VALDA'S SPIRE OF SECRETS

5E COMPATIBLE

A Must-Have, Colossal Expansion for the 5th Edition of the World's Greatest Roleplaying Game

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ON THE COVER
Martin Kirby Jackson illustrates a view from the foot of the multidimensional Spire of Secrets. High above, arcane vortices churn into other corners of the multiverse, while levitating stones and crystalline mountainsides dominate the valley. Valda, the devious lich himself, stands cackling, staff and infernal spell in hand, to greet his newest guests.

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Disclaimer: Side effects may include: rolling up more characters than you could ever play, getting irrationally excited about dice, pretending your GM is a warlock patron, making witch noises instead of character dialogue, and telling insufferable RPG stories.

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INTRODUCTION

Hello! I suppose introductions are in order since you've infiltrated my *nigh-impenetrable* spire. And you didn't even bother to wipe your feet.

My name's Valda—no relation to that *other* lich with godlike power. I might as well do you the courtesy of a tour, seeing as you'll never leave this place.

I mean, really, when will you adventurers ever learn? Remote mausoleums named "Tomb of Doom" or "Mount Hell" or "*Spire of Secrets*" mean *keep out*. This whole place is a death trap! You saw the manticore swarm I put outside—nothing of value could possibly eclipse that! But you barged in *anyway*.

I suppose that means you'll make a fine addition to my collection. See, I've made a habit of capturing you fools alive for a *museum of idiocy*, an exhibition of suicidal spelunkers. I think I've nearly got you categorized, too. Twenty-two neat little groups, organized by rank, age, and fatal ambition. Take a look around, you might even see a distant ancestor!

Welcome to my Spire! You'll never escape.

—Valda

Using this Book

Written for both players and Game Masters, *Valda's Spire of Secrets* builds upon the rules for 5th Edition with new rules that you can use with any setting, from published campaigns to worlds of your own creation. Think about this book like a content expansion for the core rules—it isn't an update of the edition or a new core book. Everything within is optional, and none of it changes the game's core mechanics or disagrees with its design principles. *Spire of Secrets* is 5th Edition to its core, but bigger and better in every way.

ASSEMBLED WITHIN

Chapter 1 presents four brand new races, as well as a new and extraordinarily diverse variant race, the Near-Humans.

Chapter 2 brims with ten new classes, each complete with an array of subclasses.

Chapter 3 introduces new subclasses and occasionally new features for every class in the core rules.

Chapter 4 contains a bevy of customization options, including complete multiclassing rules for all classes, new single level classes called auxiliary levels, feats for characters of all types, and new starter feats, which allow players to create more complex characters without sacrificing core parts of their builds.

Chapter 5 explores exotic weapons and armor. It also introduces an array of firearms from throughout the ages and a collection of magic items.

Finally, Chapter 6 introduces a compendium of new spells for characters of every class.

In addition, the devious lich Valda has left his wry observations throughout the book. As someone who has faced—and killed—countless adventurers, he considers himself an expert on heroic taxonomy.

A Letter from the Creator

Six years of writing and game design has gone into the book before you. We never believed that we would still be writing content for 5th Edition after all these years, or that our efforts would yield such a tome, such a monument to design and careful iteration.

In truth, however, this book is a love letter to our players, to their characters, and to everyone who has brought our content to their table. We've written this as a gift to you, to enrich your games from afar and help you seize everything that roleplaying games have to offer. May your stories be the truest type of fiction, and may you roll 20s, just when you need them.

Your friends,

—Mage Hand Press

I learned long ago that a dead adventurer is a soon-to-be-revived adventurer.

Frozen in marble, you're less of a liability.

CHAPTER 1

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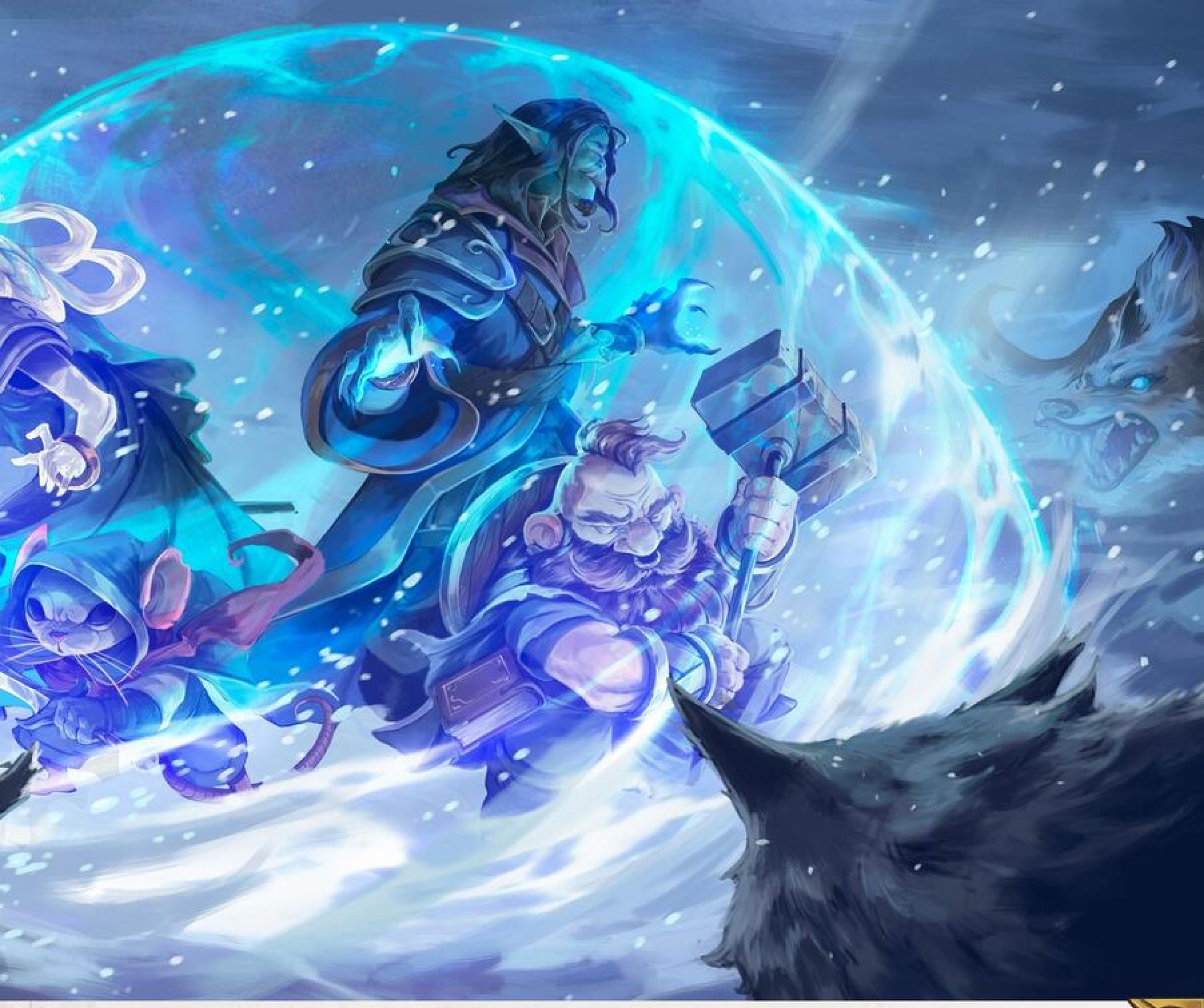
PAGE 16. NEAR-HUMAN

We, the Company of Wring, have slain basilisks, withstood the hoarfrost fangs of winter wolves, and trimmed scales from dragons' hides. But doubtless you wish to hear of our boldest accomplishment: we once visited the fabled *Spire of Secrets* and lived to tell the tale.

Our adventuring company was well-suited to the task. We are forescouted by Blodge, the mouseling thief, whose footsteps are lighter than the winter's first snow. When force is required, our swordmaiden Priscila Borealis comes to bear. She is elegant as she is deadly, as is the nature of ethereal spirithosts. Aksel of the Baldrheim clan, our cleric, is squat by even dwarven standards, but is the finest healer this side of the Highreach. Lastly, I, Faison the Blue, am a transmuter and conjurer of much repute. I'd have been an archmage, if only they let me take the exams.

Mark this tale well, for even now we plan our return to the *Spire of Secrets*, and shall bring with us a hundred adventurers of every stripe. We expect a cold reunion with that lich Valda and his infernal creations.



CHAPTER 1: RACES

Fantasy settings are defined perhaps most clearly by their peoples: not merely humans with the diversity of our world, but fantastic races of non-humans, the likes of which solely exist in the realms of imagination. These vary from the remarkably humanlike, such as elves and halflings, to the colorful and imaginative, such as dragonborn. However, fantastical settings often include more eclectic races, drawn from the well of monstrous foes that bear intelligence and guile.

This chapter presents four new races: the Geppettin, Mandrakes, Mousefolk, and Spirithosts. It also includes one exceptionally diverse race, the Near-Humans, which allow you to construct new and imaginative human-adjacent races and hybrids using feats.

Additionally, this chapter includes a crucial sidebar which expands all races even further by freely customizing their talents, appearances, and upbringings.

GEPPETTIN

"As soon as he reached home, Geppetto took his tools and began to cut and shape the wood into a Marionette."

—Carlo Collodi, *Le Avventure di Pinocchio*

Ever a joy to children, geppettin resemble living playthings made of wood, cloth, or porcelain. Though easily mistaken for puppets, geppettin aren't manipulated by a just-out-of-sight puppeteer; they are animated, sentient, and independent.

Diverse Oddities

As a race, the geppettin are an oddity. Though rare, they are numerous enough and share enough similarities with each other that they may be counted as an actual race of people, and not just freak mishaps of magic. While it may be that there are dedicated creators of geppettin, as there are with golems, a significant number of them have come to life on their own.

Physically, geppettin are quite small, often slightly shorter than halflings. Their physical features vary greatly from type to type, but they are almost always humanoid in shape. For simplicity, geppettin are classified by the materials of which they are composed: bisque are porcelain, marionettes are wood, and raggedy are made of fabric.

Despite being made of somewhat flimsy materials, sentience seems to grant them an odd hardiness. Additionally, due to their non-living nature, they never hunger, rarely tire, and are adept at being innocuous. Most find some form of work or profession in entertainment, but a few find fantastic success as spies and assassins.

Charming, Yet Uncanny

Though they bring delight to children, geppettin instill a cold fear in many adults—the type of fear that accompanies the uncanny realization that something inanimate is, in fact, alive. A person's first reactions to a geppettin can be most telling, and usually fall into two camps: those that find the geppettin delightful, perhaps recalling cherished childhood memories; and those that are taken by an unnerving phobia, feeling a sudden chill upon seeing a doll move of its own impetus.

Geppettin Names

Like other constructs, geppettin rarely name themselves. Typically, a construct has no conception that living creatures obsessively name everything, and have a name bestowed upon them—in this case, geppettin are normally named by children, or are given terms of endearment by adults.

Names. Birdie, Cuddles, Desmond, Dusty, Hobbes, Fluffie, Frowny, Lizzie, Patches, Princess, Pup-pup, Red Jacket, Teddy

Geppettin Traits

As a geppettin, you have the following racial traits:

Ability Score Increase. Your Dexterity score increases by 1, and your Charisma score increases by 1.

Age. As constructs, geppettin do not age, and are mature as soon as they become sentient.

Alignment. Geppettin, as varied as they are, run the gamut of alignments. Raggedies are generally good, bisques tend towards evil, and marionettes are usually in between.

Speed. Your base walking speed is 25 feet.

Size. Geppettin are Small creatures, rarely breaking 3 feet in height.

Darkvision. Geppettin have superior vision in dim light and darkness. You can see in dim light within 60 feet of you as if it was bright light, and darkness as if it was dim light. You can't discern color in darkness, only shades of gray.

Construct Anatomy. Even though you were constructed, you are a living creature. You are immune to nonmagical diseases. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal. You can still be placed into a torpor by sleep-inducing magic.

Innocuous. Geppettin are generally indistinguishable from non-living dolls of the same type. Because of that, they can be very stealthy when required. You have advantage on Charisma (Deception) checks you make to appear as a mundane toy.

Languages. Geppettin can read and write Common as well as one other language based on their creator's race (your choice).

Subrace. Geppettin are divided into subraces based on material. Choose bisque, marionette, or raggedy for your subrace.

Bisque

Bisque geppettin are a form of porcelain doll, crafted with exacting specification and often luxurious clothing materials. Though they are designed to look as realistic as possible, they are often thought to be the most terrifying of geppettin due to their lifeless visage. Though their faces are often very fragile, their construction is generally much hardier than their brethren's.

Ability Score Increase. Your Constitution score increases by 1.

China Doll. Any Wisdom (Insight) check made to discern your true emotions has disadvantage.

Surprise Attack. Bisque know that their small size and natural stealth lead to being very efficient stalkers. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

Terrifying. Your lifeless eyes and face tend to instill fear in people, often without even trying. You gain proficiency in the Intimidation skill, and have advantage on any Charisma (Intimidation) rolls in which you are attempting to scare someone that wasn't initially aware you are alive.

Marionette

Marionettes are made mostly out of wood, with painted faces and carved clothing. Due to their construction, their jointed limbs are quite flexible, and they are known to be fantastic dancers.

Ability Score Increase. Your Dexterity score further increases by 1.

Clipped Strings. You can manipulate your old strings, using them to attack. When you make a melee attack with a light weapon on your turn, the weapon gains the Reach property if it didn't already have it.

Pantomime. Fitted with strings, all marionettes are taught to dance. You gain proficiency in the Performance skill, and have advantage on Charisma (Performance) checks made to dance.

Raggedy

Raggedy geppettin, also commonly called plushies, are any form of stuffed or soft doll. Though they often look humanoid, they may also look like animals, monsters, or any other form of anthropomorphic creature.

Ability Score Increase. Your Charisma score further increases by 1.

Adorable. Raggedy, before coming to life, were designed to be appealing to children. As such, you gain proficiency in the Persuasion skill, and have advantage on Charisma (Persuasion) rolls you make against children or other humanoids that are fond of cute things.

Stuffed with Fluff. Raggedy are filled with a lightweight, soft material. When you take bludgeoning damage, you can use your reaction to gain resistance to the damage, and you are also knocked 5 feet away from the source of the damage.

MANDRAKE

It was an ancient thing of moss-covered wood which creaked like a greatoak as it breathed, but I'll never forget its eyes: those glowing points were a thing of the fey, a thing of the deep woods forgotten to man.

—Faizon the Blue, encountering a mandrake

Laymen believe that mandrakes are screaming, crying babies grown from the roots of a plant. However, small, wailing mandrakes are those which are harvested too early; literally children still in infancy. If allowed to grow for a year and a day before being harvested, they emerge fully formed, able to mature into great and powerful tree people.

Flesh from Wood

With a skin of thick bark and leaves growing at their extremities, you could be forgiven for believing that mandrakes are simply bizarre plants, treants, or animated trees. This might even be partially true: it seems that while mandrakes originated from some plant ancestor, they have become something midway between animal and plant through some strange magic or stranger evolution.

Mandrake anatomies are filled with paradoxes. They bleed a ruby ichor, reminiscent of both blood and sap. Their hearts, which look like a knot of roots, pump this around their body, enriching it with oxygen borne by leaves and special pores on their extremities. By preference, mandrakes can bask in the sunlight or consume living things for nourishment, and can even absorb nutrients through their feet, though they rarely subsist by sunlight and water alone.

Forest Envoys

Alchemists and arcanists alike scratch their heads at mandrakes, but druids know them as the green emissaries who stand between the realms of animals and plants, making peace for all parties. To druidic tradition, mandrakes are unique, ancient constructions of Mother Nature herself, intended to act as delegates for her will. Mandrakes are credited by old druids for aligning elves with the forests and dwarves with the mountains; only with the rising tide of humanoids and their preponderance of gods did most creatures forget about Mother Nature and her half-plant ambassadors.

Today, mandrakes are rare, and make their homes in the forests near where villages and cities meet the true wilds. Humans tell tales of mandrakes savaging those who enter their domain, but druids and those who respect the old traditions of the forest know that such ire is seldom undeserved.

Mandrake Names

Taking their names from the old spirits of the forest, which have long been forgotten by men, mandrakes treat all names with great reverence.

Male Names. Akathaso, Bistonis, Cithaeron, Hathor, Nomina, Orseis, Othrys, Yggdras

Female Names. Argyra, Circe, Claea, Hadryade, Helike, Lauma, Moria, Thronia

Mandrake Traits

Because you are neither beast nor plant, you have the following characteristics:

Ability Score Increase. Your Wisdom score increases by 2.

Age. Mandrakes must grow undisturbed for a year and a day before they are harvested. They then mature in a decade and live for centuries, growing wider with more gnarled bark as they age.

Alignment. Mandrakes are known to keep centuries-old concords known only to the oldest of creatures. Though they stay neutral in most matters, they tend to lean toward lawful alignments.

Size. Mandrakes usually stand tall and slim, typically almost seven feet high, with spring mandrakes being smaller and winter mandrakes being slightly larger, and often hunched over. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Plant Nature. Even though you are not fully a plant, you still possess many of the same traits as one. As long as you are within direct sunlight for at least 4 hours a day, you do not need to eat. Additionally, you can breathe through your leaves and extremities, and can absorb water and nutrients through your feet.

Even if you aren't proficient in Stealth, you can add your proficiency bonus to Dexterity (Stealth) checks that you make to hide in natural environments, such as forests.

Root Magic. You know the *shillelagh* cantrip and can target yourself with the spell, treating one of your limbs as a club instead of an unarmed strike. When you reach 3rd level, you can cast the *goodberry* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *barkskin* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common. You can also communicate simple ideas to nonmagical plants and can question plants about events that occurred nearby during the past day, gaining information about creatures that have passed, weather, and other circumstances.

Seasonal Subrace. Depending on the season in which mandrakes are harvested, they take on vastly different characteristics when they mature. Pick one seasonal subrace from Spring, Summer, Autumn, and Winter.

SPRING

Mandrakes harvested in the spring are limber and flexible, bearing lighter bark and short green buds instead of leaves. They are by far the thinnest and most agile of the mandrakes.

Ability Score Increase. Your Dexterity score increases by 1.

Sprightly Movement. Your walking speed increases by 5 feet.

Storm Resistance. Accustomed to the thunderstorms of spring, you have resistance to lightning damage.

SUMMER

Summer mandrakes grow high and strong, as they are accustomed to the warm months and ever-abundant sunlight. Their leaves almost form a canopy, and the roots along their feet can hold fast to the loam when the need arises.

Ability Score Increase. Your Strength score increases by 1.

Deep Roots. As long as your feet are on natural ground, you have advantage on Strength saving throws and on all ability checks you make to resist being pushed, shoved, knocked prone, or otherwise moved involuntarily.

Wildfire Resistance. Having withstood the dry conditions and occasional forest fires of midsummer, you have resistance to fire damage.

AUTUMN

Mandrakes harvested during autumn are more colorful than the other varieties, both in disposition and appearance. They are decorated with leaves in a myriad of reds, purples, and yellows. They reflect the natural world at its most bountiful and seek to share the harvest's gifts with all who will accept them.

Ability Score Increase. Your Charisma score increases by 1.

Abundance. You gain the ability to cast the *goodberry* spell, as per your Root Magic trait, when you choose this subrace at 1st level, instead of at 3rd level. When you cast this spell using this trait, each creature that consumes a berry regains hit points equal to your proficiency bonus.

Toxin Resistance. The vibrant colors of autumn bring with them the promise of harvests to come. To protect such a harvest, you have resistance to poison damage.

WINTER

Mandrakes which are harvested in winter first glimpse the natural world at its harshest, and become harsh in return. Winter mandrakes never grow leaves, and develop gnarled bark that makes them look much older than they are. In addition, they grow large; surviving the winter months fosters a certain strength that other mandrakes rarely, if ever, develop.

Ability Score Increase. Your Constitution score increases by 1.

Frost Resistance. Due to the bitter frost of the long winter months, you have resistance to cold damage.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

MOUSEFOLK

"You laughed when I said I would repay you," said the Mouse. "Now you see that even a Mouse can help a Lion."

—Aesop, The Lion and the Mouse

Never to be looked down upon, the slight, unassuming mousefolk are kindhearted to a fault and possess courage greater than most giants.

Tiny But Brave

Though the tiny, big-eared mousefolk are often overlooked by larger creatures, history is brimming with stories of gallant mouse-knights staring down dragons, crossing blades with warlords, and charging into grand battles. It happens that few histories are written about the valor of mousefolk—though many more should be—yet they make appearances in legend all the same, their bravery cementing their place in history.

Even excluding the long and proud history of mouse-knights, few mousefolk are apt to fear either big folk or monsters. Mousefolk are good to their neighbors and rarely pick fights; after all, most folk can be reasoned with. Those who can't be reasoned with, however, should rightly fear mousefolk striking at their knees. Mousefolk do not suffer bullies lightly.

Storytellers and Legend-Keepers

The mousefolk language, Rodentia, has no written form. Thus, mousefolk preserve their history in story and in song passed from elders to children through the generations. Their oral tradition is rich, filled with stories of grand heroics, shrewd tricks, and swooning romance. Indeed, many mousefolk live to see themselves preserved in the legends of their people, their deeds remembered in a grand epic for the ages.

Hooded or Disgraced

Though ratlings have long abandoned the old ways, a mouseling is never to be seen without a hood. Following ancient tradition, mouselings wear hoods they have sewn themselves at all times, except in the most dire of circumstances. A hood is a symbol of wealth and social standing, and is sometimes replaced with hats or other headwear when appropriate.

None can say where this tradition originated, but mouselings hold to it strongly. If one is seen without a hood, it is a sure sign of disgrace and exile, the most personal punishment a village of mouselings can inflict.

Mousefolk Names

Most mousefolk names are derived from Rodentia, and are fairly squeaky when pronounced as a result.

Male Names. Arven, Blodge, Dunfur, Frisk, Jinoree, Phrenik, Reep, Skapp

Female Names. Beeka, Constance, Juniper, Romsca, Serena, Tess, Wincey

Mousefolk Traits

Slight and swift, you possess the following traits:

Ability Score Increase. Your Dexterity score increases by 2.

Age. Mousefolk mature in their teens and live around 80 years.

Alignment. Most mousefolk are neutral good. They tend to be kind-hearted and have deeply rooted values.

Size. Mouselings stand around 3 feet tall, appearing slightly taller with their large ears, and normally weigh no more than 40 pounds. Ratlings, by contrast, stand almost 4 feet tall but have much smaller ears. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Mousefolk have superior vision in dim light and darkness. You can see in dim light within 60 feet of you as if it was bright light, and darkness as if it was dim light. You can't discern color in darkness, only shades of gray.

Lightfooted. You have proficiency in the Stealth skill.

Scurry. You can move through the space of any hostile creature as if it were difficult terrain.

Squeeze. You suffer no penalty for squeezing into a space that is only large enough for a creature that is one size smaller than you.

Languages. You can speak, read, and write Common. You can also speak Rodentia, a quiet and squeaky language that has no established written form. Mouselings value the oral tradition highly and only take notes in Common, or using an improvised shorthand that approximates the sounds of Rodentia in Common script.

Subrace. Mousefolk are commonly divided into two subraces: mouselings and ratlings. Choose one of these subraces.

MOUSELING

Mouselings are smaller than their ratling cousins but all the more daring. They sport a wide variety of coats, from grey to brown to very rare whites, but all possess large ears and round, black eyes. Though these features often make them look adorable to big folk, most mouselings want nothing more than to be taken seriously. They fancy themselves knights, merchants, minstrels, explorers, and a wide variety of other occupations; only humans rival mouselings for ambition.

Ability Score Increase. Your Charisma score increases by 1.

Brave. You have advantage on saving throws you make against being frightened.

Nimble Escape. When a creature you can see makes an opportunity attack against you, you can use your reaction to impose disadvantage on the attack roll. You can't use this trait when wearing medium or heavy armor.

RATLING

Ratlings often stand a full foot taller than their mouseling relatives, also having longer tails and more pointed ears. They are tougher, more resistant to poison, and far more stubborn than mouselings, but are also unquestionably resourceful. When needed, a ratling can escape just about any enclosure that isn't constructed entirely from metal and stone, a fact which many jailers hold in contempt.

Ability Score Increase. Your Strength score increases by 1.

Gnaw. You can use your action to chew through and break a small nonmagical object that isn't being worn or carried, like a rope, a wooden rod or handle, or a length of fabric. If you chew on a wooden wall or floor for 1 minute, you can gnaw a hole large enough for a Tiny creature. You can't chew through materials that are harder than your teeth, such as metal, stone, or crystal.

Rat Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

SPIRITHOST

Hers was a kind of unearthly beauty that resisted the very confines of reality—her hair so airy that it flowed in defiance of gravity, her skin so fair that it could be seen right through. I knew not if she was alive—or if I was, given the circumstances—but very little of that mattered for the first few moments, which seemed to stretch on for eons.

—Jethro Meddlitt, gnome wizard, meeting a spirithost

Half immaterial and half flesh, spirithosts are the eerie, spectral, humanlike residents of the Border Ethereal. Though often confused for specters, ghosts, and other incorporeal undead, spirithosts are very much alive—as much as their shifting, partly material bodies allow.

Spectral Sons and Daughters

The Ethereal Plane is generally thought to be lifeless; exclusively the domain of restless, incorporeal undead and other transient souls. While it is true that there are no creatures native to that plane, the Border Ethereal has its fair share of adopted inhabitants, such as the blink dog and phase spider. Spirithosts are the only humanoids to have adopted this desolate plane, and might be considered its only true descendants.

Though most spirithosts reside on the Material Plane, they can both step sideways into the Etheral Plane naturally, allowing them to bypass physical obstacles, and see into it effortlessly, allowing them to navigate both planes at once. They can even communicate with the dead directly, a feat few mediums take lightly.

Branded Undead

Though their bodies resemble those of ghosts—slightly translucent and glowing from inside with a pale, white light—spirithosts are not undead. Far from it: they are born, grow old, die, and can even raise children.

Despite this, most spirithosts are wrongfully believed to be undead, as their eerie, spectral forms are too similar to ghosts for the layman to differentiate. Many a well-meaning but ignorant cleric has tried to turn or banish a spirithost to no avail. To avoid such conflict, spirithosts often avoid large, unfamiliar towns, or disguise their ethereality from others.

Spirithost Names

Spirithost names are gentle and sibilant, sounding as if they are whispered. They sound strange in most tongues, for they originate in an old, now forgotten dialect of Common, practiced by the spirithost in days long past.

Male Names. Astras, Boreas, Cin'nilas, Cusnon, Fesim, Mesaron, Senvas, Servalas, Sesirops, Yalsin

Female Names. Amias, Belias, Heathimis, Lethreas, Nix'silia, Priscilla, Sayu, Shavaras, Sunda, Wishnas

Spirithost Traits

Your borderline ethereal body grants you the following traits:

Ability Score Increase. Your Dexterity score increases by 1, and any other ability score of your choice increases by 2.

Age. Spirithosts do not experience time in the same way as most mortal creatures. As a result, even though they mature in their teens, their lives can stretch on for hundreds of years.

Alignment. Though some spirithosts are evil, most are simply chaotic, harboring a deep distrust for institutions that so readily brand them as undead.

Size. Spirithosts stand as tall as humans, usually around 5 to 6 feet tall. However, their slightly ethereal form is only loosely affiliated with gravity, weighing half as much as a similarly sized human. Your size is Medium.

Speed. Spirithosts move gracefully, as if drifting through water. Your base walking speed is 30 feet.

Ethereal Vision. Your supernatural nature grants you superior vision. While you are on the Material Plane, you can see 60 feet into the Ethereal Plane.

Incorporeal Movement. You can move through other creatures as if they were difficult terrain. You can also move through solid objects, but your partially material form can't pass through more than one foot of stone, one inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

ANCESTRY

5th Edition inherits some problematic terminology for "race" as a game concept. We prefer the term"ancestry" as an alternative and encourage you to use it in your campaigns, but have opted to use the old terminology in this book for compatibility with the core rules.

If you end your movement occupying the same spot as a solid object or creature, 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.

Ethereal Nature. You can go twice as long without eating, drinking, or breathing, without penalty.

Spirit Speech. You can cast the spell *speak with dead*, without using spell slots or material components. You can only ask one question of a corpse when you cast this spell in this way. Once you use this trait, you can't use it again until you finish a long rest.

Translucence. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Creatures which can see into the Ethereal Plane can see you normally. Once you use this trait, you can't use it again until you finish a short or long rest.

Languages. You can speak, read, and write Common and one other language of your choice.

TALENTS, APPEARANCE, UPBRINGING

The races presented in 5th edition present broad, monolithic portraits of what it is like to be a dwarf, an elf, a halfling, and so on. These illustrations and descriptions, however, are often unhelpful for understanding any particular member of a race and are, at worst, dangerously reductive. If you want to play a more nuanced character, work with your GM to customize the following areas.

Talents. Dwarves get a bonus to Constitution because the typical dwarf has a short, brawny build. However, your dwarf might favor academic pursuits or have an obsession with opera. Think of these ability scores as your natural talents, rather than as fixed inborn advantages.

When you choose your race and subrace, you can assign your Ability Score Increase traits to ability scores that you choose, instead of those specified in the traits. You can't assign two increases (a +2 and a +1, for example) to the same ability score, and you can't increase a score above 20.

Appearance. No matter what the official descriptions say, there's no one canonical way an elf, dwarf, gnome, or tiefling should look. Your character can have any skin color, nose, eyes, hair, and build you want. To put an even finer point on it: your character can look like a person of any real world ethnicity, no matter what race you choose.

Upbringing. Certain racial abilities, such as the Dwarven Combat Training trait, are the result of growing up in a traditional dwarven society with its particular values and expectations. Naturally, an adopted or orphaned dwarf won't have these skills. For example, a dwarf who was adopted by high elf parents might instead have learned to cast a cantrip.

Work with your GM to determine which traits are owed to your upbringing; if in doubt, remember that most racial traits, with the exception of perhaps a dragonborn's breath weapon, can be attributed to your upbringing. You can exchange any such trait with any roughly equivalent racial trait that better reflects your upbringing.

NEAR-HUMAN

Humans are known for being ambitious, diverse, and extremely short-lived, but also have the dubious honor of being associated with an abundance of near-human offshoots, for it seems humans can breed with just about anything. Near-humans are still basically humans, bearing subtly different traits from a wide variety of sources, and are individually rare but make up a surprisingly large portion of any human population.

If you choose a human for your race, you can use the Near-Human variant traits, which replaces the human's Ability Score Increase trait:

Ability Score Increase. Two different ability scores of your choice increase by 1.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice. This feat must have Near-Human variant as a prerequisite.

Near-Human Feats

Near-humans come in all shapes and sizes and from all walks of life. They are the barest expression of human diversity; human offshoots from all corners of the world. Each near-human must take one of the following feats at 1st level, which helps define their heritage and grants them new racial traits.

ABOLETH SPAWN

Prerequisites: 1st level only, near-human variant

You were somehow created by an aboleth, and you suffer from strange and hideous mutations as a result. Due to these changes, you have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have uncanny psychic resistances. You have advantage on saving throws you make against being charmed.
- At least one of your limbs is muscular, rubbery, and pliant, acting more as a tentacle than a limb in its own right. You can use this limb as a natural weapon to make unarmed strikes. On a hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier instead of the normal damage for an unarmed strike.

AQUATIC

Prerequisites: 1st level only, near-human variant

One of your parents is a merfolk, or you are distantly descended from the Elemental Plane of Water; consequently, you have aquatic features like gills, webbed fingers and toes, and fishlike scales, which grant you the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can breathe water as well as air.
- You have a swimming speed equal to your walking speed.

BEASTMAN

Prerequisites: 1st level only, near-human variant

With a short tail, coarse fur covering your face, and long teeth and claws, you appear more like a ferocious beast than a man. Perhaps your parentage includes a werecreature or an intelligent beast, granting you the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) checks made to smell.
- You possess sharp claws, which are natural weapons that you can use to make unarmed strikes. On a hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

FIREBRAND

Prerequisites: 1st level only, near-human variant

Born, imbued with, or later marked by the powers of Elemental Fire, these near-humans have an affinity for fire magic. Their heritage makes them dangerous adversaries in combat, as does the volatile nature of their innate powers. Firebrands are human in shape, but have deep red skin and flames behind their eyes. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have resistance to fire damage.
- You know the *produce flame* cantrip. At 3rd level, you can also cast the *burning hands* spell once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is Charisma.

GREEN SKIN

Prerequisites: 1st level only, near-human variant

Your people metabolize by basking in the sunlight. Aided by your tough, photosynthetic skin, you gain the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have advantage on saving throws against being poisoned and have resistance to poison damage.
- While you aren't wearing armor, your AC equals 12 + your Dexterity modifier.

GRENDEL

Prerequisites: 1st level only, near-human variant

With their green-tinted and boil-ridden skin, spindly fingers, and pointed teeth, few people will mark a grendel as half-human. Grendels exclusively favor the look of their troll parentage and have immense difficulty in human society. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You retain some of the regenerative properties of your troll parentage. Whenever you have fewer than one-fourth of your maximum hit points (rounded down), you regain 1 hit point each minute.

GRUE

Prerequisites: 1st level only, near-human variant

One of your parents was a creature of darkness, such as a shadow or a native of the Plane of Shadow. Grues, such as yourself, have blackened skin and cast a shadow in all directions, even when directly in light. In shadows, you are nearly invisible. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have darkvision, the ability to see in dark and dim conditions. 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.
- When you are hidden and a creature discovers you with a successful Wisdom (Perception) check, you can reattempt your Dexterity (Stealth) check to hide. On a success, you silently reposition yourself and the creature doesn't notice you. Once you use this trait, you can't use it again until you finish a short or long rest.

HOBBIN

Prerequisites: 1st level only, near-human variant

The foul-smelling hobbins are half-human and half-hobgoblin. With great, flat noses, orange-tanned skin, coarse hair, and three knuckles on each finger, they don't quite resemble either of their parents, and may go to great lengths to resemble a normal human or hobgoblin in everyday life. You retain much of the talent for war enjoyed by hobgoblins, and have the following racial traits as a result:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency with flails, javelins, shortswords, slings, war picks, and whips.
- When you roll initiative and you are neither surprised nor unconscious, you can move up to 10 feet and can make one melee weapon attack against a creature within your reach.

MUL

Prerequisites: 1st level only, near-human variant

Though one of your parents was a human, the other was a dwarf. Such a pairing is unlikely to have produced offspring, but you have defied the odds to join the ranks of the few, and exclusively sterile, muls. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have darkvision, the ability to 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.
- Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- You can read, speak, and write Dwarven.

OGRE-BLOODED

Prerequisites: 1st level only, near-human variant

Your coarse features and monstrous build betray the foul blood that runs through your veins, evidence that one of your parents is an ogre. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

OWLBEARMAN

Prerequisites: 1st level only, near-human variant

You are a hulking thing of feathers, flesh, and fur; half-man, half-bear, and half-owl, none can say for sure what you are, other than the result of some mad wizard meddling in the gods' domain. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can attempt to grapple creatures two size categories larger than yourself, and you have advantage on grappling checks you make on your turn against creatures that are at least one size category smaller than you.
- You have a long, hooked beak, normally only possessed by owlbears and birds of prey, which you can use to make unarmed strikes. On a hit with it, you deal piercing damage equal to 1d6 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

PORTERLING

Prerequisites: 1st level only, near-human variant

You are a porterling, parented both by a human and either a gnome or a halfling. You stand about as tall as a dwarf, but are far leaner—and if fathered by a gnome, also somewhat top-heavy. Though they are often confused for dwarves, porterlings can only rarely grow large or thick beards. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- Porterlings are unnaturally flexible. You have advantage on checks you make to escape grapple or to slip bindings.
- You suffer no penalty for squeezing into a space that is only large enough for a creature that is one size smaller than you.
- You can roll a d8 whenever you make a long or high jump, adding the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal.

PROTO-MAN

Prerequisites: 1st level only, near-human variant

You come from a place of massive flora and ancient creatures; your people are hearty and robust, much like very early humans. You gain the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You always add your proficiency bonus to saving throws against being frightened.
- When you take a short rest, you can automatically regain 1 hit die and can choose to spend it immediately. You can't use the ability again until you finish a long rest.

REPTILOID

Prerequisites: 1st level only, near-human variant

You bear the abrasive skin, slitted eyes, and split tongue of a reptile—perhaps due to a dragonborn or kobold parent—which grant you the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can go twice as long as other humans without eating or drinking.
- You can use your action to spit acid from your mouth. When you do so, make a ranged weapon attack roll against a creature within 30 feet. On a hit, the target takes 1d8 acid damage for each point of your proficiency bonus. Once you use this trait to spit acid, you can't do so again until you finish a short or long rest.
- You can speak, read, and write Draconic.

ROGUEAN

Prerequisites: 1st level only, near-human variant

You hail from an icy, desolate land, prone to dramatic swings in temperature. Surviving the interminable harshness of your home gives you the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have resistance to cold damage.
- You can tolerate temperatures as low as −100 degrees Fahrenheit and as high as 300 degrees Fahrenheit.
- You have darkvision, the ability to see in dark and dim conditions. 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.

STONEBORN

Prerequisites: 1st level only, near-human variant

With cracked and abrasive skin, stoneborn appear as if they were roughly hewn from granite and have

similarly rigid personalities. These near-humans are proud of their connection to Elemental Earth and believe themselves conquerors, fated to rule over every stone. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- Your Armor Class increases by 1.
- You have advantage on ability checks and saving throws you make to resist being knocked prone or moved against you will.
- By placing your hand on natural stone and using your action to focus, you can feel the presence of any natural gems or metals within 100 feet of you.

TAURAN

Prerequisites: 1st level only, near-human variant

Your large nose, strong jaw, and wide head do much to reveal your distantly bovine nature, but the prominent bull-horns atop your head reveal to all that you are half-minotaur. Taurans tower over most people and can solve mazes with ease, but typically possess only a shadow of their minotaur parent's might. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can perfectly recall any path you have traveled.
- On any turn in which you only move in a straight line, your speed increases by 10 feet.
- You have two horns that you can use to effectively gore your enemies. The horns are a natural melee weapon that you can use to make unarmed strikes. On a hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

WINDSWEPT

Prerequisites: 1st level only, near-human variant

Carefree and constantly possessed of wanderlust, the extraordinarily pale windswept embody their connection to Elemental Air. Windswept humans are never likely to sleep in the same bed for two nights in a row; they are always moving, always exploring, and always following the wind. You are lighter than a normal human, capable of floating gently on the breeze, and have faint inborn power over the winds, which grant you have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage and can move up to 2 feet horizontally for every 1 foot you descend.
- Your walking speed increases by 5 feet.
- Your whispers carry on the wind. You know the *message* cantrip.

Happenstance brought us to an old haunt: a rowdy tavern named the Bruised Rooster, which keeps a boxing ring in the common room. The night's main attraction was Gresher the Mighty, a bugbear pugilist of impressive build, squaring off against Kin-Din, a squirrely kobold. Gresher didn't land a single blow, and the kobold eventually wore him down for a knock out punch.

As we nursed Gresher back to health, he deliriously told of his former adventuring party who vanished while seeking the *Spire of Secrets*, a lich's tower of unimaginable treasures. I believed the Spire to be an urban legend, a metaphoric dungeon of unfathomable peril. Gresher assured us otherwise.

He told us where the Spire stood and how to reach it. Concealed by illusions, the Spire can be seen only if you approach it from the right angle; if we so much as stepped off the path, it would vanish behind a tree or hill. Stranger still, the journey would take a fortnight, though it could be no more than two day's ride on the map. Unsettling magic brewed in that place, and a sense of foreboding grew within our company as we resolved to seek it out.

His last warning was simply: "Beware Valda. Never has there been a more diabolic lich."

CHAPTER 2: CLASSES

The beating heart of 5th Edition is its character classes. Of the three choices that define your character at first level—Background, Race, and Class—your class carries the most significance, influencing every aspect of how you play the game, from your outlook on the world to the way you survive life-or-death combat. Your class is your calling, the truest embodiment of how your character lives, and provides a platform for feats and subclasses which further refine your vision.

Spire of Secrets builds on this core pillar with ten brand new classes, many of which are radically different from the twelve offered in the core rules. For example, the captain class lets you control two characters at once, while the warmage lets you play a powerful spellcaster using only cantrips. Each new class also includes at least seven subclasses, as well as all supplemental rules necessary for play.

NEW CLASSES

This book presents ten new classes to complement the existing twelve in the core rules. Each of these new classes embodies a new way to play and represents common types of adventurers which will be present in most, if not all, settings.

You can choose from among the these new classes in any campaign, unless the GM decides that some of the classes, such as the gunslinger, aren't appropriate for the campaign.

You could assemble a sensible party entirely out of classes from this book—an alchemist, martyr, warden, and witch, for example—or pick only one or two of these classes alongside a party of core class adventurers. Using the multiclassing rules in Chapter 4, you can even mix-and-match any number of these classes together to achieve new combinations. Perhaps you can try an alchemist rogue to use explosive Sneak Attacks, or maybe you could play a craftsman monk that specializes in exotic gauntlet weapons.

You can find options for further customizing these classes in Chapter 4. With a combination of new feats, auxiliary levels, and multiclassing, the potential for new characters is endless.

The following summaries highlight each new class's core features and why you might enjoy playing them. Additionally, each Mage Hand Press class can generally be described by a single word, which is listed before the class's summary.

Alchemist

Alchemy, the class

Using half-science, half-magic concoctions, alchemists brew up explosives and transmutative potions on the fly. Play an alchemist if you want to experiment with a wide array of scientific discoveries and lethal bombs!

Captain

Leadership, the class

Brave commanders and savvy tacticians, captains control a second character in the form of a cohort and enhance their allies in combat with dice-fueled maneuvers. Play a captain if you want to lead your allies to victory!

Craftsman

Invention, the class

Master artisans and inventors, craftsmen can forge masterwork equipment and devise entirely new weapons on the fly. Play a craftsman if you want to experiment with a comprehensive array of weapon properties to invent entirely new weapons and armor.

Gunslinger

Critical, the class

Narrowed eyes, smoking barrels. Gunslingers live on the edge, brandishing a special resource called risk dice to keep them alive by the skin of their teeth. Play a gunslinger if you enjoy scoring powerful critical hits and having an entire arsenal of guns at your disposal.

Investigator

Utility, the class

Supernatural researchers and monster hunters, investigators use a few silver-tipped crossbow bolts and a tome brimming with rituals to banish monsters that stalk the night. Play an investigator if you want access to boundless utility options and the ability to go toe-to-toe with a vampire or werewolf.

Martyr

Sacrifice, the class

Chosen by the gods to complete a task, martyrs are set upon a harsh, predestined path, requiring constant sacrifice. Martyrs use their hit points to fuel their divine abilities, and can supernaturally resist death's embrace. Play a martyr if you want to experience the push and pull of sacrificing hit points for massive damage, only to heal moments later.

NOTE FOR THE GM

The craftsman, captain, and necromancer aren't recommended for first-time players. The captain and necromancer command more than one character at once, while the craftsman requires careful reading and understanding of their properties.

Furthermore, discuss with the players before the campaign how best to approach martyrs, which have strong religious themes and references to blood, and necromancers, which are often overtly evil and might pose a challenge to roleplay.

NEW CLASSES

NAME	HIT DIE	PRIMARY ABILITY	STARTING GOLD	SAVING THROW PROFICIENCIES	ARMOR AND WEAPON PROFICIENCIES
Mage Hand Press Classes					
Alchemist	d6	Intelligence, Dexterity	4d4 × 10 gp	Dexterity, Intelligence	Light armor, simple weapons, bombs
Captain	d8	Charisma, Strength or Dexterity	5d4 × 10 gp	Constitution, Charisma	Light and medium armor, shields, simple and martial weapons
Craftsman	d10	Strength or Dexterity, Intelligence	5d4 × 10 gp	Constitution, Intelligence	All armor (including exotic), shields, all weapons (including exotic)
Gunslinger	d8	Dexterity	4d4 × 10 gp	Dexterity, Charisma	Light armor, simple weapons, martial firearms
Investigator	d8	Intelligence, Strength or Dexterity	4d4 × 10 gp	Dexterity, Intelligence	Light armor, simple weapons, hand crossbows, heavy crossbows, longswords, rapiers, shortswords
Martyr	d12	Wisdom, Constitution	3d4 × 10 gp	Strength, Wisdom	Light and medium armor, shields, simple and martial weapons
Necromancer	d6	Intelligence	4d4 × 10 gp	Constitution, Intelligence	Simple weapons
Warden	d10	Strength	5d4 × 10 gp	Strength, Constitution	Light and medium armor, shields, simple and martial weapons
Warmage	d8	Intelligence	4d4 × 10 gp	Constitution, Intelligence	Light armor, simple weapons
Witch	d8	Charisma	3d4 × 10 gp	Wisdom, Charisma	Light armor, simple weapons, blowguns, shortswords, and whips

Necromancer

Minionmancy, the class

Necromancy, the grim magic of death, is laden with forbidden secrets and unquestionably evil spells. Its practitioners, therefore, are a unique breed, possessing a well of dark energy and an edge for scoring critical hits with spells, to say nothing of their armies of undead thralls. Play a necromancer to balance ethics against ambition and manage multiple monsters at the table.

Warden

Tank, the class

Wardens are tanks of the battlefield that refuse to give an inch. When overwhelming enemies bear down, wardens hold the line for the party and single out targets from the crowd until the tide turns in their favor. Play a warden if you want to be a tough-to-kill warrior with a focus on crowd control.

Warmage

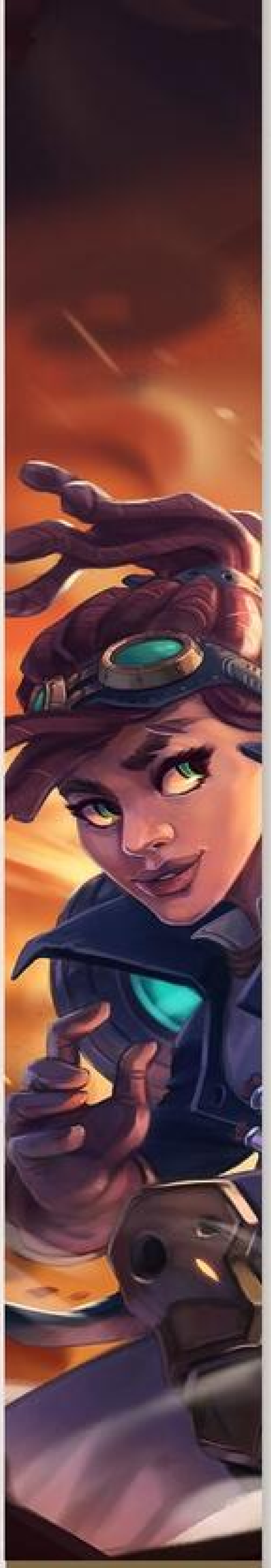
Cantrips, the class

The undisputed masters of cantrips, warmages turn the most humble spells into deadly weapons via an array of tricks. Play a warmage if you want to be a high-damage spellcaster with deep customization and few spells to learn.

Witch

Debuff, the class

Afflicted by a sinister curse, witches can spin dark magic into hexes, which they use to debilitate foes. They are also accompanied by their familiars, loyal magical companions that they use to deal the killing blow. Play a witch if you want to hobble your enemies and cackle while doing so.



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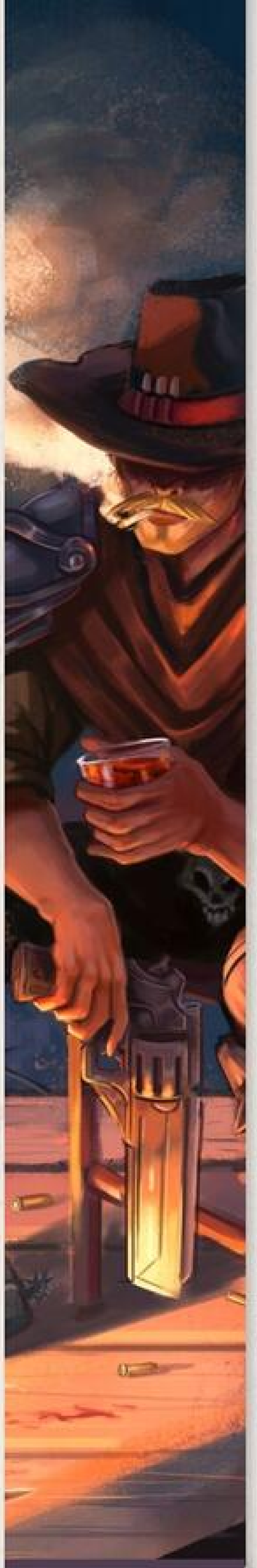

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ALCHEMIST

A grinning gnome cackles with glee as he hurls a bomb into a group of charging goblins, blasting them into scorched chunks. He produces another, throws it at his feet, and disappears, still laughing, into the ensuing cloud of smoke.

A slender elf quickly mixes liquids and herbs in a small bowl. She applies the mixture to an arrow wound on an injured dwarf's side, which immediately stops bleeding.

Whether their methods are explosive, transformative, or restorative, alchemists live to transmute the world around them to their liking.

Chemical Reactions

One of the first things an alchemist learns is how to mix chemicals that react explosively with each other. Ostensibly, this is taught to students to prevent deadly accidents, but adventuring alchemists regularly apply this knowledge to create bombs.

An alchemical bomb is a 1-pound, apple-sized, spherical glass or clay flask filled with a reactive chemical. A smaller vial of thin glass containing a reagent is suspended in the liquid, and the whole thing is sealed with a cork or wax seal. The chemicals violently explode when mixed. This occurs when the inner vial breaks, usually after the bomb impacts a solid surface or a fuse sets off a small explosive detonator within the vial. Bombs are primarily used to fend off enemies, but creative alchemists may find more practical uses for explosives, such as demolishing obstacles.

Serums and Tinctures

More experienced alchemists learn to mix less volatile substances into potions, alchemical concoctions that replicate magical effects. These potions range from the medicinal, such as *potions of healing*, to the transformative, such as *potions of gaseous form*, to the downright deadly, such as *potions of poison*. Undisputed masters of potions, alchemists constantly innovate with new formulations and preparations, improving their potions into magic items in their own right.

Elemental Sciences

The primary source of alchemy's power comes from the elemental planes. It is no surprise, then, that alchemists strive to tap deeper into that power,

researching and discovering new compounds composed of the elements. The pinnacle of alchemy is the philosopher's stone, which is rumored to grant its bearer supreme elemental power. Few alchemists have succeeded in creating a philosopher's stone, and fewer still remain alive to divulge its secrets.

Creating an Alchemist

When you create an alchemist, consider why you study alchemy. Are you attracted to its dangerous power or its ability to help others? Do you desire to use magic, but lack the aptitude or inborn ability?

Why do you adventure? Are you searching for new alchemical formulae or rare ingredients? Do you, like so many, seek the philosopher's stone?

Be sure to understand alchemy's place in your campaign world. You might have learned your trade from a master or studied alongside artificers and wizards in a university. Your trade might be commonplace or an oddity. Depending on the setting, you might be respected for your knowledge or feared for your destructive potential.

QUICK BUILD

You can make an alchemist quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. Choose any background of your choice, preferably one that lends insight into your history with alchemy.

THE ALCHEMIST

LEVEL	PROFICIENCY BONUS	FORMULAE KNOWN	REAGENT DICE	DISCOVERIES KNOWN	FEATURES
1st	+2	—	—	—	Bombs, Natural Philosopher
2nd	+2	3	—	—	Bomb Formulae, Field of Study
3rd	+2	3	3d10	—	Reagent
4th	+2	3	4d10	2	Ability Score Improvement, Discoveries
5th	+3	4	5d10	2	Flashbang
6th	+3	4	6d10	3	Field of Study feature
7th	+3	5	7d10	3	Potions improvement
8th	+3	5	8d10	3	Ability Score Improvement
9th	+4	6	9d10	4	—
10th	+4	6	10d10	4	Field of Study feature
11th	+4	7	11d10	4	Evasion
12th	+4	7	12d10	4	Ability Score Improvement
13th	+5	8	13d10	5	—
14th	+5	8	14d10	5	Potions improvement
15th	+5	9	15d10	5	Blast Coating
16th	+5	9	16d10	5	Ability Score Improvement
17th	+6	10	17d10	6	—
18th	+6	10	18d10	6	Field of Study feature
19th	+6	11	19d10	6	Ability Score Improvement
20th	+6	11	20d10	6	Philosopher's Stone

CLASS FEATURES

As an alchemist, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per alchemist level

Hit Points at 1st Level: 6 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, bombs

Tools: Alchemist's supplies, herbalism kit

Saving Throws: Dexterity, Intelligence

Skills: Choose three from Arcana, History, Insight, Medicine, Nature, Perception, Sleight of Hand, and Survival

EQUIPMENT

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

- (*a*) a light crossbow and 20 bolts or (*b*) any simple weapon
- (*a*) an explorer's pack or (*b*) a scholar's pack
- Alchemist's supplies and (*a*) a vial of acid, (*b*) a vial of alchemist's fire, or (*c*) a vial of basic poison
- Leather armor and a dagger

Natural Philosopher

You have learned many things about alchemy during your studies. Starting at 1st level, you can add half your proficiency bonus, rounded up, to any ability check you make to identify herbs, potions, poisons, or other alchemical substances. If the ability check already includes your proficiency bonus, you can add this bonus in addition to your normal proficiency bonus.

BOMB

Bombs are exotic ranged weapons with the following statistics:

Name	Cost	Damage	Weight	Properties
Bomb	2 sp	1d10 fire	1 lb.	Finesse, special, thrown (range 30/90)

SPECIAL PROPERTY

Bomb. When a bomb hits a target, it explodes in a 5-foot radius and is destroyed. The bomb can be thrown at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 11 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Additionally, as a bonus action, you can empty some of the bomb's explosive material to permanently remove the blast radius from this bomb, dealing damage only to the bomb's target.

Bombs

At 1st level, you can create volatile alchemical bombs using your alchemist's supplies. Whenever you finish a short or long rest, you can create a number of bombs equal to 10 + twice your alchemist level. For you the cost of materials necessary to create these bombs is negligible. After 24 hours, an unused bomb becomes inert. The statistics of a bomb are shown in the Bomb sidebar above.

Priming Bombs. Once per turn you can take the Use an Object action to prime a bomb with explosive reagents and make an attack with it, increasing the bomb's explosive potential. When you do so, you can add your Intelligence modifier, instead of Dexterity, to the bomb's damage roll.

Additionally, when you throw a bomb in this way, its damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Saving Throws. When you throw a bomb, the save DC for its blast radius is calculated as follows:

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

Bomb Formulae

By 2nd level, your research has granted you insight into new alchemical formulations for your bombs. Select three bomb formulae from the Bomb Formulae section. Once per turn when you prime a bomb, you can apply a formula to it. Applying a formula sometimes changes all of the damage dice rolled for a bomb, but also grants it special effects.

When you gain certain levels in this class, you learn additional formulae of your choice, as shown in the Bomb Formulae Known column of the Alchemist table. Additionally, when you gain a level in this class, you can choose one of the formulae you know and replace it with another formula.

