactions

Crumbling World. When a creature hits an attack that the voidwatcher can see, it can turn that attack into a critical strike as a reaction.