Field of Study

While all alchemists share a common knowledge base, most alchemists specialize into a particular field of study. When you reach 2nd level, you select your field of study, which grants you features at 2nd, 6th, 10th, and 18th level.

A formula granted by your field of study doesn't count against the total number of formulae you know.

Reagent

Starting at 3rd level, you have a collection of powerful alchemical reagents, represented by a pool of reagent dice, that you can spend to brew potions or magnify the power of your explosives.

REAGENT DICE

You start with three reagent dice, which are d10s, and you gain additional reagent dice as you gain levels in this class, as shown in the Reagent Dice column of the Alchemist table. You regain all expended reagent dice when you finish a long rest.

When you prime a bomb, you can expend a number of reagent dice up to your proficiency bonus and add the dice to the bomb's damage roll.

BREWING POTIONS

You can spend 10 minutes and expend any number of reagent dice to brew potions. These potions retain potency for 24 hours, after which they become inert. If a potion calls for a saving throw, it uses your bomb save DC.

The number of reagent dice and the alchemist level required to brew a potion are given on the Potions table:

POTIONS

Potion	Cost	Alchemist Level
Potion of Climbing	1 reagent die	3rd
Potion of Growth	1 reagent die	3rd
Potion of Healing	1 reagent die	3rd
Potion of Water Breathing	1 reagent die	3rd
Universal Solvent	1 reagent die	3rd
Cure-All	2 reagent dice	7th
Potion of Greater Healing	2 reagent dice	7th
Potion of Heroism	2 reagent dice	7th
Potion of Resistance	2 reagent dice	7th
Sovereign Glue (1 ounce)	2 reagent dice	7th
Potion of Diminution	3 reagent dice	14th
Potion of Flying	4 reagent dice	14th
Potion of Hill Giant Strength	4 reagent dice	14th
Potion of Invisibility	4 reagent dice	14th
Potion of Superior Healing	4 reagent dice	14th

REAGENT SYNTHESIS

When you finish a short rest, you can choose to regain all of your expended reagent dice that weren't used to brew potions. Once you use this feature, you can't do so again until you finish a long rest.

Discoveries

In the course of your research, you have made a number of discoveries regarding the nature of alchemy. At 4th level, you gain two discoveries of your choice. When you gain certain alchemist levels, you gain additional discoveries of your choice, as shown in the Discoveries Known column of the Alchemist table.

Additionally, when you gain a level in this class, you can choose one of the discoveries you know and replace it with another discovery that you could learn at that 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.

Alternatively, as an alchemist, when you gain an ability score improvement, you can instead choose to learn a new discovery for which you meet the prerequisites.

Flashbang

Beginning at 5th level, you carry a supply of concussive explosives to help you escape from perilous situations. As a bonus action, you can throw one of these explosives at your feet, disorienting and distracting nearby foes. Each Large or smaller creature within 5 feet of you can't take reactions until the start of its next turn.

Evasion

Beginning at 11th level, 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.

Blast Coating

Starting at 15th level, you automatically succeed on saving throws against your own bombs and never take damage from them.

Philosopher's Stone

At 20th level, you unlock the crowning achievement of all alchemy: a philosopher's stone, a dynamo of alchemical energy in a fist-sized, glowing jewel. You can construct your philosopher's stone using your alchemist's supplies, 1,000 gp worth of materials, and 7 days of work. You can only have one philosopher's stone at a time. As long as you possess the stone, you gain the following benefits:

- Whenever you finish a short rest, you regain all expended reagent dice.
- You can brew potions as an action, instead of over the course of 10 minutes.
- You age 10 times slower than normal, and you can't be aged magically.

Additionally, you learn the following formula, which doesn't count against the total number of formulae you know:

FORMULA: NUCLEAR BOMB

By replacing your bomb's explosive contents with your philosopher's stone, you can change it into a nuclear bomb. A nuclear bomb deals 10d10 + 100 force damage instead of its normal fire damage, has a blast radius of 1 mile, and completely destroys the philosopher's stone. Additionally, each creature within the blast radius that fails its saving throw takes the full bomb damage rolled, or half as much damage on a successful save. Creatures within 60 feet of the bomb gain no benefit from Evasion or similar features.

BOMB FORMULAE

Bomb formulae are summarized on the following table. Bombs that are exclusively available to one field of study are marked with an asterisk. Unless otherwise stated, all bombs produce a loud boom, audible out to one mile, when they explode. Bombs are presented in alphabetical order.

BOMB FORMULAE

Formula	Damage	Saving Throw
Acid Bomb	d4 acid	Dexterity
Arcano Bomb*	d12 force	Dexterity
Bramble Bomb	—	—
Cryo Bomb	d8 cold	Constitution
Holy Bomb	d8 radiant	Dexterity
Impact Bomb	d8 force	Dexterity
Incendiary Bomb	d6 fire	Dexterity
Laughing Gas Bomb	d6 poison	Constitution
Lightning Bomb	d8 lightning	Dexterity
Nonlethal Bomb	d8 bludg.	Dexterity
Oil Bomb	d6 fire	—
Painkiller Bomb*	—	—
Pheromone Bomb*	—	Wisdom
Prismatic Bomb	Varies	Varies
Psionic Bomb	d6 psychic	Wisdom
Quiet Bomb	d8 fire	Dexterity
Seeking Bomb	d6 fire	Dexterity
Shrapnel Bomb*	d8 piercing	Dexterity
Slime Bomb*	—	—
Smoke Bomb	—	—
Sonic Bomb	d6 thunder	Constitution
Stink Bomb	d8 poison	Constitution
Teleportation Bomb	—	—
Thermobaric Bomb	d6 fire	Dexterity
Venom Bomb*	d8 poison	Constitution
Withering Bomb	d8 necrotic	Constitution

ACID BOMB

By mixing your bomb's explosive contents with a few drops of ardenflotic acid, a highly corrosive chemical, you can change it into an acid bomb. An acid bomb deals acid damage instead of fire damage, and its damage dice are d4s. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, takes the same amount of damage again at the end of its next turn.

MISSED BOMBS

As bombs are explosive projectiles, it makes sense to ask what happens if a thrown bomb fails to hit its target. For simplicity, we assume that missed bombs explode harmlessly in the background or fail to detonate altogether, but do not explode in the target's space or deal damage within their blast radius. The GM can decide which of these two outcomes happens or can determine the outcome randomly.

BRAMBLE BOMB

By adding a potent fertilizer to your bomb's explosive contents, you can change it into a bramble bomb. A bramble bomb deals no damage, but instead causes tough, thorny brambles to sprout from any area of natural ground within the bomb's blast radius, which becomes difficult terrain. Additionally, if a creature in the blast radius is prone when the bomb detonates, it is enveloped by the brambles and must succeed on a Strength (Athletics) check against your bomb save DC before it can move or stand. The brambles shrivel and die after 1 minute.

CRYO BOMB

By replacing your bomb's explosive contents with a piece of ice-nine, you can change it into a cryo bomb. A cryo bomb deals cold damage instead of fire damage, its damage dice are d8s, and it requires a Constitution saving throw, instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has its speed reduced by 10 feet until the end of its next turn.

HOLY BOMB

By adding a few drops of holy water to your bomb's explosive contents, you can change it into a holy bomb. A holy bomb deals radiant damage instead of fire damage, and its damage dice are d8s, unless the target is a celestial, fiend, or undead. The bomb's damage dice are d6s against celestials and d12s against fiends and undead.

IMPACT BOMB

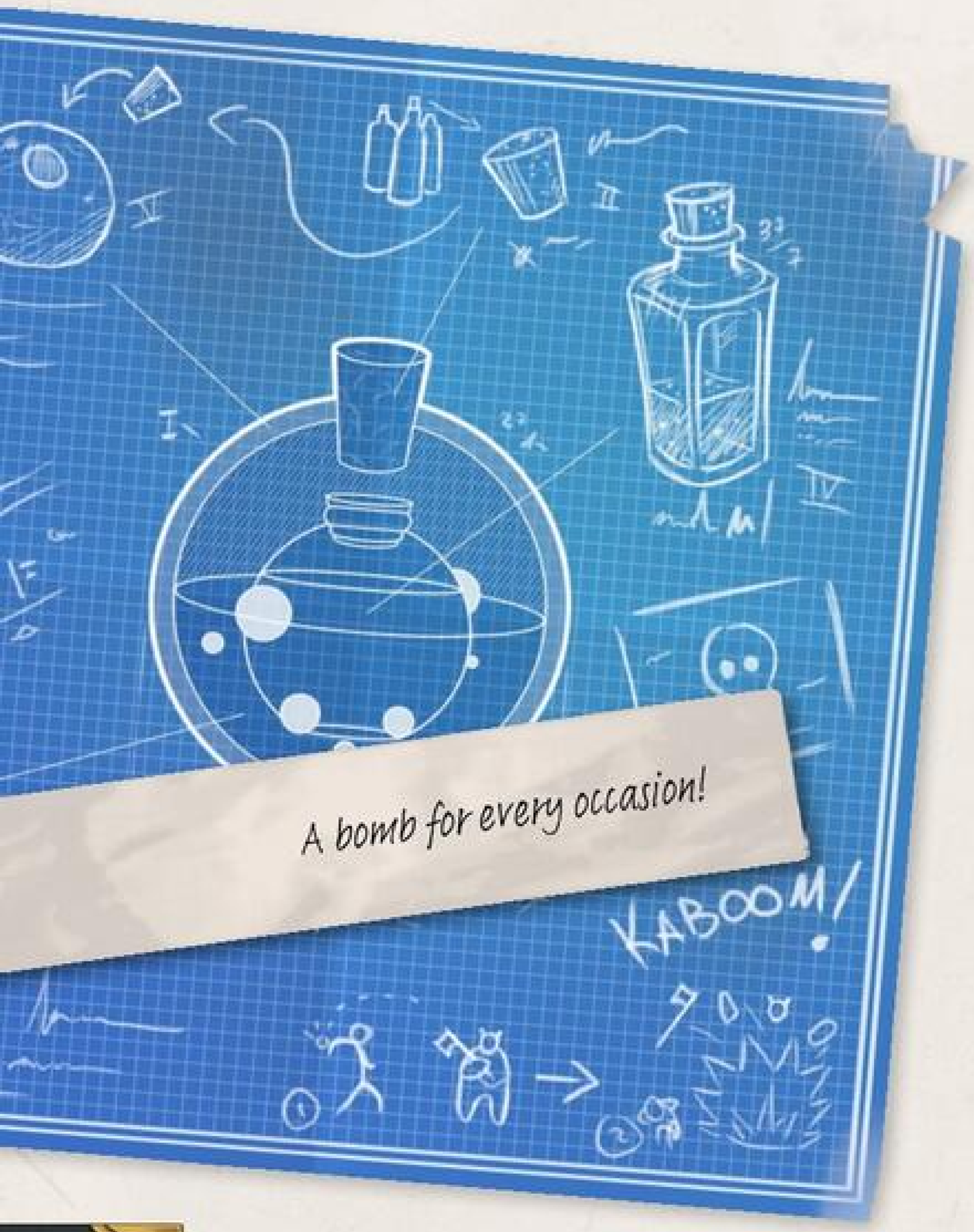
By replacing your bomb's explosive contents with a more reactive one, you can change it into an impact bomb. An impact bomb deals force damage instead of fire damage, and its damage dice are d8s. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, is pushed 5 feet away from the center of the blast.

INCENDIARY BOMB

By adding a thickening agent to your bomb's explosive contents, you can change it into an incendiary bomb. An incendiary bomb's damage dice are d6s. Additionally, the area of the blast radius is engulfed in flames, which persist until the start of your next turn. Flammable objects in this area that aren't being worn or carried ignite. Any creature that ends its turn in this area takes half the bomb's damage.

LAUGHING GAS BOMB

By mixing your bomb's explosive contents with a drop of jesterate, a highly euphoric chemical, you can change it into a laughing gas bomb. A laughing gas bomb deals poison damage instead of fire damage, its damage dice are d6s, and it requires a Constitution saving throw, instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, falls prone in a fit of laughter. Once a creature falls prone due to this bomb's effects, it is immune to this effect (but not the bomb's poison damage) for the next 24 hours.



LIGHTNING BOMB

By replacing your bomb's explosive contents with a charged arcane capacitor, you can change it into a lightning bomb. A lightning bomb deals lightning damage instead of fire damage, and its damage dice are d8s. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, can't take reactions until the end of its next turn.

NONLETHAL BOMB

By replacing your bomb's explosive contents with a pouch of rubber pellets, you can change it into a nonlethal bomb. A nonlethal bomb deals bludgeoning damage instead of fire damage, and its damage dice are d8s. If damage from this bomb drops a creature to 0 hit points, it knocks the creature out, rather than dealing a killing blow, rendering the creature unconscious and stable. Additionally, this bomb's rubber pellets bounce around corners, ignoring half and three-quarters cover for targets within the blast radius.

OIL BOMB

By mixing your bomb's explosive contents with a few drops of a super-surfactant, you can change it into an oil bomb. An oil bomb deals no damage, but coats each creature within the blast radius in a sticky, flammable oil. The next time a creature coated in oil takes fire damage, it takes an extra d6 damage for each die of fire damage rolled, up to a maximum of half your alchemist level, rounded up. This oil can be removed by dousing a creature with a gallon of water.

PRISMATIC BOMB

By adding an ounce of polyjuice, an unpredictable, multicolored chemical, to your bomb's explosive contents, you can change it into a prismatic bomb. A prismatic bomb deals damage of a randomly determined type instead of fire damage, and it requires a randomly determined type of saving throw. Its damage dice are d8s. Roll on each of the following tables.

d6	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	Radiant

d6	Saving Throw
1–2	Dexterity
3–4	Constitution
5–6	Wisdom

PSIONIC BOMB

By mixing your bomb's explosive contents with dust from a psionic crystal, you can change it into a psionic bomb. A psionic bomb deals psychic damage instead of fire damage, its damage dice are d6s, and it requires a Wisdom saving throw, instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has disadvantage on Constitution saving throws it makes to maintain concentration on spells until the end of its next turn, including against this bomb's damage.

QUIET BOMB

By replacing your bomb's explosive contents with a wad of thermal cotton, you can change it into a quiet bomb. A quiet bomb's damage dice are d8s. When this bomb detonates, it makes only a low thud, audible out to 10 feet, and releases a puff of smoke to mask the light given off by its blast. Creatures have disadvantage on ability checks to detect that this bomb was detonated nearby.

SEEKING BOMB

By replacing your bomb's explosive contents with a powerful lodestone, you can change it into a seeking bomb. A seeking bomb's damage dice are d6s. You don't have disadvantage on ranged attack rolls you make using this bomb as a result of being within 5 feet of a hostile creature.

SMOKE BOMB

By removing your bomb's explosive contents entirely, you can change it into a smoke bomb. A smoke bomb deals no damage but fills a 10-foot-radius sphere with smoke. This smoke spreads around corners and its area is heavily obscured. It lasts for a number of rounds equal to your Intelligence modifier (minimum of 1 round) or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once you throw one of these bombs, you can't throw another one for 1 minute.

SONIC BOMB

By mixing your bomb's explosive contents with a few drops of air elemental essence, you can change it into a sonic bomb. A sonic bomb deals thunder damage instead of fire damage, its damage dice are d6s, and it requires a Constitution saving throw, instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, is deafened until the end of its next turn.

STINK BOMB

By adding a single drop of skunkanide, a chemical too unholy to expound upon, you can change it into a stink bomb. A stink bomb deals poison damage instead of fire damage, its damage dice are d8, and it requires a Constitution saving throw, instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has disadvantage on ability checks it makes until the end of its next turn.

TELEPORTATION BOMB

By replacing your bomb's explosive contents with a glowing etherite crystal, you can change it into a teleportation bomb. A teleportation bomb deals no damage and instead opens a rift in space, instantly teleporting you to its point of detonation. This effect fails if the bomb explodes more than 30 feet away from you.

THERMOBARIC BOMB

By replacing your bomb's explosive contents with a lower speed explosive, you can change it into a thermobaric bomb. A thermobaric bomb's damage dice are d6s, and it explodes in a 10-foot radius.

WITHERING BOMB

By mixing your bomb's explosive components with a powerful desiccating agent, you can change it into a withering bomb. A withering bomb deals necrotic damage instead of fire damage, its damage dice are d8s, it requires a Constitution saving throw, instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, can't regain hit points until the end of its next turn.

DISCOVERIES

If a discovery has prerequisites, you must meet them to learn it. You can learn the discovery at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class. You can only learn a discovery once, unless otherwise specified.

ADVANCED POISONER

Prerequisites: 13th level, Venomsmith Field of Study

Your morbid research into the most vicious, exotic poisons has revealed how to synthesize the following poisons when you brew potions:

Potion	Cost
Burnt Othur Fumes	3 reagent dice
Crawler Mucus	3 reagent dice
Drow Poison	3 reagent dice
Pale Tincture	4 reagent dice
Midnight Tears	5 reagent dice
Wyvern Poison	6 reagent dice

ALCHEMY OF ASCENDANCY

Prerequisite: 17th level

A breakthrough in your alchemical studies has revealed the formulation of several potent elixirs. You can brew the following potions:

Potion	Cost
Necromantic Draught	4 reagent dice
Oil of Etherealness	4 reagent dice
Potion of Speed	4 reagent dice
Potion of Stone Giant Strength	4 reagent dice

ALCHEMY OF INFLUENCE

Prerequisite: 13th level

Your alchemical research has revealed many of the basic chemicals that govern emotions. You can brew the following potions:

Potion	Cost
Potion of Animal Friendship	1 reagent die
Philter of Love	2 reagent dice
Potion of Clairvoyance	3 reagent dice
Potion of Mind Reading	3 reagent dice

ALCHEMY OF TRANSFORMATION

Prerequisite: 13th level

You have mastered the alchemical secrets of shifting matter, which allow you to brew the following potions:

Potion	Cost
Oil of Slipperiness	2 reagent dice
Sandstone Solution	2 reagent dice
Aqua Fortis	3 reagent dice
Chameleon Concoction	3 reagent dice
Potion of Gaseous Form	3 reagent dice

ARCANE STUDY

You learn three cantrips of your choice from the wizard spell list. Intelligence is your spellcasting ability for your wizard spells.

BALLISTICS RESEARCH

You learn two additional bomb formulae.

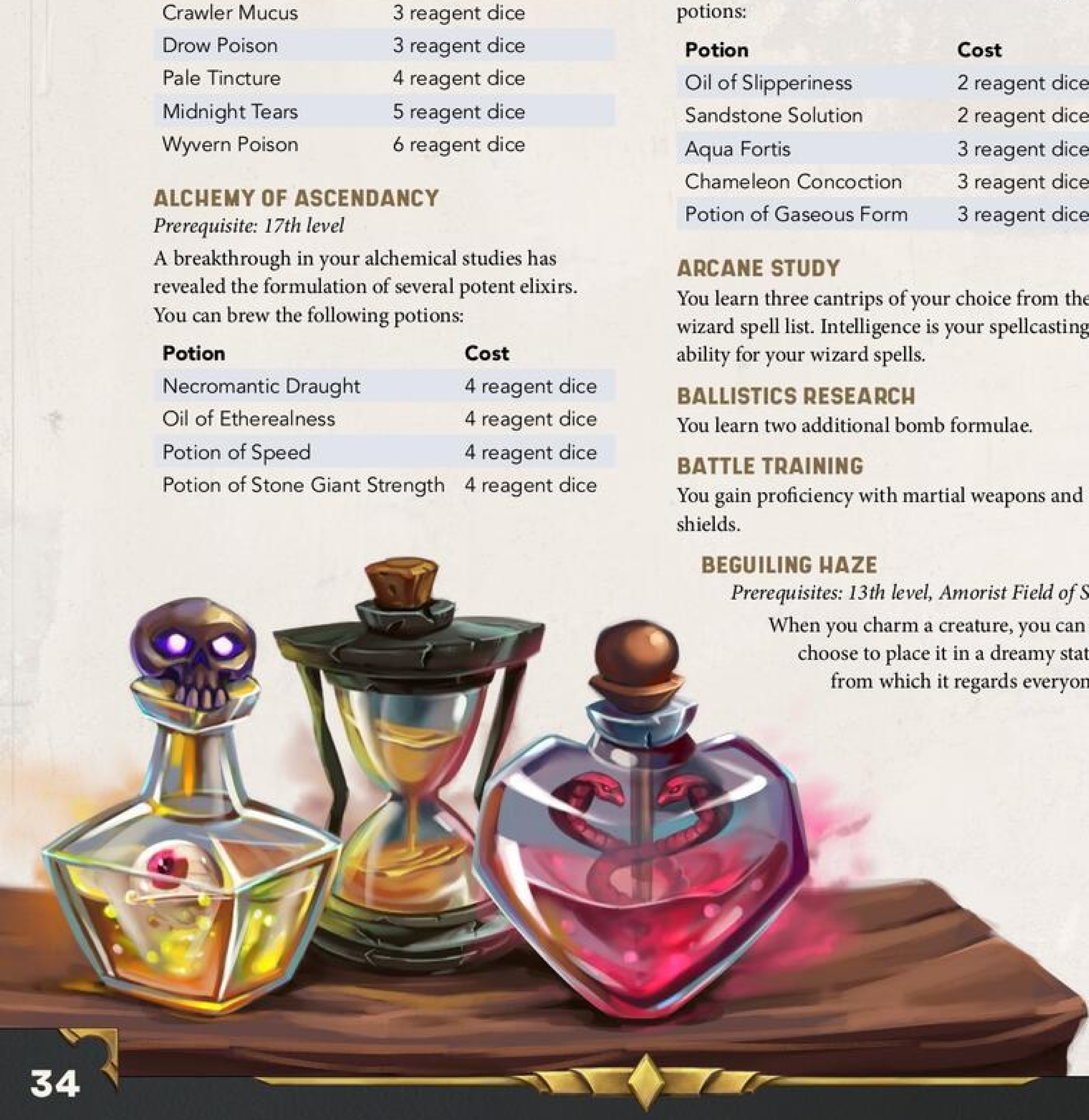
BATTLE TRAINING

You gain proficiency with martial weapons and shields.

BEGUILING HAZE

Prerequisites: 13th level, Amorist Field of Study

When you charm a creature, you can choose to place it in a dreamy state, from which it regards everyone it



sees as close friends. While the creature is charmed, it is nonhostile and acts as though it is charmed equally by each creature it sees. Once you use this ability, you can't use it again until you finish a short or long rest.

BUFFERED METABOLISM

Prerequisites: 13th level, Xenoalchemist Field of Study

As a reaction when you take damage, you can expend any number of reagent dice up to your proficiency bonus to reduce the amount of damage taken by the total rolled on the dice.

CLOTTING AGENT

You have developed a serum that thickens your blood. Your hit point maximum increases by your alchemist level + your Constitution modifier, and it increases by 1 again whenever you gain a level in this class.

CRAFT HOMUNCULUS

Using a special alchemical process requiring 8 hours of work, which can be performed over the course of a long rest, you can create a homunculus. A homunculus functions as a familiar summoned by the *find familiar* spell, with several differences:

- The telepathic link between you and your homunculus functions at any distance, provided you and your homunculus are on the same plane of existence.
- You can't dismiss your homunculus as you would a familiar.
- Your homunculus is a construct and can't assume a different form.
- Your homunculus can take the Attack action on its turn.

When your homunculus dies, its body remains, and can be reanimated in a procedure requiring 1 hour of work, which can be performed over the course of a short or long rest.

DEMOLITION SPREE

Prerequisite: 13th level, Mad Bomber Field of Study

When you prime and throw a bomb, you can choose to throw a number of bombs equal to the amount of damage dice for the bomb instead of only one. Each bomb you throw deals 1d10 damage plus your Intelligence modifier and can't target the same creature or space. You must spend reagent dice separately on these bombs and can apply a bomb formula to only one of them.

EXPLOSIVE MISSILE

As a bonus action, you can load one of your bombs onto the head of a crossbow bolt. Instead of its normal damage, this bolt deals damage as if the bomb had been primed and thrown, but it doesn't have a blast radius. Only one of your bombs can be loaded onto a bolt at a time, and you can't fire an explosive bolt on the same turn you throw a bomb.

FIRE BRAND

As a bonus action you can mix your bomb's contents together and apply the fiery concoction to a melee weapon you are holding. Until the end of your turn, this melee weapon deals an extra 1d6 fire damage on a hit. This bonus damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

FIRE EATER

Instead of throwing a bomb, you use an action to drink its contents and spit them out in a 15-foot cone. Each creature within the cone must make a Dexterity saving throw against your bomb save DC. On a failed save, a creature takes fire damage as if the bomb had been primed and thrown, or half as much on a successful save. When you use this ability, you take 1d4 points of fire damage for each of your bomb's damage dice.

FIRE IN THE HOLE

Prerequisite: 9th level

You have tweaked your bomb's formula to increase its explosive yield. Your bomb save DC increases by half your proficiency bonus, rounded down.

FORTIFIED SERUM

Prerequisites: 13th level, Apothecary Field of Study

Whenever a creature regains hit points by drinking one of your potions, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons until the end of its next turn.

GRENADIER

When you prime and throw a bomb, you can use your bonus action to make an attack with a weapon that isn't two-handed.

DYNAMO CHARGER

Prerequisites: 13th level, Dynamo Engineer Field of Study

You've invented a device that rapidly recharges your spell dynamos. Once per day when you finish a short rest, you can regain 2 expended spell slots stored in dynamos. You can configure these dynamos immediately.

HEMOREAGENT

Prerequisite: 17th level

When you prime and throw a bomb, you can convert a measure of your own blood into reagents. You can add five or fewer reagent dice to the bomb's damage roll without expending them, and you take 1d6 necrotic damage for each reagent die added. This damage can't be reduced or prevented in any way.

LAZARUS BOLT

Prerequisite: 9th level

You've discovered a radical necromantic workaround: restoring life with direct electricity to the heart. As an action, you can drive a bolt into the torso of a creature within 5 feet of you that has died within the last minute and shock it back to life. That creature returns to life with 1 hit point. This feature can't return to life a creature that lacks a heart, a creature that has died of old age, or a creature that is missing vital organs.

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

MAGNIFIED BLAST

Prerequisite: 17th level

Thanks to a new internal design for your bombs, you have expanded their blast radius and magnitude. Whenever you add reagent dice to your bomb's damage, you can also choose to expand the bomb's blast radius by a distance of up to 5 feet per two reagent dice spent.

OOZE COWBOY

Prerequisites: 13th level, Ooze Rancher Field of Study

Tired of waiting for your oozes to catch up with you, you've modified your formula to make extra fast slimes! All slimes you make have a speed of 30 feet, unless it was already higher. Additionally, you can ride any ooze you make of Medium size or larger as a mount. You and your equipment suffer no ill effect from touching your oozes directly. Lastly, your oozes add your proficiency bonus to their damage rolls and initiative rolls.

POISONER

Your research into poisonous compounds has taught you how to concoct lethal toxins. You gain proficiency with the poisoner's kit. Additionally, you can craft the following poisons when you brew potions, which use your bomb save DC instead of their normal save DC:

Potion	Cost
2 × Antitoxin	1 reagent die
2 × Basic Poison	1 reagent die
Oil of Taggit	2 reagent dice
Potion of Poison	2 reagent dice
Serpent Venom	2 reagent dice
Truth Serum	2 reagent dice

PRECISION EXPLOSIVES

You have modified your bombs to have narrow gaps in their explosions, perfect for keeping some creatures safe from the blast. You can choose one creature in the blast radius of a bomb, other than the target, to automatically succeed on its saving throw against the bomb and take no damage from it.

REACTIONARY GULP

Prerequisite: 17th level

By keeping your potions organized on a bandolier or in a series of pouches, you can quickly draw them at a moment's notice. Immediately after you take damage from a creature you can see, you can use your reaction to drink a potion.

RECYCLED POTIONS

Prerequisite: 9th level

When you brew potions, you can distill those you have already brewed, recovering the reagents stored within. You can convert brewed potions into reagent dice and you can choose to expend those dice to create new potions. You can't gain more than your maximum number of reagent dice using this ability.

SYRINGE

Using a sophisticated hypodermic needle, you can more quickly administer potions and poisons. As a bonus action, you can inject a potion into yourself or a willing creature within 5 feet of you, granting the benefits of the potion as if it were consumed normally. You can inject a potion into an unwilling creature with a successful melee attack.

TRI-MUTATION

Prerequisites: 13th level, Mutagenist Field of Study

You've developed a powerful, but fleeting way of blending your mutagens together. When you inject yourself with a mutagen, you can choose to inject a tri-mutagen, which grants you the benefit of all your mutagens at once. This benefit lasts for 1 minute, or until you use your bonus action to inject yourself with a different mutagen. Once you use this ability, you can't use it again until you finish a long rest.

FIELDS OF STUDY

All alchemists learn the basics of their science: the elements, chemical reactions, and alchemical formulae. Beyond that, alchemists pick up a specialty, which they practice and research in depth. Some focus on the healing arts, and some focus on destruction, while others focus on research or potion-brewing. Fields of study are as varied as the alchemists who research them and have applications equally as diverse.

Amorist

The study of mind-affecting alchemy is a delicate one, practiced only by a small number of alchemists, known as amorists. Often called "love doctors" by their clientele, amorists specialize in the brewing of potions that produce strong emotional responses in their drinkers. While love potions are by far their most popular product, amorists can also craft pungent pheromone bombs that can even soften the hearts of terrible monsters.

BONUS PROFICIENCIES

When you choose this field of study at 2nd level, you gain proficiency in the Deception and Persuasion skills.

FORMULA: PHEROMONE BOMB

Starting at 2nd level, you can replace your bomb's explosive contents with a potent pheromone, changing it into a pheromone bomb. A pheromone bomb requires a Wisdom saving throw, instead of a Dexterity saving throw. The bomb deals no damage, and instead causes the target, as well as each creature within the blast radius that fails its saving throw, to be charmed by you until the end of its turn or until it takes damage.

Never underestimate the power of blowing things up!

FIELDS OF STUDY

NAME	DESCRIPTION
Amorist	Brewers of love potions and practitioners of mind-affecting alchemy
Apothecary	Alchemical healers and herbalists
Dynamo Engineer	Casts spells by preparing them in devices known as spell dynamos
Mad Bomber	Pyromaniacs who fashion particularly devastating bombs
Mutagenist	Transmutes their body with experimental, injected mutagens
Ooze Rancher	Breeds and commands all manner of oozes and slimes
Venomsmith	Poison expert and assassin
Xenoalchemist	Modifies their body and the bodies of others with monster surgery

MAGNETIC PERSONALITY

Starting at 6th level, you can add your Intelligence modifier to Charisma checks that you make.

ALCHEMICAL PERFUME

Beginning at 10th level, you wear an aromatic, mind-altering perfume that endears others to you. When a hostile creature within 5 feet of you makes an attack roll against you, it must succeed on a Wisdom saving throw against your bomb save DC or have disadvantage on the attack roll. Once a creature succeeds on this saving throw, it is immune to this effect for 24 hours. A target automatically succeeds on this saving throw if it can't be charmed.

ALCHEMICAL ROMANCE

Starting at 18th level, during a long rest, you can spend 4 reagent dice to make an extremely potent *potion of true love*. This potion acts much like a *philter of love*, except that when you make the potion, you choose the creature the target regards as its true love, provided the target knows the creature or meets it within 24 hours of consuming the potion. Additionally, this effect lasts indefinitely, ended only when you make a new *potion of true love*, or the effect is removed with a *remove curse* spell or similar magic. When this potion's effects are ended on a target, it regards the creature it once loved with total disgust, and can never love that creature again.

Apothecary

Many practically minded alchemists assume the role of the apothecary, for adventuring parties always need a healer, and clerics might be in short supply. During their downtime, such alchemists have a marketable skill to depend upon for income and can do an indisputable amount of good with their knowledge. Apothecaries are constantly at work studying potions and herbology, preferring to learn how to mend the body, rather than destroy it.

BONUS PROFICIENCIES

When you choose this field of study at 2nd level, you gain proficiency in the Medicine skill.

FORMULA: PAINKILLER BOMB

At 2nd level, you can mix your bomb's contents with a slurry of analgesic oil, changing it into a painkiller bomb. A painkiller bomb deals no damage, but instead grants each creature within its blast radius temporary hit points equal to 1d8 plus half your alchemist level, which last until the end of your next turn. This bomb has no effect on constructs and undead.

POTION TOSS

Starting at 6th level, you've developed a chemical mechanism to deliver potions more effectively to distant allies. You can use your action to hurl a potion at a willing or unconscious creature within 20 feet of you. The target gains the potion's benefit as if it had consumed the potion normally.

SELF-MEDICATION

By 10th level, you've tested out your own tolerances to painkillers such that you can take a small measure regularly without ill effect. Whenever you drink a potion that has the effect of restoring your hit points (even if you already have all of your hit points), you gain advantage on saving throws until the end of your next turn.

ALCHEMICAL RESURRECTION

Starting at 18th level, your medicines are potent enough to rouse the dead. By using your action to mix 500 gp worth of diamond dust into a *potion of superior healing* or a *potion of supreme healing*, you create a *potion of raise dead*. If you use your action to pour this concoction on a humanoid corpse that has been dead no longer than 10 days, the target gains the effect of the *raise dead* spell.

Dynamo Engineer

As an early alchemical thesis states: if the fundamental energy of magic could be captured within physical substance, there would be no need for magic-users. Some alchemists have founded their careers on this notion, inventing and iterating upon small devices known as spell dynamos, which can store and manipulate arcane energy. These dynamos can be configured to store their energy at a specific resonance, such that, when it is released, it perfectly replicates the effect of a spell. Indeed, these few alchemists have begun to brave the frontier of spellcasting without an ounce of arcane talent; just a knack for tinkering and endless inventiveness.

SPECTRUM ANALYZER

Starting at 2nd level, you have invented a small device shaped like a monocle capable of rendering magical auras visible to the naked eye. You can cast the *detect magic* spell once without using a spell slot or spell components. Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

SPELLCASTING

Also at 2nd level, you can cast spells by storing and releasing energy in spell dynamos. See the core rules for the general rules of spellcasting and the wizard spell list.

Spell Dynamos. You power your spells through handheld arcane devices called spell dynamos, which each hold a single spell slot. The Dynamo Engineer Spellcasting table shows how many spell dynamos you have. The table also shows what the level of those slots held in each of your dynamos is; all of these spell slots are the same level. To cast one of your wizard spells of 1st level or higher, you must expend a spell dynamo. You regain all expended spell dynamos when you finish a long rest.

Preparing Spells. Unlike other spells, you must prepare the spells held in each of your spell dynamos in advance. When you finish a long rest, you configure each of your dynamos to cast a particular wizard spell you know. You can only use a spell dynamo to cast a spell to which it is configured. When you finish a short or long rest, you can reconfigure your unexpended dynamos to hold different spells.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the evocation and transmutation spells on the wizard spell list.

The Spells Known column of the Dynamo Engineer Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an evocation or transmutation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you cast them using cutting-edge arcane technology. You use your Intelligence whenever a spell refers to your spellcasting ability. Use your bomb save DC as the saving throw DC for a wizard spell you cast, and use your Intelligence modifier when making an attack roll with one.

DYNAMO ENGINEER SPELLCASTING

ALCHEMIST LEVEL	SPELLS KNOWN	SPELL DYNAMOS	SLOT LEVEL
2nd	3	2	1st
3rd	3	2	1st
4th	4	3	1st
5th	4	3	1st
6th	4	3	1st
7th	5	4	2nd
8th	6	4	2nd
9th	6	4	2nd
10th	7	5	2nd
11th	8	5	2nd
12th	8	5	2nd
13th	9	5	3rd
14th	10	5	3rd
15th	10	5	3rd
16th	11	6	3rd
17th	11	6	3rd
18th	11	6	3rd
19th	12	7	4th
20th	13	7	4th

Spell Attack Modifier = your proficiency bonus + your Intelligence modifier

FORMULA: ARCANO BOMB

Starting at 6th level, you can craft arcano bombs. By adding an unexpended dynamo to your bomb (and thus expending the dynamo's spell slot), you can change it into an arcano bomb. An arcano bomb deals force damage instead of fire damage, its damage dice are d12s, and it deals one extra die of damage, as if a reagent die were added to it.

COUNTER-DISCHARGE

Beginning at 10th level, when a creature you can see casts a spell that affects you, you can use your reaction to expend a spell dynamo to release a wave of disruptive magical energy. If the spell requires you to make a saving throw to resist its effects, you have advantage on the saving throw. If the spell deals damage, you have resistance against it. Once you use this ability, you can't use it again until you finish a long rest.

ARCANE RECYCLER

By 18th level, you can convert otherwise wasted magical energy into a usable form. When you miss with an arcano bomb, you can recycle the spell slot stored in the dynamo and transfer it to one of the empty dynamos on your person.

Mad Bomber

While many "mad bombers" aren't actually mad, it takes a special kind of crazy to devote one's life to studying explosives. Most alchemists who specialize in this field are incorrigible pyromaniacs who take great pleasure in burning, blasting, and blowing things up. Mad bombers are always working to improve their bombs' effectiveness.

BLASTING SPECIALTY

Starting when you choose this field of study at 2nd level, your bombs deal double damage to objects and structures.

FORMULA: SHRAPNEL BOMB

At 2nd level, you can augment your bomb's explosive contents with metal bearings, changing it into a shrapnel bomb. A shrapnel bomb deals piercing damage instead of fire damage, its damage dice are d8s, and it explodes in a 10-foot radius.

TIMED DEMOLITION

Starting at 6th level, when you prime and throw a bomb, you can set a duration for its detonation, which can be any number of rounds (any increment of 6 seconds) up to 1 minute. The bomb detonates at the end of your turn after this duration. If a creature is in the area of more than one bomb's blast radius simultaneously, the creature is only affected by one of the bombs of your choice.

BLAST SHIELD

Starting at 10th level, you have developed an elemental plating to protect you from hazardous energies. You gain resistance to your choice of acid, cold, fire, lightning, or thunder damage and can change your selection whenever you finish a long rest.

FORMULA: BLACK POWDER BOMB

Beginning at 18th level, you can replace your bomb's explosive contents with a charge of black powder, changing it into a dreaded black powder bomb. A black powder bomb's damage dice are d12s.

Mutagenist

The study of alchemy is fundamentally the study of transformation. All alchemists transmute mundane materials into magical substances—potions, elixirs, and bombs—yet some take it one step further. You have discovered the secrets of the mutagen, the keystone of transmutation, which allows you to transform your very body, gaining supernatural strength or speed, sprouting additional limbs or claws, or thickening your skin into a stony aegis.

BONUS PROFICIENCIES

Starting when you choose this field of study at 2nd level, you gain proficiency in your choice of the Acrobatics or Athletics skill, as well as with shields.

MUTAGEN

Also at 2nd level, you can use your bonus action to inject yourself with a potent transmutative potion known as a mutagen. You gain one of the following benefits of your choice for 1 minute, or until you use your bonus action to inject yourself with a different mutagen:

Strength. Your Strength score increases by 3, to a maximum of 20.

Additionally, you sprout claws, fangs, spines, horns, or a different natural weapon of your choice. You can use this natural weapon to make unarmed strikes. If you hit with it, you deal damage equal to 1d4 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike. The damage of this attack is bludgeoning, piercing, or slashing, as appropriate for the natural weapon.

Dexterity. Your Dexterity score increases by 3, to a maximum of 20. Additionally, your walking speed increases by 5 feet.

Constitution. Your Constitution score increases by 3, to a maximum of 20. As a result, your current and maximum hit points increase accordingly with your new Constitution score, but when this effect ends, both your current and maximum hit points decrease by the same amount.

SHARED MUTAGEN

At 6th level, you've created a mutagen formulation generic enough to safely be injected into others. You can use your action and spend a reagent die to inject a willing creature within 5 feet of you with a mutagen of your choice. A creature can only be under the effect of one mutagen at a time. Once you have injected another creature with a mutagen, you can't do so again until the original mutagen ends.

ADVANCED MUTATION

Starting at 10th level, whenever you inject yourself with a mutagen, you can choose one of the following additional mutations:

HYPERELASTIC. Your flesh takes on a rubbery quality, allowing you to bend and stretch with ease. Melee weapons you use are considered to have the Reach property, if they didn't already have it already. Additionally, you have advantage on ability checks you make to escape grapple or slip binds.

MUCILAGINOUS. Your skin secretes a thick, extremely sticky substance, which helps you adhere to objects. You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also have a climbing speed equal to your walking speed.

Additionally, creatures have disadvantage on ability checks made to escape your grapples.

POLYBRACHIA. You grow a pair of additional arms. These arms are fully functional and can be used to hold weapons and shields (allowing you to hold 2 two-handed weapons, or 4 one-handed weapons), perform somatic components of spells, and perform other actions, though the arms themselves don't grant you any additional actions.

MUTATED BLOOD

By 18th level, your mutagens have permanently altered your biology. Choose Strength, Dexterity, or Constitution. The chosen ability score increases by 2, and and your maximum for this score is now 22. Once you have chosen an ability score, this selection can't be altered.

Ooze Rancher

Unsurprisingly, oozes, jellies, and slimes are a fascinating subject for alchemists who wish to figure out how inanimate chemicals can form together and rise up in a moving, hungry mass. The answer to this question may very well be at the heart of alchemy itself. Alchemists who choose to research slimes in depth are called ooze ranchers, for they breed and keep numerous slimes to experiment upon.

OOZE EMPATHY

Starting when you choose this field of study at 2nd level, you've developed a pheromone mix that endears all kinds of slime to you. Whenever an ooze tries to attack you, it must make a Wisdom saving throw against your bomb save DC. On a failed save, its attack misses. On a successful save, the ooze is immune to this feature for the next 24 hours.

FORMULA: SLIME BOMB

At 2nd level, you can mix your bomb's explosive contents with the remnants of an ooze, changing it into a slime bomb. A slime bomb deals no damage, but coats each creature within the blast radius in a viscous, green slime. No creature coated in slime can take the Dash action or the Disengage action. Slime can be removed by dousing a creature with a gallon of water or by taking an action to remove most of it.

BOTTLED OOZES

Starting at 6th level, you've learned a clever alchemical trick for condensing oozes into denser states and storing them in stasis for later use. Whenever you brew potions, you can spend 2 reagent dice to create an *ooze bottle* (see Chapter 5).

LIQUID ANATOMY

By 10th level, your experiments with ooze alchemy have resulted in injecting yourself with a measure of ozoplasm, a fundamental substance which composes oozes and slimes. As a result, you can move through any space as narrow as 1 inch wide without squeezing (though your equipment doesn't similarly compress). Moreover, any critical hit against you becomes a normal hit.

OOZE JUG

Beginning at 18th level, you've solved the major problem preventing large oozes from being bottled: you just needed a much larger bottle. You have one ooze jug, which functions like an *ooze bottle*, but contains a larger ooze. You can only have one ooze jug at a time and it can only contain one ooze at a time. You can fill it with the following oozes when you brew potions:

Ooze	Cost
Ochre Jelly	4 reagent dice
Gelatinous Cube	8 reagent dice
Black Pudding	10 reagent dice

Venomsmith

For every alchemist that has devoted their life to healing the sick and infirm, there is another with a darker calling. Commonly called poisoners or venomsmiths, these alchemists are masters in the art of crafting deadly and debilitating poisons. Whether employed by an assassin's guild or performing assassinations themselves, a venomsmith's presence is usually accompanied by untimely death.

POISONER

Beginning when you choose this field of study at 2nd level, you gain the Poisoner discovery. Until you reach 3rd level, you have 2 reagent dice, which you can spend only on crafting poisons using this discovery. This discovery doesn't count against your number of discoveries known, and you can't later replace this discovery with a different one when you gain a level in this class.

Additionally, when you deal poison damage to a creature, you ignore resistance to poison damage and you treat immunity to poison damage as resistance instead, dealing half damage.

FORMULA: VENOM BOMB

At 2nd level, you can mix a few drops of a fast-acting toxin into your bomb's explosive components, changing it into a venom bomb. A venom bomb deals poison damage instead of fire damage, its damage dice are d8s, and it requires a Constitution saving throw instead of a Dexterity saving throw. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has disadvantage on the next Strength, Dexterity, or Constitution saving throw it makes before the end of its next turn.

ALCHEMICAL ASSASSIN

Beginning at 6th level, you are adept at applying poisons without being seen. You have advantage on Dexterity (Sleight of Hand) checks you make to add ingested poison to food or drink, to apply poison to a weapon you are holding without being seen, or to place a vial of poison on another creature without it noticing.

MITHRIDATISM

By 10th level, by administering yourself small doses of various poisons and toxins, you have developed an immunity to their ravages. You have immunity to poison damage and can't be poisoned.

TOXIC RECOMPENSE

Starting at 18th level, whenever a creature within 5 feet of you hits you with a melee attack, you can use your reaction to unleash a spray of poisonous vapor. The attacker must make a Constitution saving throw against your bomb save DC or be poisoned for 1 minute. While poisoned, the creature takes 1d10 poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Xenoalchemist

A small number of renegade alchemists elect to experiment on themselves, modifying their anatomy or even outright attaching new body parts. These experiments are often considered unethical and dangerous, even by other alchemists, and those that practice them are branded xenoalchemists for their efforts. As xenoalchemists progress in their studies, they invariably stumble upon the dangerous practice of alchemical necromancy, which allows them to imbue unlife upon amalgamations of body parts.

XENOBIOLOGY

Starting when you choose this field of study at 2nd level, you have advantage on all ability checks you make to identify or research monsters.

MAD SCIENTIST

By 2nd level, you've learned the finer points of reanimating dead appendages and stitching them to things. You gain two monstrous grafts of your choice. Additionally, you don't lose hit points or Hit Dice from installing or removing grafts, and it takes you no time to recover after the attachment of a new graft. See Appendix C for monstrous grafts.

SURGICAL ATTACK

Beginning at 6th level, whenever you take the Attack or prime and throw a bomb on your turn, you can make an unarmed strike as part of that action. You can only use this ability if your unarmed strike is improved by a graft, such as Bestial Features.

NECROMANTIC ORGANS

By 10th level, you've learned how to tinge your own biology with necromancy through reanimated organs that will persist after your death. If you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

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

IT'S ALIVE!

Beginning at 18th level, your research into the field of necromancy has culminated in an alchemical golem stitched together from discarded body parts. You can create an alchemy golem through an 8-hour-long procedure, which can be conducted over the course of a long rest. To complete this process, you must have a healer's kit, alchemist's supplies, and a knife (or a facility with access to such tools), as well as at least three recently deceased humanoid corpses.

ALCHEMY GOLEM

MEDIUM CONSTRUCT, NEUTRAL

Armor Class 13 (natural armor)
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (–1)	18 (+4)	6 (–2)	10 (+0)	5 (–3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Damage Immunities lightning
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages of its creator but can't speak

CHALLENGE
5 (1,800 XP)

Aversion to Fire. If the alchemy golem takes fire damage, it has disadvantage on ability checks and attack rolls until the end of its next turn.

Immutable Form. The alchemy golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the alchemy golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to half the lightning damage dealt.

Magic Resistance. The alchemy golem has advantage on saving throws against spells and other magical effects.

Monstrous Grafts. The alchemy golem's weapon attacks, including monstrous grafts added by its creator, are magical. Monstrous grafts have a +6 attack bonus, deal twice the normal number of damage dice, and have a +5 bonus to their damage rolls. The alchemical golem can only have 1 graft in each slot.

ACTIONS

Multiattack. The alchemy golem makes two melee weapon attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Your alchemy golem acts independently on its own turn, but always obeys your commands. On each of your turns, you can use a bonus action to mentally command your golem if it is within 60 feet of you. You decide what action the golem 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 golem only defends itself against hostile creatures. Once given an order, the golem continues to follow it until its task is complete.

When the alchemy golem drops to 0 hit points, it dies. You can restore your alchemy golem's hit points and reanimate it over the course of a short or long rest.

You can attach up to three grafts to your alchemy golem. You can only have one alchemy golem at a time.

CAPTAIN

A half-elf, adorned in the ribbons and medals of a high-ranking commander, sits astride an armored warhorse. To her right, a powerfully built orcish man in more pedestrian attire sits atop his own horse, shouldering a hefty greataxe. They set down the road together, accompanied by blaring trumpets and banging drums, which announce their approach.

Puffing on a pipe and eyeing the room, a halfling guildmaster in a fitted suit twirls a dagger between his fingers. A crowd of thieves, crooks, and bandits are arrayed before him, all studying blueprints laid out on a candlelit table. Tonight, their chapter of the Thieves' Guild becomes rich, and their guildmaster goes down in history.

Kobolds swarm left and right, scampering across piles of gold pieces, only to be met by the dwarf's greataxe. Arrow after arrow, a human archer looses shots that merely plink off the enraged dragon's crimson scales. A gnomish mage gathers crackling arcane might in his hands for a devastating magical blast. Across the chamber, amidst the chaos, a plan crystallizes in the adventuring company's leader. She begins shouting orders, and the party sets into motion.

Decisive leaders and brilliant strategists, captains inspire their allies to greatness. Invariably, they stand alongside their cohorts—their devoted lieutenants, whom they entrust with their lives. Captains out-strategize their enemies, ensuring that, while they rarely deal the killing blow, they're always on the winning side.

Fearless Leaders

Many people aspire to command, but few inspire loyalty as a captain does. Captains rally allies to their side through confidence and determination, but gain long-term friends through wisdom and accountability.

A good captain thinks a little bigger than their compatriots, planning one step further and fitting their allies like puzzle pieces to the challenges ahead. To their eyes, there are few defeats; only setbacks, diversions, and detours. Success is always on the path ahead.

Moreover, captains lead by example. They stand shoulder-to-shoulder with knights, creep through the night alongside rogues, and study arcane texts with mages, even when they barely understand what they're reading. Captains are at the front line with their allies, not barking orders from afar.

Cohort and Commander

A captain is only as good as their second in command, their cohort, who stands by them at every step and safeguards their plan's success. Far more than a simple ally, a captain's cohort is a confidant, an advisor, and a trusted friend. Cohorts see their captain as a wellspring of information, and will follow them to the ends of the earth.

Creating a Captain

The ideal captain—a consummate leader—can be realized in many different ways. Your captain could be a head of an adventuring company, an officer in an army, the president of a corporation, the chief of a tribe, the admiral of a fleet, or any other type of leader. The only commonalities amongst captains are their positions of authority and natural inclinations towards leadership.

You should consider how your captain chooses to lead: not simply what banner they fly, but how they treat their followers and how they give orders. Do you rally others to your side with a magnetic personality or a stoic facade? How would you deal with a dilemma that offers only losing strategies? How do you treat your opponents once you've secured victory?

You should also think of previous victories or defeats that have defined your captain in the past. Has your story been that of a meteoric rise or a disgraceful fall? What event first thrust you into leadership, and how did you first take to it? Which success or defeat led you to the life of an adventurer?

QUICK BUILD

You can make a captain quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, followed by Charisma. Next, select History and Persuasion as your skills, and take the Dueling Fighting Style. Lastly, choose a background reflecting your leadership experience.

THE CAPTAIN

LEVEL	PROFICIENCY BONUS	FEATURES	BATTLE DICE	COHORT FEATURE
1st	+2	Born Leader, Fighting Style	—	—
2nd	+2	Cohort	—	Cohort feature
3rd	+2	Banner, War Tactics	2d8	—
4th	+2	Ability Score Improvement	2d8	—
5th	+3	Blitz	2d8	—
6th	+3	—	3d8	Cohort feature
7th	+3	Banner feature	3d8	—
8th	+3	Ability Score Improvement	3d8	—
9th	+4	Advanced Tactics	3d8	—
10th	+4	—	3d10	Cohort feature
11th	+4	Coordinated Strike	3d10	—
12th	+4	Ability Score Improvement	3d10	—
13th	+5	Banner feature	3d10	—
14th	+5	—	4d10	Cohort feature
15th	+5	Lead by Example	4d10	—
16th	+5	Ability Score Improvement	4d10	—
17th	+6	Banner feature	4d10	—
18th	+6	—	4d12	Cohort feature
19th	+6	Ability Score Improvement	4d12	—
20th	+6	Warlord	4d12	—

CLASS FEATURES

As a captain, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per captain level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Athletics, Deception, History, Insight, Intimidation, Perception, and Persuasion

EQUIPMENT

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

- (*a*) scale mail, or (*b*) leather armor
- A dagger and (*a*) a warhammer, (*b*) a longsword, or (*c*) any simple weapon
- (*a*) a light crossbow and 20 bolts, (*b*) a shortbow and 20 arrows, or (*c*) 5 javelins
- An embroidered standard and (*a*) a diplomat's pack or (*b*) an explorer's pack

Born Leader

By 1st level, your competence and commanding personality lend you a knack for leadership. Common folk defer to your authority and influence, especially in times of crisis. As a result, you have advantage on any Charisma (Persuasion) check you make to convince someone to let you take charge of a situation or to give someone orders in a dangerous situation.

Additionally, you can use your Charisma modifier, instead of your Intelligence modifier, for any ability check you make related to planning, strategy, or tactics.

Fighting Style

At 1st level, you adopt a 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.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

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.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Cohort

Starting at 2nd level, you gain a loyal cohort who carries your banner and follows your lead.

INITIATING A COHORT

Select a companion from the Cohort section; following an 8-hour initiation period, that creature becomes your cohort. You can have only one cohort at a time.

If your cohort is ever slain, you can raise them from the dead by the usual methods, such as the *raise dead* spell, or you can spend 8 hours initiating a new cohort. If you do so, your previous cohort loses all abilities granted by this ability, even if it is later returned to life.

Your cohort obeys your commands as best it can. Your cohort takes its turn immediately before or after your turn each round (your choice), and you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

COHORT FEATURES

At 2nd, 6th, 10th, 14th, and 18th levels, your cohort gains new abilities based on its archetype.

HIT POINTS

For each captain level you gain after 2nd, your cohort gains an additional Hit Die and increases its hit points accordingly.

ABILITY SCORES

Whenever you gain the Ability Score Improvement class feature, your cohort's abilities also improve. Your cohort can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature, unless its description specifies otherwise.

When you improve a cohort's ability scores, remember to also increase other relevant statistics, such as skill bonuses, bonuses to hit and damage, and spell save DCs.

PROFICIENCIES

Your cohort gains proficiency in skills listed in its statistics. It also gains proficiency with simple weapons, martial weapons, light armor, medium armor, heavy armor, or shields if its statistics contain weapons or armor from that category.

Your cohort uses your proficiency bonus rather than its own. Because cohort statistics already include a +2 proficiency bonus, you need only adjust the attack bonus and skill proficiency bonus starting at 5th level.

ALIGNMENT

Your cohort's alignment is within one step of your own, and has a personality trait and flaw determined by the GM. Its bond is always, "I will follow my commander into any fray, and I will gladly fight by their side until my death."

Banner

Starting at 3rd level, you adopt a banner which you fly in combat, emblazon on your armor, and fix to your seal. You can select from the banners which are detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 7th, 13th, and 17th level.

War Tactics

Starting at 3rd level, you have a pool of battle dice that you can use to bolster your allies or perform special maneuvers in combat. You begin with 2 battle dice, which are d8s. You regain all expended battle dice when you finish a short or long rest, or when you roll initiative.

Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown in the Battle Dice column of the Captain table.

SAVING THROWS

If one of your maneuvers calls for a saving throw to resist its effects, the saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Charisma modifier

MANEUVERS

You can spend battle dice to use the following maneuvers:

Brace. As a bonus action on your turn, you can expend a battle die to bolster your allies. Each allied creature within 30 feet of you that can see or hear you adds the battle die to all saving throws it makes until the end of your next turn.

Rally. As a bonus action on your turn, you can expend a battle die to choose one allied creature within 60 feet of you who can see or hear you. That creature regains hit points equal to the number rolled + your Charisma modifier. You can't use this ability to heal a creature who has 0 hit points.

Staggering Strike. As a bonus action when you make a weapon attack against a humanoid, you can expend a battle die to attempt to stun the target. On a hit, the target succeed make a Constitution saving throw or be incapacitated until the start of your next turn.

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.

Blitz

Starting at 5th level, as a bonus action on your turn, you can direct your cohort or a friendly creature within 60 feet of you that can see or hear you to fight alongside you. The chosen creature can use its reaction to move up to its speed or make a single weapon attack.

Advanced Tactics

At 9th level, your maneuvers improve in the following ways:

Brace. Allies can also add the battle die to their ability checks until the start of your next turn.

Rally. Whenever you spend a battle die to cause a creature to regain hit points, that creature also gains temporary hit points equal to your captain level.

Staggering Strike. When you hit with a staggering strike, you add the battle die to the damage roll.

Coordinated Strike

By 11th level, you and your cohort fight as a perfect fighting unit. Once on each of your turns, when you hit a creature with an attack, you can deal an extra 2d8 damage to the creature if your cohort has also hit that creature with an attack since the end of your last turn.

Lead by Example

Starting at 15th level, whenever you roll a 20 on an attack roll, ability check, or saving throw, each friendly creature within 30 feet of you has advantage when it makes the same type of roll (attack roll, ability check, or saving throw) before the start of your next turn.

Warlord

At 20th level, when a friendly creature you can see within 30 feet of you misses an attack against a target within range, you can turn the miss into a hit. Alternatively, if it fails a saving throw, you can treat the d20 roll as a 20.

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

BANNERS

Captains adopt emblems that denote their virtues, skills, and command styles, which they fly upon their banners to rally allies to their side. A symbolic statement, this heraldry speaks volumes about what a captain prizes in the world, be it knowledge, allies, or personal gain.

Dragon Banner

Captains under the banner of the Dragon are among the most formidable warriors to grace the battlefield. Armed with an array of lethal maneuvers, these captains cut through lesser combatants with ease, turning the tides of battle on their own, if needed. The visage of the dragon banner inspires fear and loyalty in equal measure, for the carnage and bloodshed left in a dragon warrior's wake speaks volumes of their skill.

BONUS BATTLE DIE

Starting when you choose this banner at 3rd level, your total number of battle dice increases by 1.

MANEUVER: CLEAVE

Also at 3rd level, you learn the following maneuver:

When you reduce a hostile creature to 0 hit points or score a critical hit with a melee weapon attack on your turn, you can spend a battle die to move up to 15 feet and make an another melee weapon attack as part of the same action. On a hit, you add the battle die to the attack's damage roll.

MANEUVER: WADE INTO BATTLE

At 7th level, you learn the following maneuver:

You can expend a battle die to take the Dash or Disengage action as a bonus action on your turn.

BANNERS

NAME	DESCRIPTION
Dragon Banner	Uses maneuvers to annihilate their foes on the battlefield
Eagle Banner	A bow master who uses precision shots to strike foes from high above
Jolly Roger Banner	A duelist and swashbuckler trained with a cutlass and the unfair tactics of brigands
Lion Banner	A knightly leader who challenges their foes to honorable combat
Ram Banner	Shoves their foes and knocks them prone to gain the upper hand in combat
Raven Banner	A stealthy master of guerilla warfare and covert tactics
Turtle Banner	Emphasizes defense above all else, using heavy armor and shield wall tactics

MANEUVER: FURY ATTACK

At 13th level, you learn the following maneuver:

When you take the Attack action on your turn, you can expend a battle die as a bonus action to unleash a barrage of strikes. Make up to three melee weapon attacks as part of the Attack action, instead of one. Each attack must target a different creature.

VICIOUS FOCUS

Beginning at 17th level, whenever you reduce a hostile creature to 0 hit points or score a critical hit with a melee weapon attack, you enter a zen state of battle for 1 minute. For the duration, your weapon attacks score a critical hit on a roll of 19 or 20. Each time during the duration that you reduce another hostile creature to 0 hit points or score another critical hit, this critical hit range increases, first allowing your melee weapon attacks to score a critical hit on a roll of 18–20, then on a roll of 17–20, then on a roll of 16–20. If you fall unconscious, this effect ends early.

Eagle Banner

With sharp eyes and even sharper arrows, captains of the Eagle seek to be lords of speed and ranged combat, mastering bow, sling, and ballista alike. Such captains are just as dangerous in close range as they are perched on the horizon, for they can accurately deliver an arrow or a crossbow bolt at point blank range.

MANEUVER: EAGLE SHOT

Starting when you choose this banner at 3rd level, you learn the following maneuver:

When you make a ranged weapon attack roll against a creature, you can use your bonus action and expend a battle die to add it to the roll. You can use this ability before or after making the attack roll, but before the GM says whether the attack hits or misses.

VANTAGE POINT

By 7th level, you can quickly scale walls to gain a perch above your foes. You have a climbing speed equal to your walking speed. In addition, by climbing at half speed, you can climb up difficult surfaces (such as slippery vertical walls) without making an ability check.

CLOSE-QUARTERS SHOOTING

Starting at 13th level, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls or the ranged attack rolls of friendly creatures within 15 feet of you.

SCATTER SHOT

Starting at 17th level, you can use your action to launch a volley of projectiles. Make a ranged weapon attack against any number of creatures you choose within a 15-foot cone, making a separate attack roll for each target. If you target only one creature in this cone, your attack deals one additional weapon damage die on a hit.

Jolly Roger Banner

The skulls and crossbones adorning the Banner of the Jolly Roger need no introduction: it means thieves, brigands, treasure, and adventure on the high seas. Moreover, it means the strong backs of a crew working in unison, piloting a ship from horizon to horizon, under the command of a fierce captain and their first mate.

MANEUVER: DOUBLE THRUST

Starting when you choose this banner at 3rd level, you learn the following maneuver:

When you make an attack with a finesse weapon as part of the Attack action on your turn, you can spend one battle die as a bonus action to make an additional attack with that weapon. This attack adds the battle die, instead of your ability modifier, to the weapon's damage roll.

TRICKY FOOTWORK

By 7th level, your elegant swordplay lets you place enemies where you want them. Whenever you hit a creature of your size or smaller with a melee attack on your turn, you can switch places with the target. This movement doesn't provoke opportunity attacks.

UNFAIR PLAY

Beginning at 13th level, both you and your cohort can tuse a bonus action to take the Hide or Use an Object action, or to attempt to shove a creature. You have advantage on Strength (Athletics) checks you make to push another creature out of a boat or other waterborne vessel.

ALL HANDS ON DECK

By 17th level, your crew works in perfect unison at your directive. You can use your action on your turn to direct each friendly creature within 60 feet of you that can see or hear you to take an action of your choice; this action can't be the Attack, Cast a Spell, Dodge, or Use a Magic Item action. A creature can immediately use its reaction to take this action.

Lion Banner

Bravery in the face of overwhelming odds, mastery of horsemanship, and unwavering honor are the hallmarks of captains of the Lion. This banner represents the very ideal of gallantry and fortitude that knights and paladins aspire to achieve. The mere sight of it inspires heroism in its troops, and a captain who flies it can turn even the most poorly equipped militia into a fit fighting force.

MANEUVER: LION'S CHALLENGE

Starting when you choose this banner at 3rd level, you learn the following maneuver:

When you hit a creature with a weapon attack on your turn, you can expend one battle die as a bonus action to challenge the target to a duel. Until the end of your next turn, that target has disadvantage on any attack roll that isn't against you.

SADDLE SURE

Starting at 7th level, you have advantage on saving throws made to avoid falling off your mount, and if you fall off your mount, you always land on your feet unless you're incapacitated. In addition, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Finally, you can force an attack targeted at your mount to target you instead.

REPOSITION

Beginning at 13th level, you and up to three friendly creatures of your choice that you can see can each move up to 20 feet when you roll initiative. A creature can't benefit from this feature if its speed is 0.

LION'S GAMBIT

Starting at 17th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature, and if you hit, you can add half your level to the damage roll.

You can make this attack three times, and you regain all expended uses of it when you finish a short or long rest.

Ram Banner

Captains who brandish the banner of the Ram seek to batter through their obstacles with overwhelming force. Whenever possible, these captains put their enemies on the back foot, literally hurling their foes to the floor or shoving them into unfavorable ground, from which position their cohorts can make

swift work of any resistance. The Banner of the Ram sees such tactics as not only fair, but optimal, as validity in combat should be judged only by effectiveness.

MANEUVER: BULL RUSH

Starting when you choose this banner at 3rd level, you learn the following maneuver:

When you move at least 10 feet in a straight line and immediately make a melee weapon attack against a creature, you can use a bonus action and expend a battle die to shove the target after the attack. Add the battle die to the Strength (Athletics) check you make to shove the target. On a success, you can choose to either knock the target prone or push it up to 10 feet away from you.

SUREFOOTED

Beginning at 7th level, moving through nonmagical difficult terrain costs you no extra movement.

LOCK HORNS

At 13th level, you can buck your foes into harm's way. Whenever you shove a creature into one of your allies, that ally can use its reaction to make an attack against the shoved creature.

AND STAY DOWN

Starting at 17th level, whenever a creature stands up from being prone while within your reach, you can make an opportunity attack against it.

Raven Banner

The Banner of the Raven signifies a clandestine captain who prefers stealth to action and ambushes to open fights. If pressed, a captain of the Raven might be drawn into a direct confrontation, but they can never be expected to play fair. These captains might have more in common with rogues, and might even hold a position of leadership within a thieves' guild. More than one guild master and bandit leader has flown the Raven Banner while on a raid.

MANEUVER: FLANKING STRIKE

Starting when you choose this banner at 3rd level, you are trained in ambush tactics. You learn the following maneuver:

If you hit a creature with a weapon attack while one of your allies is within 5 feet of the target, you can expend a battle die to aim for the creature's most vital areas. Add the battle die and half your level (rounded down) to the attack's damage roll. This attack must use a finesse weapon or a light weapon.

MANEUVER: EFFORTLESS DODGE

Also at 3rd level, you learn the following maneuver:

As a bonus action, you can spend a battle die to take the Dodge action. You can't use this maneuver while wearing medium or heavy armor.

COVERT

At 7th level, when you are hidden and a creature discovers you with a successful Wisdom (Perception) check, you can reattempt your Dexterity (Stealth) check to hide. On a success, you silently reposition yourself and the creature doesn't notice you. Once you use this ability, you can't use it again until you finish a short or long rest.

STRIKE FIRST, STRIKE LAST

Beginning at 13th level, you can intercede moments before an enemy strikes. As a reaction when a hostile creature you can see attacks, you can move up to your speed without provoking opportunity attacks toward the creature and make one attack targeting it. Resolve your attack before the creature makes any attacks.

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

GUERILLA WARFARE

Starting at 17th level, you are a master of unconventional combat. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, the first time you hit a creature with an attack during the first round of combat, you can add two battle dice to the attack's damage roll without expending them.

Turtle Banner

The fortified defenses of captains who fly the Turtle banner are legendary. Turtle tactics emphasize endurance and survival, as well-protected soldiers cannot only win battles, but entire wars. Thinking long term is key to any defensive strategy, as captains of the Turtle know the answer is never how they shall counterattack, but when.

BONUS PROFICIENCIES

When you choose this banner at 3rd level, you gain proficiency with heavy armor.

MANEUVER: IRON SHELL

Also at 3rd level, you learn the following maneuver:

As a bonus action, you can spend a battle die to fortify an ally you can see within 60 feet of you. The ally gains a bonus to its Armor Class equal to half the number rolled on the battle die, rounded down (minimum of +1) against the next attack made against it within the next minute.

SLOW AND STEADY

Beginning at 7th level, your speed can't be removed and you can't be knocked prone or moved against your will.

SHIELD WALL

By 13th level, you can shelter others behind your armor. You count as half cover for effects passing through your space for allied creatures of your size and smaller within 5 feet of you.

UNBREAKABLE

Starting at 17th level, you can shrug off attacks that would otherwise hit you. You have a pool of 20 armor points. As a reaction when you're hit by a melee weapon attack, you can expend any number of armor points and add them to your Armor Class against that attack, potentially causing the attack to miss. You regain all expended armor points when you finish a long rest.

Why would you ever WANT to obtain and train a cohort? Minions are much better; they're economical, they're expendable, you can mind-control them to make them do whatever you want, and best of all you don't have to show them even a LICK of respect!

PS: In a pinch, you can legally eat your minions

CUSTOMIZING COHORTS

Throughout your adventure, you may wish to customize your cohort beyond the weapons, armor, and spells listed in its stat block. Your GM decides what equipment your cohort has proficiency with, in addition to those specified in the Cohort feature, and decides if your cohort can exchange the spells it knows with any other spells, including new spells in this book.

As with any character, your cohort can attune to three magic items at a time.

COHORTS

Your cohort is the most steadfast of allies, is loyal to a fault, and will likely be a lifelong ally and friend. But not all cohorts are cut from the same cloth or possess the same skills. Choose from the following non-player characters when you enlist a new cohort.

ABBOT

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 13 (chain shirt)
HIT POINTS 11 (2d8 + 2)
SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

SAVING THROWS Wis +4, Cha +2
SKILLS Medicine +4, Religion +2
SENSES passive Perception 12
LANGUAGES any one language (usually Common)

CHALLENGE
1/4 (50 XP)

SPELLCASTING. The abbot is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The abbot has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (2 slots): *cure wounds, guiding bolt, sanctuary*

ACTIONS

MACE. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

LIGHT CROSSBOW. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

I love having people around who can turn undead. Sure, it's annoying when they turn my minions, but it's all worth it to see the looks on their faces when they try to turn ME!

ABBOT – COHORT

While following the command of a captain, the abbot gains additional abilities based on the captain's level:

2nd. **TURN UNDEAD (1/LONG).** As an action, the abbot presents its holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear the abbot within 30 feet of it must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from the abbot as it can, and it can't willingly move to a space within 30 feet of the abbot. 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.

6th. **SPELLCASTING.** The abbot's spellcasting improves. It is a 3rd-level spellcaster and has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, detect evil and good, guiding bolt, sanctuary*
2nd level (2 slots): *lesser restoration*

10th. **SPELLCASTING.** The abbot's spellcasting improves. It is a 5th-level spellcaster and has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, detect evil and good, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *revivify*

14th. **SPELLCASTING.** The abbot's spellcasting improves. It is a 7th-level spellcaster and has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, detect evil and good, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (3 slots): *beacon of hope, revivify*
4th level (1 slots): *divination*

18th. **SPELLCASTING.** The abbot's spellcasting improves. It is a 9th-level spellcaster and has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, thaumaturgy*
1st level (4 slots): *detect evil and good, cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (3 slots): *beacon of hope, revivify*
4th level (3 slots): *death ward, divination*
5th level (1 slots): *flame strike*

BERSERKER

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 14 (Unarmored Defense)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	9 (−1)	10 (+0)	9 (−1)

Saving Throws Str +4, Con +4
Skills Athletics +4, Survival +3
Senses passive Perception 10
Languages any one language (usually Common)

CHALLENGE
1/4 (50 XP)

Unarmored Defense. While the berserker is wearing no armor and wielding no shield, its AC includes in Constitution modifier.

ACTIONS

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

BERSERKER – COHORT

While following the command of a captain, the berserker gains additional abilities based on the captain's level:

2nd. **Rage (Recharges after a Long Rest).** As a bonus action, the berserker can enter a rage that lasts for 1 minute. The rage ends early if the berserker is knocked unconscious or if its turn ends and it hasn't attacked a hostile creature or taken damage since its last turn. While raging, the berserker gains the following benefits:

- The berserker has advantage on Strength checks and Strength saving throws.
- The berserker deals an extra 2 damage when it hits a target with a melee weapon attack.
- The berserker has resistance to bludgeoning, piercing, and slashing damage.

6th. **Relentless (Recharges after a Long Rest).** If the berserker is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

10th. **Rage.** The berserker can rage twice before requiring a long rest, and it deals an extra 3 damage when it hits a target with a melee weapon attack while raging.

14th. **Brutal Critical.** The berserker deals one extra die of damage on a critical hit.

18th. **Rage.** The berserker can rage three times before requiring a long rest, and it deals an extra 4 damage when it hits a target with a melee weapon attack while raging.

ABBOT
A devout adherent to the faith, an abbot can work minor divine miracles with the whispering of prayers and the waving of hands.

BERSERKER
Ruthless and fierce, the berserker tears across the battlefield in a wild frenzy, devastating its enemies with boundless rage.

CHAMPION
A champion is a skilled, tactical fighter, just as comfortable in the saddle during military drills as armored on the field of battle.

CONSTRUCT
With the help of a tinkerer or a mage, you gain the unwavering, mechanical loyalty of a golem, shield guardian, or clockwork construct. Your construct is of a smaller variety than most golems, but can be built and repaired in far less time.

Constructed Nature. A construct doesn't require air, food, drink, or sleep.

CULTIST
Dogmatic and often unhinged, cultists draw upon forbidden, eldritch allies for a taste of arcane might.

HUNTER
A hunter is a naturally skilled tracker and outlander, as comfortable in the depths of the woods as in a tavern or town.

MAGE
A mage is a brilliant and studious spellcaster, well versed in the study of all things arcane.

STALKER
Stealthy and subversive, the stalker is just as adept an assassin as a burglar or thief.

TEMPLAR
A daring knight, sworn to virtue and station, a templar knows no fear in their heart and no equal in battle.

UNDEAD
With the help of necromancy, you can enlist the most loyal minion possible: a silent, obedient undead thrall. Zombies, ghouls, and revenants are the most common form of undead cohort, as they are sturdier than skeletons, and more loyal than vampires.

Undead Nature. An undead doesn't require air, food, drink, or sleep.

CHAMPION

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 16 (scale mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	11 (+0)	12 (+1)	9 (–1)

Saving Throws Str +4, Con +3
Skills Animal Handling +3, Athletics +4
Senses passive Perception 11
Languages any one language (usually Common)

CHALLENGE
1/4 (50 XP)

Martial Prowess. When the champion hits with a melee weapon, the weapon deals an extra 2 damage (included in the attack).

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used in two hands.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

CHAMPION – COHORT

While following the command of a captain, the champion gains additional abilities based on the captain's level:

2nd. **Ability Score Increase.** The champion's Strength, Dexterity, or Constitution score increases by 2, to a maximum of 20.

6th. **Second Wind (Recharges after a Short or Long Rest).** On its turn, the champion can use a bonus action to regain hit points equal to 1d10 + the captain's level.

10th. **Ability Score Increase.** The champion's Strength, Dexterity, or Constitution score increases by 2, to a maximum of 20.

14th. **Deadly Accuracy.** The champion's weapon attack rolls score a critical hit on a roll of 19 or 20.

18th. **Martial Advantage (1/Turn).** The champion can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the champion that isn't incapacitated.

CONSTRUCT COHORT

MEDIUM CONSTRUCT, ANY LAWFUL ALIGNMENT

Armor Class 17 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	10 (+0)	10 (+0)	9 (–1)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator (usually Common) but can't speak

CHALLENGE
1/4 (50 XP)

Death Burst. The construct explodes when it drops to 0 hit points. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

CONSTRUCT – COHORT

While following the command of a captain, the construct gains additional abilities based on the captain's level:

2nd. **Surveillance Protocol.** The construct gains blindsight out to a range of 60 feet. It also adds the captain's level to its passive Perception score.

6th. **Improved Armor.** The construct's Armor Class increases by 1.

6th. **Death Burst.** The construct's Death Burst now deals 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

10th. **Charged Slam.** The construct's slam attack deals an extra 4 (1d8) lightning damage on a hit.

10th. **Magic Resistance.** The construct has advantage on saving throws against spells and other magical effects.

14th. **Improved Armor.** The construct's Armor Class increases by 1.

18th. **Unerring Strike (1/Turn).** If the construct misses with a slam attack, it can reroll it.

CULTIST – COHORT

While following the command of a captain, the cultist gains additional abilities based on the captain's level:

2nd. **Agonizing Blast.** When the cultist casts *eldritch blast*, it adds its Charisma modifier to the damage it deals on a hit.

6th. **Spellcasting.** The cultist's spellcasting improves. It is a 3rd-level spellcaster and knows the following warlock spells:

Cantrips (at will): *eldritch blast, minor illusion*
1st–2nd level (2 2nd-level slots): *charm person, comprehend languages, hellish rebuke, ray of enfeeblement*

10th. **Dark One's Own Luck (Recharges after a Short or Long Rest).** When the cultist makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

10th. **Spellcasting.** The cultist's spellcasting improves. It is a 5th-level spellcaster and knows the following warlock spells:

Cantrips (at will): *eldritch blast, minor illusion, shocking grasp*
1st–3rd level (2 3rd-level slots): *charm person, comprehend languages, fear, hellish rebuke, ray of enfeeblement, suggestion*

14th. **Spellcasting.** The cultist's spellcasting improves. It is a 7th-level spellcaster and knows the following warlock spells:

Cantrips (at will): *eldritch blast, minor illusion, shocking grasp*
1st–4th level (2 4th-level slots): *banishment, charm person, comprehend languages, fear, gaseous form, hellish rebuke, ray of enfeeblement, suggestion*

18th. **Spellcasting.** The cultist's spellcasting improves. It is a 9th-level spellcaster and knows the following warlock spells:

Cantrips (at will): *eldritch blast, minor illusion, shocking grasp*
1st–5th level (2 5th-level slots): *banishment, blight, charm person, comprehend languages, fear, gaseous form, hellish rebuke, hold monster, ray of enfeeblement, suggestion*

CULTIST

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	11 (+0)	9 (–1)	14 (+2)

Saving Throws Wis +1, Cha +4
Skills Deception +4, Persuasion +4
Senses passive Perception 9
Languages any one language (usually Common)

CHALLENGE
1/4 (50 XP)

Spellcasting. The cultist is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. The cultist knows the following warlock spells:

Cantrips (at will): *eldritch blast, minor illusion*
1st level (1 1st-level slot): *charm person, hellish rebuke*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

HUNTER

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 14 (studded leather)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	9 (−1)

Saving Throws Str +2, Dex +4
Skills Nature +2, Survival +4
Senses passive Perception 12
Languages any one language (usually Common)

CHALLENGE
1/4 (50 XP)

Keen Hearing and Sight. The hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

MAGE

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 11 (14 with *mage armor*)
Hit Points 7 (2d8 − 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	12 (+1)	9 (−1)	14 (+2)	13 (+1)	13 (+1)

Saving Throws Int +4, Wis +3
Skills Arcana +4, History +4
Senses passive Perception 11
Languages any one language (usually Common)

CHALLENGE
1/4 (50 XP)

Spellcasting. The mage is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, prestidigitation*
1st level (2 slots): *mage armor, magic missile, shield*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

HUNTER – COHORT

While following the command of a captain, the hunter gains additional abilities based on the captain's level:

2nd. **Archery Adept.** The hunter gains a +2 bonus to attack rolls it makes with ranged weapons.

6th. **Spellcasting.** The hunter is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The hunter knows the following ranger spells:

1st level (3 slots): *animal friendship, hunter's mark, longstrider*

10th. **Spellcasting.** The hunter's spellcasting improves. It is a 5th-level spellcaster and knows the following ranger spells:

1st level (4 slots): *animal friendship, hunter's mark, longstrider*
2nd level (2 slots): *spike growth*

10th. **Two-Weapon Fighting.** When the hunter engages in two-weapon fighting, it can add its ability modifier to the damage of the second attack.

14th. **Fleet.** The hunter can take the Disengage action as a bonus action on each of its turns.

14th. **Spellcasting.** The hunter's spellcasting improves. It is a 7th-level spellcaster and knows the following ranger spells:

1st level (4 slots): *animal friendship, hunter's mark, longstrider*
2nd level (3 slots): *pass without trace, spike growth*

18th. **Spellcasting.** The hunter's spellcasting improves. It is a 9th-level spellcaster and knows the following ranger spells:

1st level (4 slots): *animal friendship, hunter's mark, longstrider*
2nd level (3 slots): *pass without trace, spike growth*
3rd level (2 slots): *haste* (counts as a ranger spell for the hunter)

MAGE – COHORT

While following the command of a captain, the mage gains additional abilities based on the captain's level:

2nd. **Magic Resistance.** The mage has advantage on saving throws against spells and other magical effects.

6th. **Spellcasting.** The mage's spellcasting improves. It is a 3rd-level spellcaster and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, prestidigitation*
1st level (4 slots): *mage armor, magic missile, shield*
2nd level (2 slots): *misty step, scorching ray*

10th. **Spellcasting.** The mage's spellcasting improves. It is a 5th-level spellcaster and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, scorching ray*
3rd level (2 slots): *fireball*

14th. **Spellcasting.** The mage's spellcasting improves. It is a 7th-level spellcaster and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, scorching ray*
3rd level (3 slots): *counterspell, fireball*
4th level (1 slots): *greater invisibility*

18th. **Spellcasting.** The mage's spellcasting improves. It is a 9th-level spellcaster and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, scorching ray*
3rd level (3 slots): *counterspell, fireball*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *cone of cold*

STALKER

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 14 (studded leather)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dex +4, Int +3
Skills Acrobatics +4, Stealth +4
Senses passive Perception 11
Languages any one language (usually Common)

CHALLENGE
1/4 (50 XP)

Sneak Attack (1/Turn). The stalker deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the stalker that isn't incapacitated and the stalker doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

STALKER – COHORT

While following the command of a captain, the stalker gains additional abilities based on the captain's level:

2nd. **Cunning Action.** On each of its turns, the stalker can use a bonus action to take the Dash, Disengage, or Hide action.

6th. **Sneak Attack.** The stalker's Sneak Attack damage increases to 7 (2d6).

10th. **Uncanny Dodge.** he stalker can use its reaction to halve the damage it takes from an attack that hits it. The stalker must be able to see the attacker.

10th. **Sneak Attack.** The stalker's Sneak Attack damage increases to 10 (3d6).

14th. **Evasion.** If the stalker is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the stalker instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

14th. **Sneak Attack.** The stalker's Sneak Attack damage increases to 14 (4d6).

18th. **Assassinate.** During its first turn, the stalker has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the stalker scores against a surprised creature is a critical hit.

Stalkers are like rogues on an internship.

TEMPLAR

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 16 (chain mail)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (−1)	12 (+1)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Wis +2, Cha +4
Skills Athletics +4, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)

CHALLENGE
1/4 (50 XP)

Brave. The templar has advantage on saving throws against being frightened.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 9 (1d10 + 4) slashing damage if used in two hands.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

TEMPLAR – COHORT

While following the command of a captain, the templar gains additional abilities based on the captain's level:

2nd. **Divine Hands (1/Long).** As an action, the templar can touch a willing creature within 5 feet of it, causing the target to regain 9 (2d8) hit points. This ability has no effect on undead or constructs.

6th. **Spellcasting.** The templar is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The templar has the following paladin spells prepared:

1st level (3 slots): *command, divine favor, protection from evil and good*

6th: **Divine Eminence.** As a bonus action, the templar can expend a spell slot to infuse its strikes with divine power. The next time it hits a target with a melee weapon attack before the end of its turn, the target takes extra radiant damage. The extra damage is 10 (3d6) for a 1st-level spell slot, plus 3 (1d6) for each spell level higher than 1st.

10th. **Spellcasting.** The templar's spellcasting improves. It is a 5th-level spellcaster and has the following paladin spells prepared:

1st level (4 slots): *command, divine favor, protection from evil and good*
2nd level (2 slots): *branding smite*

14th. **Parry.** As a reaction, the templar adds 2 to its AC against one melee attack that would hit it. To do so, the templar must see the attacker and be wielding a melee weapon.

14th. **Spellcasting.** The templar's spellcasting improves. It is a 7th-level spellcaster and has the following paladin spells prepared:

1st level (4 slots): *command, divine favor, protection from evil and good*
2nd level (3 slots): *branding smite, magic weapon*

18th. **Spellcasting.** The templar's spellcasting improves. It is a 9th-level spellcaster and has the following paladin spells prepared:

1st level (4 slots): *command, divine favor, protection from evil and good*
2nd level (3 slots): *branding smite, magic weapon*
3rd level (2 slots): *spirit guardians* (counts as a paladin spell for the templar)

Now here's an idea I can get behind! The biggest issue with using undead for all your menial labor is that they tend to fall apart under stress... literally. Hardier zombies made with the finest stolen corpse parts? I'll take three, thanks!

UNDEAD COHORT

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 9
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (–1)	15 (+2)	9 (–1)	9 (–1)	9 (–1)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands any one language (usually Common) but can't speak

CHALLENGE
1/4 (50 XP)

Undead Fortitude. If damage reduces the undead to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

UNDEAD – COHORT

While following the command of a captain, the undead gains additional abilities based on the captain's level:

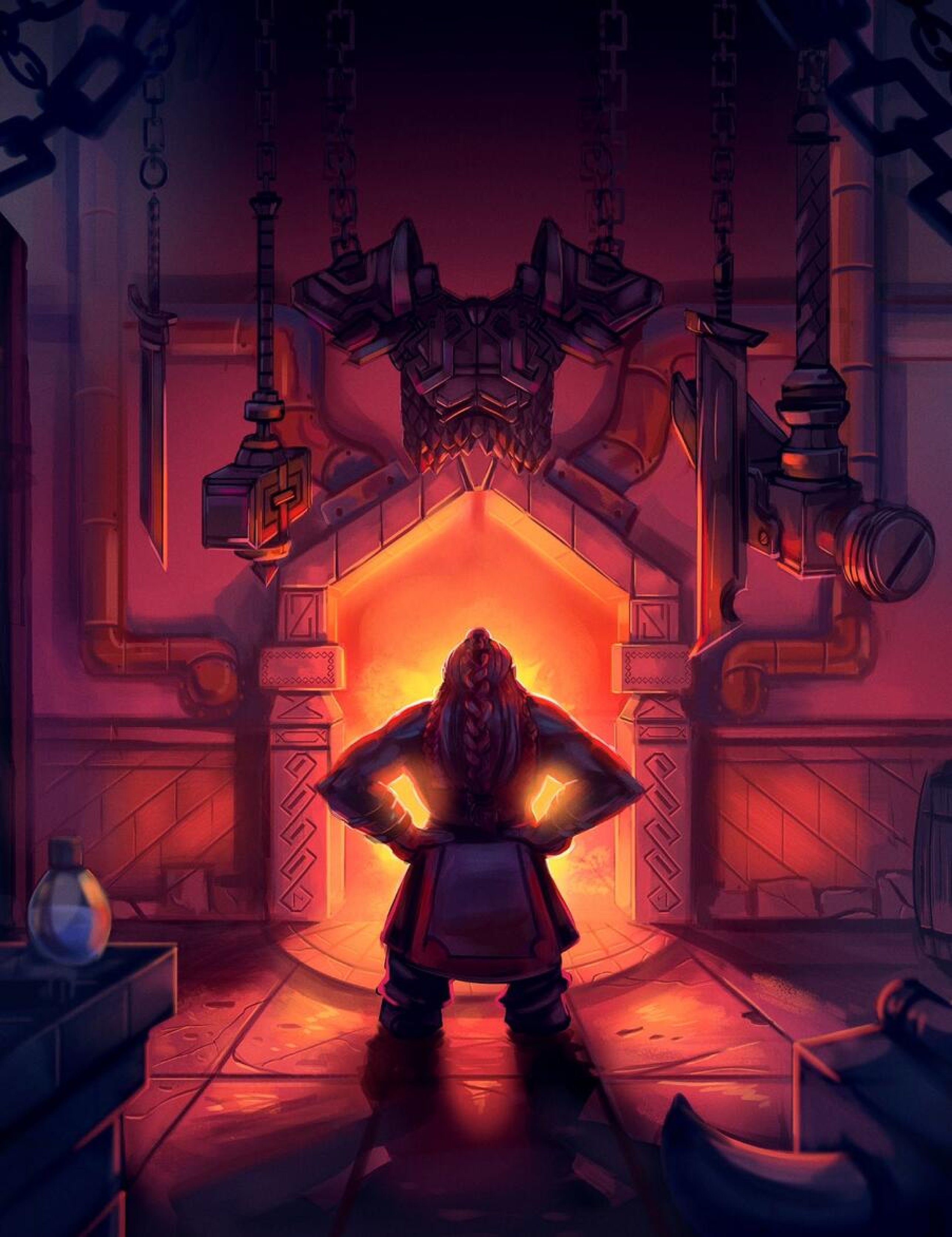
2nd: **Turn Resistance.** The undead has advantage on saving throws against any effect that turns undead.

6th: **Necrotizing Bite.** The undead's bite deals an extra 1d6 necrotic damage on a hit.

10th: **Regeneration.** The undead regains 1 hit point at the start of its turn. If the undead takes fire or radiant damage, this trait doesn't function at the start of the undead's next turn. The undead dies only if it starts its turn with 0 hit points and doesn't regenerate.

14th: **Improved Necrotizing Bite.** The necrotic damage for the undead's bite increases to 7 (2d6), and the undead regains hit points equal to the necrotic damage dealt on a hit.

18th: **Undead Horde.** A humanoid slain by the undead's bite attack rises 24 hours later as a zombie under the captain's control, unless the humanoid is restored to life or its body is destroyed. The captain can have no more than six zombies under its control at one time. The zombies remain under the captain's control for 24 hours, after which the captain must cast the *animate dead* spell or use similar magic to reassert control over them.



CRAFTSMAN

A burly dwarf brings her hammer down on a glowing hunk of steel, launching a shower of sparks into the air. The room resonates with the sound of metal impacting metal, while the bright, hot piece of steel in her tongs begins to take shape.

An elf threads a needle with an impossibly thin metallic wire, preparing to set the stitches into what looks to be leather armor, but made of dragon's hide. Once satisfied with the measurements, he proceeds with a flurry of dexterous needlework.

A gnome with an intricate set of goggles examines the stock for her latest work: a portable ballista. She examines the gearing and loading crank, ensures the tension on the bowstring, and scans the bolt rail for imperfections. She smiles, for she knows her work is without flaw.

Craftsmen are virtuoso artisans and genius inventors. Not content merely creating masterwork pieces of weapons and armor, they invent and engineer ingenious devices and singularly deadly weapons.

Master of Craft

Artisans of all types are an integral part of every culture: buildings must be erected, pots must be sent to the kiln, tools must be forged. Despite their pervasiveness, master craftsmen are still as rare as they are prized. These artisans, creators, and inventors can smith items of mythic quality, and can solve most any problem simply by using the right tool and the appropriate amount of force.

Secret of Steel

Adventuring craftsmen come in many varieties, but nearly all leverage their advanced knowledge of metallurgy, smelting, and construction to forge arms and armor rarely seen, even by other adventurers. The smiths test their schematics and designs themselves, building prototypes and experimental gear that can later be refined into mass-produced items.

Creating a Craftsman

When you create your craftsman, the most important thing to consider is your crafting expertise. Though all craftsmen of adventuring stock can stitch leather armor, forge weapons, and tinker with magic items, only those who dedicate themselves to a single craft can attain legendary works. Each type of craftsman, from the practical to the wildly eccentric, have their place, but no craftsman can specialize in everything.

Moreover, few craftsmen are self-taught. Most learn the finer points of their craft under the tutelage of a master artisan (whether or not their master was a craftsman, in the conventional sense). Did you study under a master, and if so, what drove you to apprentice underneath them?

Lastly, consider how you view your work. Are you pragmatic, viewing your creations as tools to serve a purpose? Are you artistic, striving to craft pieces of unrivaled beauty and perfection? Or are you experimental, tinkering and building with wild abandon to break new ground and innovate on established norms?

QUICK BUILD

You can make a craftsman quickly by following these suggestions. Make Strength or Dexterity your highest ability score, followed by Intelligence. Next, select Athletics and Investigation as your skills. Finally, choose a background befitting of your history of craftsmanship.

CRAFTSMAN

LEVEL	PROFICIENCY BONUS	FEATURES	ACTIVE CRAFTING
1st	+2	Exotic Proficiencies, Active Crafting	25 gp
2nd	+2	Masterwork (Apprentice properties), Tool Belt	25 gp
3rd	+2	Artisans' Guild	50 gp
4th	+2	Ability Score Improvement	75 gp
5th	+3	Extra Attack, Masterwork (Journeyman properties)	100 gp
6th	+3	Folded Steel	125 gp
7th	+3	Artisans' Guild feature	150 gp
8th	+3	Ability Score Improvement	175 gp
9th	+4	Eye for Quality	200 gp
10th	+4	Artisans' Guild feature	225 gp
11th	+4	Masterwork (Master properties)	250 gp
12th	+4	Ability Score Improvement	275 gp
13th	+5	Flawless Construction	300 gp
14th	+5	Artisans' Guild feature	325 gp
15th	+5	Uncanny Tool Belt	350 gp
16th	+5	Ability Score Improvement	375 gp
17th	+6	Masterwork (Legendary properties)	400 gp
18th	+6	Artisans' Guild feature	425 gp
19th	+6	Ability Score Improvement	450 gp
20th	+6	Magnum Opus	500 gp

CLASS FEATURES

As a craftsman, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per craftsman level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per craftsman level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: All artisan's tools

Saving Throws: Constitution, Intelligence

Skills: Choose two from: Arcana, Athletics, History, Investigation, Medicine, Perception, and Persuasion

EQUIPMENT

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

- A set of craftman's tools
- A shield and (*a*) chain mail, (*b*) leather armor, or (*c*) scale mail
- A dagger and (*a*) a warhammer or (*b*) any simple weapon
- (*a*) a light crossbow and 20 bolts or (*b*) a shortbow and 20 arrows
- A dungeoneer's pack

CRAFTSMAN'S TOOLS

As a craftsman, you carry a set of craftsman's tools, a combined toolkit that covers a broad range of applications. You can use a set of craftsman's tools for any ability check you would make with any set of artisan's tools. A set of craftsman's tools costs 75 gp.

Exotic Proficiencies

Starting at 1st level, you gain proficiency with exotic weapons and exotic armor, which are unconventional, yet effective items with which no other class is proficient. If a feature or effect grants proficiency with a weapon or suit of armor, it doesn't grant proficiency with exotic weapons or exotic armor, unless otherwise stated.

Active Crafting

Also at 1st level, you can craft one item each day when you take a long rest, without losing the benefits of a long rest. You pay half the item's gold piece cost in materials, up to 25 gp. If an item costs more than 25 gp in materials, you can finish the item by working on it for multiple days, spending 25 gp each day until the item is completed.

As you gain levels in this class, your crafting speed increases, allowing you to spend more on materials for each day of crafting, as shown in the Active Crafting column of the Craftsman table.

Items you craft using this feature are worth half their gold piece cost when sold. This means that you can sell an item to refund its cost in materials, but not to make a profit.

Masterwork

At 2nd level, you begin to learn the deeper intricacies of weapon and armor craftsmanship.

MASTERWORK EQUIPMENT

As a craftsman, you are capable of creating weapons and armor of the utmost quality; such creations are known as masterwork items. To create a masterwork version of an item, add 50 gp to the cost in materials you pay to craft the item. Masterwork weapons you create have a +1 bonus to attack rolls. A magic weapon that adds a bonus to your attack and damage rolls doesn't add this bonus to attack rolls.

MASTERWORK PROPERTIES

Properties	Craftsman Level	Cost
Apprentice	2nd	—
Journeyman	5th	100 gp
Master	11th	250 gp
Legendary	17th	400 gp

MASTERWORK PROPERTIES

Masterwork weapons and armor can be modified with masterwork properties, advanced modifications that transform them into truly unique weapons and armor. Masterwork properties are separated into 4 levels: Apprentice, Journeyman, Master, and Legendary. You can apply any number of Apprentice properties to a masterwork weapon, or up to three Apprentice properties to a masterwork suit of armor. Additionally, you can apply one Journeyman, one Master, and one Legendary property to each masterwork item.

If you add a Master or Legendary property to an item, only you can use it.

MODIFYING EQUIPMENT

Using the Active Crafting feature, you can modify a weapon or suit of armor when you take a long rest. This allows you to do the following:

Improving Equipment. You can make any nonmagical weapon or suit of armor masterwork for a cost of 50 gp in materials.

DOWNTIME CRAFTING

Any character can craft an item in their downtime; the craftsman is simply better at it. To craft an item, a character requires three things:

- **Materials.** In most cases, the raw materials for an item can be obtained for half the item's gold piece cost. This cost can fluctuate depending on the character's current circumstances, contacts, or access to materials.
- **Tools.** You must have a set of appropriate artisan's tools and proficiency with them to craft an item. Occasionally, an item might call for an entire workshop or other special tools.
- **Time.** The time required to craft an item is measured against its cost in materials. A character makes progress toward crafting an item equal to 5 gp for each day of downtime, completing their work when this amount exceeds the item's cost in materials. As a craftsman, you work faster than a normal character, and make progress equal to 10 gp progress each day.

You can sell any item you craft during your downtime for its total gold piece cost. As such, if you run a shop or craft items during your downtime purely to make profit, you can make 5 gp per day, assuming you sell all of your items.

Adding Masterwork Properties. Adding masterwork properties of Journeyman level or higher requires a cost in gold pieces and also requires you to be of a high enough level in this class, as shown in the Masterwork Properties table. When you learn a new level of masterwork properties, you can apply a property from that level to a masterwork item at no cost.

Check the Weapons Exceptions sidebar later in this chapter before adding masterwork properties to a weapon.

Whenever you modify the properties of a masterwork weapon, you can change its damage type to bludgeoning, piercing, or slashing damage, if its damage was already one of these types.

Removing Properties. You can remove any properties of a masterwork item, including those a weapon had when you first created it. You can't remove a property from an item that is a prerequisite for another of the item's properties. If you replace a property of Journeyman level or higher with a property of the same level over the same long rest, you can do so without an additional cost in materials.

CRAFTING ABILITY

Intelligence is the primary ability you use when crafting items. You use your Intelligence modifier when setting the saving throw DC for items that you craft.

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

Tool Belt

By 2nd level, you always have the right tool at hand. You can use your action to retrieve a piece of nonmagical gear from your belt, pack, cart, or wherever you keep your tools, even if you didn't have it in your inventory before. The item's gold piece cost can be up to 50 gp. You can't use this feature to produce a weapon, suit of armor, shield, or potion. An item retrieved in this way becomes lost in your inventory and vanishes when you finish a long rest.

You can use this ability a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

Artisans' Guild

At 3rd level, you join an Artisans' Guild. Select one of the Guilds from those listed below; you gain the 3rd level feature of that guild. You gain an additional Guild feature at 7th, 10th, 14th and 18th 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.

Extra Attack

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

Folded Steel

At 6th level, you discover or create new processes for making your masterwork gear even stronger than before. Masterwork weapons crafted or modified by you count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Eye for Quality

Starting at 9th level, you can cast the *identify* spell at will, without using a spell slot or spell components. Additionally, when you cast the spell, you also appraise the target item, learning its market value in gold pieces.

Flawless Construction

Beginning at 13th level, masterwork items you create don't rust, pit, fray at the edges, or otherwise show signs of aging. Additionally, they have resistance to all damage. Items you create can only be destroyed by effects that can destroy magic items.

Uncanny Tool Belt

By 15th level, you have a knack for finding the most useful things buried away in your cart. You can produce a single common or uncommon magic item from your tool belt. The item becomes lost in your inventory and vanishes when you finish a long rest. Once you use this feature, you can't use it again until you finish a long rest.

Magnum Opus

At 20th level, you complete an object of unparalleled majesty. You work feverishly for a period of 30 days to create a single magic item of very rare or legendary rarity. This item is tied to your very soul: regardless of type, you are always considered attuned to it, and no other creature can attune to it while you are alive. This item doesn't count against your maximum number of attuned items, and you ignore all attunement requirements for the item. As long as you are on the same plane of existence as your item, you can use a bonus action to call it to your hand or onto your body (as appropriate). You can only craft a *Magnum Opus* once.

ARTISANS' GUILDS

All master craftsmen learn the basics of smithing, leatherworking, woodworking, and other necessary disciplines on the path to mastery, either on their own or under the tutelage of another master artisan. However, as they hone their skills, they invariably find themselves drawn to gatherings of other like-minded craftsmen. These groups, formalized as Guilds, provide a means for craftsmen to compare notes and schematics, acquire resources, and provide a means for craftsmen to ply their trade.

Arcane Maesters' Guild

While most seasoned spellcasters will enchant a handful of magic items over the course of their careers, artisans belonging to the Guild of Arcane Maesters seek to become true masters of magic item creation. They rightly take seriously the forging of such powerful relics: each creation must be a masterwork in its own right to contain the potent magic woven into them. Despite laboring for months or even years to perfect their creations, seasoned maesters are always seen to be laden with dozens of magic items, attuned to a handful of rings, and carrying a *wand of magic missiles*, just in case.

MAGIC ITEM CRAFTING

When you join this guild at 3rd level, you unlock the secrets of crafting items infused with magical energy. The Magic Item Crafting sidebar details the magic items you can create, specifies the level you must reach in this class to create each magic item, and shows the cost in materials an item will require. You can craft a magic item by spending multiple days working on it, as per the Active Crafting feature.

ARTISAN'S GUILDS

NAME	DESCRIPTION
Arcane Maesters' Guild	Magical craftsmen that forge mundane steel into magic items
Armigers' Guild	Armorsmiths of great renown that wear reinforced steel
Bladeworkers' Guild	Weaponsmiths who build innovative implements of war and train in their use
Calibarons' Guild	Gunsmiths who develop advanced firearms and attachments
Forgeknight's Guild	Wields a portable forge to heat their weapons and armor to explosive limits
Mechanauts' Guild	Pilots a modified *apparatus of the crab*, a walking construct of fearsome power
Thunderlords' Guild	An electric innovator that uses lightning-charged equipment
Trappers' Guild	A mechanical tinkerer that deploys lethal booby traps during combat

MAGIC ITEM CRAFTING

The following lists show which magic items you can create, the craftsman level you must reach and the cost in materials each item requires.

3RD LEVEL — 100 GP
Bag of holding
Decanter of endless water
Eyes of minute seeing
Folding boat
Goggles of night
Handy haversack
Helm of comprehending languages
Immovable rod
Lantern of revealing
Periapt of health
Rope of climbing
Wand of secrets

7TH LEVEL — 250 GP
Boots of elvenkind
Circlet of blasting
Cloak of elvenkind
Efficient quiver
Eyes of charming
Pipes of haunting
Portable hole
Ring of jumping
Ring of water walking
Wand of magic missiles
Wind fan

10TH LEVEL — 500 GP
Boots of striding and springing
Eversmoking bottle
Eyes of the eagle
Gloves of missile snaring
Hat of disguise
Helm of telepathy
Periapt of proof against poison
Periapt of wound closure
Ring of feather falling
Ring of mind shielding
Slippers of spider climbing
Winged boots

14TH LEVEL — 1,000 GP
Belt of dwarvenkind
Boots of levitation
Boots of speed
Cape of the mountebank
Cloak of the bat
Gem of seeing
Horn of blasting
Instant fortress
Iron bands of binding
Ring of free action
Ring of the ram
Ring of X-ray vision
Wand of enemy detection
Wand of fear

MAGIC ITEM BLUEPRINTS

If you wish to craft an item not included on the Magic Item Crafting sidebar, you might find a blueprint for such an item on your travels. The GM will determine the craftsman level and cost in materials required for a magic item created from a blueprint. Unless otherwise stated, a blueprint can only be used to create one magic item.

From among those available at 3rd level, you can craft 5 magic items. You can craft 3 from among those available at 7th, 3 from among those at 10th, and 2 from among those at 14th. In the process of creating a new magic item, you can dismantle a magic item you have created in order to build a new one from the same category.

APPRENTICE PROPERTY

Also at 3rd level, you learn to apply the following masterwork property to your equipment:

ENCHANTED

Apprentice weapon property
COMPONENTS: Masterwork weapon

This weapon is interwoven with strong magical enchantments. You can use your Intelligence, instead of Strength or Dexterity, for this weapon's attack and damage rolls.

INSTANT ATTUNEMENT

Beginning at 7th level, your experience in creating magic items allows you to quickly bond with them. You can use your action to attune to a magic item, and you can end your attunement to an item as part of the same action. You can use this ability a number of times equal to your Intelligence modifier, and you regain all expended uses when you finish a short or long rest.

EPHEMERAL ENCHANTMENT

Starting at 10th level, you can spend 10 minutes to lay an enchantment on a nonmagical weapon, enchanting up to 6 nonmagical weapons during a short or long rest. For the next 8 hours, each enchanted weapon counts as magical for the purpose of overcoming damage resistance and immunity to nonmagical attacks and damage.

SEVER CONNECTION

By 14th level, you can break the connection that binds you to your magic items and repurpose that magic to protect yourself. As a reaction when a creature you can see targets you with an attack, or when you make a saving throw, you can end your attunement to one magic item. Until the start of your next turn, you gain a bonus to your Armor Class and saving throws equal to your Intelligence modifier. The total number of magic items you can attune to is reduced by 1 until you finish a short or long rest.

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

LEGENDARY PROPERTY

At 18th level, you achieve the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a suit of masterwork armor:

RESONANT

Legendary armor property

COMPONENTS: Masterwork suit of exotic armor

By spending a short rest focusing on a magic item while wearing this armor, you can attune the item directly to the armor. You can use the magic item as though you were attuned to it while you are wearing the armor. You can attune up to two items to the armor, and can end an item's attunement to the armor by spending another short rest focused on the item.

Armigers' Guild

The Armigers devote their skills to the art of armor smithing, with the firm belief that the right plate in the right place can make a warrior invincible.

FIGHTING STYLE

Beginning at 3rd level, you not only learn to forge powerful armor, but can wear it with skill. 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.

PROTECTION. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SHINING STEEL

Starting at 7th level, your imposing, shining armor makes you a clear target for your foes. When you roll initiative and aren't surprised, you can challenge any number of creatures within 60 feet of you that can see you to battle. Each affected creature must succeed on a Wisdom saving throw against your Masterwork save DC or have disadvantage on any attack roll that doesn't target you on the first round of combat. A creature with an Intelligence of 3 or less automatically succeeds on this saving throw.

ARMOR REINFORCEMENT

Starting at 10th level, you can spend 10 minutes to reinforce a suit of armor, or you can reinforce up to 6 suits of armor during a short or long rest. This armor retains its reinforcement until the creature wearing it is hit, after which it is no longer fortified. Reinforced armor gains one of the following properties of your choice:

ADAMANT. When a creature wearing this armor takes damage, it reduces the amount it takes by 1d8.

BANDED. A creature wearing this armor has a +1 bonus to Armor Class.

FORTIFY

Starting at 14th level, as a bonus action, you can gain resistance to all damage until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

LEGENDARY PROPERTY

At 18th level, you achieve the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a suit of masterwork armor:

INVINCIBLE

Legendary armor property

COMPONENTS: Masterwork suit of exotic armor

While you are wearing this armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 5.

Bladeworkers' Guild

Blade and bow, axe and mace: these are the tools with which the Bladeworkers try to change the world. They believe that the right blade, in the right hand can make a warrior unstoppable.

FIGHTING STYLE

Starting when you choose this guild at 3rd level, you not only learn to forge great weapons, you fight with them as well. 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.

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.

Hand-and-a-Half. While wielding a versatile weapon in two hands, you gain a +1 bonus to attack and damage rolls with that weapon.

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

SABOTAGING STRIKE

Beginning at 7th level, you can use your knowledge of armament construction to disarm your foes and crush their armor. Once on each of your turns, when you take the Attack action, you can replace one of your attacks with one of the following special melee attacks.

Disarm. You attempt to disarm a target within your reach. The target makes a Strength saving throw against your Masterwork save DC. On a failed save, it drops one item of your choice that it is holding or carrying. The object lands at its feet.

Sunder. You attempt to shatter the defenses of a target within your reach that is wearing armor or carrying a shield. The target must make a Dexterity saving throw against your Masterwork save DC. On a failed save, the target's armor or shield takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If a creature's armor or shield is damaged but not destroyed, it can repair it over the course of a short or long rest.

HONED WEAPONS

Starting at 10th level, you can spend 10 minutes to fortify a weapon, or fortify up to 6 weapons during a short or long rest. This weapon retains its fortification until it hits a target, after which it is no longer fortified. A fortified weapon gains one of the following properties of your choice:

Honed. This weapon has a +2 bonus to attack rolls.

Sharpened. This weapon deals an extra 1d8 damage on a hit.

VERSATILE WEAPON MASTER

By 14th level, you can wield all manner of weapons in rapid succession. Once on each of your turns when you attack with a weapon, you can gain advantage on the attack roll. You can use this ability four times: once to make a ranged weapon attack with a weapon that has the Ammunition property, once to make a melee weapon attack with a two-handed weapon, once to make a melee weapon attack with a one-handed weapon, and once to make a ranged weapon attack with a thrown weapon. Each use must be with a different weapon, and you regain each use of this ability after one minute. You can't use this ability if you have disadvantage on the attack roll, or if you can't see the target.

LEGENDARY PROPERTY

At 18th level, you achieve the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

DEVASTATING

Legendary weapon property

Components: Masterwork exotic weapon

This weapon scores a critical hit on a roll of 18–20.

Calibarons' Guild

The Calibarons know, better than most, that gunpowder is the single greatest invention ever created by mortals. A sword may let a skilled wielder lay a giant low and magic may let the savvy and the blessed stand up to the gods, but only a gun will let a common man put a dragon in its place.

FIGHTING STYLE

Starting at 3rd level, you adopt a particular style of gunfighting 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.

Akimbo. When you engage in two-weapon fighting with firearms, you do not take a penalty to the damage of the second attack.

Bullseye. You gain a +2 bonus to ranged attack rolls you make using firearms. The weapon must have the Sighted property or have a normal range of 80 feet or longer to gain this effect. This effect does not stack with the Archery fighting style.

Duelist. While you are wielding a firearm in one hand and nothing in the other, if you make a ranged weapon attack and exceed the target's AC by 5 or more, you deal an extra die of weapon damage. You can only use this ability once per round.

Shotgunner. When you hit with a ranged weapon attack using a firearm that has the Scatter property, you can reroll the lowest damage die, and you must use the new roll, even if the new roll is lower than the original.

APPRENTICE PROPERTY

Starting at 7th level, you can add the following special property to your firearms:

SUPPRESSOR

Apprentice weapon property

Components: Masterwork martial ranged weapon with the Firearm property

Attacks with this weapon make only a low thud or a quiet clink, audible out to 10 feet, and release a puff of smoke to mask the light given off by the blast.

BALLISTIC CALIBRATION

Starting at 10th level, you can spend 10 minutes to calibrate and reinforce a ranged weapon, or you can calibrate up to 6 ranged weapons during a short or long rest. This weapon retains its calibration until it hits a target, after which it is no longer calibrated. A calibrated ranged weapon gains one of the following properties of your choice:

Ballistic. This weapon deals an extra die of damage on a hit.

Calibrated. This weapon scores a critical hit on a roll of 18–20.

UNDERBARREL GRENADE LAUNCHER

Beginning at 14th level, you have learned to construct the ultimate firearm attachment: an underbarrel grenade launcher. You can use your action to attach this launcher to a two-handed ranged weapon with the Firearm property or remove it from one. If the launcher is ever lost or stolen, you can construct a new one over the course of a long rest with 100 gp in materials.

You can use your action to fire the launcher at a point you can see within 60 feet of you. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw against your Masterwork save DC, taking 8d6 fire damage on a failed save, or half as much on a successful save.

Once you fire the launcher, you can't do so again until you finish a short or long rest.

LEGENDARY PROPERTY

At 18th level, you achieve the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

BURST FIRE

Legendary weapon property

Components: Masterwork exotic firearm with the Automatic property

When you take the Attack action to make an attack with this firearm, you can use your bonus action to make one additional attack with it.

Forgeknight's Guild

To a Forgeknight, heat is not merely integral to forging, curing, and welding gear, it is a weapon in its own right, for the swing of a white-hot blade bites not only with steel, but with flame. A Forgeknight carries the intensity of a forge with them, storing it in their armor and building it up in their weapons, before unleashing it in a scorching blast.

PORTABLE FORGE

When you join this guild at 3rd level, you construct a portable forge which allows you to heat objects you are forging without a specially constructed shop or foundry. When you gain this forge, you are assumed to have been working on it in your spare time, only bringing it to full functionality when you take this subclass. If your forge is ever lost or damaged, you can repair or replace it over the course of a long rest with 100 gp of materials.

While you are carrying your force, you gain the following benefits:

- Weapons you wield can deal fire damage instead of their normal damage type.
- You have resistance to fire damage.
- You can cast the cantrips *mending* and *produce flame*. Intelligence is your spellcasting ability for each of these spells.

FORGEFIRED ARMORY

Starting at 7th level, you can add the Explosive and Heat properties to your melee weapons. When you hit a target with an explosive melee weapon, it creates an explosion at the point of impact, as per the Explosive property, which doesn't harm you or the weapon.

SUPERHEATED WEAPONS

Starting at 10th level, you can plunge a number of melee weapons or pieces of ammunition into an active forge or your portable forge, heating them to white-hot temperatures. Weapons and ammunition placed in the forge must be made of metal, and remain heated for 10 minutes. You can heat one weapon or 2 pieces of ammunition in the forge as an action, or up to 10 weapons or 20 pieces of ammunition over the course of 1 minute.

A heated weapon or piece of ammunition deals fire damage instead of its normal damage type, and if it hits a flammable object that isn't being worn or carried, that object ignites. The first time a heated weapon or piece of ammunition hits a target, it deals an extra 1d6 fire damage.

FIRE BURST

Beginning at 14th level, you can release the heat of your portable forge in a colossal burst. While holding your forge, you can cast the *fireball* spell, centered on yourself, without using a spell slot or material components, using your Masterwork save DC. You take no damage from this spell.

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

LEGENDARY PROPERTY

At 18th level, you achieve the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a suit of masterwork armor:

FORGE PLATE

Legendary armor property

COMPONENTS: Masterwork suit of exotic heavy armor

You build a miniature furnace into this suit of armor, as well as layers of heat-dispersing materials. While wearing this armor, you have immunity to fire damage.

Additionally, when you take the Dash action, you can choose to cast the wall of fire spell without using a spell slot or spell components as part of that action. The wall appears at the end of your turn. Instead of creating a straight or ringed wall of fire, the wall follows the path along the ground over which you moved on your turn, up to a distance of 60 feet. Once you use this property, you can't use it again until you finish a short or long rest.

If you can't see over the pauldrons, swords can't hit you in the eyes. That's not a design flaw, it's clever engineering. I'll be the one laughing when you take an arrow to the forehead just because you wanted to turn your head past your shoulders.

Mechanauts' Guild

For centuries, the pinnacle of mechanized vehicles was the *apparatus of the crab*, a singular device capable of exploring inhospitable environments, from the sea floor to lava-strewn volcanic fields. However, ambitious craftsmen from the Mechanauts' Guild have drawn up designs for a new vehicle, mightier and more customizable than the old apparatus. This device is a walking tank, equipped with savage fists, scuttling legs, and climate control enhancements—a vehicle to dwarf all others, a true feat of engineering.

MECHANAUT'S APPARATUS

At 3rd level, you complete the frame of a Mechanaut's Apparatus, with ample room for upgrades and improvements. Its blueprints are based on the *apparatus of the crab*, but you can model your apparatus after any beast or as a humanoid figure.

Apparatus Statistics. The statistics of your apparatus are given in the Mechanaut's Apparatus stat block. The apparatus's Armor Class is based on your Intelligence modifier and its hit points are based on your craftsman level.

Customizing the Apparatus. Your apparatus comes with two installed masterwork melee weapons, which you can modify with masterwork properties or replace with different melee weapons when you finish a long rest. Your apparatus is always proficient with its installed weapons, and can use masterwork weapons with Master and Legendary properties.

Repairing the Apparatus. When your apparatus drops to 0 hit points, it can't move or act, but can be repaired. You can spend 1 minute restoring the apparatus's ability to move at half speed, which it loses if it takes damage again before it is repaired.

You can repair your apparatus at the end of a short rest by spending Hit Dice, causing it to regain hit points as if it had taken a short rest. When you finish a long rest, you can repair your apparatus, causing it to regain all its hit points. You are always considered to have enough materials to repair your apparatus. If your apparatus is lost, you can build a new one for 400 gp.

Entering and Exiting the Apparatus. A creature that isn't wearing armor can use half its movement to enter or exit the apparatus. While within the apparatus, a creature has total cover from effects originating outside of it. Only one Medium or Small creature can be in the apparatus at a time.

While inside the apparatus, a creature takes half the damage the apparatus takes.

MECHANAUT'S APPARATUS

LARGE CONSTRUCT, UNALIGNED

Armor Class 13 + its creator's Intelligence modifier
Hit Points 30 (10 × its creator's craftsman level)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	18 (+4)	1 (−5)	3 (−4)	1 (−5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6
Languages —

CHALLENGE

—

Cockpit Cover. Any creature inside the apparatus is granted total cover from outside effects, but takes half the damage taken by the apparatus.

Double Two-Handed. The apparatus has two mechanical arms, each of which can hold one installed weapon. Each mechanical arm is powerful enough to wield weapons as if with two hands. The apparatus can only use melee weapons.

ACTIONS

Maul (Right Hand). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Maul (Left Hand). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Piloting the Apparatus. Your apparatus acts on your turn, though it doesn't take actions unless you are piloting it. Any creature inside the apparatus can command it to move (no action required), but only you can use your action to pilot the apparatus, commanding it to take the Attack, Dash, Disengage, or Dodge action. When you command the apparatus to take the Attack action, the apparatus makes the same number of attacks you would make using the Attack action, and uses your Dexterity or Intelligence modifier (your choice) for its attack and damage rolls, as if you were making the attack.

While you are outside the apparatus, you can command the apparatus to wait or follow you. While following, it moves on its turn to remain within 30 feet of you.

COCKPIT UPGRADE

At 3rd level, you can customize your apparatus by upgrading its piloting compartment. Choose one of the following upgrades:

Comfortable Amenities. The interior of the apparatus is particularly cozy, perhaps even including a warm blanket and pillow. You can sleep while within the apparatus without ill effect.

Ejector Seat. This apparatus comes equipped with an emergency ejection system, allowing for quick escape. Exiting this apparatus costs no movement.

Loudspeaker. The apparatus comes equipped with a system that magnifies your voice up to three times as loud as normal.

LIMB UPGRADE

By 7th level, you have redesigned your apparatus's legs to achieve better mobility. Choose one of the following upgrades:

Arachnotron Legs. The apparatus can move up, down, and across vertical surfaces and ceilings, and it gains a climbing speed equal to its walking speed.

Heavy Suspension. The apparatus's jump distance triples, and it takes no damage from falling a distance of less than 100 feet.

Telescopic Frame. While no one is inside the apparatus, you can use your bonus action to command it to collapse down to Medium size or return to Large size. While collapsed in this way, the apparatus can't be entered.

PASSENGER SEAT

Starting at 10th level, you have installed a second seat inside the cockpit. A creature can't pilot the apparatus or command it to move from this second seat, but the creature does benefit from total cover from outside effects and take half the damage taken by the apparatus.

ATTACHMENT UPGRADE

Beginning at 14th level, you have installed an external attachment to your apparatus. Choose one of the upgrades below. Once you use the installed upgrade, you must finish a short or long rest before you can use it again.

Abjuration Generator. You have installed a magical shield generator on the outside of your apparatus. You can activate it as a bonus action, granting your apparatus temporary hit points equal to your craftsman level.

Flak Cannon. On the front of your apparatus, you have installed a single-shot shrapnel cannon, which you can use your action to fire at a creature you can see within 120 feet of you. The target must make a Dexterity saving throw against your Masterwork save DC, taking 6d6 slashing damage on a failed save, or half as much damage on a successful one.

Rocket Engine. You can use your bonus action to light the apparatus's installed rocket engine, propelling you up to 30 feet in a straight line in any direction you choose. If you make a melee attack immediately after this movement, the attack is made with advantage. On a hit, this attack knocks the target prone or pushes it up to 10 feet away from you (your choice).

LEGENDARY PROPERTY

At 18th level, you achieve the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

PNEUMATIC

Legendary weapon property

Components: Masterwork exotic melee weapon

If this weapon is installed in a mechanaut's apparatus and it deals more than one die of damage on a hit, whenever you roll damage, you can maximize one of the weapon's damage dice instead of rolling it.

Thunderlords' Guild

From the earliest days of life, storms (and particularly lightning) have struck the creatures caught in them with awe and terror. The Thunderlords, by contrast, draw wild inspiration from the majesty of nature, and seek to, quite literally, capture lightning in a bottle.

POWER CELL

Starting when you join this guild at 3rd level, you construct a lightning-generating power cell, which comes connected to a set of conduit gauntlets. When you gain these items, you are assumed to have been working on them in your spare time, only bringing them to full functionality when you choose this subclass. If these pieces of equipment are lost or damaged, you can replace them over the course of a long rest with 100 gp worth of materials.

Charge Points. Your power cell gives you a number of charge points, which represent the electrical energy stored within your power cell. Your maximum number of charge points is equal to half your craftsman level, rounded up. You can spend these points to generate various electrical effects through your power cell. You regain all expended charge points when you finish a short or long rest.

Using Charge Points. Once per turn when you hit a creature with an attack that deals lightning damage, you can spend 1 or more charge points, up to a maximum number equal to your proficiency bonus, to enhance the power of the attack. When you do so, choose one of the following effects:

Arc. Lightning arcs to nearby targets. Choose a number of creatures equal to the number of charge points you spend that are within 15 feet of the target of your attack. Each of the chosen creatures must make a Dexterity saving throw against your Masterwork save DC. On a failed save, a creature takes lightning damage equal to 1d6 + your Intelligence modifier.

Discharge. The creature you hit takes an extra 1d6 lightning damage for each charge point you spend.

Jolt. The creature you hit can't take reactions until the start of your next turn.

SHOCK

At 3rd level, while you are carrying your power cell and it has at least 1 unspent charge point, you gain the following benefits:

- Weapons you wield can deal lightning damage instead of their normal damage type.
- You know the *shocking grasp* and *spare the dying* cantrips. Intelligence is your spellcasting ability for these spells.

LIGHTNING ROD

Starting at 7th level, while you're carrying your power cell, you have resistance to lightning damage. Additionally, whenever you take lightning damage from a hostile creature while wearing your gauntlets, you can regain 2 expended charge points as a reaction.

STATIC CHARGE

Starting at 10th level, you can spend 10 minutes to store an electric charge in a weapon or suit of armor, or you can store an electric charge in up to 6 different weapons or suits of armor during a short or long rest. Unexpended charges dissipate after 1 hour. A charged weapon or suit of armor gains the following appropriate property:

Charged Armor. When you take damage from a melee attack, you can use your reaction to expend the charge, dealing 1d8 lightning damage to the creature that hit you.

Charged Weapon. When you hit a creature with an attack using this weapon, you can expend the charge to deal an extra 1d6 lightning damage to the target.

HIGH VOLTAGE

Starting at 14th level, while carrying your power cell, you can spend 5 charge points to cast the *lightning bolt* spell without using a spell slot or material components. This spell uses your Masterwork save DC.

LEGENDARY PROPERTY

At 18th level, you achieve the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

ELECTROSHOCK

Legendary weapon property

Components: Masterwork exotic weapon

When you hit a creature with this weapon, you can expend the weapon's built-in power cell to shock the target. The target must succeed on a Constitution saving throw against your Masterwork save DC or become stunned until the end of your next turn.

Once you use this property, you can't use it again with this weapon until you finish a short or long rest.

Trappers' Guild

Craftsmen are no strangers to turrets, bombs, and clockwork mechanisms, but the craftsmen of the Trappers' Guild raise this to a level of artistry. Given enough time and resources, a trapsmith can veritably blanket a room in dangerous implements, setting the stage to slay an intruder in a half-dozen unique ways. While the traps do the dirty work, the trapsmith is free to lounge about some distance away, enjoying a cold beverage and dreaming up new, dangerous designs.

DANGER SENSE

Starting when you join this guild at 3rd level, your experience with traps gives you an edge when escaping danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

TRAPS

You are an expert in designing ingenious and lethal traps. Starting at 3rd level, you can craft traps designed for quick deployment, which are detailed in the Traps section below.

When you take the Attack action, you can forgo one or more of your attacks to deploy a trap. You can deploy a number of traps equal to your Intelligence modifier (minimum of 1), and you regain all expended deployments when you finish a short or long rest. You can use an action to disarm and recover one of your traps that hasn't been triggered, which also restores one use of your trap deployments.

BOOBY TRAP

Starting at 7th level, you can take 1 minute to conceal one of your traps from an unsuspecting target. A creature can detect a concealed trap by using its action to make an Intelligence (Investigation) or Wisdom (Perception) check against your

Masterwork save DC, or by having a passive Perception score higher than that DC. The next time this trap activates before being disarmed, it deals twice as many damage dice.

AMBUSH MODIFICATION

Starting at 10th level, you can spend 10 minutes to modify a ranged weapon, or you can modify up to 6 ranged weapons during a short or long rest, each of which gains the following property:

Hair-Trigger. This weapon has advantage on the first attack it makes using the Ready action.

RAPID SETUP

At 14th level, as an action, you can deploy up to four traps. Once you use this ability, you can't use it again until you finish a short or long rest.

LEGENDARY PROPERTY

At 18th level, you achieve the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

NET

Legendary weapon property

Components: Masterwork exotic ranged weapon that doesn't have the Firearm property

When you hit a Large or smaller creature with this weapon's projectile, it also deploys a net that automatically hits the creature.

Traps

Craftsmen of the Trappers' Guild can build the following traps:

BALLISTA TRAP

You load this compact, ballista-like device in an unoccupied space within 5 feet of you and aim it in a direction you choose. The trap triggers whenever a creature enters the area within a 5-foot-wide, 30-foot-long line extending from the front of the trap. When it triggers, the ballista fires automatically, making a ranged attack against the creature. This attack roll uses your Intelligence modifier and proficiency bonus. On a hit, the target takes 2d8 piercing damage.

MAN-TRAP

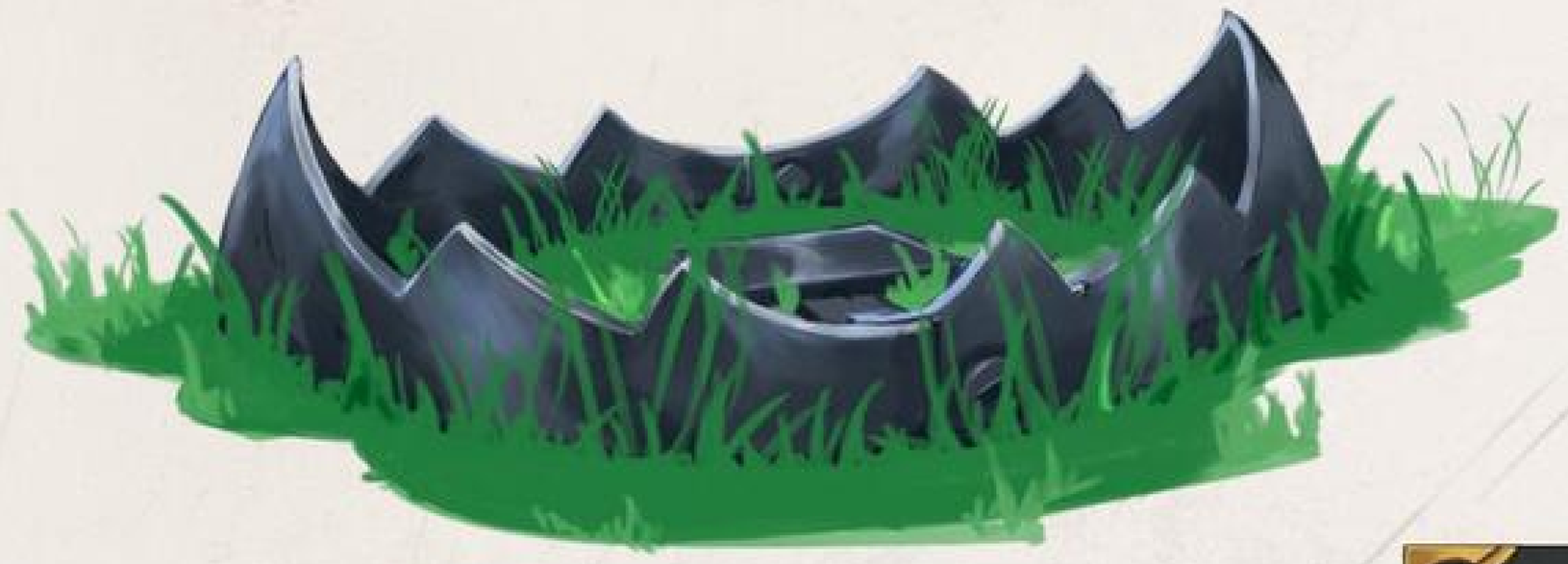
You affix this oversized hunting trap to the ground in an unoccupied 5-foot-square area within 5 feet of you. When a Small or larger creature moves within the trap's area, the trap clamps down on the creature. The creature must make a Dexterity saving throw against your Masterwork save DC. On a failed save, the creature takes 2d8 slashing damage, and if it is Large or smaller, it becomes trapped, making it unable to move. On a successful save, the creature takes half as much damage and isn't trapped. The trapped creature or another creature within 5 feet of it can use its action to make a Strength check against your Masterwork save DC, freein the trapped creature on a success. A Huge or larger creature that failed its saving throw rips the trap from its mounting the next time it moves.

RAZOR WIRE

You deploy a tangle of razor-sharp wire in up to four unoccupied, contiguous, 5-foot-square areas you choose within 10 feet of you. Each of these areas becomes difficult terrain. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. Once deployed, the razor wire can't be recovered.

TRIGGER BOMB

You toss this explosive device into an unoccupied space within 30 feet of you. As a reaction when a creature you can see or hear moves within 5 feet of the bomb, you can press the detonator, causing the bomb to explode. Each creature within 5 feet of the bomb must make a Dexterity saving throw against your Masterwork save DC, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried.



MASTERWORK PROPERTIES

Masterwork properties can be applied to any masterwork weapon or suit of armor, provided you can spare the time and gold cost required to apply it. Each property entry details the property's level and the type of equipment it can be applied to.

Unless otherwise noted, a piece of gear can't have the same property more than once; for example, you can't apply the Heavy property to a greatsword, or the Martial property to a longbow.

Damage Steps

If a masterwork property increases or decreases a weapon's damage, it is moved up or down one step on the following scale, down to a minimum of 1d4:

1d4 → 1d6 → 1d8 → 1d10 → 1d12 or 2d6

Further increases add a +1 bonus to the weapon's damage roll.

If the weapon being modified has 2 damage dice (such as a greatsword or a firearm), the scale is instead:

2d4 → 2d4 + 1 → 2d6 → 2d6 + 1 → 2d8 → 2d8 + 1 → 2d10 → 2d10 + 1 → 2d12

WEAPON PROPERTIES

The following masterwork weapon properties are organized by crafting level. If a masterwork property adds a weapon property which is new to this class, it includes that property in its description.

Generally, Apprentice properties can be used to fashion nearly any type of simple, martial, or exotic weapon, though some weapons might require one Journeyman property as well. Master and Legendary properties, by contrast, are used almost exclusively by master craftsmen on their personal equipment.

Masterwork properties applied to ranged weapons apply their effects to their ammunition, if applicable.

Apprentice Weapon Properties

You can apply any number of Apprentice properties to a masterwork weapon.

AERODYNAMIC

Apprentice weapon property

COMPONENTS: Masterwork weapon with the Thrown property

This weapon's normal range increases by 40 feet and its long range increases accordingly (see the "Changing Weapon Ranges" sidebar).

AUTOMATIC

Apprentice weapon property

COMPONENTS: Masterwork ranged weapon with the Reload property

This weapon gains the Automatic property and its damage decreases by one step. The weapon's normal range decreases by 20 feet and its long range decreases accordingly.

AUTOMATIC. When you make an attack with this weapon on your turn, you can choose to make two attacks instead. These attacks are always made with disadvantage, regardless of circumstance. These attacks use twice the normal amount of ammunition.

BALANCED

Apprentice weapon property

COMPONENTS: Masterwork exotic weapon with the Heavy property

Small creatures wielding this weapon don't have disadvantage on attack rolls with it as a result of its Heavy property.

CONCEALABLE

Apprentice weapon property

COMPONENTS: Masterwork weapon with the Light property

This weapon gains the Concealable property.

CONCEALABLE. While stowed, you have advantage on Dexterity (Stealth) checks made to conceal this weapon.

ELEGANT

Apprentice weapon property

COMPONENTS: Masterwork exotic melee weapon with the Light property or a masterwork exotic ranged weapon with the Light and Thrown properties

This weapon gains the Elegant property and its damage die increases by one step.

ELEGANT. This weapon requires exceptional skill to use. You must have a Dexterity score of 16 or higher to wield an elegant weapon.

EXOTIC

Apprentice weapon property

COMPONENTS: Masterwork martial weapon

This weapon becomes an exotic weapon and its damage die increases by one step.

No class, other than the craftsman, gains proficiency with exotic weapons.

EXTENDED MAGAZINE

Apprentice weapon property

COMPONENTS: Masterwork martial or exotic weapon with the Reload property

The Reload capacity of this weapon is doubled.

FINESSE

Apprentice weapon property

COMPONENTS: Masterwork melee weapon that doesn't have the Two-Handed property or a masterwork ranged weapon that has the Thrown property

This weapon gains the Finesse property.

FIREARM

Apprentice weapon property

COMPONENTS: Masterwork ranged weapon with the Loading or Reload property that doesn't have the Tension property

This weapon becomes a firearm and gains the Firearm property. Its damage die increases by four steps and moves to two damage dice, if possible.

FIREARM. You don't add your ability modifier to this weapon's damage rolls. Firearm ammunition can't be recovered once used.

VARIANT DAMAGE DICE

With the GM's permission, you can exchange your exotic weapon's damage dice for an equivalent variant. Sets of dice are equivalent when the sum of the largest numbers of each set of dice are equal. For example, you can replace a weapon that deals 1d8 with 2d4 or a weapon that deals 2d12 with 4d6 or 3d8.

CHANGING WEAPON RANGES

A ranged weapon's long range is either three times its normal range or four times its normal range, depending on the type of projectile it fires. When a masterwork property changes a weapon's normal range, change the long range by three or four times the amount, as appropriate to the weapon.

You can't apply a weapon property if it would reduce a ranged weapon's normal range to 0 feet, and you can't remove the Ammunition or Thrown property of a ranged weapon.

FIST

Apprentice weapon property

COMPONENTS: Masterwork melee weapon with the Light property

This weapon gains the Fist property.

FIST. Attacks made with this weapon are treated as unarmed strikes.

FOREGRIP

Apprentice weapon property

COMPONENTS: Masterwork ranged weapon with the Ammunition property that doesn't have the Two-Handed property

This weapon gains the Foregrip property.

FOREGRIP. This weapon can be used with one or two hands. If used in two hands, its normal range increases by 50 feet and its long range increases accordingly.

HEAVY

Apprentice weapon property

COMPONENTS: Masterwork martial or exotic weapon with the Two-Handed property that doesn't have the Double property

This weapon gains the Heavy property. If it is a melee weapon, its damage die increases by one step.

If it is ranged, its normal range increases by 20 feet and its long range increases accordingly.

BLASTER

In high-tech settings, such as the *Dark Matter* campaign setting, many weapons release blasts of energy instead of conventional projectiles. The Blaster property replaces the Firearm property in such settings. All rules that apply to firearms apply to blasters as well.

For the purpose of applying masterwork properties, blasters count as ranged weapons with the Ammunition and Reload properties. You can also apply the Overheat and Variable properties listed below to blasters.

BLASTER

Apprentice weapon property

COMPONENTS: Masterwork ranged weapon with the Loading or Reload property that doesn't have the Tension property

This weapon loses the Ammunition, Loading, and Reload properties, as well as any damage die increases associated with those properties. It gains the Blaster property and deals radiant damage instead of its normal damage type. If this weapon wasn't previously a firearm, its damage die increases by four steps and moves to two damage dice, if possible. The weapon's normal range increases by 20 feet and its long range increases accordingly.

BLASTER. A weapon with the Blaster property is a ranged weapon that requires no ammunition. Blasters are considered firearms for the purpose of class features and abilities. Like firearms, you don't add your ability score modifier to blasters' damage rolls.

VARIABLE

Apprentice weapon property

COMPONENTS: Masterwork exotic ranged weapon with the Blaster property

This weapon has a variable power cell. As a bonus action, you can change the damage type of the blaster to cold, fire, lightning, radiant, thunder, or back to its normal damage type.

OVERHEAT

Journeyman weapon property

COMPONENTS: Masterwork martial or exotic weapon with the Blaster and Heavy properties

This weapon gains the Overheat property and its damage die increases by two steps.

OVERHEAT. Once you make an attack with this weapon, it can't be used again to make an attack until the end of your next turn.

LIGHT

Apprentice weapon property

COMPONENTS: Masterwork weapon that doesn't have the Two-Handed or Versatile properties

This weapon gains the Light property, and its damage die decreases by one step.

LOADING

Apprentice weapon property

COMPONENTS: Masterwork ranged weapon with the Ammunition property that doesn't have the Reload property

This weapon gains the Loading property, and its damage die increases by one step.

MARTIAL

Apprentice weapon property

COMPONENTS: Masterwork simple weapon

This weapon becomes a martial weapon, and its damage die increases by one step.

PARRYING

Apprentice weapon property

COMPONENTS: Masterwork exotic melee weapon with the Finesse or Light property

This weapon gains the Parrying property and its damage die decreases by one step.

PARRYING. While wielding this weapon and not wielding a shield, you gain a +1 bonus to your AC against melee attacks.

REACH

Apprentice weapon property

COMPONENTS: Masterwork martial or exotic melee weapon with the Finesse or Two-Handed property

This weapon gains the Reach property, and its damage die decreases by one step.

RELOAD

Apprentice weapon property

COMPONENTS: Masterwork ranged weapon with the Ammunition property that doesn't have the Loading property

This weapon gains the Reload (5) property. If you apply the Reload property to a martial or exotic weapon with the Mounted property, you can choose to give it the Reload (1, 2 actions) property, and increase its damage by three steps.

RELOAD. This weapon can be used to make a number of attacks before it must be reloaded. If you

Pew-pew-pew!

Found these in a crashed metal disk.

Probably not important.

are proficient with the weapon, reloading it takes a bonus action; otherwise, reloading it takes an action. Some weapons require an action or longer to reload, even if you have proficiency, which is specified in the Reload property. If reloading a weapon requires longer than one action, the weapon can't be used to make attacks until reloading is finished.

RETURNING

Apprentice weapon property

COMPONENTS: Masterwork martial or exotic weapon with the Light and Thrown properties

This weapon gains the Returning property.

RETURNING. After being thrown, this weapon returns to your hand at the end of your turn.

SCATTER

Apprentice weapon property

COMPONENTS: Masterwork ranged weapon with the Ammunition and Two-Handed properties that doesn't have the Sighted property

This weapon gains the Scatter property and its damage die decreases by one step. The weapon's damage die increases by two steps when an attack with it is made against a target within half of its normal range.

The weapon's long range becomes three times the weapon's normal range. The weapon's normal range decreases by 70 feet and its long range decreases accordingly.

SCATTER. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

SIGHTED

Apprentice weapon property

COMPONENTS: Masterwork martial or exotic ranged weapon with the Ammunition property that doesn't have the Scatter property

This weapon gains the Sighted property. Additionally, its normal range increases by 50 feet and its long range increases accordingly.

SIGHTED. This weapon has disadvantage on attack rolls made against targets within 20 feet of you.

SUPERHEAVY

Apprentice weapon property

COMPONENTS: Masterwork exotic melee weapon with the Heavy property

This weapon gains the Superheavy property and its damage die increases by one step.

SUPERHEAVY. This weapon is unusually large for its type. You must have a Strength score of 16 or higher to wield a superheavy weapon.

SWITCH

Apprentice weapon property

COMPONENTS: Two masterwork exotic weapons

This weapon gains the Switch property and its damage die decreases by one step. You can integrate two weapons together with the Switch property, forming a single unit in which each weapon is one of the unit's two forms. You can choose to use two identical weapons with the Light property for one of the weapon's forms.

SWITCH. This weapon has two forms. You can swap between which weapon is being used at any time, even between attacks.

THROWN

Apprentice weapon property

COMPONENTS: Masterwork melee weapon that doesn't have the Two-Handed property

This weapon gains the Thrown property with a normal range of 20 feet and a long range of 60 feet.

TRIP

Apprentice weapon property

COMPONENTS: Masterwork martial or exotic melee weapon

This weapon gains the Trip property.

TRIP. You can make a shove attempt against any creature within this weapon's reach. Furthermore, you have advantage on ability checks you make to shove a creature using this weapon.

TWO-HANDED

Apprentice weapon property

COMPONENTS: Masterwork weapon that doesn't have the Finesse, Foregrip, Light, Thrown, or Versatile properties

This weapon gains the Two-Handed property and its damage die increases by one step. Additionally, if it is a ranged weapon, its normal range increases by 50 feet and its long range increases accordingly.

VERSATILE

Apprentice weapon property

COMPONENTS: Masterwork melee weapon that doesn't have the Light or Two-Handed properties

This weapon gains the Versatile property. While being wielded in two hands, its damage die increases by one step.

Journeyman Weapon Properties

You can apply only one Journeyman property to a weapon at a time. You can't apply a Journeyman property to a weapon that already has one.

COUNTERWEIGHTED

Journeyman weapon property

COMPONENTS: Masterwork exotic weapon with the Two-Handed property

You can wield this weapon in one hand, as long as you don't have a weapon in your other hand.

DOUBLE

Journeyman weapon property

COMPONENTS: Masterwork exotic melee weapon that doesn't have the Heavy property

This weapon gains the Double property and its damage die decreases by one step.

DOUBLE. This weapon has two damage-dealing ends. When you use the Attack action and make an attack with this weapon, you can use your bonus action to make an additional attack with it; you don't add your ability modifier to the damage roll of this additional attack.

EXPLOSIVE

Journeyman weapon property

COMPONENTS: Masterwork martial or exotic ranged weapon

This weapon gains the Explosive property and its damage die decreases by one step. If this weapon dealt bludgeoning, piercing, or slashing damage, its deals fire damage instead.

EXPLOSIVE. When this weapon's projectile hits a target, it explodes in a 5-foot radius. The projectile can target an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

HEAT

Journeyman weapon property

COMPONENTS: Masterwork martial or exotic ranged weapon with the Firearm property

This weapon gains the Heat property and its damage die increases by one step.

HEAT. This weapon gains a heat point whenever an attack is made with it and loses one heat point whenever you begin your turn. If the weapon gains 3 heat points, it overheats and loses all heat points. An overheated weapon can't be used to make an attack again until the end of your next turn.

MAGICAL

Journeyman weapon property

COMPONENTS: Masterwork exotic weapon

This weapon becomes magical and gains a +1 bonus to its attack and damage rolls. This benefit stacks if you apply the Magical property at different levels.

MASSIVE

Journeyman weapon property

COMPONENTS: Masterwork exotic melee weapon with the Superheavy property

This weapon gains the Massive property and its damage die increases by two steps.

MASSIVE. You can only make an attack with this weapon when you take the Attack action, and only as the first attack you make on your turn. Once you make an attack with this weapon, you can't make any attacks until the start of your next turn. If you would be able to attack more than once when you take the Attack action on your turn, you deal an extra two dice of damage for each attack you forgo when using this weapon.

MOUNTED

Journeyman weapon property

COMPONENTS: Masterwork martial or exotic ranged weapon with the Heavy property

This weapon gains the Mounted property and its damage die increases by two steps.

MOUNTED. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount.

You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

PRECISION

Journeyman weapon property

COMPONENTS: Masterwork exotic melee weapon with the Elegant property

This weapon gains the Precision property.

PRECISION. Once per turn, you can deal an extra 1d6 damage to one creature you hit with this weapon if you have advantage on the attack roll.

ROCKET

Journeyman weapon property

COMPONENTS: Masterwork exotic weapon

This weapon gains the Rocket property and its damage die decreases by one step.

ROCKET. This weapon has a small propulsive engine attached to it or its projectiles. Once per turn, when you hit a creature with this weapon, you can deal an extra 1d4 damage to the target.

SNIPER

Journeyman weapon property

COMPONENTS: Masterwork exotic ranged weapon with the Ammunition property that doesn't have the Scatter property

This weapon's long range becomes eight times the weapon's normal range.

TENSION

Journeyman weapon property

COMPONENTS: Masterwork exotic ranged weapon that doesn't have the Firearm property

This weapon gains the Tension property.

TENSION. When making a ranged weapon attack with a tension weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

TWINSHOT

Journeyman weapon property

COMPONENTS: Masterwork exotic ranged weapon

This weapon gains the Twinshot property.

TWINSHOT. Once on each of your turns when you make an attack with this weapon, you can make another attack with it against a different creature that is within 5 feet of the original target and within range of this weapon.

WEAPON EXCEPTIONS

Some weapons, in the name of verisimilitude, have unusual balancing that makes them slightly stronger or weaker compared to weapons a craftsman might usually craft. If you modify one of these weapons as a craftsman, first remove any of the weapon's Special properties, then check following rules:

Assault Rifle. Increase the weapon's damage to 2d6 + 1 and decrease its reload to 10.

Handaxe. Decrease the weapon's damage to 1d4.

Hunting Rifle. Increase the weapon's damage to 2d6 + 1.

Bayonet, Whip. Increase the weapon's damage to 1d6.

Blowgun, Bolas, Bomb, Net. This weapon can't be modified by masterwork properties.

Boomerang, Doomerang, Throwing Dagger. Add the Aerodynamic masterwork property.

Catchpole, Trident. Increase the weapon's damage to 1d8.

Gatling Gun. Increase the weapon's damage to 2d8 + 1, and decrease its reload to 10.

Handgun, Revolver. Decrease the weapon's range to 50/200 ft.

Javelin. Decrease the weapon's range to 20/60 ft.

Lance. Add the Two-Handed property and decrease the weapon's damage to 1d8.

Light Cannon. Increase the weapon's damage to 2d12 + 1.

Longbow. Decrease the weapon's range to 100/400 ft.

Magnum, Explosive Magnum. Add the Two-Handed property and increase the weapon's range to 100/400 ft.

Musket, Volley Gun. Increase the weapon's damage to 2d8 + 1.

Parlor Gun. Increase the weapon's damage to 2d4 + 1.

Rocket Launcher. Increase the weapon's damage to 2d12 + 1 and add the Mounted property.

Master Weapon Properties

You can apply only one Master property to a weapon at a time.

ADAMANTINE

Master weapon property

COMPONENTS: Masterwork exotic melee weapon with the Heavy or Versatile property

This weapon's damage die increases by two steps, and it deals double damage to objects and structures.

BLESSED

Master weapon property

COMPONENTS: Masterwork exotic weapon

This weapon deals an extra 1d4 radiant damage on a hit. This extra damage increases to 1d10 radiant damage if the target is a fiend or undead.

EARTHSHATTER

Master weapon property

COMPONENTS: Masterwork exotic weapon with the Massive property

This weapon's damage die increases by two steps. On a hit with this weapon, the target must make a Strength saving throw. On a failed save, the target is knocked prone or pushed 10 feet away from you (your choice).

ELEMENTAL

Master weapon property

COMPONENTS: Masterwork exotic weapon

When you apply this property, choose acid, cold, fire, lightning, or thunder damage. This weapon deals an extra 1d6 damage of the chosen type on a hit.

KEEN

Master weapon property

COMPONENTS: Masterwork exotic melee weapon with the Finesse or Versatile property

This weapon scores a critical hit on a roll of 19 or 20.

MAGICAL

Master weapon property

COMPONENTS: Masterwork exotic weapon

This weapon becomes magical and gains a +1 bonus to its attack and damage rolls. This benefit stacks if you apply the Magical property at different levels.

MITHRAL

Master weapon property

COMPONENTS: Masterwork exotic melee weapon with the Finesse property

This weapon's damage die increases by two steps, and its weight is halved.

SERRATED

Master weapon property

COMPONENTS: Masterwork exotic weapon that deals slashing damage

When a creature takes damage from serrated weapons twice or more in a single turn, it takes an extra 1d8 slashing damage.

SLAYING

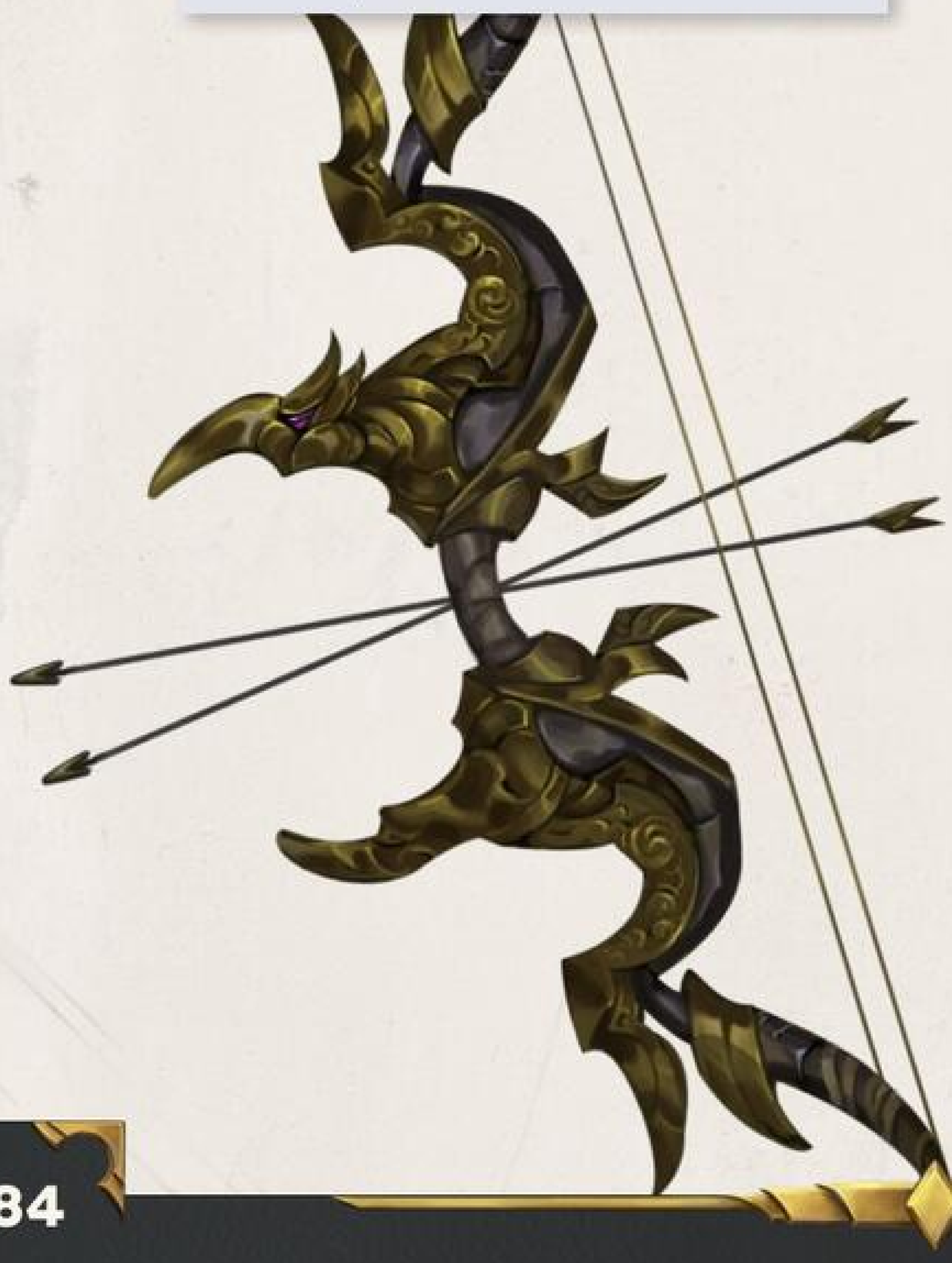
Master weapon property

COMPONENTS: Masterwork exotic weapon

When you apply this property, choose one creature type other than humanoids. This weapon deals an extra 1d12 damage to creatures of the chosen type.

MODIFIED WEAPONS

Once you modify a weapon's properties, it may no longer resemble its original function or profile. The GM decides if a modified weapon still counts as its base form for characters that have proficiency with it and for features which refer to a specific type of weapon (as opposed to a category of weapons, such as simple or martial weapons).



VAMPIRIC

Master weapon property

COMPONENTS: Masterwork exotic weapon

This weapon deals an extra 1d4 necrotic damage on a hit. When you hit a hostile creature with this weapon, you regain hit points equal to the extra necrotic damage dealt by this property.

VENOM

Master weapon property

COMPONENTS: Masterwork exotic weapon

This weapon deals an extra 1d8 poison damage on a hit.

Legendary Weapon Properties

You can apply only one Legendary property to a weapon at a time.

CRUSHING

Legendary weapon property

COMPONENTS: Masterwork exotic weapon that deals bludgeoning damage

When you hit a creature that is wearing armor with this weapon, the target's armor takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 in this way is destroyed. A creature can repair its armor over the course of a long rest.

DEADLY

Legendary weapon property

COMPONENTS: Masterwork exotic ranged weapon with the Firearm property

You can add your ability modifier to the attack and damage rolls of attacks made with this weapon, instead of just the attack rolls.

MAGICAL

Legendary weapon property

COMPONENTS: Masterwork exotic weapon

This weapon becomes magical and gains a +1 bonus to its attack and damage rolls. This benefit stacks if you apply the Magical property at different levels.

PENETRATING

Legendary weapon property

COMPONENTS: Masterwork exotic weapon with the Ammunition or Thrown property that deals piercing damage

This weapon pierces through its targets. When you make a ranged attack with this weapon, you can target all creatures in a straight line within this weapon's normal range. You don't make an attack roll for this attack. Instead, each creature in the line must succeed on a Dexterity saving throw or take damage as if it were hit by the weapon.

SEEKING

Legendary weapon property

COMPONENTS: Masterwork exotic ranged weapon

When you make an attack roll that doesn't have disadvantage with this weapon and miss, you instead hit the target and deal 5 damage of the weapon's type. This damage can't be increased in any way, and no other effects can be applied to the hit.

SWIFT

Legendary weapon property

COMPONENTS: Masterwork exotic melee weapon with the Elegant property

This weapon can be used to attack blindingly fast. When you take the Attack action and make an attack with this weapon, you can use your bonus action to make one additional attack. If you engage in two-weapon fighting with two swift weapons, you can make two attacks, instead of one, with this bonus action.

THREATENING

Legendary weapon property

COMPONENTS: Masterwork exotic melee weapon

When a creature provokes an opportunity attack from you, you can use this weapon to make an opportunity attack against it without using your reaction.

VORPAL

Legendary weapon property

COMPONENTS: Masterwork exotic weapon that deals slashing damage

When you make an attack against a creature with this weapon and score a critical hit, that target takes an extra 4d8 slashing damage. Then roll another d20. If you roll a 20 on the second roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

"Vorpal" is Gnomish for "a little off the top."

ARMOR PROPERTIES

The following armor properties are organized by crafting level. Generally, exotic armor is made using the Exotic property, while the other Apprentice properties are used to tailor a suit of armor to a craftsman's personal tastes. Higher-level properties, by contrast, drastically alter suits of armor to which they are applied.

Apprentice Armor Properties

You can apply a maximum of three Apprentice properties to a suit of armor.

CLEATED

Apprentice armor property

COMPONENTS: Masterwork suit of medium or heavy armor

While wearing this armor, when you would be moved by an effect against your will, reduce that movement by 10 feet.

CLIMBING

Apprentice armor property

COMPONENTS: Masterwork suit of exotic light armor

This armor is outfitted with integrated climbing gear. While wearing this armor, as long as you have one hand free, you gain a climbing speed equal to your walking speed.

COMFORTABLE

Apprentice armor property

COMPONENTS: Masterwork suit of armor

You can sleep in this suit of armor with no ill effect.

ENVIRONMENTAL

Apprentice armor property

COMPONENTS: Masterwork suit of armor

While wearing this suit of armor, you can tolerate temperatures as cold as –100 degrees Fahrenheit or as warm as 300 degrees Fahrenheit.

EXOTIC

Apprentice armor property

COMPONENTS: Masterwork suit of armor that isn't exotic

This armor becomes exotic armor, and you have a +1 bonus to AC while wearing it.

No class, other than the craftsman, gains proficiency with exotic armor.

INTEGRATED

Apprentice armor property

COMPONENTS: Masterwork suit of exotic armor

You can integrate a weapon directly into your armor, or you can integrate two weapons (one into each arm) if neither has the Two-Handed property. When you draw an integrated weapon, it snaps to your hand and you can't be disarmed of it. When you stow it, it retracts back into your armor. You can switch which weapons are integrated over the course of a long rest.

QUICK-CHANGE

Apprentice armor property

COMPONENTS: Masterwork suit of armor

You can don or doff this suit of armor as an action.

RETRACTABLE

Apprentice armor property

COMPONENTS: Masterwork suit of exotic medium or heavy armor

One of the gauntlets on this suit of armor has a retractable shield set into it. While wearing this armor, you can don or doff this shield as a bonus action.

SCALED

Apprentice armor property

COMPONENTS: Masterwork suit of exotic light armor

This armor is covered in heavy, hardened scales. The AC provided by this armor increases by 3. However, you only add your Dexterity modifier to a maximum of +2 when determining your Armor Class while wearing it.

SPIKED

Apprentice armor property

COMPONENTS: Masterwork suit of heavy armor

This suit of armor is bristling with spikes. While wearing this armor, creatures who are in contact with you (either by grappling you, being grappled by you, or having swallowed you whole) take piercing damage equal to 1d4 + your Strength modifier at the start of your turn.

Journeyman Properties

You can apply only one Journeyman property to a suit of armor at a time.

ADAMANTINE

Journeyman armor property

COMPONENTS: Masterwork suit of exotic heavy armor

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While wearing it, any critical hit against you becomes a normal hit.

ARCANE

Journeyman armor property

COMPONENTS: Masterwork suit of exotic armor

This armor is covered in arcane etchings. When you apply this property to a suit of armor, choose two cantrips from the wizard spell list. While wearing this armor, you can cast those cantrips. Intelligence is your spellcasting ability for these cantrips.

ARROW-CATCHING

Journeyman armor property

COMPONENTS: Masterwork suit of exotic medium or heavy armor

Whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

DIVING

Journeyman armor property

COMPONENTS: Masterwork suit of exotic armor

This suit of armor is equipped with webbed fins, a mask, and an air bladder containing 8 hours of breathable air. While wearing it, you gain a swimming speed equal to your walking speed. Additionally, while breathing from the air bladder, you can breathe normally underwater or in a vacuum, and you ignore the effects of inhaled poisons. The suit's air supply can be refilled over the course of a long rest.

JUGGERNAUT

Journeyman armor property

COMPONENTS: Masterwork suit of exotic heavy armor

This suit of armor is fitted with massive plates and a heavy, reinforced helmet. While wearing this armor, you count as an obstacle providing three-quarters cover, instead of half cover. You must have a Strength score of 16 or higher to proficiently wear this armor.

MANEUVERING

Journeyman armor property

COMPONENTS: Masterwork suit of exotic light or medium armor

This armor contains a set of spring-loaded, automatically retracting grappling hooks, allowing you an incredible amount of maneuverability. As a reaction when you fall, or as a bonus action on your turn, you can project a grappling hook at a target location you can see that is no farther away than walking speed. If the target location can hold your weight, you are pulled there, expending movement as normal. This movement doesn't provoke opportunity attacks. You must have a Dexterity score of 16 or higher to use this ability.

MITHRAL

Journeyman armor property

COMPONENTS: Masterwork suit of medium or heavy armor

This suit of armor is made of mithral, a light and flexible metal that is as strong as steel. Armor made of mithral weighs half as much as normal, has no Strength requirement, and doesn't impose disadvantage on Dexterity (Stealth) checks. If the armor is medium armor, the maximum Dexterity modifier you can apply to your Armor Class increases to 3, instead of 2, and the armor can easily be worn hidden under normal clothing.

Heavy armor is great: it keeps you slow, clumsy, and vulnerable to ambush!

Whereas light armor is more about confidence.

RESISTANCE

Journeyman armor property

COMPONENTS: Masterwork suit of armor

When you apply this property to a suit of armor, choose any damage type other than psychic. While wearing this armor, you have resistance to that damage type.

Master Armor Properties

You can apply only one Master property to a suit of armor at a time.

ANIMATED

Master armor property

COMPONENTS: Masterwork suit of exotic heavy armor

This armor is enchanted with powerful transmutation magic. As an action, you can doff the armor, which animates, becoming a Medium animated object, as per the *animate objects* spell.

The armor's Armor Class is equal to your own while you wore it. The armor uses your own melee attack bonus instead of its own. If you were holding a weapon when the armor became animated, it can make one attack with that weapon instead of its normal slam attack.

The armor remains animated for 1 minute or until it is reduced to 0 hit points, after which time it becomes inanimate. If your animated armor is within 30 feet of you, you can end this effect early by using your action to command your animated armor to return to you and be donned as inanimate armor as part of the action.

Once you use this ability, you can't do so again until you finish a long rest.

CLOAKING

Master armor property

COMPONENTS: Masterwork suit of exotic light armor

This armor can easily hide the wearer when needed. While wearing this armor, you can cast the *invisibility* spell without expending a spell slot or material components. Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

CLOCKWORK

Master armor property

COMPONENTS: Masterwork suit of exotic heavy armor

This suit of armor has dozens of clockwork mechanisms integrated into it, granting you a number of benefits. While wearing this armor, your jump distance is tripled, and you have advantage on Strength (Athletics) checks (other than grapple checks). Additionally, your armor locks down when you take the Dodge action, causing your AC to become 22, if it was lower.

GLAMOURED

Master armor property

COMPONENTS: Masterwork suit of exotic armor

This armor doesn't impose disadvantage on Dexterity (Stealth) checks. You can also use a bonus action to cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this ability again or remove the armor.

TROLLSKIN

Master armor property

COMPONENTS: Masterwork suit of exotic medium armor

This suit of armor is made of or lined with troll skin. While wearing this armor, you can use a bonus action to regain hit points equal to 1d10 + your craftsman level. Once you use this ability, you can't do so again until you finish a short or long rest.

WINGED

Master armor property

COMPONENTS: Masterwork suit of exotic light armor

This armor has a set of wings that you can extend from it or fold back into it as a bonus action. While wearing this armor with the wings extended, you have a flying speed equal to your walking speed.

Legendary Armor Properties

You can apply only one Legendary property to a suit of armor at a time.

COLOSSAL

Legendary armor property

COMPONENTS: Masterwork suit of exotic heavy armor

This suit of armor doubles in size when donned. While wearing this armor, you gain the effect of the "Enlarge" option of the *enlarge/reduce* spell.

ETHEREALNESS

Legendary armor property

COMPONENTS: Masterwork suit of exotic armor

This suit of armor is infused with ectoplasm. While wearing this armor, you can use your action to gain the effect of the *etherealness* spell, which lasts for 10 minutes or until you use an action to end it. Once you use this ability, you can't do so again until you finish a long rest.

FLEET

Legendary armor property

COMPONENTS: Masterwork suit of exotic light armor

This armor is designed to maximize the wearer's speed. While wearing this armor, your speed increases by 10 feet, you have advantage on initiative rolls, and opportunity attacks against you are made with disadvantage.

IMMORTAL

Legendary armor property

COMPONENTS: Masterwork suit of exotic medium or heavy armor

Whenever you drop to 0 hit points and don't die outright, you can make a DC 13 Constitution saving throw. If you succeed, you drop to 1 hit point instead. You can use this ability three times, and you regain all expended uses of it when you finish a long rest.

Additionally, you have advantage on death saving throws.

MIRRORED

Legendary armor property

COMPONENTS: Masterwork suit of exotic light armor

While wearing this armor, you can cast the *mirror image* spell without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

SPELLGUARD

Legendary armor property

COMPONENTS: Masterwork suit of exotic armor

This armor is covered in protective sigils and charms. While wearing this armor, you have advantage on saving throws against spells.

WARDING

Legendary armor property

COMPONENTS: Masterwork suit of exotic medium armor

This suit of armor generates a field of force, protecting its wearer from harm. As a bonus action on your turn, you can gain temporary hit points equal to half your craftsman level.

My weekend project has been converting all of those weapons and spare suits of armor left behind at the Spire into a golem made exclusively of +3 gear.

I call him "Dross" and boy does he hate littering.

GUNSLINGER

A glass falls, clattering to the floor, and the tavern grows silent. A dwarf with a deep scowl, dripping with freshly spilled beer, leers at a drunken nearby orc and fingers for a pair of revolvers at his waist.

High on a hillside, carefully concealed beneath foliage and stones, a rifleman steadies her breathing and adjusts her scope, acquiring her target and patiently awaiting the moment to strike.

Risk is in a gunslinger's blood. They are bold renegades, bucking tradition and forging a new path with dangerous and inelegant firearms. Gunslingers are infamous for surviving by their wits, relying on split-second timing and a considerable amount of luck to survive.

Guts and Gunpowder

Black powder is not for the faint of heart. Its thunderous applause is volatile and imprecise—a barely controlled explosion directed at an enemy. Only the truly fearless seek to master it, for one must be mad or have nerves of steel to weather the risk of its use. But those who call themselves gunslingers are fearless combatants, hurling death from their guns in a roaring cacophony. Adapted for shootouts, gunslingers are mobile and daring, knowing that life or death hangs on snap decision-making and one's own mettle.

Dangerous Outsiders

A gunslinger's explosive lifestyle lends well to wandering and adventuring. Gunslingers will often shoot first and ask questions later, an attitude which earns them few friends and bountiful enemies. In their travels, most gunslingers are secretive and take great lengths to go unnoticed, lest they be spotted by old foes with scores to settle.

Yet, their skills are not unneeded. Anyone requiring protection or revenge of their own can count on a gunslinger to be in need of an odd job when they roll into town. After all, skill with a gun is always in demand somewhere.

Creating a Gunslinger

When creating your gunslinger, consider where firearms fit in the campaign's world and what the common perceptions are of those who use them. If firearms are the norm, your gunslinger might be a mercenary or militia fighter. If firearms are rare, your gunslinger might be one of a kind, a trailblazer in new types of warfare.

These folks sling guns, as opposed to those folks over there who sling axes.

It's also not unusual for a gunslinger to be haunted by their past. Did some event drive you to the gun and motivate you to travel? Is there a bounty on your head in one or more areas? Do you have any old enemies that seek you for revenge?

QUICK BUILD

To make a gunslinger quickly, follow these suggestions. Make Dexterity and Constitution your highest ability scores. If you plan to choose the Gun Tank creed, instead make Strength your highest ability score. Lastly, choose any background, preferably one that emphasizes your familiarity with firearms and penchant for risk-taking.

THE GUNSLINGER

LEVEL	PROFICIENCY BONUS	RISK DICE	FEATURES
1st	+2	—	Fighting Style, Quick Draw
2nd	+2	4d8	Critical Shot, Poker Face, Risk
3rd	+2	4d8	Gunslinger's Creed
4th	+2	4d8	Ability Score Improvement
5th	+3	4d8	Extra Attack
6th	+3	5d8	Gut Shot
7th	+3	5d8	Creed feature, Evasion
8th	+3	5d8	Ability Score Improvement
9th	+4	5d8	Critical Shot improvement
10th	+4	5d10	Creed feature
11th	+4	5d10	Mankiller
12th	+4	5d10	Ability Score Improvement
13th	+5	5d10	Dire Gambit
14th	+5	6d10	Creed feature
15th	+5	6d10	Cheat Death
16th	+5	6d10	Ability Score Improvement
17th	+6	6d10	Critical Shot improvement
18th	+6	6d12	Maverick
19th	+6	6d12	Ability Score Improvement
20th	+6	6d12	Head Shot

CLASS FEATURES

As a gunslinger, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per gunslinger level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, simple firearms, martial firearms

Tools: One type of gaming set

Saving Throws: Dexterity, Charisma

Skills: Choose two from: Acrobatics, Animal Handling, Athletics, Deception, Insight, Intimidation, Perception, Persuasion, and Sleight of Hand

EQUIPMENT

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

- Leather armor with a longcoat
- A dagger and (*a*) a handgun and 20 bullets or (*b*) a revolver and 10 bullets
- Any two-handed firearm that isn't heavy and 30 bullets or shells
- (*a*) a dungeoneer's pack or (*b*) an explorer's pack

Fighting Style

You adopt a particular style of gunfighting 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.

AKIMBO

When you engage in two-weapon fighting with firearms, you don't take a penalty to the damage of the second attack.

BULLSEYE

You gain a +2 bonus to ranged attack rolls you make with firearms. The weapon must have the Sighted property or have a normal range of 80 feet or longer to gain this benefit. This benefit doesn't stack with the Archery fighting style.

DUELIST

While you are wielding a firearm in one hand and nothing in the other, if you make a ranged weapon attack and exceed the target's AC by 5 or more, you deal one extra die of weapon damage. You can only use this ability once per round.

SHOTGUNNER

When you hit with a ranged weapon attack using a firearm that has the Scatter property, you can reroll the lowest damage die, and you must use the new roll, even if the new roll is worse than the original.

Quick Draw

Gunslingers have twitch reflexes and can pull a gun in the blink of an eye. You have advantage on initiative rolls. Additionally, you can draw or stow up to two weapons when you roll initiative and whenever you take an action on your turn.

Critical Shot

At 2nd level, your ranged firearm attacks score a critical hit on a roll of 19 or 20.

Starting at 9th level, your ranged firearm attacks score a critical hit on a roll of 18–20, and at 17th level your ranged firearm attacks score a critical hit on a roll of 17–20.

Poker Face

Starting at 2nd level, you have advantage on ability checks and saving throws made to prevent others from sensing your motives, perceiving your emotions, or reading your thoughts.

Risk

By 2nd level, you can perform incredible feats of daring that are fueled by special dice called risk dice.

RISK DICE

You have four risk dice, which are d8s. You gain additional risk dice, and your risk dice change as you gain levels in this class, as shown in the Risk Dice column of the Gunslinger table. You regain all expended risk dice when you finish a long rest.

USING RISK DICE

Once per turn, you can expend a risk die to perform a deed of your choice. Your deed options are detailed at the end of the class description.

SAVING THROWS

Some of your deeds require your target to make a saving throw to resist the deed's effects. The saving throw DC is calculated as follows:

DEED SAVE DC = 8 + your proficiency bonus + your Dexterity modifier

Gunslinger's Creed

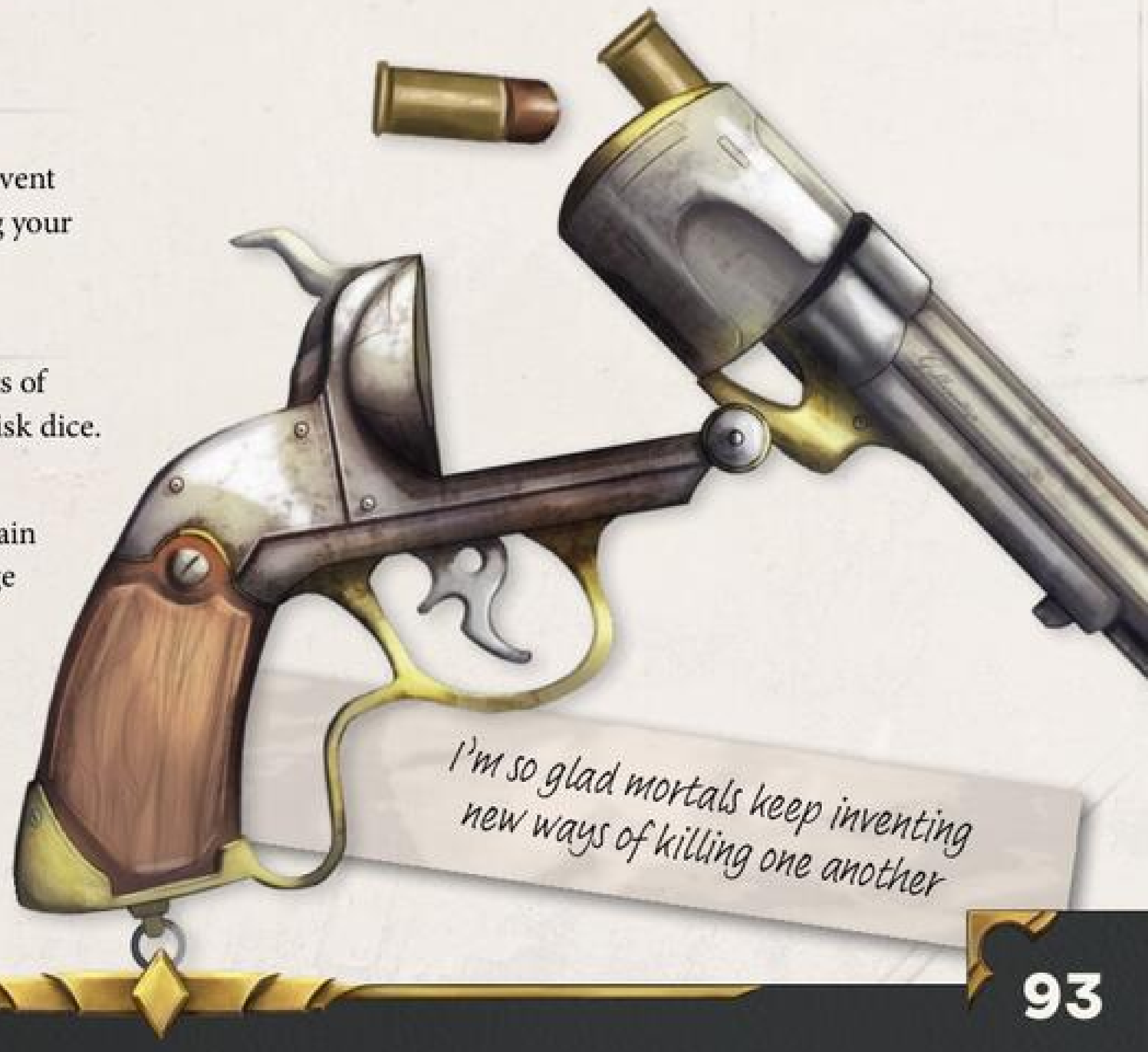
By the time gunslingers reach 3rd level, they embrace a way of living, known as their creed, which guides their judgments and their unique brand of gunslinging. Your choice grants you features at 3rd level and again at 7th, 10th, and 14th level.

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.

Extra Attack

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



Gut Shot

Starting at 6th level, whenever you score a critical hit against a Large or smaller creature with a firearm, the bullet lodges itself in the target. Until the creature uses its action to dislodge the bullet, it moves at half speed and has disadvantage on attack rolls and ability checks. Elementals, oozes, and undead are immune to this effect.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a 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.

Mankiller

Starting at 11th level, when you use your action to make one or more ranged attacks with a firearm, you can add your ability modifier to the firearm's damage rolls. Note that firearms do not normally add your ability modifier to their damage rolls.

Dire Gambit

Beginning at 13th level, whenever you score a critical hit, you regain one expended risk die.

Cheat Death

By 15th level, you have a knack for evading the grave. When you drop to 0 hit points and don't die outright, you can use your reaction and expend one risk die to remain standing. You instead drop to a number of hit points equal to the number rolled on the die.

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

Maverick

By 18th level, you have become unshakable. You have advantage on Constitution checks and saving throws.

Head Shot

At 20th level, when you score a critical hit against a creature with a firearm, you can choose for the shot to be a head shot. If the creature has less than 100 hit points, it dies. Otherwise, it takes an extra 10d10 damage from the hit. Elementals, oozes, undead, and creatures that lack nervous systems or vital organs take no extra damage from this feature.

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

DEEDS

The deeds are presented in alphabetical order.

BITE THE BULLET

As a bonus action on your turn, you can expend one risk die to gain temporary hit points equal the number rolled on the die + your Constitution modifier.

COVERING FIRE

When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action to cow the creature. Roll the risk die and subtract it from the next attack roll the creature makes before the start of your next turn.

DODGE ROLL

You can expend one risk die as a bonus action to move up to 15 feet and reload any firearm you are holding. This movement doesn't provoke opportunity attacks, ignores difficult terrain, and allows you to move through a hostile creature's space, as long as you don't end your movement there.

LIMB SHOT

When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action and aim for one of its limbs, attempting to force it to drop one item of your choice that it's holding. The target must make a Constitution saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

SKIN OF YOUR TEETH

When an attacker you can see makes an attack roll against you, you can expend a risk die as a reaction to dodge out of harm's way at the last second. You add the risk die to your AC against this attack, potentially causing it to miss.

STEADY AIM

On your turn, you can use a bonus action and expend one risk die to double the normal and maximum range for the next ranged weapon attack you make.

GUNSLINGER'S CREEDS

Gunslingers have many features in common, but each of them walks their own path and follows their own code. This code, which gunslingers call a creed, embodies their core beliefs and informs their unique combat style.

Gun Tank

Prerequisite: Strength score 15 or higher

Be bigger, be badder, and be tougher, and no man will stand in your way. You are a living siege engine, a titan of muscle, brandishing weapons most men are incapable of lifting. Armed with these devastating firearms, you wade into the field of battle, bombarding and destroying those foolish enough to approach you.

HEAVY GUNNER

When you choose this creed at 3rd level, you can also carry heavy firearms regardless of their weight. Additionally, you can use Strength, rather than Dexterity, for attack and damage rolls using heavy firearms, and you can use your Strength, instead of your Dexterity, when calculating your Deed save DC.

TOUGH AS NAILS

Also at 3rd level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

You also gain proficiency with medium and heavy armor.

THICK-HEADED

At 7th level, you have advantage on saving throws made against being charmed.

STRONG AS AN OX

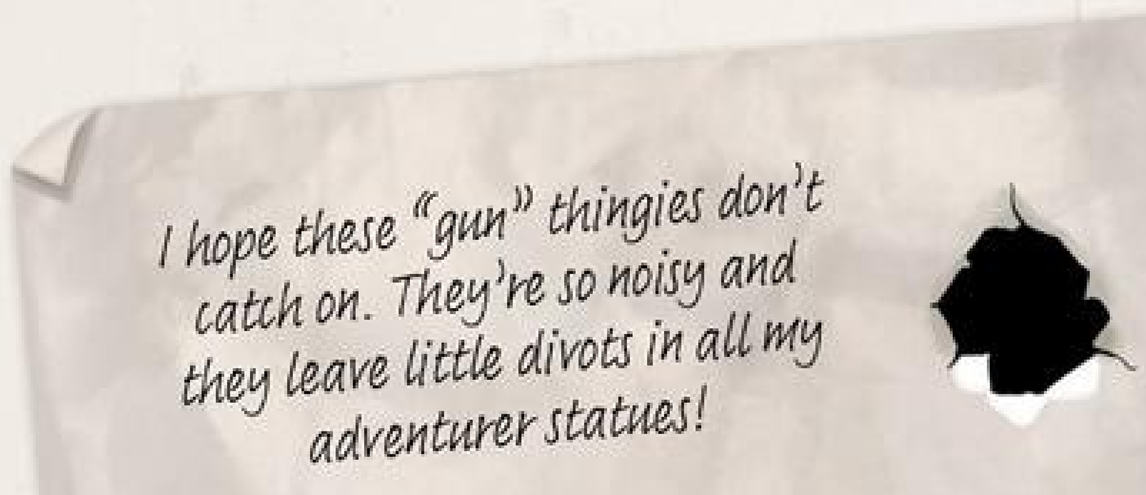
Starting at 10th level, your carrying capacity and the weight you can push, drag, and lift are doubled, and you have advantage on Strength checks and Strength saving throws. Additionally, you can ignore the Two-Handed property on firearms with which you are proficient.

GUN RAGE

At 14th level, as a bonus action, you can explode into a fury to destroy lesser men. For the next minute, you have resistance to bludgeoning, piercing, and slashing damage and can make one additional attack whenever you take the Attack action on your turn. However, for the duration, your speed is halved and you have disadvantage on Dexterity checks and saving throws.

Your gun rage ends if you take cover, finish your turn without attacking, or use your bonus action to end it early.

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



GUNSLINGER'S CREEDS

NAME	DESCRIPTION
Gun Tank	Lugs around heavy mounted firearms
Gun-Ko Master	A martial artist who uses the gun as a total weapon
High Roller	Gambles with their life and fortune; no risk is too high
Musketeer	A musket-and-rapier-wielding soldier of honor and courage
Pistolero	Fires six-shooters from the hip at incredible speed
Sharpshooter	A careful and precise, eagle-eyed marksman
Spellslinger	Fires spells as well as bullets in deadly bombardments
Trick Shot	Ricochets bullets to hit targets from any angle
White Hat	A law-abiding protector of the weak that never blinks in the face of danger

Gun-Ko Master

The ancient art of gun-ko is passed through generations of gunslingers who study the gun as a perfect weapon and meditate on its intricacies. This path is not for the impatient or the faint of heart, but those who practice it diligently make their guns an extension of themselves, learning to strike with the speed of a rifle and catch bullets out of the air.

POINT-BLANK SHOT

Starting at 3rd level, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon attack rolls made with firearms.

GUN-KO

Also at 3rd level, you learn the immortal art of gun-ko, which sees the gun as a total weapon, as devastating used as a melee weapon in close quarters as it is fired at range. You can treat firearms as melee weapons with the Finesse property that deal 1d6 bludgeoning damage on a hit, or 1d8 damage if the firearm has the Two-Handed property.

Additionally, when you make a ranged weapon attack with a firearm against a creature within 5 feet of you, you can make a melee weapon attack using that firearm as a bonus action.

LIGHTNING DISARM

Starting at 7th level, if a creature within 5 feet of you is holding a firearm, you can use your bonus action and expend a risk die to attempt to disarm that creature. The target must make a Dexterity saving throw against your Deed save DC. On a failed save, you take the firearm from the creature's hands after a series of rapid movements. You must have at least one empty hand to use this ability.

BULLET-CATCH

Also at 7th level, you can use your reaction to deflect or catch the projectile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + proficiency bonus.

PREDICTIVE DODGE

At 10th level, your reflexes are so honed that you can dodge incoming bullets. You can use your bonus action to choose one creature that you can see within 30 feet of you. You gain the benefits of the Dodge action against the target's ranged attacks and effects until the start of your next turn. You lose this benefit if you take damage from the target.

GATLING STRIKES

By 14th level, you have mastered the most advanced techniques of gun-ko. You can use your bonus action to make two melee weapon attacks and one ranged weapon attack with a firearm against targets within 15 feet of you. Once you use this feature, you can't use it again until you finish a short or long rest.

High Roller

Fortune is a fickle thing—unless you're a high roller. These gunslingers are master card sharps and dice throwers that mix their love of risk with their talent for gunplay. High rollers push their luck until it runs out, then push harder. Why settle for just a win when you could bet it all and win big?

BONUS PROFICIENCIES

When you choose this creed at 3rd level, you gain proficiency with all gaming sets and in your choice of one of the following skills: Deception, Insight, or Perception.

ALL IN

Also at 3rd level, you can use your bonus action when you make an ability check or attack roll, or your reaction when you make a saving throw to expend and roll one of your risk dice. You choose to do this after you roll the d20 but before the GM says whether the roll succeeds or fails.

If you roll a 1 on your risk die, you fail the ability check, attack roll, or saving throw, regardless of the result. Otherwise, you add the number rolled on your risk die to the result.

LIAR'S DICE

Also at 3rd level, when you make an ability check, attack roll, or saving throw, you can roll the d20 in secret and declare any result you wish. If the GM chooses to call your bluff, reveal the number rolled on the d20. If you were telling the truth, treat the result as if you rolled a 20. If you were telling a lie, roll the d20 again and use the lower of the two rolls. If the GM chooses not to call your bluff, you use the result you declared regardless of what you rolled.

You can choose to roll in secret a number of times equal to 1 + your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

RISKY BUSINESS
At 7th level, when you make an attack roll against a hostile creature or a hostile creature forces you to make a saving throw, you can choose to make the roll with disadvantage. When you do, you regain an expended risk die.

BOOM AND BUST
Starting at 10th level, when you score a critical hit on a ranged firearm attack, you can roll the damage twice and use the higher of the two results. When you roll a 1 on a ranged firearm attack roll, you can choose to take psychic damage equal to your proficiency bonus or lose this feature's critical hit benefit for the next minute.

DOUBLE OR NOTHING
At 14th level, when you score a critical hit with a firearm, you can roll two additional d20s. Treat these d20s as if they were ranged attack rolls you made against the target with a firearm. If they both miss, your critical hit becomes a normal hit. If either of these d20s would score a critical hit, roll all of the attack's damage dice three times and add them together, instead of only two times as normal for a critical hit. Otherwise, the critical hit happens as normal.

Musketeer
You believe that camaraderie and glory go hand-in-hand, that you and your allies are undefeatable as long as you stand together. As such, you have trained with blades and halberds, so that you battle up-close. Your place is not supporting them from afar, but launching a single volley of shot before charging in, bayonet or cutlass in hand, that you might all succeed or fail as one.

BONUS PROFICIENCIES
Starting when you choose this creed at 3rd level, you gain proficiency with the bayonet, cutlass, halberd, rapier, and shortsword.

HEAVY SHOT
At 3rd level, you can load and fire especially dense bullets. Whenever you hit a target with a blunderbuss, flintlock, or musket, you deal extra damage equal to the number of damage dice rolled for the attack.

LOCK, STOCK, AND BARREL
At 7th level, you ignore the Loading and Misfire properties of the blunderbuss, flintlock, and musket.

BAYONET CHARGE
Starting at 10th level, when you move 15 feet or more in a straight line on your turn, you can use your bonus action to make one attack with a bayonet or a melee weapon.

ALL FOR ONE
By 14th level, whenever a friendly creature within 5 feet of you is targeted by an attack, you can use your reaction to make a firearm attack against the attacker.

Pistolero
Bullets are power, and you have long believed that more bullets equal more power. Your expertise is in delivering a hail of deadly fire to pulverize your enemies. Not every bullet needs to be accurate to make a difference.

POINT-BLANK SHOT
Starting at 3rd level, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon attack rolls made with firearms.

FAN THE HAMMER
At 3rd level, when you take the Attack action on your turn to attack with a firearm, you can expend a risk die as a bonus action to make two additional ranged firearm attacks with that weapon. These additional attacks always have disadvantage, regardless of circumstance. This weapon can't have the Automatic or Two-Handed property, and you must have a free hand to use this feature.

At 14th level, you can make three additional attacks with disadvantage, instead of two, when you use this feature.

SPEED LOADER
Starting at 7th level, you have mastered the art of quickly reloading your weapon. On your turn, you can reload a single one-handed firearm without using an action or bonus action.

BULLET TIME
At 10th level, when you make a ranged firearm attack with a one-handed firearm on your turn, you can use your bonus action to gain advantage on the attack roll. Once you use this ability, you can't use it again until you finish a short or long rest.

SWIFT VENGEANCE
At 14th level, as a reaction when you take damage from a creature within 15 feet of you, you can make a firearm attack targeting that creature.

Sharpshooter

A well-placed bullet is more powerful than a sword, arrow, or spell. Indeed, you believe that every violent conflict should sound like a single loud crack followed by a long silence. Such shots need to be delivered perfectly, even at range, for when they are done right, they are as deadly for the target as they are stupendous for the audience.

AIM

Starting at 3rd level, as a bonus action on your turn, you can take the Aim action. When you take this action, the next ranged weapon attack roll you make with a firearm before the end of your turn isn't made with disadvantage as a result of attacking at long range, and the attack ignores half and three-quarters cover. Additionally, you can reroll any damage dice for the attack, and must use the new rolls.

EAGLE EYE

At 3rd level, you can see better from far away. You gain proficiency in the Perception skill, if you didn't have it already, and your proficiency bonus is doubled for Wisdom (Perception) checks you make that rely on sight.

CAMOUFLAGE

By 7th level, you've learned to expertly conceal yourself with foliage and leaves. You can spend 1 minute to prepare camouflage for yourself. Until you move, you have advantage on Dexterity (Stealth) checks you make to hide among vegetation.

UTILITY SHOT

At 10th level, you can quickly and precisely shoot objects. As an action, you can make a firearm attack targeting a Tiny object within the firearm's range that isn't being worn or carried, such as a rope, chain, belt, wooden rod, candle, bottle, or lock. This object is considered to have an AC of 10. On a hit, a nonmagical object is destroyed instantly and a magical object is flung 15 feet away from you.

FOCUS

Starting at 14th level, whenever you take the Aim action on your turn followed by the Attack action, you can choose to make only one firearm attack. This attack roll is made with advantage and always deals damage as if you scored a critical hit.

Spellslinger

Magic and guns aren't so different. If arcane power is like gunpowder and a spell is like a bullet, you are like a gun, directing your spells with precision at unfortunate targets. You mix the disciplines of gun and spell, sometimes loading arcane charges with your shots and firing streaks of lighting, frost, or flame in the wake of your bullet.

SPELLCASTING

When you reach 3rd level, you complement your bullets with the ability to cast spells.

CANTRIPS. You learn *finger guns* and two other cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots. The Spellslinger Spellcasting 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 know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Spellslinger Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells. 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 a wizard 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

SPELLSLINGER SPELLCASTING

Gunslinger Level	Cantrips Known	Spells Known	—Spell Slots— 1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

BANG, YOU'RE DEAD!

At 3rd level, you can use Deeds with *finger guns* spell attacks. Additionally, when you hit a target with a *finger guns* attack, you can spend a risk die as a bonus action to deal an extra 1d8 force damage to the target.

SPELLSHOT

Beginning at 7th level, you can load an entire cantrip into your gun. When you use your action to cast a cantrip, you can use your bonus action to make one ranged attack with a firearm or make a ranged spell attack using the *finger guns* cantrip.

RUNE-CARVED CARTRIDGES

Also at 7th level, firearms you use count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

MAGIC BULLET

Starting at 10th level, you can use your action to fire a bullet wreathed in the evocation of a *magic missile* spell. The attack must use a firearm and the target must be within the firearm's normal range. Do not roll this attack; it automatically hits its target and deals force damage.

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

IMPROVED SPELLSHOT

At 14th level, when you use your action to cast a spell, you can expend one risk die as a bonus action to make one ranged attack with a firearm or make a ranged spell attack using the *finger guns* cantrip.

If the spell requires a spell attack roll, you can choose to substitute the spell attack with a ranged attack using a firearm. Add the risk die to the firearm attack roll. On a hit, the attack deals its normal damage, in addition to the effects of the spell.

Trick Shot

Accuracy means different things to different people. For you, true accuracy isn't necessarily in hitting a target on the first shot, but might include hitting the mark after the bullet bounces around a dozen times. Your attacks are just as dangerous if they miss, or even after hitting their mark, as others' are while they're still in the air.

CREATIVE TRAJECTORY

Starting at 3rd level, you begin to learn how to make your bullets travel in unexpected ways. Your firearm attacks ignore half cover.

RICOCHET

At 3rd level, when you miss with an attack using a firearm and you don't have disadvantage on the roll, you can use your bonus action to reroll the attack roll and you must use the new roll. If this causes the attack to hit, the attack only deals only half damage.

LIGHT-FOOTED

By 7th level, you're just as good at escaping from trouble as you are at getting into it. Difficult terrain costs you no extra movement.

DEFT DEFLECTIONIST

Starting at 10th level, as a reaction when an attacker you can see makes a ranged weapon attack against you, you can make an attack with a firearm you are holding to attempt to deflect the projectile. If your attack roll is higher than the attacker's, the attack targeting you has disadvantage. You must use this feature before you know the outcome of the attacker's attack roll.

PINBALL SHOT

Starting at 14th level, once per turn when you hit a creature with a ranged firearm attack, you can ricochet the bullet to hit an additional target. The second target must be within half the firearm's range of the first target. Make a separate attack roll for the second target. You can use this feature a number of times equal to your Dexterity modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

White Hat

Some gunslingers live by a code and expect others to do the same. These gunslingers, known as white hats, sometimes serve as agents of local or regional law but never hesitate to do what's right no matter what the rules say. Despite their affinity for deadly weapons, white hats prefer to keep their friends safe and take their enemies in unharmed—a preference they find their enemies aren't often inclined to oblige.

LAY DOWN THE LAW

Starting at 3rd level, you can use a bonus action and expend one risk die to keep a keen eye out for dangers that threaten your companions. When you do, roll the risk die and gain a pool of temporary hit points equal to the number rolled + your level in this class. This pool of temporary hit points is immediately divided as you choose among any number of creatures that you can see (other than you) within range of a firearm you are holding. You must give at least 1 temporary hit point to each chosen creature.

When a creature loses temporary hit points granted by this feature as the result of an attack, you can use your reaction to make one ranged weapon attack with a firearm against the attacker. Any remaining temporary hit points granted by this feature are lost at the start of your next turn.

STEELY-EYED AURA

Also at 3rd level, you and friendly creatures within 10 feet of you have advantage on saving throws against being frightened while you are conscious.

REACH FOR THE SKIES

At 7th level, you can use your action to call for your enemy's surrender. When you do, a creature of your choice within 30 feet who can see or hear you must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). Creatures that are immune to being frightened automatically succeed on this saving throw. If the creature's current hit points are equal to or greater than half of its hit point maximum, it has advantage on this saving throw.

On a failed save, the creature is incapacitated and its speed is reduced to 0 for 1 minute or until it takes any damage. A creature can repeat the saving throw at the end of each of its turns, ending this effect on a success.

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

LONG ARM OF THE LAW

At 10th level, once per turn when you hit a Large or smaller creature with a firearm attack, you can choose to deal half as much damage to hobble the target. The creature can't move on its next turn unless it first takes the Disengage action.

Additionally, when you use your Lay Down the Law feature, you gain an additional number of temporary hit points in your pool equal to your level in this class.

GOLD STAR HERO

At 14th level, your capacity for heroism increases. Your features from this archetype gain the following benefits:

- While a creature has temporary hit points granted by your Lay Down the Law feature, it has resistance to bludgeoning, piercing, and slashing damage.
- The range of your Steely-Eyed Aura feature increases to 30 feet.
- You regain the use of your Reach for the Skies feature when you finish a short or long rest.

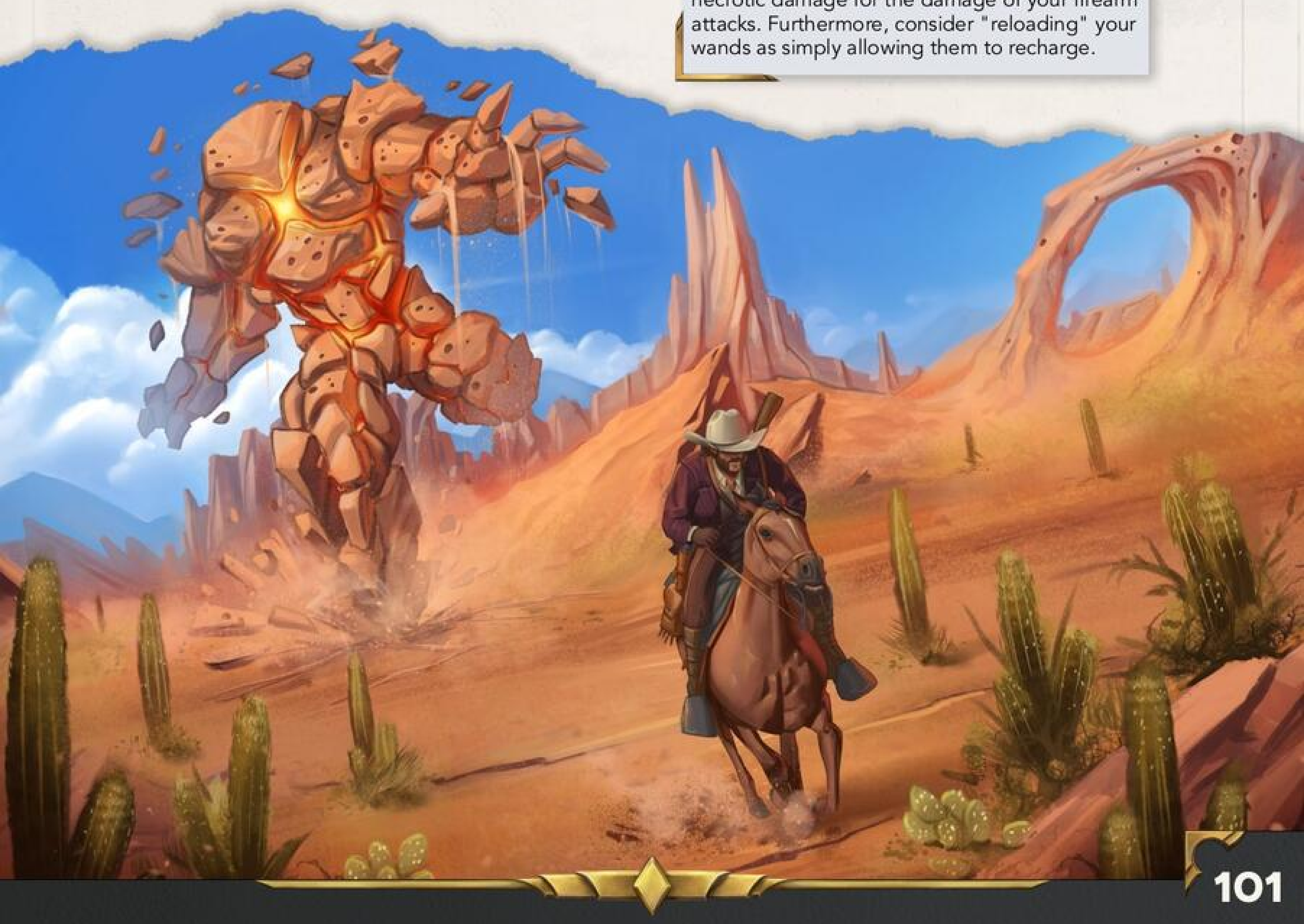
GUNSLINGERS IN OTHER SETTINGS

The Equipment chapter of this book organizes firearms by ages—Renaissance, Industrial Age, and Modern—but these don't include fantasy settings set before the advent of black powder. In such settings, you can present gunslingers in the following ways:

Gunslingers with Crossbows. You gain proficiency with all crossbows, including exotic crossbows, and can use crossbows whenever a gunslinger feature refers to an attack with a firearm. At 11th level, the Mankiller feature instead adds an extra die of damage to crossbow damage rolls.

Gunslingers as Inventors. You are the only individual with firearms, because you invented black powder (or a close analog to it) personally. Though your alchemical discovery is groundbreaking, the process is costly, complex, and above all, top secret.

Gunslingers as Wand-Mages. Your firearms are loaded wands, screeching with elemental fire instead of leaded bullets. These magic items lack the finesse of a *wand of magic missiles*, but come in plenty of sizes, pre-charged with arcana. Use radiant, force, or necrotic damage for the damage of your firearm attacks. Furthermore, consider "reloading" your wands as simply allowing them to recharge.



INVESTIGATOR

A collage of diagrams, maps, and small items litters the wall, pinned with nails and connected by a spiderweb of colorful strings. An elf stands nearby, contemplating the mystery splayed out in front of her and readying her crossbow for work.

A half-orc wearing a wide-brimmed hat leafs through a thick tome, double-checking the preparations: a sturdy net trap, holy symbols on the doors, cloves of garlic, and several dozen wooden stakes. The preparations made, the half-orc slinks into the shadows and readies himself for the bloodshed.

Blood dripping from its drool and claws, a monstrously fat demon bears down on a human, who busies herself marking a tavern's door frame with a few chalkmark runes. She takes a long step back and waits. As the demon lunges for its next meal, an invisible force lashes forth from the doorway, lopping off its hand and raking its stomach. The fiend howls with rage, and the inquisitor breathes a sigh of relief.

Supernatural detectives and monster slayers, investigators are always on the hunt for malevolent outsiders. Whenever evil seeps into the world—be it fiends, undead, or strange abominations from beyond the stars—investigators will be the first to locate them and banish their foul corruption from the mortal plane.

Paranormal Investigators

There are forces more ancient than time, foes more sinister than the foulest men, and beings more titanic than gods. The world stands at a precipice of woe and terror, being threatened nightly by dark agents and hordes of monsters. At risk to their own lives and sanities, investigators penetrate the evil that creeps in the shadows and banish it from the world. Their battles are never-ending, for victory only delays doomsday another night.

Investigators track supernatural threats ranging from incorporeal spirits, to nefarious vampires and lycanthropes, to incursions of demons and devils. Often in their investigations, they uncover secret cults and maligned individuals who bring these supernatural threats to bear. It is always their goal to impede these evildoers by any means necessary, resorting to trickery, guile, magic, and bloodshed when necessary. To an investigator, no tactic is unthinkable when the world is at stake.

Exorcists and Occultists

Even as they strive to contain its influence from the world at large, investigators dabble in forbidden magic to give themselves an edge against supernatural threats. Prepared investigators keep a well-stocked grimoire of magical secrets, containing rituals, incantations, notes on monsters' powers and weaknesses, recipes for poisons, and arcane diagrams—everything needed to confront their foes on an even footing. Even so, an investigator's occupation is perilous. A grimoire might spell out a vampire's fear of sunlight and aversion to silver, but it does little to hinder their fangs.

Creating an Investigator

As you build your investigator, consider what sort of supernatural threat first drove you to investigating and combating the occult. Did one of your family members strike a bargain with a fiend? Were you kidnapped by a cabal of vampires or a pack of lycanthropes? Did you stumble across evidence of an eldritch abomination, such as a Great Old One? The type of creature you first did battle with likely shaped your tools and methods later on.

Did you apprentice under a seasoned monster hunter, learning the ropes of tracking a threat, uncovering its weaknesses, and setting a trap for it? Or did you strike out on your own, compiling your own grimoire from hard-earned research? Perhaps you learned everything about monster hunting from someone else's grimoire, a masterwork containing an abridged library of occult knowledge and a lifetime of experience. It's even possible that you signed a contract with a minor fiend and turned to supernatural investigation in a last-ditch effort to save your soul.

QUICK BUILD

Follow these suggestions to build an investigator quickly: Intelligence should be your highest ability score, followed by Dexterity or Strength. Choose any background. Then, select the rituals *clue*, *comprehend languages*, *detect magic*, and *transient bulwark* to add to your grimoire. Finally, pick any background, preferably one that relates to your experience with supernatural monsters and the occult.

THE INVESTIGATOR

LEVEL	PROFICIENCY BONUS	FEATURES	RITUAL LEVEL
1st	+2	Expertise, Ritualist	1st
2nd	+2	Myths and Legends, Rushed Incantation	1st
3rd	+2	Occult Specialization	2nd
4th	+2	Ability Score Improvement	2nd
5th	+3	Exploit Weakness	3rd
6th	+3	Expertise, Occult Specialization feature	3rd
7th	+3	Opportunistic Piety	4th
8th	+3	Ability Score Improvement	4th
9th	+4	Supernatural Resolve	5th
10th	+4	Occult Specialization feature	5th
11th	+4	Finisher	6th
12th	+4	Ability Score Improvement	6th
13th	+5	Enigma Arcane	6th
14th	+5	Occult Specialization feature	6th
15th	+5	Enigma Arcane improvement	6th
16th	+5	Ability Score Improvement	6th
17th	+6	Enigma Arcane improvement	6th
18th	+6	Exorcist	6th
19th	+6	Ability Score Improvement	6th
20th	+6	Spellbinder	6th

CLASS FEATURES

As an investigator, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per investigator level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, heavy crossbows, longswords, rapiers, shortswords

Tools: One gaming set of your choice

Saving Throws: Dexterity, Intelligence

Skills: Choose three from Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Persuasion, Religion, Sleight of Hand, and Stealth

EQUIPMENT

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

- Leather armor
- A dagger and (*a*) a longsword or (*b*) a rapier
- (*a*) a heavy crossbow and 20 bolts or (*b*) a hand crossbow and 20 bolts
- (*a*) dungeoneer's pack or (*b*) a priest's pack
- A grimoire and a component pouch

Expertise

At 1st level, choose two of your skill proficiencies; your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose another two skill proficiencies to gain this benefit.

Ritualist

You maintain a grimoire brimming with magical rituals: your most potent tools to defeat supernatural threats.

GRIMOIRE

At 1st level, you have a grimoire containing four 1st-level spells of your choice that have the ritual tag from any class's spell list (the spells needn't be from the same list). You can't cast spells that are in your grimoire except as rituals, unless you've learned them by some other means.

Whenever you gain a level in this class, you can add an additional ritual spell from the Investigator Spells list (see Chapter 6) to your grimoire at no cost. The Ritual Level column on the Investigator table shows the maximum spell level you can add to your grimoire.

Additionally, whenever you find a ritual spell on your adventures, you can add it to your grimoire if it is on the Investigator Spells list and is of a level you can add to your grimoire. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

BONUS RITUALS

As an investigator, you can treat specific spells as if they had the ritual tag, allowing you to add them to your grimoire and cast them as rituals. These spells are marked in the Investigator Spells list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your ritual spells, since you master your spells through deduction and cunning. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, when you cast an investigator ritual or a spell offered to you by a feature in this class, you use your Intelligence modifier when setting the saving throw DC and making an attack roll.

SPELL SAVE DC = 8 + your proficiency bonus + your Intelligence modifier

SPELL ATTACK MODIFIER = your proficiency bonus + your Intelligence modifier

Myths and Legends

At 2nd level, you are extremely adept at uncovering knowledge that pertains to eldritch threats and forgotten legends. You have advantage on Intelligence checks related to researching creatures, spells, and other ancient or secret lore.

Rushed Incantation

Beginning at 2nd level, you can hastily perform any ritual spell in your grimoire that has a casting time of 1 action, completing the ritual as a bonus action. If the spell requires material components worth 100 gp or less, can cast it without providing those components. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

As you gain higher levels in this class, you can use this feature additional times. You can use it once more at 5th level (Intelligence modifier + 1), 9th level (Intelligence modifier + 2), 13th level (Intelligence modifier + 3), and 17th level (Intelligence modifier + 4).

Occult Specialization

At 3rd level, you choose a specialization, an area of expertise in handling eldritch threats. Your specialization choices are detailed at the end of the class description. Your specialization choice grants you features at 3rd level and again at 6th, 10th, and 14th level.

TRINKETS

Investigators also collect a number of supernatural trinkets. Once you use one of your trinkets, you can't use this feature again until you finish a short or long rest.

As a thing-that-goes-bump-in-the-night, I find this whole career path offensive.

As you gain higher levels in this class, you can use your trinkets additional times between rests: You can use them once more at 5th level (2 uses), 11th level (3 uses), and 17th level (4 uses).

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.

Exploit Weakness

Most supernatural creatures have some form of weakness, a gap in their armor that allows them to be defeated. Starting at 5th level, once on each of your turns when you hit a creature with a weapon attack, the target is treated as if it has vulnerability to the weapon's damage. Vulnerability from this feature only doubles your weapon's damage roll and your ability modifier; you don't double extra damage from sources like spells (such as *hunter's mark*), magic items (such as the extra fire damage of a *flame tongue*), feats, or class features (such as Sneak Attack).

Additionally, the attack, as well as all other attacks made against the target until the start of your next turn, count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Opportunistic Piety

By 7th level, you always keep a wide array of holy symbols and blessed items on your person, even if you aren't particularly pious. When you use your Opportunistic Piety, you choose which effect to create from the list below. You must then finish a short or long rest to use your Opportunistic Piety again.

Banish. You cast the *banishment* spell without expending a spell slot. If the target is a fey, fiend, or undead and fails its saving throw against this spell, it also takes radiant damage equal to your level.

Miracle Healing. As an action, divine light from your hands knit the wounds of a willing creature you touch. That creature regains a number of hit points equal to twice your investigator level. This ability has no effect on undead or constructs.

Warding. As an action, you trace a holy symbol on a creature within 5 feet of you, warding it against harm. For the next minute, aberrations, celestials, fey, fiends, and undead that touch the warded creature or hit it with a melee attack take 1d12 radiant damage.

Supernatural Resolve

At 9th level, you gain resilience to the attacks and effects of the creatures you regularly investigate. You can't be possessed or charmed, and you gain resistance to necrotic and psychic damage.

Finisher

Beginning at 11th level, you know exactly how to bring a monster down. Once on each of your turns when you take the Attack action and hit a creature with a weapon attack, you can deal an extra 2d8 damage to the creature. If the creature has less than half its hit points remaining, you can instead deal an extra 4d8 damage to the creature.

Enigma Arcane

At 13th level, you uncover a magical secret connected to a wellspring of potent magic. You can cast one of the following spells once without expending a spell slot: *mirage arcane*, *plane shift*, *reverse gravity*, *sequester*, or *teleport*. Once you do so, you can't cast a spell in this way again until you finish a long rest.

At 15th level, you can also cast one of the following spells once without expending a spell slot: *antimagic field*, *glibness*, *maze*, or *mind blank*. Once you do so, you can't cast any of these spells in this way again until you finish a long rest.

At 17th level, you can also cast one of the following spells once without expending a spell slot: *astral projection*, *gate*, or *weird*. Once you do so, you can't cast any of these spells in this way again until you finish a long rest.

Exorcist

Beginning at 18th level, you can cast the *protection from evil and good* spell without expending a spell slot or material components.

Spellbinder

By 20th level, many rituals you perform have become second nature to you. Select five ritual spells in your grimoire with a casting time of 1 action. You can cast these spells as a bonus action without expending a use of Rushed Incantation, and you can do so without your grimoire on hand. If the spell requires material components worth 100 gp or less, you can cast it without providing those components.

OCCULT SPECIALIZATIONS

Investigators of all stripes share the broad goal of combating the occult, but their methods vary wildly. Some emphasize cutting down monsters and banishing demons, while others believe that uncovering secrets and compiling critical information is the surest method for eliminating supernatural threats. When an investigator gains enough experience, they can steer their approach, including their specific techniques they employ and the trinkets they carry, into an occult specialization, a school of thought for handling eldritch threats.

Antiquarian

Festooned with magical trinkets from every corner of the globe, antiquarians have a tool for every occasion: silver arrowheads for lycanthropes, heartwood stakes for vampires, blessed relics for fiends, and so on. As they expand their collections from piles of trinkets to veritable museums, they become adept historians and arcanists, familiar with the story of every magic item in their care, as well how to use them in dire situations.

ARTIFACT HISTORIAN

Starting when you choose this specialization at 3rd level, you add the *identify* spell to your grimoire. It doesn't require material components when you cast it.

TRINKETS

By 3rd level, you've collected a number of magical trinkets to help you collect and unravel profound arcane secrets. You can use the following trinkets:

Hateful Arrowhead. You can cast the *ray of enfeeblement* or *scorching ray* spell once without using a spell slot or spell components.

Mirrored Prism. You can cast the *blur* or *mirror image* spell once, targeting yourself only, without using a spell slot or spell components.

Razortooth Bandages. You can cast the *cure wounds* or *inflict wounds* spell once without using a spell slot or spell components. This spell is cast as if using a spell slot of the level shown in the Ritual Level column of the Investigator table.

RELICS

By 6th level, you've secured a handful of priceless relics with rare and delicate enchantments. You can use one of the following relics once, and regain the ability to use this feature when you finish a short or long rest.

Antediluvian Dynamo. You can cast the *fireball* or *lightning bolt* spell once without using a spell slot or spell components.

Lich's Deathmask. You can cast the *counterspell* or *dispel magic* spell once without using a spell slot or spell components.

Mortal Coil. You can cast the *animate dead* or *revivify* spell once without using a spell slot or spell components. Casting *animate dead* using this trinket causes all undead servants created by previous castings of the spell to revert to lifeless corpses.

OCCULT SPECIALIZATIONS

NAME	DESCRIPTION
Antiquarian	Festooned with powerful magical trinkets of all shapes and sizes
Archivist	A scholar who collects scraps of ancient lore
Detective	Chases down clues and unravels crimes with their impressive intellect
Exterminator	Hunts down vampires, lycanthropes, and beasts that stalk the night
Inquisitor	An agent of the church that performs exorcisms and roots out heresy
Medium	Foretells events of the future using a magical connection to the dead
Occultist	A magician borrowing spells from wizards and warlocks
Spy	Infiltrates with perfect disguises and unmatched charm

MAGIC ITEM COLLECTION

Starting at 10th level, you maintain a vault of magic items, secured in an extradimensional space with an elaborate locking mechanism. You can produce one of the items listed below, and you can change your selection each day when you finish a long rest.

The item is your choice of the following: a *carpet of flying*, a *cloak of the bat*, a *flame tongue*, *gauntlets of ogre power*, an *instant fortress*, a *ring of regeneration*, a *ring of telekinesis*, a *sun blade*, or a *wand of wonder*.

PHYLACTERY

By 14th level, you've secured the crown jewel of your collection: a lich's phylactery. Though the original owner's soul has been expelled from this accursed artifact, it retains many of its unique properties.

This magic item is always attuned to you and doesn't count against your total number of attuned magic items. It has 5 charges, and regains 1d4 + 1 expended charges daily at dawn. You can expend one or more of these charges to use the following abilities:

1 Charge: You can cast the *false life* spell as a 2nd-level spell without expending a spell slot or spell components.

1 Charge: You can use your bonus action to regain one expended use of your Trinkets.

2 Charges: As a reaction when you are reduced to 0 hit points, but not killed outright, you can drop to 1 hit point instead.

3 Charges: Make a melee spell attack against a creature within your reach. On a hit, the target takes 5d6 necrotic damage and you regain hit points equal to the necrotic damage dealt.

Archivist

Though most investigators fill their grimoires with hard-won knowledge borne from encounters with supernatural threats, some prefer to do bookkeeping instead. Such archivists seek to accumulate knowledge, moreso than trinkets, by spending untold hours digging through disparate tomes of occult secrets and compiling them into encyclopedic texts on the supernatural. Through their research, archivists become academic masters of the arcane, and priceless reservoirs of obscure knowledge.

TRINKET

Starting when you choose this specialization at 3rd level, you've collected a powerful trinket to enhance your ritual magic:

Archaic Scroll. You can perform a ritual spell with your Rushed Incantation feature without expending one of the feature's uses.

THESIS

Also at 3rd level, you gain access to certain spells associated with your thesis. Pick one of the following subject areas for your thesis: Corpus, Ignis, Mortis, or Regis. You gain a list of associated thesis spells. Once you gain access to a thesis spell, it is added to your grimoire. If you gain access to a spell that doesn't appear on the Investigator Spells list, the spell is nonetheless an investigator spell for you. You can use your action and expend a use of your Rushed Incantation feature to cast one of your thesis spells.

CORPUS

Spell Level	Spells
1st	*jump, longstrider*
2nd	*alter self, heat metal*
3rd	*gaseous form, meld into stone*

IGNIS

Spell Level	Spells
1st	*burning hands, thunderwave*
2nd	*gust of wind, scorching ray*
3rd	*call lightning, wind wall*

MORTIS

Spell Level	Spells
1st	*bane, false life*
2nd	*blindness/deafness, darkness*
3rd	*revivify, vampiric touch*

REGIS

Spell Level	Spells
1st	*charm person, hideous laughter*
2nd	*enthrall, suggestion*
3rd	*dispel magic, hypnotic pattern*

ERUDITE SPELL

By 6th level, you've mastered the intricate theory of arcane propagation. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can give one target of the spell disadvantage on its first saving throw against the spell.

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

ENCYCLOPEDIC EXPERTISE

Starting at 10th level, you can identify any arcane effect from memory. Whenever you witness a spell being cast or investigate a magical effect, you can always identify the spell that was cast, the magic item responsible, or the monster which produced the effect. However, this ability fails to identify spells, magic items, and monsters that are utterly unique or are otherwise not recorded in arcane texts.

EIDETIC MEMORY

At 14th level, you can effortlessly duplicate spells you see in the world. You can copy any ritual spell you see being cast into your grimoire.

Moreover, you can precisely copy the exact motions of a spell's casting to duplicate its effect. When you see a spell of 5th level or lower being cast, you can use your action and spend 1 use of your Rushed Incantation feature to cast the spell yourself without expending a spell slot. To use this ability, the spell must have a casting time of 1 action, must have been cast within the last minute, and must not have expensive material components that indicate a cost or are consumed by the spell.

Once you duplicate a spell in this way, you can't do so again until you finish a long rest.

Detective

Prowling at the edge of darkness, detectives chase down clues and pull on threads to unravel conspiracies that bring darkness into the world. Sometimes, this requires that you infiltrate a cult's secret meetings, other times it calls on you to reconstruct a person's last moments at a murder scene. No matter what the mystery, however, you know that there is always an explanation.

INVESTIGATOR'S HUNCH

Starting when you choose this specialization at 3rd level, you can unravel even the toughest of mysteries. If you spend at least 10 minutes combing through documents and arranging clues, you can make an Intelligence check related to those documents and clues with advantage.

TRINKETS

By 3rd level, you've collected a number of magical trinkets to aid you in tracking supernatural creatures and unraveling mysteries. You can use the following trinkets:

Fogstone Periapt. As a bonus action, you can cast the *misty step* spell once without using a spell slot or spell components.

Glass Medallion. As a bonus action, you can cast the *invisibility* spell once, targeting yourself only, without using a spell slot or spell components.

Skeleton's Key. As a bonus action, you can cast the *knock* spell once without using a spell slot or spell components.

PREDICTIVE INTUITION

By 6th level, you can turn your skills with reconstructing events towards anticipating the next moment of a fight. As a bonus action, you can examine the movements of a creature you can see within 30 feet of you. When you do so, you can choose to add 1d4 to your next attack roll targeting that creature before the start of your next turn, or you can choose to subtract 1d4 from the creature's next attack roll against you before the start of your next turn.

INTERROGATOR'S INSTINCT

At 10th level, you are so accustomed to uncovering the truth that you can sense the intents behind someone's voice. You can tell if a creature that you can hear speaking is charmed, possessed, or otherwise enchanted to speak against its will, and you have advantage on any ability check you make to determine if you hear a lie.

POWER OF DEDUCTION

Starting at 14th level, you can use your action to examine a creature you can see within 30 feet of you, noting innumerable details and making a lengthy string of logical deductions. For the next minute, you have advantage on Intelligence and Charisma checks you make to interact with that creature, and you have advantage on attack rolls against it.

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

Exterminator

An exterminator suffers no monster to live. Trained in the art of slaying aberrations, fiends, and undead, you stand against evil where others falter, and draw your blade before others recognize a threat. Grand schemes and plots are less important than retribution against those monsters which stalk the night, and your thirst for such retribution is unquenchable. There is always another werewolf to be slain, another vampire to be staked, another demon to be banished; people rarely thank you, but you find satisfaction enough in your work.

BONUS PROFICIENCIES

Starting when you choose this specialization at 3rd level, you gain proficiency with martial weapons and medium armor.

TRINKETS

By 3rd level, you've collected a number of magical trinkets to aid you in the elimination of monsters and other threats. You can use the following trinkets:

Consecrated Whetstone. As a bonus action, you can cast the *magic weapon* spell once without using a spell slot or spell components.

Gilded Dragon Scale. As a bonus action, you gain resistance to one damage type of your choice for 1 minute.

Wyverntooth Necklace. When you hit a creature with a melee weapon attack, you can use your bonus action to activate this trinket, dealing an extra 2d8 poison damage to the creature.

MONSTER SLAYER

Beginning at 6th level, when you take the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a short or long rest.

SILVERED EDGE

Starting at 10th level, whenever you deal damage to a creature with a weapon attack, it can't regain hit points until the start of your next turn. Additionally, when you reduce a creature to 0 hit points, it can't be raised as an undead creature nor be returned to life by any means short of the *wish* spell for 7 days.

KILLER INSTINCT

Starting at 14th level, you can use your Exploit Weakness feature twice on your turn, but can't use it against the same target more than once.

Inquisitor

The church has long been the first line of defense against the tide of impending darkness. Yet, the clergy's stubborn devotion to righteousness impedes them where it counts: you must sometimes be willing to do evil to counter evil. That's where the inquisition comes in.

As a righteous inquisitor of the faith, you are tasked with rooting out heresy, exorcising demons, and stamping out any sign of the occult, and you are offered clemency for any action you take in the defense of the greater good. You may investigate anyone or anything you deem to be in line with the forces of evil, for you alone are a holy blade in the dark, the arbiter of your church.

BONUS PROFICIENCIES

Starting when you choose this specialization at 3rd level, you gain proficiency with medium armor.

EXORCIST'S DOCTRINES

Also at 3rd level, you gain proficiency in the Religion skill, and your proficiency bonus is doubled for any ability check you make that uses this skill.

TRINKETS

By 3rd level, you've collected a number of magical trinkets to help you banish restless spirits and foul demonic forces. You can use the following trinkets:

Alabaster Balm. As a bonus action, you can cast the *lesser restoration* spell once without using a spell slot or spell components.

Hallowed Chalice. As a bonus action, you can utter a prayer and produce a volume of holy water from this cup sufficient to fill one flask. After 24 hours, this holy water becomes ordinary water. You can use this trinket five times before its power is expended.

Reliquary of Doubt. As a bonus action, you can cast the *detect thoughts* spell once without using a spell slot or spell components. When you cast the spell in this way, you can only detect thoughts that are associated with negative emotions, such as guilt, apprehension, regret, or melancholy.

DIVINE STRIKE

At 6th 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, you can cause the attack to deal an extra 1d6 radiant damage to the target.

ROTE PIETY

Starting at 10th level, you command a mastery of divine magic seldom seen among the clergy. You can use your Opportunistic Piety feature three times, and you regain all expended uses when you finish a short or long rest.

EXCOMMUNICATION

By 14th level, as an action, you can emblazon a mark of religious condemnation upon a creature you can see within 60 feet of you. The target must succeed on your choice of a Constitution or Wisdom saving throw or be marked for 1 minute. While marked, the creature can't regain hit points or have advantage on any attack roll or ability check. Additionally, whenever the creature takes an action, it takes 2d6 radiant damage as the mark burns with radiant light.

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

Medium

As conduits between the living and dead, mediums offer an essential glimpse past the veil of mortality. Using their auguries, seances, and divinations, mediums can retrieve morsels of information from the afterlife to settle debts between the living or dead, and to assist ongoing investigations. This information, however cryptic, can point an interested party toward clues or evidence that only the deceased are able to provide.

FORTELLING

Starting when you choose this specialization at 3rd level, you can receive glimpses of the future. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any ability check, attack roll, or saving throw made by you or a creature that you can see with one of these foretold rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

As an action, you can expend a use of your Rushed Incantation ability to make an additional foretold roll. You can have up to three foretold rolls at one time. Each foretold roll can be used only once. When you finish a long rest, you lose any unused foretold rolls.

TRINKETS

By 3rd level, you've collected a number of objects that help you attune to the afterlife. You can use the following trinkets:

Dead Ringer. As an action, you can ring this bell to cast the *speak with dead* spell once without using a spell slot or spell components. When you cast the spell using this trinket, you can ask the corpse only one question.

Heptagonal Spectacles. As a bonus action, you can cast the *see invisibility* spell once without using a spell slot or spell components.

Lucent Mirror. You can use your bonus action to activate this trinket, causing you to phase partially into the Ethereal Plane for up to 1 minute. For the duration, you can move through other creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or object. Additionally, you have resistance to all damage. This effect ends early after you take any damage.

FOREWARNING PRESENCE

By 6th level, the spirits of the dead guide your hand when you would falter. You can reroll an attack roll or ability check you make, and you must use the new roll.

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

WHISPERS FROM BEYOND

Starting at 10th level, you can open your perceptions to receive a hint from beyond the pale. The GM answers with a one-word hint pertaining to your best course of action, a fruitful line of inquiry, or some other useful direction.

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

THIRD EYE

By 14th level, your connection to the afterlife allows you to see all. You can use your bonus action to cast the *true seeing* spell without using a spell slot or spell components.

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

Occultist

Vampires, demons, lycanthropes, and aberrations all have one thing in common: they are all magical threats, best combated through magical means. To meet these foes on a level playing field, occultists indulge in arcana, filling their grimoires with magical secrets and mastering a handful of spells. Occultists are the most likely investigators to cavort with warlocks, borrow tricks from wizards and magicians, and dabble in dark magic to defeat their foes.

TRINKET

Starting when you choose this specialization at 3rd level, you've acquired a trinket to assist in your collection of eldritch lore:

Rune Keeper's Eyeglass. As a bonus action, you can activate this trinket to gain the ability to read all writing for 1 hour.

PACT MAGIC

Starting when you choose this specialization at 3rd level, you augment your investigative skills with complex magics.

Cantrips. You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots. The Occultist Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level.

OCCULTIST SPELLCASTING

INVESTIGATOR LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	SPELL SLOTS	SLOT LEVEL
3rd	2	2	1	1st
4th	2	2	1	1st
5th	2	3	2	1st
6th	2	3	2	1st
7th	2	4	2	2nd
8th	2	4	2	2nd
9th	2	5	2	2nd
10th	3	5	2	2nd
11th	3	6	2	2nd
12th	3	6	2	2nd
13th	3	7	2	3rd
14th	3	7	2	3rd
15th	3	8	2	3rd
16th	3	8	2	3rd
17th	3	9	2	3rd
18th	3	9	2	3rd
19th	3	10	2	4th
20th	3	11	2	4th

To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher. At 3rd level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Occultist Spellcasting table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

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

Spellcasting Ability. Intelligence is your spellcasting ability for your warlock spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. Use your investigator spell save DC and spell attack bonus for your warlock spells.

ELDRITCH RUIN

Starting at 6th level, you can use your magical cunning to rip your foes asunder. You can cast a cantrip as a bonus action instead of dealing additional damage with your Exploit Weakness feature.

EYES OF ANOTHER WORLD

Starting at 10th level, supernatural creatures can no longer escape your detection. You can see creatures and objects that are invisible or on the Ethereal Plane, and you can see the original form of shapechangers or creatures whose form has been altered by magic. Additionally, you can immediately detect if a creature you can see is possessed.

MALEFICIUM

Starting at 14th level, when you use your Exploit Weakness feature against a creature, you can cast the *bestow curse* spell on that creature as a bonus action, without using a spell slot or spell components; the targeted creature has disadvantage on its saving throw against this spell.

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

Spy

Infiltration, disguise, and lying through their teeth: these are the principal skills of a spy. A talented spy rarely ever needs to draw a dagger to silence someone, for their honeyed words and agreeable disposition are all that is needed to draw out someone's secrets. Of course, when they do strike, it is decisively and without warning. Such skills are invaluable for governments and organizations of all varieties, for stealing confidential information, sabotage, monitoring persons of interest, and everything in between.

BRAVADO

Starting when you choose this specialization at 3rd level, your knowing smile and infectious confidence inspires trust in most people you meet, even when you're not telling the truth. You gain proficiency in the Deception skill, your proficiency bonus is doubled for any ability check you make that uses this skill.

TRINKETS

By 3rd level, you have a collection of trinkets that aid your espionage. You can use the following trinkets:

Glass Dust. As a bonus action, you can throw this dust in the air, becoming invisible until the start of your next turn. This effect ends early if you take any damage.

Horn-Rimmed Glasses. As a bonus action, you can cast the *disguise self* spell once without using a spell slot or spell components.

Martini Glass. As a bonus action, you can cast the *charm person* spell once without using a spell slot or spell components.

CLOAK AND DAGGER

By 6th level, you always endeavor to kill your target in one strike. When you make an attack roll against a creature that is surprised or hasn't taken a turn in combat yet, you can treat your weapon's damage dice as having rolled their maximum value.

SHAKEN NOT STIRRED

Starting at 10th level, your roguish smile grants you incredible leeway. Whenever you fail a Charisma (Deception) or Charisma (Persuasion) check, you can reroll the check, and you must use the new roll.

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

BODY DOUBLE

By 14th level, you can rapidly exchange identities with a corpse. When you reduce a humanoid to 0 hit points, you can use your reaction to assume the creature's appearance, as per the *disguise self* spell. When you do so, the creature's body, as well as its blood, clothing, and other physical evidence of its death, magically become invisible for 8 hours. You can also use this ability as an action to touch the corpse of a humanoid that has been dead no longer than 24 hours, assuming its appearance and causing it to become invisible, as above.

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

A spy once infiltrated my Spire of Secrets pretending to be a statue! He stayed hidden for a few weeks. I only noticed when one of my statues suddenly keeled over from starvation.

MARTYR

Squalid masses draw close around a young dwarf in spotless clothing. He touches each person in turn, healing injuries, curing illnesses, and restoring hope.

A ragged tiefling speaks in a crowded square. As if in response, dark clouds gather over her head and the earth trembles at her words.

A mad king spits and swears from his throne at imperial guards who have fled or been slain. A lone dragonborn stands before him, solemnly preparing herself for divinely demanded regicide.

Martyrs are implements of the gods, hand-picked to spill their blood in service of a divine cause. Such an end is inevitable, for once a martyr is chosen, their fate is fixed in the heavens.

Fated to Die

Martyrs are chosen by the gods, predestined to speed forth to a final destination: they are ordained to die for a great cause. They are prophets and oracles, great priests and liberators. Regardless of how much good they might accomplish in their lives, the end must always be the same: a glorious death, to be remembered in legend.

No matter the circumstance, a martyr cannot avoid their destiny. While some martyrs gladly accept their holy approbation, others struggle against it. However, from the moment the gods choose their martyr, they shall intervene in the martyr's fate, pulling them inexorably towards their cause. The gods will settle for a lesser martyr if they must—if the one chosen is unwilling to follow their path—but they always prefer to uplift their martyr to the heights of sainthood before their inevitable death.

Blood of the Martyr

As martyrs are ordained by the gods to die, their suffering is holy sacrament. Martyrs brought close to death grow more powerful, not less, and those that spill their own blood evoke waves of divine energy. In the view of the gods, such hardship only heightens martyrdom and hastens the martyr to their destiny.

Paradoxically, martyrs are protected from death's precipice even as they are edged closer towards it. Every torment and persecution suffered by them is weighed with equal moments of respite offered by the gods. The gods do not mean to kill their charge early; a martyr should meet their fate only at the preordained time and place.

Creating a Martyr

As you create a martyr, think about the moment you were chosen by the gods and your burden was placed upon you. Were you visited by an angelic host or a god disguised as a mortal? Did you quietly hear a divine voice in your ear, as stigmata formed on your body? Was your soul violently dragged to the Upper (or Lower) Planes for an audience with the gods?

Consider the life you led before you were ordained for martyrdom. Were you a wicked soul, purified and redeemed to undergo this task? Were you already a warrior, adventurer, or cleric in service of the gods? Also consider how you reacted. Did you accept the task and your inevitable destiny, or did you run from it? Are you still running?

QUICK BUILD

To build a martyr quickly, follow these suggestions: Constitution should be your highest ability score. Your next highest ability score should be Strength if you choose a Burden, such as the Burden of Revolution, which focuses on melee combat, or Wisdom if you choose one focused on spellcasting. Choose any background.

THE MARTYR

LEVEL	PROFICIENCY BONUS	FEATURES	MAX SPELL LEVEL	SPELL USES
1st	+2	Mortal Burden, Ordained Death	—	—
2nd	+2	Spellcasting, Sainted Reprisal, Mark of the Herald	1st	2
3rd	+2	Divine Healing, Torment	1st	3
4th	+2	Ability Score Improvement	1st	3
5th	+3	Extra Attack	2nd	6
6th	+3	Mortal Burden feature	2nd	6
7th	+3	Respite	2nd	7
8th	+3	Ability Score Improvement	2nd	7
9th	+4	—	3rd	9
10th	+4	Undying Conviction	3rd	9
11th	+4	Torment improvement	3rd	10
12th	+4	Ability Score Improvement	3rd	10
13th	+5	—	4th	11
14th	+5	Mortal Burden feature	4th	11
15th	+5	March Unto Destiny	4th	12
16th	+5	Ability Score Improvement	4th	12
17th	+6	—	5th	14
18th	+6	Mortal Burden feature	5th	14
19th	+6	Ability Score Improvement	5th	15
20th	+6	Final Martyrdom	5th	15

CLASS FEATURES

As a martyr, you have the following class features.

HIT POINTS

Hit Dice: 1d12 per martyr level

Hit Points at 1st Level: 12 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple and martial weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, History, Insight, Intimidation, Medicine, Persuasion, and Religion

EQUIPMENT

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

- (*a*) a martial weapon and a shield, or (*b*) two martial weapons
- (*a*) scale mail or (*b*) chain mail (if proficient)
- (*a*) a light crossbow and 20 bolts, or (*b*) any simple weapon
- (*a*) a priest's pack or (*b*) an explorer's pack
- A holy symbol

Mortal Burden

Beginning at 1st level, you are fated to perish in the name of a great ideal, cementing your name alongside others who have done the same. Choose a Mortal Burden, detailed at the end of the class description. Your choice grants you features at 1st level, and again at 6th, 14th, and 18th level.

BURDEN SPELLS

Each burden has a list of associated spells that you gain at the martyr levels specified in the burden description. Once you gain access to a burden spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you gain a burden spell that doesn't appear on the martyr spell list, the spell is nonetheless a martyr spell for you.

Ordained Death

As a martyr, you have been predestined by the gods to perish for a great cause; there is no greater glory in death, and no greater joy in the afterlife. However, it is not yet your time. Starting at 1st level, when you fall to 0 hit points and begin to make death saving throws, you must fail 5 saving throws to die. Additionally, if a spell has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you.

Mark of the Herald

At 2nd level, your divine cause manifests itself upon you, forming a special mark or stigmata for all to see. You have advantage on ability checks you make to convince other creatures to assist you in service of your holy cause.

Spellcasting

Starting at 2nd level, you can leverage the power of your suffering to cast divine magic.

CASTING SPELLS

To cast one of your martyr spells of 1st level or higher, you must lose hit points to create and expend a spell slot greater than or equal to that spell's level. The number of hit points is listed on the Hit Points Spellcasting table and can't be reduced or avoided. You don't make Constitution saving throws to maintain concentration on spells as a result of losing these hit points.

The Martyr table shows the maximum level of spell slot you can create.

The Spell Uses column of the Martyr table shows how many spells you can cast. When you expend hit points to cast a spell, you expend one of these uses. You regain all expended uses when you finish a long rest.

HIT POINTS SPELLCASTING

Spell Level	Point Cost
1st	5
2nd	10
3rd	20
4th	30
5th	45

PREPARING SPELLS

You prepare the list of martyr spells that are available for you to cast, choosing from the martyr spell list. When you do so, choose a number of martyr spells equal to your Wisdom modifier + half your martyr level, rounded down (minimum of one spell). Spells you choose must be of a level no higher than what's shown in the Max Spell Level column for your level. You can change your list of prepared spells when you finish a long rest.

HEALING MAGIC

Because your power is derived from mortal suffering, you can't regain hit points from any spell you cast.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your martyr spells, since your power originates in the devotion used to overcome your trials and tribulations. 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 martyr 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

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your martyr spells.

Sainted Reprisal

Also at 2nd level, you can reprimand those who draw your blood. When a creature you can see within 5 feet of you hits you with a melee attack, you can use your reaction to deal that creature 1d6 necrotic or radiant damage (your choice).

The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Divine Healing

Starting at 3rd level, you can utter a prayer to the gods for mercy. As an action, you can spend Hit Dice and regain hit points as if you had just finished a short rest. When you use this ability, you can spend a number of Hit Dice up to your proficiency bonus.

Torment

By 3rd level, you have learned to curry the gods' favor through anguish and mortal trials. Once on each of your turns when you hit a creature with a melee weapon attack, you can lose 5 hit points to deal an extra +10 bonus necrotic or radiant damage (your choice) to the target. You don't make Constitution saving throws to maintain concentration on spells as a result of losing these hit points.

Starting at 11th level, you can choose to lose 10 hit points to deal an extra +20 damage to the target.

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.

Extra Attack

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

Respite

Beginning at 7th level, you regain all spent Hit Dice when you finish a long rest, instead of only half of them.

Undying Conviction

Beginning at 10th level, when you drop to 0 hit points and aren't killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

March Unto Destiny

At 15th level, your inevitable end draws nearer, and nothing can hold you from it. You do not need to eat or drink, and can't be paralyzed, petrified, or stunned.

Final Martyrdom

At 20th level, you have at last reached your predestination: you will die in eternal glory. You can use your action to become immune to all damage for 10 minutes. During this duration, you can't be blinded, charmed, deafened, exhausted, frightened, incapacitated, poisoned, restrained, or rendered unconscious. You have advantage on all ability checks, attack rolls, and saving throws.

Additionally, during this duration, you can cast the *wish* spell once, without spending a spell slot or hit points. If you use the spell to produce any effect other than duplicating another spell, the stress of casting it doesn't reduce your Strength or cause you to take necrotic damage.

At the end of this duration, you die. No force short of divine intervention can prevent your death, and you can't be returned to life by any means.

MORTAL BURDENS

Martyrs are created and driven forth to right an inexorable wrong in the world. On this quest, they are a direct instrument of the gods, and no matter how hard they try, they cannot escape the burden of their duty.

Burden of Atonement

For all the wrong you have done in your life, the gods have graced you with an undeserved second chance. Your burden is to atone, to undo all the evils you have done in your life, and to seek redemption before the gods. How you accomplish this is your choice, so long as you remove any dark marks you leave behind. Ultimately, your final martyrdom might be a grand act, averting a great disaster or banishing a force of evil, or it might be as humble as redirecting the life of an evil person and causing them to seek redemption, passing the torch to a new martyr of atonement.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level	Spells
3rd	*cure wounds, sanctuary*
5th	*calm emotions, lesser restoration*
9th	*remove curse, speak with dead*
13th	*death ward, fire shield*
17th	*greater restoration, mass cure wounds*

BONUS PROFICIENCIES

Starting at 1st level, you gain proficiency in heavy armor.

QUIET MARTYRDOM

Not all stories of martyrdom end in dramatic confrontations with implacable foes. Occasionally a martyr's sacrifice achieves a peaceful conclusion and satisfies the gods without costing their life. Nevertheless, the stories of these martyrs still come to a close—they do not continue adventuring once their ultimate goal has been fulfilled. Perhaps they might retire to a distant hermitage, wander into the desert, or simply disappear into a crowd, never to be seen again.

SELF-SACRIFICE

Also at 1st level, you can dive in the way of an attack. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to change the target of the attack to yourself instead.

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

BLOODED REPRIEVE

Starting at 6th level, whenever you use your Torment feature against a hostile creature and you reduce the target to 0 hit points, you lose no hit points from using the ability.

DRAW AGGRESSION

Beginning at 14th level, as a bonus action on your turn, you can invoke the ire of your foes to protect your allies. Until the start of your next turn, each hostile creature you choose within 5 feet of you that can see you has disadvantage on attack rolls against creatures other than you, and advantage on attack rolls against you.

MORTAL BURDENS

NAME	DESCRIPTION
Burden of Atonement	Aims to correct all the evils of their life through divine martyrdom
Burden of Discord	Spreads havoc and upsets the status quo
Burden of the End	One mission: prevent the end of the world
Burden of Mercy	Heals the sick and eases suffering of all
Burden of Rebirth	Tasked with preserving the balancing between civilization and the natural world
Burden of Revolution	Sent by the gods to spread freedom and crush despots
Burden of Truth	A prophet tasked with bringing a revolutionary truth to the world
Burden of Tyranny	Fated to become a king and rule with an iron fist

SIN EATER

Starting at 18th level, you can use your action to transfer negative effects from any number of willing creatures within 60 feet to yourself. You can transfer one of the following effects from each creature:

- One level of exhaustion
- One disease or poison
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum
- The blinded, charmed, deafened, paralyzed, petrified, or poisoned condition

The effect ends for the creature and targets you as if you were the original target, with the effect's original duration. You can transfer multiple negative effects of the same type to yourself, affecting you only once each time you use this ability.

Burden of Discord

Martyrs of Discord are chosen at random to sow chaos and stoke evil wherever they travel. They light things on fire, commit petty crimes, and even murder when the fancy strikes. Given to their own predilections, martyrs of discord are unified only by their charge to disrupt the status quo as much as possible.

No one is certain why the gods make martyrs of Discord in the first place. Perhaps it is at the whim of one capricious or evil god, or perhaps the gods desire a balance between chaos and law, and must sometimes stoke the fire to restore this balance.

They have a DIVINE MANDATE to do crimes.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level	Spells
3rd	*hideous laughter, inflict wounds*
5th	*knock, shatter*
9th	*lightning bolt, stinking cloud*
13th	*confusion, polymorph*
17th	*animate objects, passwall*

CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the *shocking grasp* and *thaumaturgy* cantrips, and one other cantrip of your choice from the cleric spell list. You do not lose hit points for casting these spells. Wisdom is your spellcasting ability for these spells.

HAVOC!

Also at 1st level, you can stoke the flames of chaos with your sword. When you hit a hostile creature with a melee weapon attack, you can roll on the table below to trigger an additional effect.

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

d10	Effect
1	You trade places with the target.
2	Lightning strikes you and the target, dealing 3d6 lightning damage to each of you.
3	The target must vocalize their innermost thoughts for the next minute.
4	You cast *darkness*, centered on the target.
5	You become invisible until the end of your next turn, as per the spell *invisibility*.
6	The target bursts into flames, taking 1d4 fire damage. The target continues to take 1d4 fire damage at the beginning of their turns until a creature extinguishes the flames as an action.
7	The target's skin transforms into a brittle glass until the end of its next turn, reducing its AC by 3.
8	The target comically falls prone.
9	Something explodes in the distance, dealing 8d6 fire damage to any creature within a 20-foot radius of the exploding object.
10	Roll on this table twice and apply both results. If you get this result on one or both secondary rolls, ignore it.

BLOODED REPRIEVE

Starting at 6th level, whenever you use your Torment feature against a hostile creature and you reduce the target to 0 hit points, you lose no hit points from using the ability.

COIN OF CHAOS

At 14th level, you have a coin blessed with the tides of chaos. Whenever you or a creature you can see makes an attack roll, ability check, or saving throw, you can flip a coin to add a bonus to the roll. The bonus equals +4 on a heads or +1 on a tails. Once you use the coin, the coin goes to the GM, who can use it to enhance any roll made by an NPC or monster. Once the GM has used the coin, it passes back to you, and so on. When you finish a long rest, you regain the coin, whether or not the GM has used it.

PANDEMONIUM

At 18th level, you can use your Havoc! ability whenever you make an attack roll or cast a spell targeting a hostile creature, and do not need to rest between uses.

Burden of the End

The gods have seen a great cataclysm on the horizon and tasked their martyr with protecting the world from catastrophe. The exact nature of the coming End may vary: sometimes the awakening or arrival of an evil entity, sometimes the discovery and abuse of a powerful artifact, and sometimes a singularly destructive event that endangers the gods themselves, but the martyr must be dedicated to give their lives to stop it. To this end, the gods imbue their martyr with ancient and powerful spells, tools once gifted only to prophets.

When the coming cataclysm threatens the world, a martyr would be ill-served to ignore their call, for the cataclysm imperils them directly—as well as the lives of their family and companions. The life of a martyr is always forfeit, but the rest of the world can yet be saved.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level	Spells
3rd	*guiding bolt, protection from evil and good*
5th	*blindness/deafness, darkness*
9th	*call lightning, counterspell*
13th	*blight, control water*
17th	*flame strike, insect plague*

Every few years, the gods have to send a martyr to stop the end of the world.

There's always another world-ending crisis.

Don't think too hard about that.

CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the *sacred flame* and *thaumaturgy* cantrips, and one other cantrip of your choice from the cleric spell list. You do not lose hit points for casting these spells. Wisdom is your spellcasting ability for these spells.

HERALD OF THE END

Also at 1st level, your magic is empowered with foreknowledge of the end times, heightening its force. When you cast a martyr spell that deals damage, you can choose to reroll all of its damage dice and must keep the new rolls. Once you use this ability, you can't use it again until you finish a short or long rest.

SACROSANCT SPELL

At 6th level, when you cast a spell with a casting time of 1 minute or longer, or a spell that has the sole effect of restoring hit points, you lose no hit points from casting the spell if you cast it at its lowest level. Casting the spell still counts against your total number of spell uses.

EMBRACE THE INEVITABLE

Starting at 14th level, once on each of your turns, when you cast a martyr spell of 1st level or higher which calls for a saving throw to resist its effects, you can spend additional hit points equal to half the cost of the spell to cause the creature to roll its first save against the spell with disadvantage.

HALT APOCALYPSE

By 18th level, the gods have blessed you with precious time enough to forestall catastrophe. At the end of your turn, you can choose to take another turn immediately. Once you use this ability, you can't use it again until you finish a long rest.

Burden of Mercy

When the suffering of the world grows too heavy, and the cries of the anguished grow too loud, the gods deliver a martyr to ease the strife and bring peace to the masses. This burden, however, has no end. A martyr may spend all their days healing the sick and driving demons out of the possessed, but they will scarcely impact the world at large. Indeed, the onus upon them is not to mend every wound or comfort every widow, but to provide hope in the darkest of times that the gods have not forsaken their people, that peace will soon reign, and that light will be victorious.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level	Spells
3rd	*healing word, sanctuary*
5th	*enhance ability, lesser restoration*
9th	*remove curse, revivify*
13th	*death ward, freedom of movement*
17th	*mass healing word, raise dead*

CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the *spare the dying* and *thaumaturgy* cantrips, and one other cantrip of your choice from the cleric spell list. You do not lose hit points for casting these spells. Wisdom is your spellcasting ability for these spells.

BALM

Also at 1st level, you can use a bonus action to restore 1 hit point to a creature within 60 feet or remove the blinded, deafened, or poisoned condition from a willing creature you touch. Once you use this feature, you must finish a short or long rest before you can use it again.

SACROSANCT SPELL

At 6th level, when you cast a spell with a casting time of 1 minute or longer, or a spell that has the sole effect of restoring hit points, you lose no hit points from casting the spell if you cast it at its lowest level. Casting the spell still counts against your total number of spell uses.

SHARED RESPITE

Beginning at 14th level, when you use your Divine Healing ability to expend Hit Dice and regain hit points, one willing creature you choose within 60 feet can also regain hit points equal to the highest number rolled on a hit die + your Constitution modifier.

ANOINTED HEALER

By 18th level, your status as a divine healer is enshrined in sainthood. Whenever you restore hit points to a creature, you can add your martyr level to the number of regained hit points. Any creature can benefit from this additional healing once, regaining the ability to do so when you finish a long rest.

Burden of Rebirth

When the natural world is threatened by the needs of growing industry, the ravages of war, or a catastrophic event, the gods may choose a martyr to protect the wild places of the world. Martyrs with this burden don't seek to prevent the destruction of the world; that would be impossible given the number of factors that threaten it. Instead, those tasked with the Burden of Rebirth give their lives to regenerate what has been razed, ushering in new life in places devastated by death.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level	Spells
3rd	*entangle, goodberry*
5th	*pass without trace, spike growth*
9th	*plant growth, speak with plants*
13th	*conjure woodland beings, hallucinatory terrain*
17th	*awaken, reincarnate*

CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the *druidcraft* and *shillelagh* cantrips, and one other cantrip of your choice from the druid spell list. You do not lose hit points for casting these spells. Wisdom is your spellcasting ability for these spells.

FRIEND OF THE FOREST

Also at 1st level, you can cast the *speak with animals* spell without losing hit points to cast it. When you do so, you have advantage on Charisma ability checks made against beasts for the duration of the spell.

Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

SACROSANCT SPELL

At 6th level, when you cast a spell with a casting time of 1 minute or longer, or a spell that has the sole effect of restoring hit points, you lose no hit points from casting the spell if you cast it at its lowest level. Casting the spell still counts against your total number of spell uses.

VERDANT RESILIENCE

Beginning at 14th level, as a bonus action on your turn you can enter a state of natural regeneration for 1 minute. When you do so, and again at the start of each of your turns during this time, you regain hit points equal to your Wisdom modifier. Also during this time you have resistance to bludgeoning, piercing, and slashing damage and you can't cast martyr spells. You can use a bonus action to end your verdant resilience early.

Once you use this feature, you must finish a short or long rest before you can use it again.

TURN OF THE WHEEL

Starting at 18th level, you can cast the *reincarnate* spell without providing material components or losing hit points. When you do, you can choose which race the target reincarnates as rather than the GM rolling randomly. If you wish, instead of targeting a dead humanoid with this spell, you can target yourself. Once you cast the spell using this feature you can't do so again until you finish a long rest.

If you die without using your Final Martyrdom feature, you can return to life 24 hours after you die as if you were targeted by the *reincarnate* spell. You can choose which race you reincarnate as instead of the GM rolling randomly. Once you return to life in this way, you can't do so again for 100 days.

Burden of Revolution

Kings and leaders are bound by an unspoken covenant to the gods to govern their people justly and peacefully. When a monarch turns their back on the gods, embraces tyranny, or uses cruel measures against their own people, a martyr is called to end their reign. Rarely does a Martyr of Revolution come with peaceful measures, for when a king must fall, only the sword can provide the necessary leverage.

Such martyrs are not only called to battle kings; any person of influence that oppresses others and abuses their power might wrong the gods enough to earn the ire of a martyr. In dark times, a martyr might be tasked with clearing a continent of despots and oppressors, calling for a full-scale military campaign of liberation.

BURDEN SPELLS

You gain burden spells at the martyr levels listed. New spells are marked with an asterisk.

Martyr Level	Spells
3rd	*command, heroism*
5th	*hold person, magic weapon*
9th	*haste, pillar of salt**
13th	*stoneskin, wall of fire*
17th	*hold monster, telepathic bond*

BONUS PROFICIENCIES

Starting at 1st level, you gain proficiency in heavy armor.

BULWARK OF REBELLION

Also at 1st level, you can use a bonus action to gain temporary hit points equal to 1d10 + your martyr level which last for 1 hour. Once you use this feature, you must finish a short or long rest before you can use it again.

BLOODED REPRIEVE

Starting at 6th level, whenever you use your Torment feature against a hostile creature and you reduce the target to 0 hit points, you lose no hit points from using the ability.

Men are SO eager to die for crowns.

UNYIELDING BANNER

At 14th level, your banner is a symbol of resistance. You and friendly creatures within 10 feet of you can add your Wisdom modifier to initiative rolls and are immune to being charmed or frightened.

KINGSLAYER

By 18th level, you are the bane of despots, the usurper of tyrants. When you reduce a hostile creature to 0 hit points, choose one of the following effects:

- All of the creature's spells and effects immediately end, including all spells with permanent effects. Spells contingent on the target's death do not trigger.
- Each creature within 120 feet of the target which is aligned with it and has a lower challenge rating than it must make a Wisdom saving throw against your spell save DC or be frightened of you for 1 minute.
- You can use your bonus action to move up to 15 feet and make another melee weapon attack.

Burden of Truth

Tasked with unveiling the world's deceptions and delivering to the people a profound truth, martyrs tasked with the Burden of Truth face an endless battle with disillusionment and lies. Such a martyr must earn the people's hearts and minds, turning their favors away from evil influences and toward divine ones. It is an uphill battle, but one that rarely requires grievous violence except in the most dire of circumstances.

Martyrs of Truth are often deemed prophets, for their gods entrust them with knowledge of the future, insights into the past, and sagacious perspective on the present. Such information is proof of their messages' divine origin and is a necessary balm, for the truths such martyrs are called to preach are often a bitter pill for listeners to swallow.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level	Spells
3rd	*charm person, identify*
5th	*augury, detect thoughts*
9th	*sending, speak with dead*
13th	*divination, freedom of movement*
17th	*legend lore, scrying*

MORAL ERUDITION

Starting at 1st level, you can add your Wisdom modifier instead of your Charisma modifier to Charisma (Persuasion) checks. Additionally, others can naturally sense when you are telling the truth.

MAXIM OF TRUTH

Also at 1st level, your force of personality compels others to truthfulness. You can use your bonus action to cast the spell *zone of truth* (DC equals 8 + your proficiency bonus + your Wisdom modifier), centered on yourself with a 5-foot radius area. This effect lasts for 1 minute. Once you cast this spell in this way, you can't use it again until you finish a short or long rest.

SACROSANCT SPELL

At 6th level, when you cast a spell with a casting time of 1 minute or longer, or a spell that has the sole effect of restoring hit points, you lose no hit points from casting the spell if you cast it at its lowest level. Casting the spell still counts against your total number of spell uses.

FORETOLD ESCAPE

Starting at 14th level, when an attacker that you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the attack.

EYES OF PROPHECY

By 18th level, you are entrusted with glimpses of the future, allowing you to replace the roll of one attack roll, ability check, or saving throw you make with a 20. Once you use this feature, you can't use it again until you finish a long rest.

Burden of Tyranny

When malevolent gods find the world pacified and defenseless, they send a martyr of tyranny to conquer its kingdoms, subjugate the weak, and spread misery with their blade. Once unleashed, this martyr stops at nothing to establish an empire to rule over with an iron fist. They demand bloodshed from their foes and pledges of absolute fealty from their allies, taking gleeful satisfaction with every power grab and malicious turn. It is not enough to rule: they must be feared, and any resistance must cower in their shadows. Only then will the gods let them die, likely stabbed in the back by someone crueler or more pitiless.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level	Spells
3rd	*bane, command*
5th	*find steed, hold person*
9th	*bestow curse, fear*
13th	*banishment, dominate beast*
17th	*dominate person, geas*

BONUS PROFICIENCIES

Starting at 1st level, you gain proficiency in heavy armor.

DIABOLIC ULTIMATUM

Also at 1st level, you can drive your enemies to harsh choices with a glance. Choose one creature you can see which can see you within 60 feet to make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier). On a failed save, the creature is charmed or frightened by you (the target's choice) for up to 1 minute. It can repeat this saving throw on each of its turns, ending the effect on a success.

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

BLOODED REPRIEVE

Starting at 6th level, whenever you use your Torment feature against a hostile creature and you reduce the target to 0 hit points, you lose no hit points from using the ability.

CRUSH RESISTANCE

By 14th level, your strikes drain the vitality of others. Once on each of your turns, when you hit a hostile creature with a melee weapon attack, you gain 1d8 temporary hit points. Alternatively, if you reduce a charmed or allied humanoid to 0 hit points with a melee weapon attack, you gain 3d8 temporary hit points. Temporary hit points gained from this ability last for 1 minute.

TOTALITARIAN

By 18th level, you can demand complete fealty from dire enemies. You can cast the spell *dominate person* once without using hit points or counting against your total number of martyr spells per day. Whenever you cast *dominate person*, the target has disadvantage on its saving throw and doesn't make a new Wisdom saving throw against the spell when it takes damage. Once you cast this spell without using hit points, you can't do so again until you finish a long rest.

NECROMANCER

A withered, old woman reaches out and grasps a battle-hardened knight by the arm. The knight laughs at the crone's gesture before collapsing in mere seconds, desiccated and dead.

A scarred and grizzled warrior in breastplate leads a charge through a detachment of soldiers, swinging a glaive, shrouded in dark energies, at her foes. A shambling, undead vanguard follows her path, and her slain foes rise to join their ranks.

A grim, robed figure presides before his court, all arranged in a marble hall of gothic construction. Shambling corpses, abominations of flesh and bone, and dead-eyed, charmed nobles wait in attendance, forming perfect lines in silent obedience.

Necromancers are spellcasters that hold sway over the forces of life and death, twisting them to serve their own ambitions, and commanding small armies of lifeless, animated thralls.

Morbid Curiosity

Necromancers must match their grand intellects with an equal lack of scruples—the willingness to turn to forbidden knowledge and unquestionably evil methods. No matter their means, every necromancer is driven by a deep fascination with the dark arts and the power necromancy can afford them. Most see themselves as outcast members of the academic elite, braving new territories of magic that other spellcasters are too cowardly to explore.

However, collecting knowledge expanding their understanding is merely a means to an end for most necromancers; they are almost always driven by a deeper, darker impulse, a goal that pushes them to the utter brink. This might be the distorted ideal of a "greater good" or a goal to right the wrong of mortality; in every case, necromancy is a grim implement for their life's work.

Masters of Undeath

Necromancers have learned through trial and error how to puppet the flesh, bone, and spirits of the dead, binding them to their will. Through their terrible magic, they command the forms of lesser undead, and demand respect from those powerful enough to resist their thrall. All necromancers share the capability of simply animating corpses, along with the knowledge and foresight to create new and terrible undead abominations to further their goals. Beyond the basic command over the undead, each necromancer specializes in a method to impart their will upon the world. Some dive deeply into the necromantic arts, and some focus on their ability to assert control over the weak, while others still master the art of both martial and magical combat. While their skills might seem specialized, properly prepared necromancers can dominate both on the battlefield and at the round table.

Creating a Necromancer

As you create your necromancer, the most important piece of information to consider is your character's ambition. What is your goal? How do you intend to achieve it? How does necromancy fit into the picture? Once you've decided on your ambition, consider why you turned to necromancy to accomplish it. Were you scorned by your previous spellcasting master? Did you come across an old, rotting tome filled with forgotten knowledge? Were you the survivor of some great attack by another necromancer?

Work with your GM to determine how necromancy is viewed in the world. Is it just another method of spellcasting, or is it an abominable tool, used only by the most abhorred spellcasters? How do commoners react when they see you? Must you hide your thralls from public scrutiny, and if so, how? Furthermore, do the other player characters know of your sinister magic, and if so, how have they reacted to seeing your puppeteered corpses? Work with other players, especially those with cleric and paladin characters, to find suitable reasons you might work together.

QUICK BUILD

You can make a necromancer quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution, and then Strength or Dexterity if you plan to choose the Death Knight ambition. Second, choose a background of your choice, preferably one that ties into your ambition. Third, choose *chill touch*, *hocuspocus*, *light*, and *spark of life* for your cantrips, and then choose *detect magic*, *expeditious retreat*, *Gahoul's shrieking skull*, and *inflict wounds* as your 1st-level spells.

THE NECROMANCER

LEVEL	PROF. BONUS	TOTAL THRALL CR	FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	—SPELL SLOTS PER SPELL LEVEL— 1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+2	—	Spellcasting, Charnel Touch	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	1/4	Thralls, Bag of Bones	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	1/2	Grave Ambition, Black Arcana	4	4	4	2	—	—	—	—	—	—	—
4th	+2	1/2	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	1	Critical Spellcasting	5	6	4	3	2	—	—	—	—	—	—
6th	+3	1	Grave Ambition feature	5	7	4	3	3	—	—	—	—	—	—
7th	+3	1	Enthralling Presence	5	8	4	3	3	1	—	—	—	—	—
8th	+3	1	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	2	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	2	Grave Ambition feature	6	11	4	3	3	3	2	—	—	—	—
11th	+4	2	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	2	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	3	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	3	Critical Spellcasting improvement	6	13	4	3	3	3	2	1	1	—	—
15th	+5	3	—	6	14	4	3	3	3	2	1	1	1	—
16th	+5	3	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	4	—	6	15	4	3	3	3	2	1	1	1	1
18th	+6	4	Undying Servitude	6	15	4	3	3	3	3	1	1	1	1
19th	+6	4	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	4	Lichdom	6	15	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a necromancer, you have the following class features.

HIT POINTS

Hit Dice: 1d6 per necromancer level

Hit Points at 1st Level: 6 + your Constitution modifier

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

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Medicine, Persuasion, and Religion

EQUIPMENT

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

- A dagger and any simple weapon
- (*a*) a component pouch or (*b*) an arcane focus
- A shovel and (*a*) a dungeoneer's pack or (*b*) a scholar's pack

Spellcasting

Your connection to the realm of negative energy allows you to cast powerful necromantic spells.

CANTRIPS

At 1st level, you know four cantrips of your choice from the necromancer spell list. You learn additional

necromancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Necromancer table.

SPELL SLOTS

The Necromancer table shows how many spell slots you have to cast spells of the 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 spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the necromancer spell list.

You learn an additional necromancer spell of your choice at each level except 12th, 14th, 16th, 18th, 19th, and 20th. Each of these spells must be of a level for which you have spell slots. 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 necromancer spells you know and replace it with another spell from the necromancer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your necromancer spells, since your power is rooted in the fine manipulation of negative energy and research into magical secrets. 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 a necromancer 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

RITUAL CASTING

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

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your necromancer spells. For a necromancer, these are typically objects with sentimental value, such as a locket, childhood toy, prison shackle, or wedding ring, that are altered with magically conductive materials.

Charnel Touch

Your connection to the negative energy realm grants you an inner nexus of dangerous power, ready to be unleashed at a moment's notice. Starting at 1st level, you have a pool of Charnel Touch points equal to your necromancer level × 5 that replenishes when you finish a long rest.

As an action, declare the number of points you wish to expend, up to a maximum of 5 × your proficiency bonus, and make a melee spell attack against one target within your reach. On a hit, you expend the declared amount of points and deal necrotic damage equal to the points expended. If you miss the attack, you don't expend any points. The damage dealt by your Charnel Touch is doubled when you score a critical hit, expending no additional points.

This attack deals no damage to constructs and instead heals undead for the amount of points expended. You can target a willing creature with this ability without making a spell attack roll.

The dead rise, the dead walk, the dead reckon, the dead talk.

VARIANT RULE: NECROMANCY UNLEASHED

This class imposes limitations on *animate dead*-style spells, as well as the number and types of thralls a player can use in order to ensure timely, balanced play. If you'd like to throw caution to the wind and embrace the undead horde experience, use this variant rule.

Ignore the "Animate Dead" section in the Thralls feature. Animated undead from spells are separate from your thralls for the purposes of your class features, but have no other class-based limitations.

Thralls

While lesser spellcasters can only animate flesh and bone in a rudimentary fashion, and must expend valuable energy to maintain their undead's loyalty, true necromancers can provide their undead with a portion of their own life force, ensuring long-term obedience. Beginning at 2nd level, you learn an ancient and powerful ritual that allows you to raise and command your own army of the undead.

ANIMATE THRALLS

By spending 10 uninterrupted minutes performing this ritual with a spellcasting focus or component pouch,you can raise the remains of one or more Small or Medium humanoids within 30 feet of you into undead creatures. Undead created in this way become your thralls. You maintain control over your thralls indefinitely. Stat blocks for skeletons, zombies, and other thralls can be found in the Undead Thralls section at the end of the class description.

COMMANDING THRALLS

If you are conscious, you can mentally control all of your thralls, without using any actions. If you are unconscious, your thralls will move to protect your body from harm, but will not attack.

In combat, your thralls share your initiative count, but take their turns immediately after yours. All thralls collectively share one reaction and bonus action, which a single thrall can use each round.

Thralls use your spellcasting modifier to make their attacks.

MAXIMUM THRALLS

You can animate and control one thrall of challenge rating (CR) 1/4. As you gain levels in this class, you can animate more thralls. The combined CR of all your thralls can't exceed the number shown in the Thrall CR Total column of the Necromancer table, and the total number of thralls under your control can never exceed your proficiency bonus.

At any time, you can use your action to sever your connection to one or more thralls, releasing them. Corporeal undead crumple into a heap and incorporeal undead flee to the Ethereal Plane.

ANIMATE DEAD

Beginning at 5th level, a necromancer can learn the *animate dead* spell, a staple of the school of necromancy. Necromancers can cast this spell as an action, instead of over the course of 1 minute. All undead created by the *animate dead* spell (as well as

any other magic, such as the *create undead* spell, that allows you to control undead) count as your thralls and can be commanded as such. If your new thralls granted to you by a spell cause you to exceed your total CR or number of thralls, you can immediately sever your connection to any of your existing thralls so as to stay within these limits. Your thralls can never command or create other undead.

As always, you can't reanimate your undead that have been reduced to 0 hit points. Your Animate Thralls ritual, the *animate dead* spell, and similar magic only affects humanoid corpses, whereas your thralls are undead creatures.

Bag of Bones

Also at 2nd level, you learn how to create a necromantic magic item, a *bag of bones*. The bag connects to a vast extradimensional space that can only hold Medium or smaller corpses, bones, and undead creatures; it violently expels anything else placed within it. You can use an action to place a corpse or willing undead creature into the bag, up to a maximum of 10 corpses or undead creatures, or use your action to dump the contents of the bag, which land in spaces within 5 feet of you.

You can transform any container you can carry into a *bag of bones* by performing a special ritual over the course of 1 hour while you hold it. This container ceases to be magical if you perform this ritual again to create a new *bag of bones*. The container always connects to the same extradimensional space. If the bag is placed inside an extradimensional space, such as that created by a *bag of holding*, it is destroyed. Its contents remain in the same extradimensional space until you create a new bag.

Grave Ambition

When you reach 3rd level, you decide on a proper path of research into the dark arts in order to carve a path leading toward your ultimate goal. Choose a Grave Ambition, detailed at the end of the class. Your choice grants you features at 3rd level, and again at 6th, 10th, and 20th level.

Black Arcana

Also beginning at 3rd level, as a bonus action, you can expend a spell slot to replenish your Charnel Touch pool. Your pool regains 1d8 expended points, plus 1d8 for each level of the spell slot expended, up to a maximum of your pool's total.

VARIANT THRALLS

With the GM's permission, undead raised using the Animate Thralls ritual can be of types other than humanoids. Such thralls might use existing undead statistics (such as various skeletons, zombies, or spirits) when appropriate, or might use thrall statistics with variant weapons, AC, or traits.

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.

Critical Spellcasting

At 5th level, your potent necrotic powers punish your enemy at the first sign of weakness. When a creature rolls a 1 on a saving throw against one of your spells, it automatically fails the save, and you can roll all the spell's damage dice a second time, adding the total to the spell's damage against that creature. The additional damage only applies to the creature that rolled a 1.

Additionally, your spell attacks score a critical hit on a roll of 19 or 20.

Starting at 14th level, a creature automatically fails its saving throw against your spells and takes additional damage when it rolls a 1 or a 2. Additionally, your spell attacks score a critical hit on a roll of 18–20.

Enthralling Presence

At 7th level, the negative energy that flows through you reinforces your thralls against those who would seek to destroy or control your servants. Your thralls and other undead you control are immune to effects that turn undead and can't be forcefully controlled by another creature while you are conscious.

Undying Servitude

When you reach 18th level, your connection to your thralls can pull them back from the brink of destruction. When a thrall under your control is reduced to 0 hit points but not destroyed outright, you can use your reaction to restore it to half of its maximum hit points. Once you use this feawture, you can't use it again until you finish a long rest.

Lichdom

By 20th level, you have unlocked the pinnacle of necromantic prowess, through which you will conquer death itself: The Rite of Lichdom. When you reach this level, you have completed your phylactery and are ready to undergo the rite. To do so, you shut yourself away for 30 days in an isolated location of your choice, and emerge as an immortal lich, an undead of unsurpassed power. Once the rite is complete, you gain the following benefits as well as those dictated by your choice of Grave Ambition.

PHYLACTERY

A phylactery is a small object that houses a lich's soul, safeguarding its immortality. If you drop to 0 hit points, your body crumbles to dust, but your will and mind escape to the phylactery. After 1d4 + 1 days, a new body coalesces as near to your phylactery as possible and you return to life (or rather, unlife). When your body reforms, you gain the benefits of a long rest. The new body is identical in every way to the one that was destroyed.

UNDEAD RESILIENCE

You gain immunity to necrotic and poison damage.

UNDEAD TRAITS

You are immune to the effects of exhaustion and you don't need to eat, drink, sleep, or breathe. You must still rest for 4 hours a day to gain the benefits of a long rest. Though your type is humanoid, spells and effects that specifically affect undead affect you as well. You are immune to any effect that turns undead.

PHYLACTERY

A lich's phylactery is as much a memento as it is their anchor to immortality, and as such, no two are alike. Phylacteries are often constructed from objects with sentimental value, such as family heirlooms or prized possessions, but can be fashioned from swords, pieces of armor, or even entire castles.

Furthermore, every phylactery has a weakness, a critical flaw by which it can be destroyed, allowing its lich to be slain permanently. These weaknesses, too, are unique to each phylactery. One phylactery might require a ritual to be performed around it for 24 hours, while another might call for the phylactery to be dipped in the lava of an active volcano. Discuss with your GM the form your phylactery takes and what weakness it possesses.

GRAVE AMBITIONS

Becoming a necromancer is seldom an accident. Almost all who dive into the secrets of life and death do so with a purpose, a method to the madness. This ambition is what drives them into the tenebrous corners of forgotten libraries, long-abandoned tombs, and the graveyards of simple commoners. Ambition drives them further into the dark, where only the light of their end goal can lead them through the all-consuming shadows. A necromancer's grave ambition represents the path to their ultimate goal, to what lengths they'll go to achieve it, and serves to validate their actions, if only to themselves.

Blood Ascendant

Necromantic might comes in many forms, but a singular, ancient source is the blood curse of vampirism. Though it promises much—immortality, agility, charm—it comes paired with insidious drawbacks, from the stinging burn of sunlight to a perpetual thirst for blood. Necromancers that wish to capture a measure of this power without suffering its myriad weaknesses perform a special ritual with vampiric blood in order to become Blood Ascendants. In doing so, they fall deathly pale and lose their reflection within mirrors, but learn to slowly pry out vampiric powers without fully succumbing to the all-devouring curse.

ENTHRALL HUMANOID

Starting when you choose this ambition at 3rd level, you can use your action to touch an incapacitated humanoid, attempting to bring them under your necromantic control. The creature must make a Charisma saving throw against your spell save DC. On a failed save, it becomes enthralled by you. On a success, you can't use this feature against the creature for 24 hours. While enthralled, the creature is charmed by you and follows your commands. It remains enthralled until a *remove curse* spell is cast on it, the charmed condition is removed from it, you use this feature again, or you release the creature as an action.

An enthralled creature counts against the total number of thralls under your control and the total CR of thralls you can control. If the creature is of a higher CR than the total CR of thralls you control, you can't enthrall it. You can release thralls under your control as a part of the action used to enthrall a creature.

CHARNEL DRAIN

At 3rd level, you drain the essence of those you slay. When you reduce a hostile creature or an enthralled humanoid to 0 hit points with your Charnel Touch, you regain hit points equal to your Intelligence modifier + your necromancer level (minimum 3). Additionally, you can choose to knock the target unconscious instead of killing it.

VAMPIRIC TRANSFORMATION

Starting at 6th level, you can use your action and expend 15 Charnel Touch points to transform for up to 1 hour, or until you drop to 0 hit points or revert on your turn as an action. Anything you are wearing transforms with you, but objects you are carrying fall to the ground in your space. Choose one of the following transformations:

Bat. You transform into a Tiny bat. While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged.

Mist. You transform into a Medium cloud of mist. While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing, and you can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and you have resistance to bludgeoning, piercing, and slashing damage.

CHILDREN OF THE NIGHT

By 10th level, the hordes of the night answer to your beck and call. When you perform your Animate Thralls ritual, you can summon one or more wolves, swarms of bats, or swarms of rats to serve as your thralls. You command these creatures as your thralls. When one of these creatures is reduced to 0 hit points or released by you, it vanishes in a cloud of mist.

LICHDOM: NOSFERATU

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. You have embraced the blood curse of vampirism to become a vampire lord in all but name: a nosferatu.

Coffin Phylactery. Your phylactery is a coffin filled with grave dirt. When you drop to 0 hit points, you reform in your coffin after 1 hour. You are permanently weakened until you spend 24 hours resting in the coffin. During this time, your hit point maximum is reduced to 1, and you drop to 0 hit points if you begin your turn in sunlight.

Regeneration. At the start of each of your turns, you regain 10 hit points. You don't gain this benefit if you have 0 hit points or you are in direct sunlight.

Vampiric Agility. Your speed is doubled. Additionally, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Death Knight

Some necromancers are content to sit in dusty tombs with moldering tomes, occasionally picking apart a battlefield for fresh ingredients and new company. By contrast, death knights are a predators among scavengers, seizing their goals through a melding of magic and traditional combat. Bolstered with dark energies and sturdy armor, the death knight wields a weapons edged with death itself. They are simultaneously the vanguard and general of their undead forces, unafraid of getting their hands dirty when necessary.

GRAVE AMBITIONS

NAME	DESCRIPTION
Blood Ascendant	Granted power from vampiric blood, without the myriad vampiric weaknesses
Death Knight	Clad in armor, a terrible warrior brandishing dark energies and martial weapons
Overlord	A sinister manipulator backed by powerful allies
Pale Master	Emphasizes the purest form of necromancy and brandishes devastating spells
Pharaoh	An echo of the ancient god-kings, a priest and necromancer in equal measure
Plague Lord	A necromantic disease carrier who commands vile, corpulent minions
Reanimator	A mad scientist that stitches together new and terrible undead minions
Reaper	A furtive shadow of death, who foretells and beckons demise

INTENSIVE COMBAT RESEARCH

Starting when you choose this ambition at 3rd level, you've honed your body and mind to the various tools of war. You gain proficiency with medium armor, shields, and martial weapons. Additionally, you can perform the somatic components of spells while wielding weapons or shields you are proficient with, as long as you have your arcane focus on your person.

CHARNEL STRIKE

Also at 3rd level, when you take the Attack action on your turn, you can channel your Charnel Touch through a weapon strike as part of the attack. When you do so, make an attack with a melee weapon instead of a spell attack. On a hit, the target suffers the weapon attack's normal effects, and it takes the necrotic damage of your Charnel Touch. You can only deal necrotic damage using this ability once per turn.

Additionally, whenever you deal damage using this ability or a Charnel Touch attack, you gain temporary hit points equal to the necrotic damage dealt, up to a maximum of half your total hit points.

EXTRA ATTACK

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

Additionally, your melee weapon attacks score a critical hit on a roll of 19 or 20.

OVERCHARGED THRALLS

At 10th level, your inner nexus of energy has spread to your thralls, turning them into your own personal pools of spare energy when the need arises. When one of your thralls dies or you release it, your Charnel Touch pool regains a number of expended points equal to your necromancer level.

LICHDOM: IMPERATOR

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. Due to your martial capabilities and incredibly potent inner nexus of necromantic power, you have transformed into an imperator lich—an undead creature unmatched in both arcane and combat prowess. You gain the following features in addition to the Lichdom feature:

Completed Combat Research. You gain proficiency with heavy armor if you didn't have it already, and you gain resistance to bludgeoning, piercing, and slashing damage.

Peerless Charnel Strike. The necrotic damage caused by Charnel Touch ignores resistance and immunity to necrotic damage.

Additionally, you can gain any number of temporary hit points from your Charnel Strike, instead of a maximum of half your total hit points.

Overlord

There are few ambitions the common man fantasizes about more than the power to rule. From the ignoble peasant to the haughty nobility, many dream of a world in which they are in charge. Some necromancers, known as overlords, see their magic as an opportunity to accomplish this common dream. Overlords seek control both on and off the battlefield, using dark magics to bolster their allies as well as manipulate their enemies.

OVERLORD SPELLS

You learn additional spells when you reach certain levels in this class, as shown in the table below. Each of these spells counts as a necromancer spell for you, but it doesn't count against the number of necromancer spells you know.

Necromancer Level	Spells
3rd	*hold person, suggestion*
5th	*haste, slow*
7th	*compulsion, confusion*
9th	*dominate person, geas*

CHARNEL BOON

At 3rd level, you can grant a boon to minions by empowering them with your own potency. As a bonus action on your turn, you can expend any number of points from your Charnel Touch pool to empower each of your thralls within 30 feet of you. Until the start of your next turn, those thralls gain a +1 bonus to their attack rolls, damage rolls, and AC for every 5 points expended, up to a maximum of +3.

DESPOTIC DISCOURSE

When you reach 6th level, your black magic has granted you a silver tongue, which you can use to manipulate those around you. You gain proficiency in one of the following skills of your choice: Deception, Intimidation, or Persuasion.

Additionally, you can use your Intelligence, instead of Charisma, for Charisma (Deception), Charisma (Intimidation), and Charisma (Persuasion) checks.

SACRIFICIAL THRALLS

At 10th level, you can force your thralls to sacrifice themselves to ensure your own safety. When you are targeted by an attack, you can use your reaction to force a thrall within 5 feet of you to become the new target of the attack.

Once you use this feature, you can't do so until you finish a short or long rest.

LICHDOM: TYRANT

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. Your desire for control has warped your transformation, turning you into a tyrant lich. Your flesh and bone rapidly decay, reducing your features to nothing more than two glowing dots beneath your hood. You gain the following features in addition to the Lichdom feature:

Immortal Rule. If you drop to 0 hit points, you can choose to possess a nearby body, instead of beginning the process of reforming at your phylactery. When you do so, choose an unconscious humanoid or the corpse of one that has died within the last minute that is within 120 feet of you to possess (a creature warded by a *protection from evil and good* or *magic circle* spell can't be possessed).

Once you possess a body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. If the body has 0 hit points when you possess it, its type becomes undead and it regains 50 hit points, up to its hit point maximum. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

If you possess the body of an unconscious creature, the creature makes a Charisma saving throw against your spell save DC after 8 hours, and it repeats the save every 8 hours thereafter until the effect ends. On a success, you are ejected from the body and begin the process of reforming at your phylactery. You are also ejected if the body dies or you choose to leave it as an action. Once you've possessed a creature in this way, you can't possess it again using this feature.

Tyrant's Influence. You can expend 25 points from your Charnel Touch pool to cast the *dominate beast* spell without expending a spell slot. You can also expend 30 points to cast the *dominate person* spell, or 60 points to cast the *dominate monster* spell without expending a spell slot.

Pale Master

Some necromancers wish to conquer, and others to control, but all utilize their necromantic powers as a means to an end, a way to pave the way to their true ambitions. Pale masters are no different, but few have grand plans to compete with the overlords nor dedicate themselves to the art of war as the death knights do. Rather, pale masters dedicate themselves to self-improvement and the growth of their powers. Pale masters range from the curious mage's college student to the power-hungry spellcaster harassing the local hamlets. With the ability to embolden their spells, communicate with the undead, reduce the bravest souls to quibbling cowards, and effortlessly command their thralls in the thick of battle, these seemingly aimless spellcasters are no less a threat than any other necromancer.

CHARNEL EMPOWER

Starting when you choose this ambition at 3rd level, you can empower your spells with necromantic energy from your own well of magic. When you cast a necromancy spell of 1st level or higher that deals damage, you can expend a number of points up to your level + your Intelligence modifier from your Charnel Touch pool. When you do so, one of the spell's targets of your choice takes extra necrotic damage equal to the number of points expended.

UNDEAD EMPATHY

Also at 3rd level, your command of the undead affects the will of those who aren't under your control. Whenever an undead creature targets you with an attack, it must first make a Wisdom saving throw against your spell save DC. On a failed save, its attack misses and, if its Intelligence is 4 or lower, it becomes friendly to you and your allies for 1 minute.

Additionally, you have advantage on Charisma checks you make against undead with Intelligence of 5 or higher.

FRIGHTENING GAZE

Beginning at 6th level, you gain proficiency in the Intimidation skill, if you didn't have it already.

Additionally, you can expend 10 Charnel Touch points as a bonus action to fix your horrific gaze on a creature you can see within 60 feet of you. The target must make a Wisdom saving throw against your spell save DC or be frightened of you for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pharaohs are the cat-people of liches.

THRALL RUSH

Beginning at 10th level, whenever you roll initiative and aren't surprised, you can command each of your thralls to either move up to their speed or attack once.

LICHDOM: PALE ASCENDANT

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. Your skin clings tightly to your bones, your muscles wither, and your eyes turn milky and dull. Yet, through the veil of weakness, your body exudes unbelievable arcane power. You gain the following features in addition to the Lichdom feature:

Devour Soul. When you reduce a hostile creature to 0 hit points, you can immediately devour the creature's soul to refuel your horrific powers (no action required). Roll a d8 and regain expended spell slots of your choice whose combined level is no greater than the number rolled. You can't use this feature again until you finish a long rest.

A creature whose soul is devoured can't be restored to life by any means short of a *true resurrection* or *wish* spell.

Paralyzing Touch. When you expend 20 or more points when making a Charnel Touch attack, the target must succeed on a Constitution saving throw against your spell save DC or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pharaoh

The god-kings of ancient kingdoms practiced a unique style of necromancy, forgotten to time. Through the extraction of organs, the desiccation of flesh, and innumerable enchantments, those ancient kings were able to rule their subjects as divine, undead beings, long past their mortal deaths. While those kingdoms have been lost to the shifting sands and wild jungles of the world, their methods have been preserved in the carvings of colossal temples and revived by modern necromancers, who take on the guise of the erstwhile pharaohs. Their magic is a hybrid of divine and arcane influences, the legacy of god-kings from a forgotten age.

PHARAOH SPELLS

You learn additional spells when you reach certain levels in this class, as shown in the table below. Each of these spells counts as a necromancer spell for you, but it doesn't count against the number of necromancer spells you know. New spells are marked with an asterisk.

Additionally, you learn the *thaumaturgy* cantrip, which is a necromancer spell for you and doesn't count against your number of cantrips known.

Necromancer Level	Spells
3rd	*halo of flame,* lesser restoration*
5th	*revivify, snakestaff**
7th	*death ward, divination*
9th	*insect plague, greater restoration*

HOLY SYMBOL

Starting at 3rd level, you can use a holy symbol as a spellcasting focus for your necromancer spells.

CHANNEL DIVINITY

Also at 3rd level, you can channel your pseudo-divinity to fuel magical effects. You start with one effect: Ankh of Radiance. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Additionally, if you expend 15 Charnel Touch points as an action, you can regain your expended use of your Channel Divinity.

Ankh of Radiance. As an action, you can brandish your holy symbol and wreath each creature you choose within 60 feet of you in a holy radiance, which lasts for 1 minute. Whenever a creature wreathed in this holy radiance makes an attack roll or saving throw, it can roll a d4 and add the number rolled to the attack roll or saving throw. The first time a creature wreathed in this holy radiance takes damage, it has resistance to that damage. The holy radiance then ends for that creature.

MOCK DIVINITY

Beginning at 6th level, you can convincingly reflect the trappings of a demigod walking the earth. You can create the following additional effects when using the *thaumaturgy* cantrip:

- You can brighten or darken the sun or moon, affecting the area within 120 feet of you for up to 1 minute. You can change darkness to dim light and dim light to bright light, or vice versa. Additionally, you can heighten bright light to a blazing radiance, which causes disadvantage on Wisdom (Perception) checks which rely on sight, or you can deepen darkness to a pitch black, which limits darkvision to a 30-foot radius. This deeper darkness has no effect on creatures that can see in magical darkness.
- At a point you can see within 120 feet of you, you manifest a Huge illusory avatar of a deity, which mimics your movements and projects your speech in a booming voice for 1 minute.

CHANNEL DIVINITY: SCARAB OF JUDGEMENT

Starting at 10th level, you can use your Channel Divinity to transfer life from the undead to the living. As an action, you can touch an undead creature you control and choose a willing humanoid you can see within 60 feet of you. The undead is destroyed and reduced to dust, and the humanoid regains hit points equal to the undead's hit points. Once a creature regains hit points in this way, it can't do so again until it finishes a short or long rest.

LICHDOM: GOD-KING

At 20th level, you undergo the ancient funeral rites of the pharaohs, removing your organs and entombing your body in a sarcophagus amongst your worldly possessions. You become the oldest and most exalted type of lich: a god-king. You gain the following features in addition to the Lichdom feature:

Canopic Phylacteries. Your phylactery has also changed with your transformation. Your stomach, lungs, intestines, and liver have been removed and placed into canopic jars. Each one has a specific weakness, which you will need to discuss with your GM, and your regeneration is only stopped when all four canopic jars are destroyed. When you are destroyed, you reform at your sarcophagus.

Mummy Rot. When you expend 20 or more points when making a Charnel Touch attack, the target must succeed on a Constitution saving throw against your spell save DC or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 3d6 for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Whirlwind of Sand. As an action, you can magically transform into a whirlwind of sand, move up to 60 feet, and revert to your normal form. While in whirlwind form, you are immune to all damage, and you can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment you are wearing or carrying remains in your possession.

Plague Lord

The power of plagues can't be denied. A single disease can single-handedly overwhelm a nation, or even an empire. Necromancers that realize the potential within sickness will often seek to wield that power themselves. These are known as plague lords, commanders of vermin and disease alike. A plague lord's touch is toxic, and vermin protect them from harm, can transfer their spells through unconventional means, and spread their filth to their thralls.

CHARNEL TOXIN

At 3rd level, even your touch can cause sickness. When you expend 10 or more points when making a Charnel Touch attack, the target must succeed on a Constitution saving throw against your spell save DC or be poisoned until the start of your next turn.

VILE CONGREGATION

Starting at 3rd level, leagues of vermin cling to your skin and swarm over others nearby. Whenever a creature within 5 feet of you makes an attack roll or saving throw, you can roll a d4 and subtract the result from its attack roll or saving throw. This ability has no effect on constructs and undead.

PROJECTILE SPEW

Beginning at 6th level, your own inner nexus of power has become a volatile cocktail of disease, allowing your spells to have a far greater reach. You can reach creatures up to 15 feet away from you with your Charnel Touch feature and spells with a range of touch, as you use magically imbued projectile vomit to deliver your payload.

BLOATED THRALLS

At 10th level, your thralls have become hives of vermin and disease, ready to burst at any moment. When a thrall drops to 0 hit points or you release it, you can choose to cause it to explode in a shower of poison, gore, and vermin. Each creature within 5 feet of the thrall, other than yourself and your other thralls, must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 4d6 poison damage and is poisoned until the start of your next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

LICHDOM: CORPULENT LICH

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. Your obsession with disease and rot has affected your transformation: your body engorges, much like a waterlogged corpse, and your skin turns a sickly green. You gain the following features in addition to the Lichdom feature:

Gore Burst. When you drop to 0 hit points, your body explodes in a shower of plague and necromantic energy. Each creature within 20 feet of you must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 5d10 necrotic damage and 5d10 poison damage and is poisoned until the start of your next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

Master of Disease. When you use your Charnel Toxin ability and expend 25 or more points from your Charnel Touch pool, the target creature is poisoned for up to 1 minute on a failed save. Additionally, you can also apply two of the following effects of your choice, which affect the creature while it is poisoned:

- Choose one ability score. The target has disadvantage on ability checks and saving throws made with that ability score.
- The creature can only see out to a radius of 10 feet.
- The creature falls prone at the end of each of its turns.
- The creature loses an additional 1d6 hit points whenever it takes damage.
- The creature can speak only in a babbling nonsense language, and can't perform the verbal components of spells.

At the end of each of its turns, the creature can make a Constitution saving throw against your spell save DC, ending this effect on a success.

Reanimator

Through bubbling test tubes and sparking electrodes, you have discovered the true heart of necromancy: mad science. You've experimented in far-reaching disciplines of surgery, alchemy, and physics, using your animated minions as gruesome test subjects and walking surgical dummies. Most crucially, you have discovered that lightning can imbue almost anything with a semblance of life, from the smallest severed muscle to the most towering and soulless golems.

SKILLED SURGEON

Beginning when you choose this ambition at 3rd level, you gain proficiency in the Medicine skill, if you did not already have it. You can use your Intelligence, instead of Wisdom, for Wisdom (Medicine) checks.

MAD SCIENCE

At 3rd level, you can spend 10 minutes installing a monstrous graft on one of your thralls that doesn't have the Incorporeal Movement trait. Additionally, your thralls don't lose hit points or Hit Dice from installing or removing grafts, and it takes them no time to recover after the attachment of a new graft. See Appendix C for monstrous grafts.

CHARNEL VOLTAGE

At 3rd level, you supplement your necromantic energies with arcing bolts of electricity. You can choose to deal lightning damage with your Charnel Touch. When you expend 5 or more points when making a Charnel Touch attack and deal lightning damage, you can cause the energy to arc to a second creature within 5 feet of the target. The creature must make a Dexterity saving throw against your spell save DC, taking lightning damage equal to half the number of Charnel Touch points expended on a failed save.

LAZARUS BOLT

Starting at 6th level, as an action, you can drive a bolt into the torso of a creature within 5 feet of you that has died within the last minute and shock it back to life. That creature returns to life with 1 hit point. This feature can't return a creature to life if it lacks a heart, died of old age, or is missing vital organs. Once this creature returns to life, you can restore hit points to it using your Charnel Touch for 1 minute, as if the creature were one of your thralls.

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

ARCANE STITCHING

Starting at 10th level, you've learned how to inscribe magical effects on your thralls using gruesome arcane stitches. You can expend 10 points from your Charnel Touch pool to apply an arcane stitch to one of your thralls in a process requiring 1 minute of work with a needle and thread. The arcane stitch lasts until your thrall uses it, your thrall is killed, or you use this feature again. You can apply any of the following arcane stitches:

Augmented Incision. The thrall gains advantage on attack rolls and ability checks until the end of its turn (no action required).

Bulwark Backstitch. The thrall casts *shield* when an attack would hit it.

Fleet Threads. The thrall's speed is tripled until the end of its turn (no action required).

Searing Suture. On a hit, the thrall deals an extra 3d6 lightning or necrotic damage (your choice).

LICHDOM: PATCHWORK GOLEM

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. Through abominable works of alchemy and surgery, you have constructed yourself an artificial body to act as the vessel for your soul.

Golem Form. Your Strength, Dexterity, and Constitution scores become 20 if they weren't already higher, and you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine. Additionally, you don't lose hit points or Hit Dice from installing or removing grafts, and it takes you no time to recover after the attachment of a new graft.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Reaper

The oblivion of death is the sure wellspring of all necromancy, a dark abyss into which all necromancers stare, and which sometimes stares back. Those rare necromancers that gamble with their own souls might become intertwined with death, becoming reapers, figures of shadow and demise that beckon others to the afterlife. For performing this deed, they strengthen their connection to the distant oblivion, until they are but tenebrous shadows: harbingers of an inevitable end.

SHROUD OF DEATH

Starting when you choose this ambition at 3rd level, you manifest a wispy cloak of darkness about your person, which you can hide or reveal as a bonus action. While cloaked, you levitate one inch off the ground and nonmagical difficult terrain costs you no extra movement. Additionally, you can walk across fluid surfaces, such as water and quicksand, as if they were solid ground.

CHARNEL VEIL

At 3rd level, you can fade from view like a specter of death. Whenever you expend 5 or more points when making a Charnel Touch attack, you can become invisible until the start of your next turn. During this time, you make no sound while you move.

UMBRAL FORM

Beginning at 6th level, as an action, you can sink into a surface, flattening until only a shadow remains. As a shadow, you can only move along the surfaces to which you are attached, but you gain a climbing speed equal to your walking speed.

Additionally, while in the form of a shadow, you can move across difficult surfaces, including ceilings, without needing to make an ability check. You can't talk or manipulate objects, and any objects you are carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells, and opportunity attacks against you are made with disadvantage while you are in the form of a shadow.

If you are in darkness as a shadow, you are effectively invisible to creatures without darkvision or the ability to see in darkness.

You can end this ability as a bonus action on your turn.

WRAITH FLIGHT

Beginning at 10th level, spirits you command move with an unearthly speed. The flying speeds of your thralls are doubled. Additionally, when one of your thralls flies out of an enemy's reach, opportunity attacks against it are made with disadvantage.

LICHDOM: HARBINGER

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. You have become an embodiment of death itself, a harbinger of the ultimate end. Clad in shadows, you seem little more than a grim skeletal presence in a foreboding robe, a sight which all men fear to behold.

Death's Touch. When you use your Charnel Touch against a creature you can see and roll an 11 or higher on the d20 for the attack roll, you hit the target, regardless of its AC.

Fell Flight. You gain a flying speed of 50 feet.

Grim Harvest. When you kill a humanoid using Charnel Touch, you rip their soul from their body, which animates as a visage under your control.

UNDEAD THRALLS

Necromancers use the following creatures as their thralls: bonebeasts, gorgers, gravetouched ghouls, skeletons, spirits, visages, and zombies. Unless otherwise stated, no other undead creatures can be animated as thralls. A Small or Medium humanoid corpse can be animated into any of these undead. Other than having a different size, your thralls' statistics are unchanged.

A corpse can become a gorger, gravetouched ghoul, or zombie. A pile of bones can become a bonebeast or skeleton. The corpse of a creature that has been dead for no more than 1 hour can become a spirit or visage.

The Undead Thralls table can be used as a quick reference for thrall' statistics.

Bonebeast

Constructed of haphazardly assembled humanoid bones, a **bonebeast** looks nothing like a man. Lumbering about on four legs with great boney fangs, the beast can run as fast as a bear and strike as viciously as a lion.

Gorger

An unholy tangling of flesh, the **gorger** still vaguely resembles a humanoid in profile, except for the gaping, toothed maw in its chest. Its colossal teeth are little more than sharpened ribs, but its monstrous bite can easily decapitate.

Gravetouched Ghoul

Gravetouched ghouls, which are suffused with terrible necromantic energies, manifest various deformities on their undead bodies. Despite being undead, their flesh knits itself back together nearly as quick as a troll's, with strength to match.

UNDEAD THRALLS

NAME	CR	AC	HP	MOVEMENT	TRAITS
Bonebeast	1	14	27	40 ft.	Keen Smell, Pack Tactics
Gorger	1	8	36	30 ft.	Echolocation
Gravetouched Ghoul	2	12	63	30 ft.	Regeneration
Skeleton	1/4	13	13	30 ft.	—
Spirit	1/4	15	7	25 ft., fly 25 ft. (hover)	Incorporeal Movement
Visage	2	17	40	25 ft., fly 25 ft. (hover)	Incorporeal Movement, Magic Resistance
Zombie	1/4	8	22	20 ft.	Undead Fortitude

BONEBEAST

MEDIUM UNDEAD, ANY EVIL ALIGNMENT

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	5 (–3)	10 (+0)	5 (–3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life, as well as the languages of its creator, but can't speak

CHALLENGE
1 (200 XP)

Keen Smell. The bonebeast has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The bonebeast has advantage on attack rolls against a creature if at least one of the bonebeast's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

GORGER

MEDIUM UNDEAD, ANY EVIL ALIGNMENT

Armor Class 8
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (–2)	10 (+0)	7 (–2)	10 (+0)	6 (–2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life, as well as the languages of its creator, but can't speak

CHALLENGE
1 (200 XP)

Echolocation. The gorger can't use its blindsight while deafened.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

GRAVETOUCHED GHOUL

MEDIUM UNDEAD, ANY EVIL ALIGNMENT

Armor Class 12
Hit Points 63 (14d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	10 (+0)	9 (–1)	10 (+0)	8 (–1)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 60 ft., passive Perception 10
Languages understands all languages it knew in life, as well as the languages of its creator, but can't speak

CHALLENGE
2 (450 XP)

Regeneration. The gravetouched ghoul regains 5 hit points at the start of its turn. If the gravetouched ghoul takes fire or radiant damage, this trait doesn't function at the start of the gravetouched ghoul's next turn. The gravetouched ghoul dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

SKELETON

MEDIUM UNDEAD, ANY EVIL ALIGNMENT

Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life, as well as the languages of its creator, but can't speak

CHALLENGE
1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Skeleton

The renanimated remains of humanoids long since dead, **skeletons** are puppets of bone held aloft by strings of magic.

Spirit

A **spirit** is the scarcely tangible echo of a humanoid, a soul bound to the mortal realm by necromantic magic.

MANY THRALLS

When you have three or more thralls under your command of the same type, you can roll a single attack on a particular target for all your thralls, instead of rolling attacks separately. If this attack hits, you treat all your thralls as having hit; if this misses, all your thralls' attacks miss. Thralls with different Action statistics and those that make attacks against different targets must roll separately.

SPIRIT

MEDIUM UNDEAD, ANY EVIL ALIGNMENT

Armor Class 15 (natural armor)
Hit Points 7 (2d8 – 2)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	14 (+2)	9 (–1)	10 (+0)	10 (+0)	11 (+0)

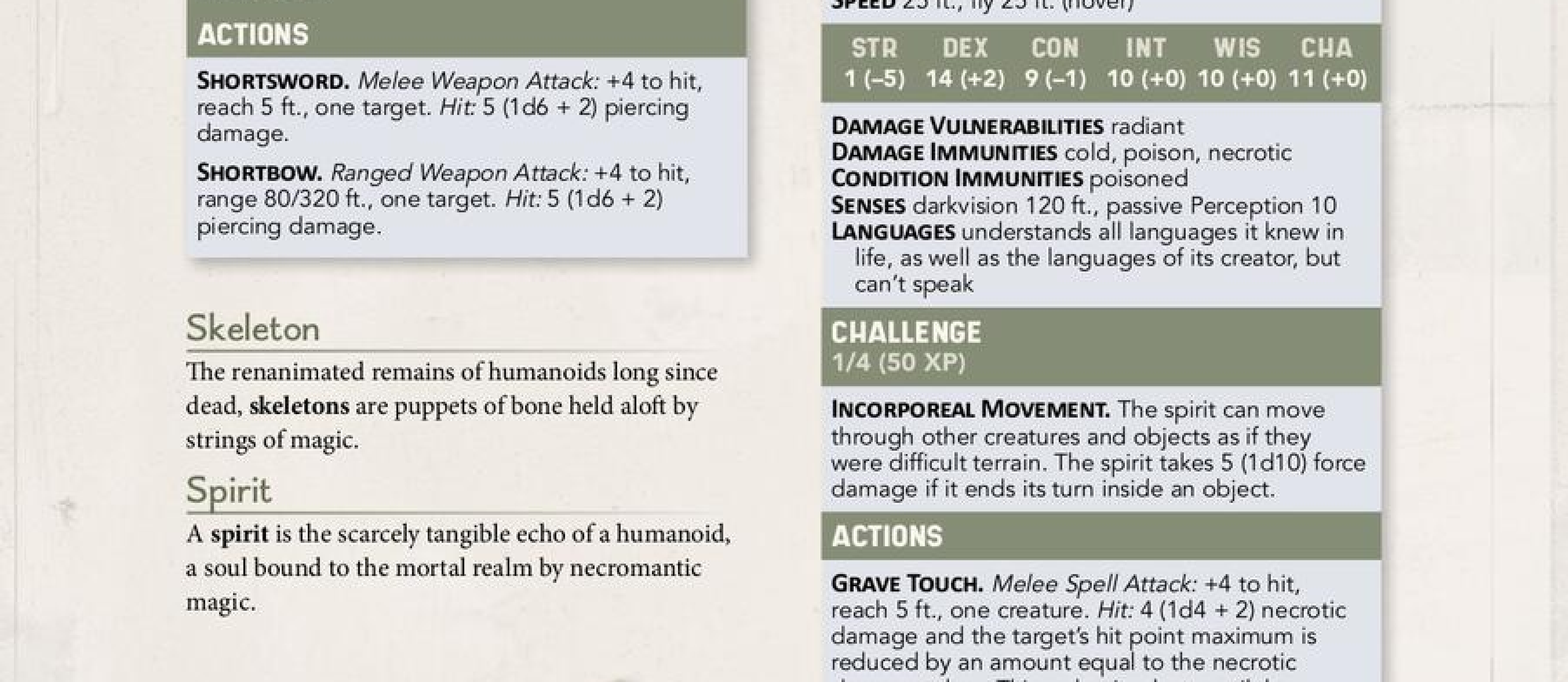
Damage Vulnerabilities radiant
Damage Immunities cold, poison, necrotic
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands all languages it knew in life, as well as the languages of its creator, but can't speak

CHALLENGE
1/4 (50 XP)

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. The spirit takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Grave Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



VISAGE

MEDIUM UNDEAD, ANY EVIL ALIGNMENT

Armor Class 17 (natural armor)
Hit Points 40 (9d8)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	16 (+3)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Immunities cold, poison, necrotic
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands all languages it knew in life, as well as the languages of its creator, but can't speak

CHALLENGE
2 (450 XP)

Incorporeal Movement. The visage can move through other creatures and objects as if they were difficult terrain. The visage takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The visage has advantage on saving throws against spells and other magical effects.

ACTIONS

Horrify. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 15 (5d4 + 3) psychic damage.

Invisibility. The visage magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the visage wears or carries is invisible with it.

ZOMBIE

MEDIUM UNDEAD, ANY EVIL ALIGNMENT

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (–2)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it knew in life, as well as the languages of its creator, but can't speak

CHALLENGE
1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Visage

Mournfully longing for the world of the living, a **visage** is the lingering soul of a departed humanoid. Their yearning for a life once lived binds them to the mortal realm, and drives mad those who see their terrible countenance.

Zombie

A **zombie** is the rotting remains of the once living, held together and driven by dark magic.

WARDEN

An immense goblinoid army stretches from the horizon to the castle walls. In the breach, a single knight holds back the horde, eviscerating all comers, and allowing none to pass.

Blood dripping from his blade, a scarred half-orc gets down on all fours and breaks into a sprint, his eyes alight with bestial fury.

Advancing slowly, an elf brandishing a green scimitar emerges from the foliage before two poachers. Startled, they turn to run, but find their feet bound fast by leaves and vines.

Wardens are vigilant guardians who adopt a charge—be it a kingdom, a forest, or an individual—and safeguard it from harm. Through both their fortitude and shields, they are immovable bulwarks on the field of battle.

Guardian's Call

Every warden feels a gravitational pull to defend the helpless. Sometimes, they are directly called, such as when a village or tribe selects their mightiest member to defend them, or when the spirits of a sacred grove beckon a new champion to protect their forest. Other times, the warden is compelled by more subtle means, such as witnessing uncontested injustice, or feeling the weight of responsibility when tragedy occurs. The result is the same: wardens who conclude their minds and pick up their shields to answer the call.

Wherever wardens travel, new calls make themselves evident. There is never a shortage of those in need, whereas those with strength and conscience are perpetually in short supply.

Primal Strength

Wardens are like mighty trees in a gale storm, or the rocks along the shore, constantly battered by waves. They demonstrate almost supernatural resilience to hardship, and can't be easily broken or slain.

Most wardens draw their might to the wild—the strength of the earth beneath their feet and the vitality of the air in their lungs—though some attribute their resiliency to an inward resolve or the absolute belief in a deity. Regardless of its source, a warden's power is intuitive and forceful, allowing them to stop foes dead in their tracks, mark those standing in their way, and shug off otherwise deadly conditions. Only those wardens who choose to defend an obviously magical charge appear to be supernatural; others simply possess a daunting force of will and bottomless tolerance for punishment.

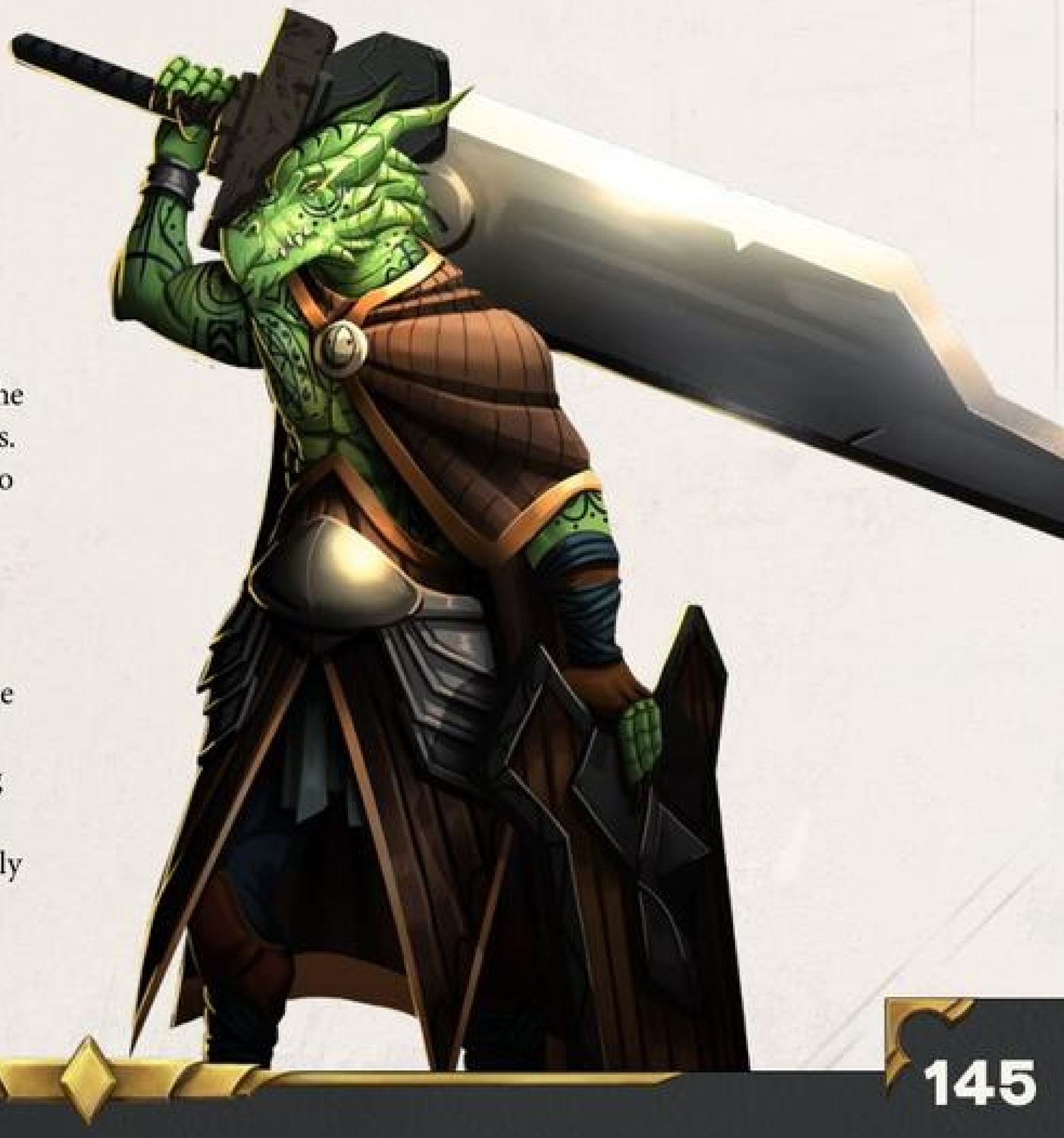
Creating a Warden

When creating a warden, consider what drives your character. What brought you to raise up your shield for others? Do you fight to protect anyone or anywhere in particular? A threat to your homeland or loved ones might have been your catalyst, but you also might have risen to combat a menace to the natural world. What was your call, and how do you honor it? What motivates you to keep fighting, even when you're at death's door?

Most wardens have been recognized as exemplary defenders. Perhaps, you are known as a wandering knight of the northern provinces, or perhaps you were beckoned by spirits of the forest to protect them from invaders. Who has called you, and how did you respond?

QUICK BUILD

You can build a warden quickly with these suggestions. First, make Constitution your highest ability score, followed by Strength and Dexterity. Then, choose the Primal Toughness option for Sentinel's Stand. Finally, choose any background, preferably one that sheds light on your history of guardianship.



THE WARDEN

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Sentinel's Stand, Warden's Grasp
2nd	+2	Fighting Style, Warden's Mark
3rd	+2	Champion's Call, Warden's Resolve
4th	+2	Ability Score Improvement, Font of Life
5th	+3	Extra Attack
6th	+3	Call feature
7th	+3	Sentinel's Step
8th	+3	Ability Score Improvement
9th	+4	Undying
10th	+4	Interrupt
11th	+4	Mark improvement
12th	+4	Ability Score Improvement
13th	+5	Call feature
14th	+5	Grasp improvement
15th	+5	Font of Life improvement
16th	+5	Ability Score Improvement
17th	+6	Warden's Resolve improvement
18th	+6	Sentinel's Soul
19th	+6	Ability Score Improvement
20th	+6	Call feature

CLASS FEATURES

As a warden, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per warden level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per warden level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: None

Saving Throws: Strength, Constitution
Skills: Choose two from Animal Handling, Athletics, Nature, Perception, and Survival

EQUIPMENT

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

- A shield and any martial weapon
- (*a*) chain shirt, (*b*) leather armor and a spear, or (*c*) chain mail (if proficient)
- (*a*) two light hammers or (*b*) any simple melee weapon
- (*a*) a dungeoneer's pack or (*b*) an explorer's pack

Sentinel's Stand

Wardens are towers that cannot easily be felled. At 1st level, choose one of the following features.

ARMOR PROFICIENCY

You gain proficiency with heavy armor.

PRIMAL TOUGHNESS

Your hit point maximum increases by 1 + your Constitution modifier, and it increases by 1 every time you gain a level in this class.

STALWART SPIRIT

You gain proficiency in one saving throw of your choice.

Warden's Grasp

At 1st level, as a bonus action, you can use the force of your daunting presence to ensnare nearby enemies into combat. Until the start of your next turn, you can't move, and each Large or smaller creature you choose within 5 feet of you can't willingly move away from you unless it first takes the Disengage action.

At 14th level, the range of this ability increases to 10 feet.

Fighting Style

At 2nd level, you adopt a 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.

CRIPPLING

When you hit a creature with a melee weapon attack, its speed is reduced by 10 feet, to a minimum of 0, until the end of its next turn, and it can't take the Dash action until the end of its turn.

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.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a weapon or shield.

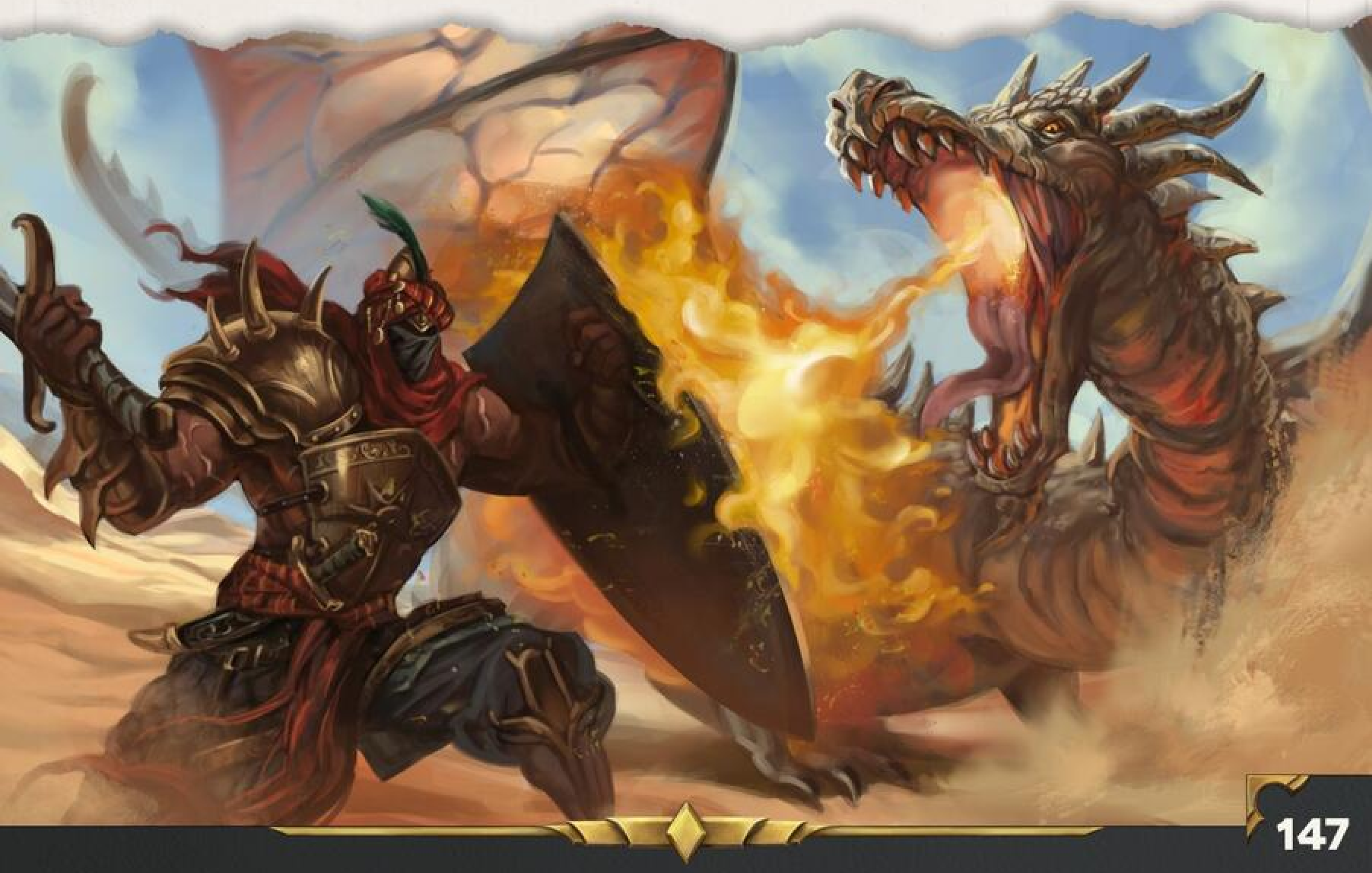
TITAN FIGHTING

You gain a +2 bonus to melee weapon attack rolls you make against Large or larger creatures.

Warden's Mark

At 2nd level, you can use your bonus action to mark a creature you can see within 30 feet of you. While a marked creature is within 5 feet of you, it has disadvantage on any attack roll that doesn't target you. The mark lasts for 1 minute, or until you mark another creature, become incapacitated, or die.

At 11th level, whenever you take the Attack action on your turn, you can make one additional attack as part of that action against a creature you have marked.



Champion's Call

By the time you reach 3rd level, you feel the inexorable pull of an important duty or task that you assume as your own. No outside force compels your choice or enforces your conduct; if you fail in your charge, you alone are responsible.

Your choice grants you features at 3rd level and again at 6th, 13th, and 20th level.

Warden's Resolve

Starting at 3rd level, whenever your hit points are less than half your maximum, you have resistance to bludgeoning, piercing, and slashing damage.

Starting at 17th level, when your hit points are less than half your maximum, you have resistance to all damage except psychic damage.

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.

Font of Life

By 4th level, you can use your action to end either one disease or one condition afflicting you. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned. You can use this action even if the condition you end would otherwise prevent it. Once you use this ability, you must finish a short or long rest before you can use it again.

Starting at 15th level, when you use this feature, you can choose to restore your hit points to half your maximum, if they were lower. Once you restore your hit points in this way, you can't do so again until you finish a long rest.

Extra Attack

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

Sentinel's Step

Wardens are faultless trackers who can navigate hazardous terrain with ease. At 7th level, select one of the following features.

EARTHSTRENGTH

You possess the might of the earth itself. Your carrying capacity doubles, and you have advantage on ability checks and saving throws against being pushed against your will or knocked prone.

THUNDERING CHARGE

In the first round of combat, your speed increases by 30 feet and you have advantage on the first melee weapon attack you make.

WILDBLOOD

Your reflexes have been honed by the perils of nature. You can't be surprised while you are conscious. Additionally, you have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Undying

At 9th level, when you are reduced to 0 hit points and aren't killed outright, you can choose to drop to 1 hit point instead. Once you use this feature, you can't use it again until you finish a long rest.

Interrupt

Starting at 10th level, as a reaction when a creature within 5 feet of you makes a melee attack against you, you can punctuate its strikes. After that attack, the creature can make one less attack than normal on this turn.

Sentinel's Soul

Wardens are unshakable guardians that cannot be bowed. At 18th level, choose one of the following features:

AGELESS GUARDIAN

You are immune to poison and disease, no longer need food or water, suffer none of the frailty of old age, and can't be aged magically. You can still die of old age, however.

Additionally, you have advantage on Constitution saving throws.

EYES OF THE MOUNTAIN

You gain tremorsense with a range of 15 feet, and you can detect the presence of hidden or invisible creatures within 30 feet of you.

Additionally, you have advantage on Dexterity saving throws.

IMPENETRABLE MIND

Your thoughts can't be read, and you can't be charmed or frightened.

Additionally, you have advantage on Wisdom saving throws.

CHAMPION'S CALL

A warden's call is a binding charge to protect and defend others from harm. Every warden eventually hears a call, and responds with mighty deeds. In answering this call, wardens embrace the traits of those they stand to protect, gaining primal, and sometimes even mystical, abilities.

Not sure about your champion's call? Come defend the Spire of Secrets! It'll look great on your resume, and being undead has tons of perks.

Bloodwrath Guardian

The primal power you wield has formed an intrinsic bond with the creatures of the wild, and you have taken up the task of defending them. Because you share in the beast's ferocity, tenacity, and animal instinct, you can summon a beast's primal strength from within yourself, and slay your enemies in an animalistic trance.

While entranced, you can sense a connection to a greater being, the Primal Beast: the first predator, from which all hunters are descended. As your commitment to defending the wilds from corruption grows, you grow closer to the Primal Beast, until you can at last adopt its ancient form yourself, and allow it to hunt once again.

FERAL TRANCE

Starting when you hear this call at 3rd level, you can fall into a primal battle trance as a bonus action. While in your trance, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- Your walking speed increases by 10 feet.
- You have advantage on all melee weapon attack rolls using Strength against a creature you have marked.
- Attacks against you have advantage.

Your trance lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your trance on your turn as a bonus action.

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

PREDATOR'S SCENT

By 6th level, you hunt like an animal. A creature you have marked can remain marked for up to 24 hours. Additionally, while this creature is marked, you can track it effortlessly; you know the direction and distance to the creature while it remains on the same plane of existence.

EVASION

Beginning at 13th level, you can nimbly dodge out of the way of certain area effects, such as a 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.

FORM OF THE PRIMAL BEAST

At 20th level, as an action, you can transform into a hunched thing of fur and shadow, an echo of the Primal Beast. For 1 minute, you gain the following benefits:

CHAMPION'S CALLS

NAME	DESCRIPTION
Bloodwrath Guardian	Enters a trance to channel the primal ferocity of beasts
Grey Watchman	A maneuver-trained guard that repels invaders from cities
Nightgaunt	An ally of the undead, suffused with necromantic energies
Soulblood Shaman	Manipulates their own soul to conjure long-forgotten magic
Stoneheart Defender	An unyielding protector of mountain strongholds
Storm Sentinel	Channels the fury of thunderstorms to protect the weak
Verdant Protector	Imbued with the power of the forests and pledged to defend them

- You gain all the benefits of Feral Trance.
- You gain 40 temporary hit points.
- When you hit a creature with a melee weapon attack, you can give the target a bleeding wound. Constructs, oozes, and undead can't get bleeding wounds. A creature loses 1d8 hit points at the start of each of its turns for each of its bleeding wounds, unless it uses an action to staunch the bleeding of all of its wounds. While a target is bleeding, it can't regain lost hit points. A creature can have a number of bleeding wounds up to your proficiency bonus.

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

Who wards the wardens?

They do a terrible job; disintegration goes right through.

Grey Watchman

Ever-vigilant and unceasing in your duties, you are a watcher of the realms of men, called to keep guard over a fortress or wall. As a grey watchman, trained in the arts of combat, you have honed your skills to a razor's edge to repel any invaders that might challenge your land. You need not keep watch over the same castle your entire life, but, wherever you travel, you are dedicated to keeping your land safe from invading armies, marauding monsters, and other external threats.

BATTLE TACTICS

When you hear this call at 3rd level, you learn maneuvers that are fueled by special dice called battle dice.

Battle Dice. You have two battle dice, which are d8s. A battle die is expended when you use it. You regain all of your expended battle dice when you finish a short or long rest, or when you roll initiative.

Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown on the table below.

Warden Level	Battle Dice
3rd	2d8
7th	3d8
13th	3d10
19th	4d10

Using Battle Dice. Once per turn, you can expend a battle die to perform a maneuver of your choice. Your maneuver options are detailed at the end of the subclass description.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

HOLD THE LINE

At 3rd level, when you use your Warden's Grasp, one creature you choose, other than yourself, within the effect's area gains a +1 bonus to its Armor Class and saving throws until the start of your next turn while it remains in the effect's area.

FORTIFICATION EXPERT

By 6th level, your experience manning battlements and blockades has given you insight into how to raise and reinforce them. You have advantage on any ability check you make to erect defensive fortifications, examine walls and other defenses for weak points and entryways, or climb constructed walls. Additionally, whenever you have three-quarters cover, you are treated as having total cover.

METTLE

Also at 13th level, your determination allows you to shrug off effects that would otherwise harm you. When you are subjected to an effect that allows you to make a Constitution 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.

UNBREAKABLE SENTINEL

Starting at 20th level, you can use your action to transform into a paragon of battle, an unstoppable sentinel, channeling the strength of every man, woman, and child under your charge. For 1 minute, you gain the following benefits:

- You have a +2 bonus to your Armor Class.
- Whenever you hit a creature you have marked, you regain an expended battle die.
- You can take one additional reaction during each round of combat. You can't take more than one reaction during a single turn.

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

MANEUVERS

The maneuvers are presented in alphabetical order.

Bull Rush. When you move at least 10 feet in a straight line and immediately make a melee weapon attack against a creature, you can use a bonus action and expend a battle die to shove the target after the attack. Add the battle die to the Strength (Athletics) check you make to shove the target. On a success, you can choose to either knock the target prone or push it up to 10 feet away from you.

Bulwark. When you hit a creature with a melee attack, you can expend a battle die as a bonus action to brace yourself for its counterattack. The next time you take damage from that creature before the start of your next turn, you can roll the battle die and reduce the damage you take by the number rolled.

Cleave. When you reduce a hostile creature to 0 hit points or score a critical hit with a melee weapon attack on your turn, you can spend a battle die to move up to 15 feet and make an another melee weapon attack as part of the same action. On a hit, you add the battle die to the attack's damage roll.

Heel-Cutter. When you make an opportunity attack against a creature, you can expend one battle die to knock the creature off balance, preventing it from escaping. You add the battle die to the attack roll, and the target must make a Strength saving throw. On a failed save, its speed is reduced to 0 until the end of its turn.

Reckless Assault. When you make an attack against a creature, you can expend a battle die to make a wild, desperate strike, leaving you vulnerable. You have advantage on the attack roll. Until the start of your next turn, however, attack rolls against you have advantage.

Staggering Strike. As a bonus action when you make a weapon attack against a humanoid, you can expend a battle die to attempt to stun the target. On a hit, the target succeed make a Constitution saving throw or be incapacitated until the start of your next turn.

Nightgaunt

Blood-drinkers, undead, and other creatures of the night are often feared and hunted, and few stand in their defense; except, of course, the grim and terrible nightgaunt. Tales of the nightgaunt are whispered of in fairy tales, casting them as a things to be feared: hunters of clerics and goodly vampire slayers. Their appearance always presages long nights and great rises in hungry undead.

You felt the calling of the moon bringing you to the graveside of living corpses. Though vampires, zombies, and skeletons are mighty, they are always outnumbered, hunted, and turned by clerics—never given a fair chance to live peacefully. They require an ally among the living to continue their ceaseless lives, and you have risen by moonlight to the task.

DARKVISION

Starting when you hear this call at 3rd level, 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. If you already have darkvision, its range increases by 30 feet.

Starting at 13th level, you can see through magical, as well as nonmagical, darkness.

MARKED FOR DEATH

At 3rd level, your mark leaves a shadow of undeath on your target, beckoning it to die. If you deal damage to a creature you have marked with a melee weapon attack and its remaining hit points are lower than the damage you dealt to it with that attack, the marked creature instead drops to 0 hit points.

UNDEAD EMPATHY

By 6th level, you are a friend even to mindless undead. Whenever an undead creature targets you with an attack, it must first make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Constitution modifier). On a failed save, its attack misses and, if its Intelligence is 4 or lower, it becomes friendly to you and your allies for 1 minute.

EVASION

Beginning at 13th level, you can nimbly dodge out of the way of certain area effects, such as a 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.

GRAVELORD

At 20th level, you can use your action to invite the necromantic energies of true undead into your body, divorcing yourself from life for 1 minute and gaining the following benefits:

- You are immune to poison damage and you can't be poisoned.
- You can use your Undying feature up to three times, instead of once, and you regain all expended uses when finish a long rest.
- Once per turn, when you deal damage to a hostile creature with a melee weapon attack, you can deal an extra 4d6 necrotic damage and gain temporary hit points equal to the necrotic damage dealt, which last until the start of your next turn.

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

Soulblood Shaman

The ancestral spirits called you by starlight to enact their will on the world, to protect their descendants, and to safeguard their resting places. You are a Soulblood Shaman, a manipulator of soul and ascetic of primal magic. Your community looks to you as a leader as well as a vital connection to the afterlife, for if you play your role, they too will join their ancestors in the great beyond.

SPELLCASTING

Starting when you hear this call at 3rd level, you can channel your ancient insights into magic.

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 Soulblood Shaman 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, two of which you must choose from the evocation or transmutation spells on the druid spell list.

The Spells Known column of the Soulblood Shaman Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be an evocation or transmutation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

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. The new spell must be of a level for which you have spell slots, and it must be an evocation or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since you channel your magic through a connection to the great beyond. 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.

SOULBLOOD SHAMAN SPELLCASTING

Warden Level	Cantrips Known	Spells Known	—Spell Slots— 1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SOULBLOOD

Also at 3rd level, as a reaction when a creature within 5 feet of you deals damage to you, you can mark that creature.

WHISPERS OF BEYOND

At 6th level, you can hear the small voices of ancient spirits when you need guidance. If you spend 1 minute in contemplation when you make an Intelligence or Wisdom check, you can consult a host of ancestor spirits to gain advantage on the roll. You can't use this ability when your ancestors wouldn't have appropriate knowledge or guidance, such as if you try to understand cutting-edge alchemy.

SPELL RESISTANCE

Beginning at 13th level, you have advantage on saving throws you make against spells.

ETHEREAL WATCHER

At 20th level, as an action, you can shrug off your mortal form for a short time to become something spiritual and immaterial, an ethereal watcher. For 1 minute, you gain the following benefits:

- As a bonus action on your turn, you can become ethereal, as per the *etherealness* spell.
- You can use your bonus action to return from being ethereal when you use your Warden's Mark or your Warden's Grasp feature. You can use your bonus action to return from being ethereal when you cast a spell on your turn.
- When you return from being ethereal, each creature you choose within 10 feet of you takes 4d6 force damage, as they are pulled partially between the planes.
- You can cast 1st and 2nd-level druid spells you know without expending spell slots.

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

Stoneheart Defender

You heard the steadfast, unyielding call from the mountains, which dwarves and gnomes have felt for generations. The stones called to you, beckoning for a protector to defend the mountains from those that would despoil them, from both within and without. You might be a watchman of old dwarven walls, or a sentinel, patrolling the lookouts of high mountain peaks. Regardless of where you stand, you are unmovable: a mountain in the shape of a man. You draw your power from the earth beneath your feet and can crush your enemies with the strength of stone.

ROOTS OF ROCK

Starting when you hear this call at 3rd level, when you use your Warden's Grasp ability, rocky roots sprout from your feet, anchoring you securely. Until the start of your next turn, you have a +2 bonus to your Armor Class.

Additionally, until you move, you can't be shoved or pushed from wherever you are standing by hostile actions, spells, or effects, unless you choose to be. You have advantage on Strength saving throws against being knocked prone, can't slip or fall from ledges, and are immune to the *fly*, *levitate*, and *telekinesis* spells.

EARTHSHATTER

Starting at 6th level, you can choose to use Warden's Grasp as an action, rather than a bonus action. When you do so, each creature affected must make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

You can use this feature a number of times equal to your Strength modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

METTLE

At 13th level, your determination allows you to shrug off effects that would otherwise harm you. When you are subjected to an effect that allows you to make a Constitution 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.

IMMORTAL MOUNTAIN

By 20th level, you can summon the power of true earth as an action, protecting yourself in an encasement of stone. For 1 minute, you gain the following benefits:

- Bludgeoning, piercing, and slashing damage you take is reduced by 5.
- You gain the effects of your Roots of Rock feature for the entire duration.
- As you move, you can choose to upend the earth at your feet, leaving behind a 5-foot-wide trail of difficult terrain behind you wherever you move.

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

Storm Sentinel

Your strength originates among furious storm clouds and flashes of lightning. As a storm sentinel, you are called to protect wayward sailors and coastal villages from the wrath of the tempests and the arrival of great waves that threaten them. You despise pirates and other enemies of coastal peoples, and will oppose them wherever they strike.

From your fingertips, you can deliver the awe of lightning and the roar of thunder to devastate your foes. With practice and patience, you can harness the power of the storm itself to fly and rain thunderbolts from above.

FLASH FROM ABOVE

Starting when you hear this call at 3rd level, whenever you are standing under the open sky, you can use your action to conjure a harmless, but impressive, bolt of lightning or peal of thunder. You can use this ability even when there are no clouds above you.

THUNDERBLAST

At 3rd level, whenever you hit a creature you have marked with a melee weapon attack, each creature you choose within 5 feet of the target takes 1d8 lightning damage.

STATIC BURST

Starting at 6th level, when you use Warden's Grasp as a bonus action, each creature affected can't take reactions until the start of your next turn.

EVASION

Beginning at 13th level, you can nimbly dodge out of the way of certain area effects, such as a 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.

STORMLORD

Starting at 20th level, you have a flying speed equal to your walking speed.

Additionally, you can use your action to summon a bolt of lightning to strike you, imbuing your body with the storm's fury. For 1 minute, you gain the following benefits:

- Your flying speed is doubled.
- You can cast the *call lightning* spell as a bonus action (DC equals 8 + your proficiency bonus + your Constitution modifier) without expending a spell slot. When you cast the spell in this way, you can call a bolt of lightning on subsequent turns as a bonus action.

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

Storm Sentinels may be dumb brutes, but they're quite impressive to look at. Flashing lightning, bulging muscles, blonde hair blowing in the wind... Wait, what was I talking about?

Verdant Protector

You draw your strength from the trees of the forest and the loamy earth beneath your feet. As a Verdant Protector, you are the champion of the green things in nature, and defend them against those who would despoil the wilds. You easily find allies among druids and others that understand the forest's sacred trees and ancient spirits.

At your command, the plants of the earth sprout up to assist you in your duty. At the pinnacle of your power, you can assume the form of an elder tree guardian, which looks much like a treant, with tough, bark skin, and long, branchlike arms.

GREEN MARK

Starting when you hear this call at 3rd level, when you mark a creature, the plants of the earth come alive to hinder its progress. While this creature is within 30 feet of you, the ground it walks on is difficult terrain.

VERDANT SKIN

At 6th level, you gain proficiency in the Stealth skill, if you didn't have it already. Additionally, you can use your action to draw a thick mass of vines and leaves to conceal you. Until you move, you have advantage on Dexterity (Stealth) checks you make to hide among vegetation.

METTLE

At 13th level, your determination allows you to shrug off effects that would otherwise harm you. When you are subjected to an effect that allows you to make a Constitution 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.

FORM OF THE OAK SENTINEL

Starting at 20th level, you can use your action to transform into an oak sentinel, a bark-covered titan of the forest. For 1 minute, you gain the following benefits:

- Your AC becomes 20, if it was lower.
- Your melee attacks have a reach of 10 feet.
- You can use Warden's Grasp as an action, rather than a bonus action. When you do so, you can make an attack against each creature affected, with a separate attack roll for each target.

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

WARMAGE

An elf recites the motions again for the simplest spell she knows, repeating them until she knows they are perfect. With a single, precise stroke, she unleashes a wave of arcane energy, focused into a searing blue beam.

A tiefling waves her hands to conjure floating greatswords of humming blue energy, which dance about in mesmerizing and deadly arcs. One blade takes on an aspect of fire, and the other lightning, as she begins to cleave through the goblinoid horde.

Waving a black-and-red checkered banner, a dragonborn king charges into the fore. At his sides are warmages of all houses, a chessboard of elite arcanists, poised to turn the tide of battle.

The undisputed masters of cantrips, warmages turn the most fundamental types of magic into a deadly and precise art.

Cantrip Masters

While other spellcasters aspire to grander and more complex spells, warmages refine and master the most fundamental magic: cantrips. Warmages wield their magic in the same way that a warrior uses a sword, bow, or axe: as weapons to be perfected and mastered, not as an unknowable force to be feared. In contrast to sorcerers and wizards, their magic is a trainable skill, one that can be mastered by almost anyone with discipline and aptitude. Therefore, warmages stand among the most fearsome of spellcasters, with only the most rudimentary of spells.

Strategic Geniuses

Warmages have a long and storied history as masterful strategists and tacticians, both in grand battles and personal skirmishes. If a warmage is outgunned or outmanned, they'll try to outthink their foes, which works more often than not. They demonstrate an efficient kind of pragmatism, owing perhaps to their ability to solve many problems with just a few magical tools.

Aligned Free Agents

While some warmages are fully self-taught, the majority join a house: a loose confederation of warmages who practice together and share secrets of the trade. Houses teach invaluable battlefield strategy, but each individual house also touts their own brands of tactics and styles of magical tricks. The House of Knights, for example, emphasizes armor and martial prowess, whereas the House of Kings emphasizes battlefield strategy.

By way of metaphor, houses that value honor and teamwork above all else brand themselves after games of strategy, whereas those who epitomize self-reliance name themselves for games of chance. This division in the warmage houses is representative of a schism that dates back to the earliest warmage masters. Legend has it that the first two masters separated when one decided to found a college. The other, out of spite, built a casino outside its grounds.

Creating a Warmage

Warmages come from all walks of life, so as you build yours, consider where you first learned the fundamentals of magic, which you would go on to perfect. You might have picked up cantrips from a fellow adventurer or in the early stages of wizarding training. You could even be self-taught. Choose an Arcane Initiation which best fits your character's history with magic.

Moreover, consider how you feel about magic as a whole. Are you envious of other spellcasters, or are you confident you could best them regardless? Did you once pine to be a wizard, but found you could never muster enough true magic to form a spell slot? Did you choose warmagistry to hone your talents to their absolute peak, or did you choose it to wield power no warrior can equal?

Lastly, consider your prospective warmage House. Though you don't choose one until reaching 3rd level, your aspirations might shape which house you favor the most. If you would like to dabble with greater arcane magic, the House of Bishops is the best fit. If the clashing of swords at the frontlines piques your interest, consider the House of Knights.

QUICK BUILD

You can make a Warmage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Make Strength your third highest if you plan to take the House of Knights. Then choose the *chill touch*, *force dart*, *force weapon*, and *phantom grapnel* cantrips, and the Adventurer Arcane Initiation. Pick any background that emphasizes your magical discipline.

THE WARMAGE

LEVEL	PROFICIENCY BONUS	FEATURES	CANTRIPS KNOWN	CANTRIP BONUS DICE	TRICKS KNOWN
1st	+2	Spellcasting, Arcane Initiation, Arcane Fighting Style	4	0	—
2nd	+2	Warmage Edge, Warmage Tricks	4	0	2
3rd	+2	Warmage House	5	0	3
4th	+2	Ability Score Improvement	5	0	3
5th	+3	Arcane Surge	6	1	4
6th	+3	Tactical Insight	6	1	4
7th	+3	Warmage House feature	6	1	5
8th	+3	Ability Score Improvement	6	1	5
9th	+4	—	7	1	6
10th	+4	Warmage House feature	7	1	6
11th	+4	Arcane Surge improvement	7	2	7
12th	+4	Ability Score Improvement	7	2	7
13th	+5	—	8	2	8
14th	+5	Strategic Deflection	8	2	8
15th	+5	Warmage House feature	8	2	9
16th	+5	Ability Score Improvement	8	2	9
17th	+6	—	9	3	10
18th	+6	Warmage House feature	9	3	10
19th	+6	Ability Score Improvement	9	3	10
20th	+6	Master Warmage	10	3	10

CLASS FEATURES

As a warmage, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per warmage level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: One artisan's kit of your choice, one gaming set of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose two from: Acrobatics, Animal Handling, Arcana, Athletics, History, Investigation, Medicine, Perception, and Survival

EQUIPMENT

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

- Leather armor, a dagger, and any simple weapon
- (*a*) a component pouch or (*b*) an arcane focus
- (*a*) an explorer's pack or (*b*) a scholar's pack
- A gaming set

Spellcasting

At 1st level, you begin to learn the simple, yet potent, brand of spellcasting for which warmages are known.

CANTRIPS

You know four cantrips of your choice from the warmage spell list. You learn additional warmage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warmage table.

Additionally, when you gain a level in this class, you can choose one of the warmage cantrips you know and replace it with another warmage cantrip.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your warmage spells, since you learn your spells through practice and mental discipline. 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 a warmage 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 warmage spells.

Arcane Initiation

Warmages come from all backgrounds and walks of life. At 1st level, choose where you first learned the basics of magic. The cantrips offered by your initiation don't count against your total number of warmage cantrips known.

ADVENTURER

You picked up your magic informally by traveling with a dozen different mages over the years. You learn the *mage hand* and *ray of frost* cantrips.

CIRCUS PERFORMER

You learned a few simple tricks to participate in a sideshow or circus act. You learn the *dancing lights* and *minor illusion* cantrips.

ELDRITCH EVENT

An influx of insidious magic left an imprint on you. You learn the *chill touch* and *message* cantrips.

MERCENARY

You mastered the fundamentals of war magic to engage in battle with similarly armed arcanists. You learn the *arc blade* and *true strike* cantrips.

TEMPLE

A monastery or temple educated you in the ways of gentle healing magic. You learn the *sacred flame* and *spare the dying* cantrips.

TOWER APPRENTICE

You apprenticed under a spellcaster for some time, who taught you the fundamentals of arcana. You learn the *prestidigitation* and *shocking grasp* cantrips.

SELF-TAUGHT

You taught yourself all the fundamentals of magic from a dusty old tome or abandoned scroll. You learn the *fire bolt* and *light* cantrips.

SURVIVAL

To survive in the wilderness, you taught yourself to cast simple spells. You learn the *druidcraft* and *shillelagh* cantrips.

Arcane Fighting Style

Warmages learn that magic is the purest of weapons, and can be wielded just as easily as any other. At 1st level, choose one of the following fighting styles:

BLASTER

The spell save DC for your warmage cantrips increases by 1.

DEFLECTOR

When you have at least one hand free and a creature hits you with a spell attack or a ranged weapon attack, you can use your reaction to add your proficiency bonus to your Armor Class for that attack, potentially causing the attack to miss you.

RESISTIVE

While you are wearing light armor or are under the effects of the *mage armor* spell, you gain a +1 bonus to your Armor Class.

SNIPER

When making a ranged spell attack, you gain a +1 bonus to the attack roll. Additionally, you ignore half cover when casting a warmage cantrip.

STRIKER

When you hit with a cantrip that requires a melee attack and exceed the target's AC by 5 or more or score a critical hit, you can add your proficiency bonus to the damage roll.

Warmage Edge

Starting at 2nd level, once on each of your turns when you deal damage with a warmage cantrip, you can improve one damage roll of the spell, adding your Intelligence modifier to the roll. Starting at 5th level, and as you gain levels in this class, you also add extra dice to the damage roll for your warmage cantrips, as shown in the Cantrip Bonus Dice column of the Warmage table. For example, when you are at 5th level, you can improve the damage of the *fire bolt* cantrip to deal fire damage equal to 3d10 + your Intelligence modifier on a hit.

Warmage Tricks

Beginning at 2nd level, you learn a Warmage Trick, a special technique that alters the way you fight, move, and cast your spells. You learn two tricks of your choice at 2nd level, and you learn additional tricks at higher levels, as shown in the Tricks Known column of the Warmage table.

Additionally, when you gain a level in this class, you can choose one of the tricks you know and replace it with another trick for which you meet the prerequisites.

Warmage House

Upon reaching 3rd level, you choose a Warmage House, which teaches you a suite of magical techniques. Your choice grants you features at 3rd level, and again at 7th, 10th, 15th, and 18th 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.

Arcane Surge

Starting at 5th level, you learn to, for a moment, tap into a vast reservoir of magical power and unleash it upon your foes. On your turn, when you deal damage with a warmage cantrip, you can deal twice the number of damage dice dealt by the spell. You can't use this feature on a spell that has scored a critical hit.

Once you use this feature, you can't use it again until you finish a short or long rest. Starting at 11th level, you can use this feature twice between rests.

Tactical Insight

At 6th level, you learn how to use ambient magical power to defend yourself from your foes' magical attacks. You can add your Intelligence modifier to saving throws you make against spells and other magical effects that deal damage.

Strategic Deflection

Starting at 14th level, as a reaction when a creature casts a spell that targets you or includes you in its area of effect and the spell forces you to make a saving throw to avoid damage, you can use your reaction to attempt to redirect some of the spell's energy to a new target. If you succeed on your saving throw against the spell, choose another creature you can see within the spell's range or up to 30 feet away from you, whichever is closer, to make a saving throw against the spell, using your spell save DC. The chosen creature can be the original spellcaster. On a failed save, the creature suffers the effects of the spell as if you had cast the spell and they had been the original target or been within the area of the spell.

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

Master Warmage

At 20th level, you reach the pinnacle of your warmage prowess. If you cast a cantrip that deals 4 dice of damage to a target, it instead deals 5 dice of damage (excluding your cantrip bonus dice). If you cast a cantrip that makes 4 attacks, it instead makes 5 attacks.

WARMAGE TRICKS

The following tricks are presented in alphabetical order. If a warmage trick has prerequisites, you must meet them to choose it. You can choose the trick at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Warmages: Experts in being bad at magic.

BISHOP'S MANEUVER

Prerequisites: 10th level, House of Bishops

You can take the Disengage action as a bonus action, and when you do so, your walking speed increases by 10 feet until the end of your turn.

BLASTING CANTRIP

Once on each of your turns, when you deal force damage to a creature with a warmage cantrip, you can push the creature up to 10 feet away from you in a straight line.

BLINDING LIGHT

Prerequisite: light *cantrip*

When you use the *light* cantrip to target an object you are holding, you can direct a flare at a creature you can see within 10 feet of you, which must make a Constitution saving throw against your spell save DC. On a failed save, the creature is blinded until the start of your next turn. After a creature has failed a saving throw against this trick, it has advantage on all saving throws against it for the next 24 hours.

CASTLE

Prerequisites: 10th level, House of Rooks

As an action, you can choose a willing Small or Medium creature you can see within 120 feet of you. You both teleport, swapping places.

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

CHIVALROUS PRESENCE

Prerequisite: House of Knights

You gain proficiency in the Insight and Persuasion skills, and you have advantage on ability checks you make to interact with nobility. Additionally, other creatures can always discern when you're telling the truth.

CLOAK OF FEATHERS

Prerequisite: House of Rooks

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

COMMANDER'S STEED

Prerequisites: House of Kings

You learn the *find steed* spell and can cast it without expending a spell slot. Your steed is more resilient than most; its hit point maximum is increased by an amount equal to your warmage level.

CORROSIVE CANTRIP

Once on each of your turns, when you deal acid damage to a creature with a warmage cantrip, you can cause the acid to erode the target's defenses. The next time a creature makes an attack roll against the target before the start of your next turn, roll a d4 and subtract it from the target's Armor Class for this attack.

DIRECTED MOMENTUM

Prerequisite: 10th level, House of Lancers

Once on each of your turns, when you score a critical hit with a melee attack or reduce a creature to 0 hit points with one, you can make an unarmed strike against a second target. If the target is within range of your Shock Trooper feature, you can lunge toward it. On a hit, this attack deals an extra 1d8 force damage.

DRAINING CANTRIP

Whenever you deal necrotic or poison damage to a hostile creature with a warmage cantrip, you can siphon some of its life force. You gain temporary hit points equal to half your warmage level, which last for 1 minute.

ENCRYPTOGRAM

Prerequisite: cryptogram *cantrip*

Your knowledge of ciphers has improved your magically clandestine communications. When you cast the *cryptogram* cantrip, its limit is 20 characters, instead of 8, and only the specified recipient can read the message.

EXPLOSIVE CANTRIP

Once on each of your turns, when you deal fire damage to a creature with a warmage cantrip, each creature within 5 feet of the target, except yourself and the target, must succeed on a Dexterity saving throw against your spell save DC or take half the fire damage dealt to the target.

EXTENDED RANGE

When you cast a warmage cantrip that has a range of 5 feet or greater, its range is doubled.

FIELD MEDIC

Prerequisite: House of Bishops

You learn the *spare the dying* cantrip, which doesn't count against your number of cantrips known. Additionally, when you cast *spare the dying* on a creature that has 0 hit points, the target regains 1 hit point and gains temporary hit points equal to your warmage level, which last for 1 minute. Once a creature regains hit points from this trick, it can't do so again until it finishes a long rest.

FLEXIBLE RANGE

Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls. Additionally, when you cast a warmage cantrip that requires a melee spell attack, its range increases to 10 feet.

FOLD

Prerequisites: House of Cards, 10th level

You have learned to graciously accept defeat using your Deck of Fate. As a reaction when you are hit by an attack, you can play your entire hand to cast the *shield* spell without expending a spell slot.

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

GAMBLE

Prerequisites: cheat *cantrip, House of Cards or House of Dice*

You are always under the effects of the *cheat* cantrip.

Additionally, you can reroll an attack roll, ability check, or saving throw. Once you use this ability, you can't use it again until you finish a short or long rest.

INFINITE VARIATION

Prerequisite: prestidigitation *cantrip*

You have become exceptionally skilled at using the *prestidigitation* cantrip to mimic other spells. When you cast *prestidigitation*, you can use it to emulate the effects of any other cantrip that doesn't deal damage, even one that is not on the warmage spell list. To do so, you must succeed on a DC 15 Intelligence (Arcana) check, otherwise the spell fails. Intelligence is your spellcasting ability for a cantrip cast using this trick, and it counts as a warmage cantrip for you.

ICY CANTRIP

Once on each of your turns, when you deal cold damage to a creature with a warmage cantrip, you can numb the target with a frigid blast. The first time the target makes an attack roll before the end of its next turn, it must roll a d4 and subtract the number rolled from the attack roll.

KNIGHT'S AEGIS

Prerequisites: 10th level, House of Knights, force buckler *cantrip*

When you cast the *force buckler* cantrip, you can concentrate on it for up to 1 minute. The spell doesn't end early if you are hit by an attack.

LEADING EDGE TACTICS

Prerequisites: House of Lancers

You always have a plan when engaging the enemy. Whenever a creature makes an attack against you during the first round of combat, it has disadvantage on the attack roll.

LIEUTENANT'S DEMAND

Prerequisites: 10th level, House of Kings

You can cast the spell *command* at will without expending a spell slot.

MAGE HAND KNACK

Prerequisite: mage hand *cantrip*

Your skill with the *mage hand* cantrip allows you to use it as an extension of yourself. When you cast the spell and as a bonus action on your subsequent turns, you can use one of the following effects with the hand:

Press. The hand pushes against a Large or smaller creature within 5 feet of it. Choose a direction away from that creature. Every foot of movement in that direction while the hand is pressing against it costs the creature 1 extra foot of movement. The hand continues to push against the target until the spell ends or you use your bonus action to use a different effect with the hand.

Punch. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your spell attack bonus. On a hit, the target takes 1d6 force damage.

Seize. The hand grabs a Tiny creature and attempts to grapple it. The creature must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check (its choice) against your spell save DC or be grappled by the hand. The hand continues to grapple the target until the target uses an action to break the grapple on its turn, the spell ends, or you use your bonus action to use a different effect with the hand.

MINOR SHADOW ILLUSION

Prerequisite: minor illusion *cantrip*

When you create the image of an object in an unoccupied space using the *minor illusion* cantrip, you can fill it with fibers of shadowstuff, causing it to become partially real. No matter what form the semi-real object takes, it still must be no larger than a 5-foot cube. It has AC 10 and 5 hit points, and it weighs 5 pounds. You can only have one semi-real illusion at a time. While this semi-real object exists, the cantrip requires your concentration.

The illusion can't replicate a creature, but it can deal damage to a creature within its 5-foot cube. If the illusion is of an object that can deal damage, a creature that enters the object's 5-foot cube or begins its turn there must make an Intelligence saving throw against your spell save DC. On a failed save, the creature takes 1d6 damage of a type appropriate to the illusion. This damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). This damage can't trigger Warmage Edge or any warmage tricks.

MYSTICAL ARMOR

You can cast the *mage armor* spell on yourself at will, without using a spell slot or spell components.

MYSTICAL ATHLETE

Prerequisite: quickstep *or* springheel *cantrip*

When you cast the *quickstep* cantrip, your speed increases by 20 feet instead of 10 feet. When you cast the *springheel* cantrip, your jumping distance increases by 20 feet instead of 10 feet. If you know both of these cantrips, you can cast both of them as part of the same bonus action.

MYSTICAL WEAPONMASTER

Prerequisite: force weapon *or* magic daggers *cantrip*

Once on each of your turns when you roll a 1 on the d20 for an attack roll with the *force weapon* or *magic daggers* cantrips, you can reroll the die and must use the new roll.

MYSTICAL VISION

You can cast the *detect magic* spell at will without expending a spell slot.

PHANTOM HOOKSHOT

Prerequisite: phantom grapnel *cantrip*

You can cast the *phantom grapnel* cantrip as a bonus action. If you do so, its range is reduced to 15 feet. Additionally, creatures pulled by *phantom grapnel* are pulled an additional 10 feet.

RAPID FORTIFICATION

Prerequisite: mending *cantrip*

You can cast the *mending* cantrip as a bonus action, or you can cast it as an action for one of the following effects:

- You can restore a single nonmagical object, such as a door, cart, or window, to pristine condition if at least half of its parts are present. This object can be no larger than 10 cubic feet, or 1 cubic foot if it exceptionally complex (such as a clock).

- You can create simple fortifications, such as sealing a door shut, adding wooden planks to a window, or building a short stone wall (no larger than 10 cubic feet). You must have the materials present to use this ability.

SNAKE EYES

Prerequisites: House of Dice, 10th level

If you roll a 1 or 2 on a Die of Fate, you keep the die instead of giving it to the GM.

SEVERE CANTRIP

When a creature rolls a 1 on a saving throw against one of your warmage cantrips, it automatically fails the save and takes twice the number of damage dice dealt by the spell, as if you scored a critical hit. The additional damage only applies to the creature that rolled a 1.

SIGNATURE FOCUS

Prerequisite: 5th level

When you finish a long rest, you can place a unique sigil on a simple weapon, which becomes your signature focus until you use this trick again. This weapon becomes magical, and it can be used as a spellcasting focus for your warmage spells. Your signature focus is bonded to you, and gains a number of special abilities:

- As a bonus action, you can call your signature focus to your hand, as long as you are on the same plane of existence as it.
- You can add your Intelligence modifier, instead of your Strength or Dexterity modifier, to attack rolls using your signature focus.
- Your signature focus gains a number of charges equal to your Intelligence modifier (a minimum of 1). When you damage a creature with it or a cantrip cast through it, you can expend 1 charge to deal an extra 1d8 force damage to that creature. Your focus regains all spent charges after you finish a long rest.

SILENT CANTRIP

Once on each of your turns when you deal thunder damage to a hostile creature with a warmage cantrip, you can create a 15-foot-diameter sphere of magical silence (as per the *silence* spell), centered on yourself or the creature (your choice), which lasts until the start of your next turn.

SPLIT FIRE

Prerequisite: 5th level

When you cast a warmage cantrip that requires a single spell attack roll, you can select multiple creatures and make a spell attack roll against each. You can target a number of creatures equal to the number of damage dice the cantrip deals, and split your damage dice up amongst your targets, to a minimum of 1 die of damage per target. Each attack must target a different creature.

For example, *fire bolt* deals 3d10 damage. You can choose to target three creatures and deal 1d10 damage to each creature, or you can target two creatures, dealing 1d10 damage to one creature and 2d10 damage to the other creature, or you can target one creature for 3d10 damage.

STATIC CANTRIP

Whenever you deal lightning damage to a hostile creature with a warmage cantrip, you can sap part of the energy into a charge, which clings to your body until the start of your next turn. While charged, you can use your reaction when you take damage from a creature you can see within 5 feet of you to deal lightning damage equal to half your warmage level to the creature.

UNERRING STRIKE

Prerequisites: 10th level, true strike *cantrip*

When you cast the *true strike* cantrip, you can concentrate on it for a number of rounds equal to your Intelligence modifier. You gain advantage on the first attack roll you make against the target on each of your turns while maintaining concentration on *true strike*.

WARMAGE HOUSES

Each warmage is defined by their chosen House, which teaches them valuable skills and offers a confederation of allies they will keep for their lives. Named for games of strategy and games of chance, each house emphasizes a unique approach to spellcasting and combat.

House of Bishops

The House of Bishops adopts warmages with true arcane potential, expanding on essential magic principles with true spellcasting. Such warmages might be easily confused for wizards or sorcerers, for they don the same garb and wield many of the same spells, but the warmage focus on perfection still holds precedence over garnering a vast array of spells.

SPELLCASTING

When you choose this house at 3rd level, you gain the ability to cast spells more potent than cantrips.

Spell Slots. The Bishop Spellcasting 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 know three 1st-level wizard spells of your choice, two of which you must choose from the conjuration and evocation spells on the wizard spell list.

The Spells Known column of the Bishop Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a conjuration or evocation spell of your choice, except for the spells learned at 8th, 14th, and 20th level, and must be of a level for which you have spell slots.

BISHOP SPELLCASTING

Warmage Level	Spells Known	—Spell Slots— 1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th or 14th level.

Warmage Edge. You can add additional damage with your warmage spells of 1st level or higher using your Warmage Edge feature, as if they were cantrips. You can't add Warmage Edge damage to the *magic missile* spell.

WARMAGE HOUSES

Name	Description
House of Bishops	Dabblers in true arcane magic, gaining spell slots to supplement their cantrips
House of Cards	Plays a magical game of cards to enhance their combat prowess
House of Dice	Gamblers with an innate power to control fate
House of Kings	Leaders and commanders, with a wide array of maneuvers at their disposal
House of Knights	Frontline combatants, fortified with magical armor
House of Lancers	Monastic warmages who channel cantrips through their unarmed strikes
House of Pawns	Versatile cantrip masters
House of Rooks	Arcane assassins and spies

ARCANE STUDY

At 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Investigation, Medicine, or Religion.

MYSTICAL COMPANION

At 7th level, you learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

SIEGE CASTING

At 10th level, your warmage spells deal double damage to objects and structures. Additionally, when you cast a warmage spell that requires a spell attack roll, you can cast it at up to double its normal range. If its target is beyond its normal range, you have disadvantage on the attack roll.

SPELL SCULPTING

Starting at 15th level, when you cast a warmage spell that affects other creatures that you can see, you can choose a number of them up to your Intelligence modifier. 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.

ARCANE DOMINANCE

At 18th level, you learn a powerful magical trick. As a bonus action on your turn, you can expend a number of spell slots with a combined level of 6 or more to regain an expended use of your Arcane Surge.

House of Cards

Warmages who join the House of Cards approach combat the same way they do games of chance, with high stakes, and calculated gambles. Each warmage of this house wields a special deck of cards tied to the very threads of fate, through which they can empower their magic with deft flurries of hands. However, while these warmages command incredible power, their magical surges are at the whims of the cards, and so they must make strategic, ingenious plays to master them.

BLUFF

When you choose this house at 3rd level, your poker face carries you through practically any lie. You gain proficiency in the Deception skill and with the playing card set, if you don't already have it. Additionally, you can use your Intelligence instead of Charisma for Charisma (Deception) checks you make.

DECK OF FATE

Starting at 3rd level, you gain a deck of magical playing or tarot cards, called a Deck of Fate, through which you can enhance the power of your cantrips. Shuffle a standard 52-card playing card deck and draw a hand of five cards when you roll initiative.

Whenever you target a hostile creature with a warmage spell that deals damage, you can use your bonus action to play one or more cards from your hand to enhance the power of the spell. If the cards exactly match one of the results on the Hands table on the following page, the spell deals extra damage to one of the spell's targets of your choice or grants you one additional effect, according to the result. If the cards don't match a result, they have no effect. Aces count as ones for results. Once you play a card, place it on the bottom of your deck and until you have five cards in your hand again.

HIGH STAKES

At 7th level, you've mastered a very risky card trick using your Deck of Fate. On your turn, you can choose any number of cards from your hand and place them on the bottom of your deck (no action required), losing 2 hit points per card you chose. You then draw until you have five cards in your hand again.

DEALER'S CHOICE

At 10th level, you can use your bonus action to gain one of the following effects, chosen by the GM:

- You gain resistance to all damage until the end of your next turn.
- You teleport to an unoccupied space you can see within 60 feet of you.
- You vanish into a safe, endless demiplane until the start of your next turn, at which time you return at the same location from which you vanished.

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

CARD READING

Beginning at 15th level, once on each of your turns when you draw a card from your deck as part of your Deck of Fate feature, you can declare a suit (Clubs,

HANDS

NAME	CARDS	BENEFIT
Straight	Any five sequential cards of any suit.	You deal an extra 12 damage.
Flush	Any five cards of the same suit in any order.	You deal an extra 10 damage.
Three of a Kind	Any three of the same number.	You deal an extra 6 damage.
Pair	Any two of the same number.	You deal an extra 2 damage.
Hearts	Any two hearts.	You gain temporary hit points equal to your Intelligence modifier.
Spades	Any two spades.	Your speed increases by 10 feet until the start of your next turn.
Diamonds	Any two diamonds.	You gain a +1 bonus to your AC until the start of your next turn.
Clubs	Any two clubs.	You gain a +1 bonus to saving throws until the start of your next turn.

Diamonds, Hearts, or Spades) and check the top card of your deck. If you guessed the suit correctly, you can take the Dash, Disengage, or Use an Object action as part of the bonus action used for the feature.

ACE IN THE HOLE

Beginning at 18th level, you are a deckmaster. Whenever you would draw one or more cards from your deck, draw twice as many. Put half of the drawn cards on the bottom of your deck and the other cards in your hand.

House of Dice

The House of Dice throws out the warmage convention of meticulous, deliberate spellcasting in favor of wild, chaotic magic that presses the odds. Everything from their magical bursts to their enchanted sets of dice can fail horribly, so it's auspicious that they often keep their fingers on the scales of fate. These warmages have mastered not only a repertoire of cantrips, but also techniques to manipulate fortune itself, allowing them to risk everything, and more than often come out on top.

BONUS PROFICIENCIES

Starting when you choose this house at 3rd level, your light fingers and unscrupulous tactics help you win the day. You gain proficiency in the Sleight of Hand skill and with the dice set, if you don't already have it.

DICE OF FATE

At 3rd level, you gain four Dice of Fate, which are d6s. Whenever you make an ability check, attack roll, saving throw, or damage roll, you can expend one Die of Fate and add it to the roll. Once you expend a Die of Fate, it goes to the GM, who can use it to add it to a roll made by an NPC or monster. Once the GM has used a die, it passes back to you, and so on. When you finish a long rest, you regain all of your expended Dice of Fate, whether or not the GM has used them.

Beginning at 7th level, you have an additional two Dice of Fate, and you can add two Dice of Fate to your damage rolls with warmage spells.

CHAOS ROLL

Also at 3rd level, you can expend two of your Dice of Fate as an action, rolling them on the table below to create a chaotic surge of energy.

2d6	Effect
2	You cast *fireball*, centered on yourself.
3	Your AC is reduced by 2 until the start of your next turn.
4	You fall prone.
5	Each creature other than yourself within 60 feet of you can speak only in a babbling nonsense language for the next minute, and can't perform the verbal components of spells.
6	A 5-foot-radius sphere of butterflies, insects, or doves fills a location you choose within 60 feet of you, heavily obscuring the area until the start of your next turn.
7	You gain 7 temporary hit points, and keep the Dice of Fate instead of giving them to the GM.
8	You become invisible until the end of your next turn, as per the *invisibility* spell.

9	A random object within 60 feet of you explodes, dealing no damage to you or your allies, and dealing 3d6 fire damage to one creature caught in the blast chosen by the GM.
10	You teleport up to 60 feet to an unoccupied space you can see. Each creature within 5 feet of the destination must succeed on a Dexterity saving throw against your spell save DC or take 2d6 force damage.
11	Choose a creature you can see within 60 feet of you. That creature takes 4d6 necrotic damage, and you regain hit points equal to the necrotic damage dealt.
12	You cast *lightning bolt* and can add the Dice of Fate to the damage roll.

LOADED DICE

By 7th level, you can subtly cheat your dice. Once on each of your turns when you roll a d6, you can flip the die upside down. Note that on a balanced d6, the top and bottom numbers add up to 7, so you can determine the bottom number by subtracting the top number from 7.

TWISTED FATE

Starting at 10th level, the winds of chance follow your die rolls, rather than vice versa. When you make an attack roll or ability check with disadvantage on your turn, you can attempt to invert fate as a bonus action. Expend a Die of Fate and roll it; on a 5, you ignore disadvantage on the roll, on a 6, you instead have advantage on the roll.

ROLL THE BONES

Beginning at 15th level, you can channel the chaotic energy of your dice in an instant. As a reaction when you take damage from a creature you can see, you can expend two Dice of Fate to make a Chaos Roll.

STEAL LUCK

Starting at 18th level, when you roll initiative, roll a d6. You steal that many Dice of Fate back from the GM.

House of Kings

Warmages who train in the House of Kings specialize in tactics and strategy, learning age-old maneuvers to give them the edge in combat. Natural-born leaders, Kings work best with a cadre of supporters to perform their tactics and overwhelm the enemy. Moreso than all other warmages, those in the House of Kings treat life and death as little more than a game of strategy to be understood and conquered.

BONUS PROFICIENCIES

When you choose this house at 3rd level, you gain proficiency with medium armor, as well as battleaxes, lances, longswords, tridents, and warhammers.

BATTLE TACTICS

At 3rd level, you learn stratagems that are fueled by special dice called battle dice.

Battle Dice. You have two battle dice, which are d8s. A battle die is expended when you use it. You regain all of your expended battle dice when you finish a short or long rest, or when you roll initiative.

Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown on the table below.

Warmage Level	Battle Dice
3rd	2d8
7th	3d8
13th	3d10
19th	4d10

Using Battle Dice. Once per turn, you can expend a battle die to perform a stratagem of your choice. Your stratagem options are detailed at the end of the subclass description.

Saving Throws. When a stratagem calls for a saving throw to resist its effects, the saving throw DC is equal to your spell save DC.

LEAD FROM THE FRONT

Starting at 7th level, you and each friendly creature within 120 feet of you that can see you ignores nonmagical difficult terrain.

TACTICAL MASTER

Starting at 10th level, friendly creatures within 10 feet of you add your Intelligence modifier to their saving throws against spells and magical effects that deal damage.

STRATAGEM: CHECKMATE

At 15th level, you learn the following stratagem:

When you hit a creature with a weapon or spell attack, you can use your bonus action and expend a battle die to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you that is within reach of the creature you hit. That creature can immediately use its reaction to make one weapon attack or cast a cantrip that requires an attack roll, adding the battle die to the attack's damage roll.

GRANDMASTER

Beginning at 18th level, when you roll initiative, choose a number of friendly creatures up to your Intelligence modifier that can see or hear you. Each of the chosen creatures gains a battle die, without you having to expend any battle dice.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, damage roll, or saving throw it makes. The creature can wait until after it makes the roll before deciding to add the battle die, but must decide before the GM determines the roll's outcome. Once the battle die is rolled, it is lost. A creature can have only one battle die from this feature at a time.

STRATAGEMS

The stratagems are presented in alphabetical order.

Blitz. As a bonus action, when you hit a creature with an attack, you can expend one battle die to maneuver one of your comrades into a more advantageous position. Choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Check. When you hit a creature with an attack, you can expend one battle die as a bonus action to force that creature to flee. The target must make a Charisma saving throw. A creature that is immune to being charmed automatically succeeds on this saving throw. On a failed save, the target must immediately use its reaction, if available, to move up to half its speed directly away from you.

Flash of Brilliance. When you make an Intelligence or Wisdom check, you can expend one battle die to add it to the check. You can choose to use this stratagem after the ability check is rolled but before the GM says whether the result was a success or failure.

Gambit. When you hit a creature with an attack, you can expend one battle die to give your allies an opening. The next creature other than you to make an attack against the target adds the battle die to their attack roll.

Mystic Counsel. You can use a bonus action and expend one battle die to give counsel to a creature that can hear you within 30 feet of you. Once in the next minute when the creature makes a saving throw against a spell it can choose to roll the battle die and add the result to the saving throw.

Stalemate. When you hit a creature with an attack, you can expend one battle die as a bonus action to hold that creature in place. Until the end of its next turn, the target can't willingly move unless it first takes the Disengage action.

House of Knights

The House of Knights has a long and storied tradition of melding melee combat and swordplay with the warmage's simple spellcasting. Unlike other warriors, however, Knights carry neither swords nor shields into combat, for they can forge both out of magical force at a moment's notice.

BONUS PROFICIENCIES

When you choose this house at 3rd level, you gain proficiency with medium armor and martial weapons.

FORCE BREASTPLATE

At 3rd level, plates of magical force reinforce your armor. While you are wearing light or medium armor or are under the effects of *mage armor*, you can add your Intelligence modifier, instead of Dexterity, to your Armor Class.

MYSTICAL WEAPON

Also at 3rd level, you learn the *force weapon* cantrip, which doesn't count against your number of cantrips known. Additionally, on your turn when you would draw a weapon, you can summon a simple or martial weapon of your choice, made entirely of magical force, to your empty hand. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. This weapon vanishes if it leaves your hand.

FLURRY OF BLADES

Beginning at 7th level, when you cast a cantrip that allows you to make multiple spell attacks, such as *force weapon* or *magic daggers*, you can use your bonus action to make one additional spell attack with that cantrip.

KNIGHT'S WARD

Starting 10th level, you learn to forge a hardened magical barrier between you and your foes. As a bonus action on your turn, you can gain a number of temporary hit points equal to twice your warmage level, which last for 1 minute.

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

TACTICAL MANEUVER

At 15th level, you can spend your entire movement to teleport up to half your speed to an unoccupied space you can see.

FIELD OF BLADES

Starting at 18th level, you can summon a whirlwind of mystical weapons, striking at a legion of foes in a single swipe. As an action on your turn, you can make a melee spell attack against up to five creatures you can see within 30 feet of you, with a separate attack roll for each target. On a hit, a target takes force damage equal to 2d10 + your Intelligence modifier.

House of Lancers

Warmages who join the House of Lancers are trained in fluid martial arts and meditative asceticism, melding the stoic discipline of monks with potent spellcasting. As such, they are unarmed elemental warriors, self-reliant and capable of feats no monk or warmage could hope to match. However, Lancers are notoriously neutral in almost all matters, and stand apart from the politics of the other Houses.

Lancers derive their name from an ancient precursor to the pawn, a piece remembered only in early variants of chess. Remote monasteries still play using this ancient set of rules: a smaller board, fewer pieces, and lancers replacing the dutiful pawns. It is a relic from a forgotten age, rife with symbolism.

INTERCEPT TECHNIQUE

Starting when you choose this house at 3rd level, you adopt the monastic principle of offensive protection. While you are wearing no armor and not wielding a shield, or while you are under the effects of *mage armor*, you can add your Intelligence modifier, instead of Dexterity, to your Armor Class.

HAND-TO-HAND ARCANA

Also at 3rd level, you learn the Lancers' secret unarmed combat technique, granting you the following benefits:

- You can use Intelligence instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d6 in place of the normal damage of your unarmed strikes.
- Your unarmed strikes count as melee weapons for the purposes of warmage spells.

SHOCK TROOPER

Starting at 3rd level, you can rapidly close the distance between you and your foes. Whenever you make a melee attack on your turn against a creature you can see, you can lunge up to 15 feet toward your target before making the attack. This movement doesn't provoke opportunity attacks. You can perform this movement even if it causes you to travel through the air, though you fall after making the attack if you don't land on solid ground.

MYSTICAL PHYSICALITY

Starting at 7th level, whenever you make a Strength, Dexterity, or Constitution check, you can use your Intelligence modifier instead of the normal modifier.

In addition, moving through difficult terrain no longer costs you additional movement.

DEFLECT ENERGY

By 10th level, you can deflect bolts of energy with your bare hands. As a reaction when you are hit by a ranged spell attack or a ranged weapon attack that deals cold, fire, force, lightning, necrotic, or radiant damage, you can use your reaction to deflect the bolt. The damage you take from the attack is reduced by 1d10 + your Intelligence modifier + half your warmage level (rounded down).

IMPROVED SHOCK TROOPER

Starting at 15th level, you can lunge up to 30 feet using your Shock Trooper feature. This movement causes you to teleport through creatures and objects, blinking to the target in an instant. You can't end your movement in an occupied space.

FLURRY OF SPELLS

Starting at 18th level, you can cast spells with superhuman speed. As an action, you can expend a use of your Arcane Surge feature to cast three different cantrips that have a casting time of 1 action or 1 bonus action. You can't use your Arcane Surge feature on any of these cantrips.

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

House of Pawns

By far the most prominent warmage house is that of the Pawns. Warmages who join the House of Pawns learn to stretch their skill with cantrips to its limits. Pawns can master any cantrip or trick known to the other warmage houses, for they embody the adaptability all warmages aspire to.

PROMOTION

When you choose this house at 3rd level, you gain the adaptability of the quintessential warmage. You learn one warmage trick of your choice, which doesn't count against your number of warmage tricks known. Additionally, whenever you learn a warmage trick, you can choose a trick that has the House of Bishops, House of Kings, House of Knights, or House of Rooks as a prerequisite, as long as you meet all of the trick's other prerequisites.

ADAPTIVE ARCANIST

Also at 3rd level, you learn to emulate the spellcasting prowess of other warmages. When you finish a short or long rest, choose one warmage cantrip. You learn this cantrip, which doesn't count against the number of warmage cantrips you know, until you choose a different one with this feature.

PAWN STORM

Beginning at 7th level, if you target a creature with a cantrip, that creature can't make opportunity attacks against you for the rest of the turn, whether you deal damage with the cantrip or not.

ADDITIONAL ARCANE FIGHTING STYLE

At 10th level, you can choose a second option from the Arcane Fighting Style class feature.

OPENING MOVE

Starting at 15th level, you can add your Intelligence modifier to your initiative rolls. Additionally, when you roll initiative and you aren't surprised, you can move up to your speed.

FUNDAMENTAL MASTERY

Starting at 18th level, your magic always finds its way to your foes' most vulnerable spots. Once per turn when you roll damage for a warmage cantrip, you can choose one damage die and treat it as having rolled its maximum value.

House of Rooks

The clandestine members of the House of Rooks make adept spies, assassins, and scouts, though they might just as easily pick up jobs run by rogues and brigands. In addition to their suite of cantrips, Rooks are light on their feet and know a few tricks to magically open doors in utter silence.

ROOK STRIKE

Starting when you choose this house at 3rd level, as a bonus action, you can gain advantage on the next spell attack roll you make on your turn. Alternatively, you can impose disadvantage on a saving throw a creature makes against a warmage spell you cast before the end of your turn.

Once you use this feature, you can't use it again until you finish a short or long rest, or until you reduce a creature to 0 hit points with a cantrip.

RASP

Starting at 3rd level, you can cast the *knock* spell at will without expending a spell slot. When you cast the spell in this way, it has a casting time of 1 minute and the spell's casting is completely silent.

ARCANE ACROBAT

Beginning at 7th level, you can add your Intelligence modifier to all Dexterity checks you make. Additionally, when you fall and aren't incapacitated, you can subtract up to 60 feet from the fall when calculating falling damage.

FLEETING DECOY

At 10th level, as a reaction when you take damage from a creature you can see, you raise a defensive illusion to protect you from further harm. Attacks made against you have disadvantage until the start of your next turn.

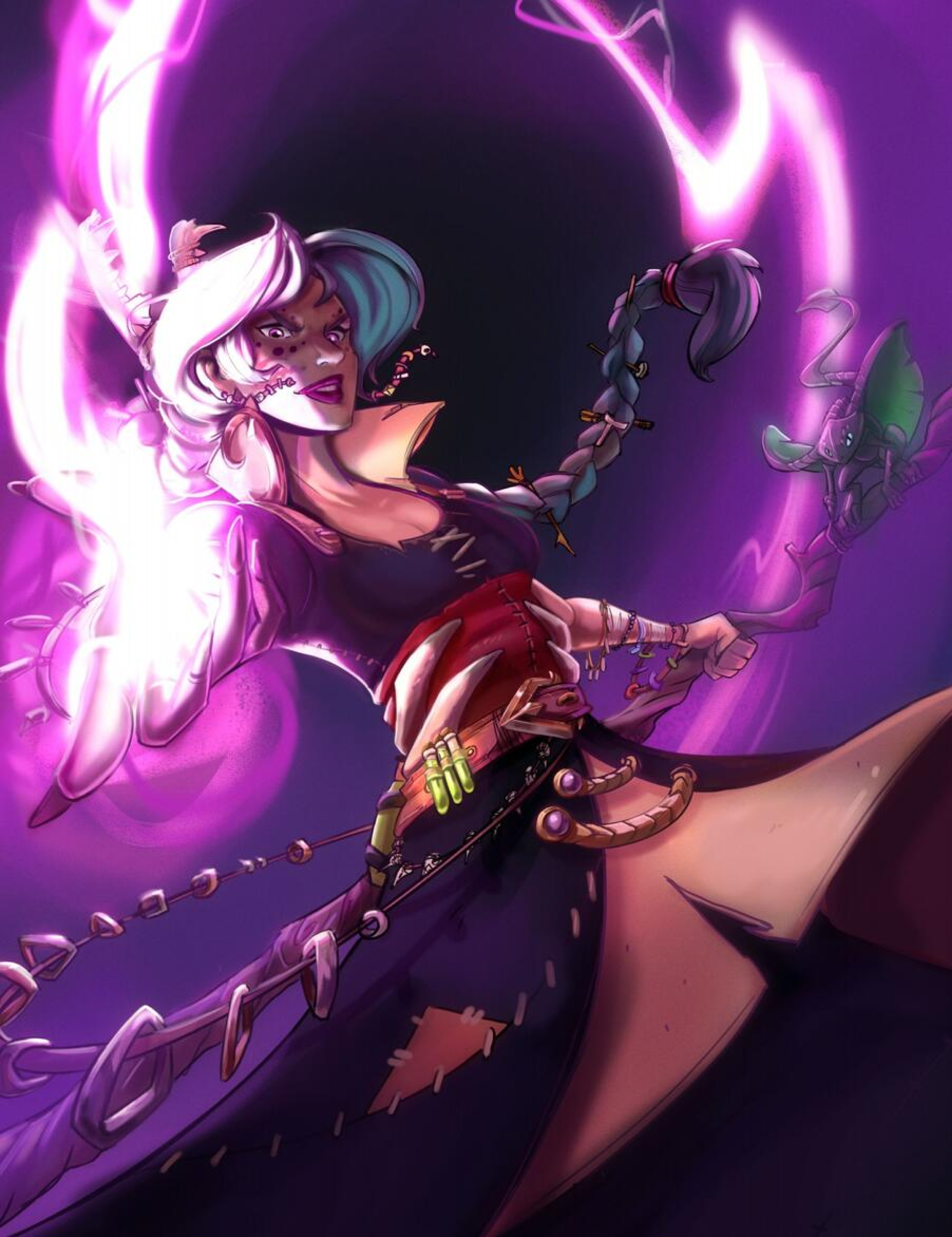
ELUSIVE STEP

By 15th level, you're extremely difficult to pin down. If you move more than 15 feet on your turn, any additional movement you make doesn't provoke opportunity attacks.

FLASH OF FEATHERS

Starting at 18th level, you can vanish without a trace, slip behind enemy lines, and dive in for the kill. You can cast the *invisibility* spell once, targeting only yourself, without using a spell slot or spell components. While you are invisible, your speed is doubled, and you can make one attack or cast one warmage cantrip without ending the spell.

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



WITCH

Three old crones stoop over a boiling cauldron filled with all manner of bizarre filth, churning and bubbling with a noxious fume. In the smoke and vapor above the pot, the trio can make out shapes and figures of great import, and one cackles loudly at what she sees.

A young girl sits underneath a tree, far from where the other children play. She glances about to make sure no one is watching, and snaps her fingers once to the empty air. After a moment of silence, a black cat appears around the tree's bend and locks eyes with the girl, staring with a strange intelligence for a long moment. She gestures at one of the playing children, a heavyset boy with a permanently affixed scowl; the cat understands. It wanders close to the boy, stretches its claws, and gets very low, ready to pounce for the boy's eyes.

A young elf intently mutters something under his breath each time he exhales. Visible only to him, a string of the foulest magic winds out from him and seizes a charging orc, which drops to its knees in agony.

Witches are stricken by magic so dark it imprints a lasting shadow upon their essence. Through force of personality alone, they can spin this darkness outward, hexing creatures, casting manipulative spells, and even commanding a familiar with their thoughts.

Cursed

While others are blessed with magic, witches are cursed by it. Afflicted by some hateful arcana, whether accidentally or intentionally, witches are twisted inside and out by its daily tortures. With grueling effort, they can warp this power into spells to wrack others with the same torture that plagues them.

Pariahs and Outcasts

Almost without exception, witches are feared and hated. They are victim to a number of misconceptions, usually relating them to hags and other evil creatures of the night. As a result, known witches are in great personal danger and can usually be found dwelling on the outskirts of civilization where townsfolk seldom tread. This does little to stop witch hunting and burnings, but provides some measure of safety from them.

In reality, very few choose to become witches, and many of them can hide adeptly in society, using their magic to fill a number of roles, from seer, to healer, to apothecary. Being accused as a witch carries grave consequences, no matter the validity of the claim, so wise witches relocate frequently, never residing in one place for too long.

Familiar Masters

It is rare to find a witch without his or her constant companion, the familiar. Though familiars might be conjured by other spellcasters as well, a witch's familiar is ubiquitous to common folk for good reason. Witches command intuitive magic, and have a deep link to their familiars. As a result, they can conjure more exotic familiars, and command them more swiftly than other spellcasters.

Creating a Witch

Creating a witch necessarily involves a powerful, malicious curse in your backstory. Who cast it? Did you take a curse upon yourself for power? Was your entire lineage cursed generations ago, leading to a bloodline of witches, or did another spellcaster use sinister, forbidden magic to curse you for life? Decide on the nature of your witch's curse and think about how you relate to it. Do you feel like the curse was secretly a blessing, or does the desire for vengeance burn in your heart?

What negative effects does the curse leverage on your personality and mind? Are you haunted by spirits, or is your mind plagued by destructive thoughts? How do you feel manipulating the power of this curse outwards into hexes and spells?

Work with your GM to determine how witches are perceived in the world. Are they feared, burned, and persecuted? Are you an openly known witch? Do the other characters in your party know of your witchhood? Some witches keep the source of their magic a secret, or claim to be wizards or sorcerers to conceal the true darkness of their magic.

QUICK BUILD

To build a witch quickly, make Charisma your highest ability score, followed by Constitution. Then, choose the *chill touch* and *minor illusion* cantrips, and the *hideous laughter* and *thunderwave* spells. Choose the Hideous witch's curse, and the Evil Eye and Misfortune hexes. Lastly, choose any background which illustrates your life before being cursed.

THE WITCH

Level	Prof. Bonus	Features	Hexes Known	Cantrips Known	Spells Known	—Spell Slots per Spell Level— 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Hexes, Spellcasting, Witch's Curse	2	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Cackle, Familiar	3	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	Witch's Craft	3	4	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	5	5	4	3	—	—	—	—	—	—	—
5th	+3	Insidious Spell	4	5	6	4	3	2	—	—	—	—	—	—
6th	+3	Craft feature	4	5	7	4	3	3	—	—	—	—	—	—
7th	+3	Improved Familiar	4	5	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	5	9	4	3	3	2	—	—	—	—	—
9th	+4	Dying Curse	5	5	10	4	3	3	3	1	—	—	—	—
10th	+4	Craft feature	5	6	11	4	3	3	3	2	—	—	—	—
11th	+4	Grand Hex	5	6	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	6	12	4	3	3	3	2	1	—	—	—
13th	+5	Grand Hex	6	6	13	4	3	3	3	2	1	1	—	—
14th	+5	Craft feature	6	6	13	4	3	3	3	2	1	1	—	—
15th	+5	Grand Hex	6	6	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	6	6	14	4	3	3	3	2	1	1	1	—
17th	+6	—	7	6	15	4	3	3	3	2	1	1	1	1
18th	+6	Grand Hex	7	6	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	7	6	15	4	3	3	3	3	2	1	1	1
20th	+6	Hexmaster	7	6	15	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a witch, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per witch level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, blowguns, shortswords, and whips

Tools: Alchemist's supplies, poisoner's kit

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Nature, Persuasion, and Religion

EQUIPMENT

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

- (*a*) a whip and blowgun, (*b*) a light crossbow and 20 bolts, or (*c*) any simple weapon
- (*a*) a component pouch or (*b*) an arcane focus
- (*a*) a scholar's pack or (*b*) a dungeoneer's pack
- Leather armor, any simple weapon, and a dagger

Spellcasting

You have learned to mold and reshape the magic that curses you into spells.

CANTRIPS

You know four cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

Witches: drop a house on 'em. Works every time.

SPELL SLOTS

The Witch table shows how many spell slots you have to cast your witch 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 *bane* and have a 1st-level and a 2nd-level spell slot available, you can cast *bane* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the witch spell list. The Spells Known column of the Witch table shows when you learn more witch 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 witch spells you know and replace it with another spell from the witch spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your witch spells. Your magic originates deep within yourself, where your insidious curse stirs restlessly. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

RITUAL CASTING

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

SPELLCASTING FOCUS

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

MALE AND FEMALE WITCHES

Witches are commonly considered to be only female, but in reality, male and female witches exist in equal number. This misconception is due to the fact that male witches are often called "hexers," or are incorrectly deemed warlocks by common folk.

Witch's Curse

You are wracked by a terrible curse, which infects your body and soul. At 1st level, choose the form that this curse takes from the options below.

Burned. Almost all of your body has been scorched by arcane flames, leaving you with striking black scars and embers of magic that burn under the skin. As a result, you have resistance to fire damage, and you know the *produce flame* cantrip, which doesn't count against your number of cantrips known.

Drowned. Water fills your lungs, and yet you do not die. You can breathe air and water. Additionally, you have a swimming speed equal to your walking speed.

Feral. Through your curse, you have forgotten the manners and customs of civilized men and gone to live among beasts in the wild. You have proficiency in the Survival skill. Additionally, while you are wearing no armor and not wielding a shield, your AC equals 12 + your Dexterity modifier.

Hideous. Your appearance is ghastly to behold. You have proficiency in the Intimidation skill. When you roll initiative, you can choose one humanoid you can see to scare. That creature must make a Wisdom saving throw against your spell save DC or be frightened of you until the end of your next turn.

Hollow. Your soul has been divorced from your body, trapping you in a limbo between life and death. When you or your familiar reduces a hostile creature to 0 hit points, you drain some of its life force, gaining temporary hit points equal to your Charisma modifier + your witch level (minimum of 1).

Infested. You are constantly followed by vermin, like insects and rats, which crawl on your skin and swarm in your wake. As a result, you are immune to disease.

Additionally, you can command these pests as your own. Starting at 2nd level, you can choose the form of a swarm of rats for your familiar. Starting at 7th level, you can choose a swarm of insects.

Loveless. You are cursed to never find true love. Jaded and disaffected, not even magic can turn your heart; as a result, you are immune to being charmed.

Possessed. Your soul is occupied by a foreign spirit that sometimes tries to wrest away your consciousness. However, while you sleep, the spirit whispers magical secrets to you. You learn an additional witch spell at a level for which you have spell slots at 1st level, and again at 4th level, 8th level, and 12th level. These spells don't count against your total number of spells known.

Starving. No matter how much you eat, food turns to ash in your mouth. Your curse nourishes you, but only at the edge of starvation, and you are constantly wracked by pangs of hunger. You don't need to eat or drink, but can still imbibe and benefit from potions. Additionally, you are immune to being poisoned.

Visions. You are cursed to have terrible visions of the future, presaging the death of your friends, family, and yourself. Though many of these visions are cruel deceptions, they are sometimes grimly accurate. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

Whispers. Unseen voices murmur in your ears at all times. As such, you can telepathically speak to 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 telepathy, but the creature must be able to understand at least one language.

Hexes

You can learn a number of powerful incantations, known as hexes, derived from the same insidious magic that cursed you.

At 1st level, you gain two hexes of your choice. Your hex options are detailed at the end of the class description. When you reach certain levels in this class, you gain additional hexes of your choice, as shown in the Hexes Known column of the Witch table. Additionally, when you gain a level in this class, you can choose one of the hexes you know and replace it with another hex.

Unless otherwise stated, if a hex requires an attack roll or saving throw, it uses your spell attack bonus and spell save DC. All hexes require either verbal or somatic components (your choice at the time of casting the hex).

Unless otherwise noted, if a hex lasts for a duration, you concentrate on it as you would a spell. You lose your concentration on a hex if you cast another hex; however, you can concentrate on a hex and a spell at the same time, making only one Constitution saving throw to maintain your concentration on both.

Cackle

At 2nd level, you can use your bonus action to cackle. The duration of a hex on which you are concentrating extends by 1 round. If the hex has one or more target, a target must be within 60 feet of you for the hex's duration to extend for it.

Not all witches laugh maniacally when they cackle, but all cackles require a verbal component, as if casting a spell. These range from mundane curses and insults, to the murmuring of dead languages and speaking backwards.

Familiar

At 2nd level, you learn the *find familiar* spell and can cast it as a ritual without using material components. This spell doesn't count against your number of spells known. The spell is improved in the following ways:

- Your familiar takes its turn immediately before or after your turn each round (your choice).
- Once on each of your turns as an action or a bonus action, you can mentally command your familiar to use its reaction to make one attack.
- You can use the *find familiar* spell to deliver spells through your familiar that have ranges other than touch.
- When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: death snail,* flying book,* homunculus, mock,* moon jelly,* pet rock,* pseudodragon, rag doll,* sprite, tin soldier,* winter wolf pup,* and yarn golem.* The statistics for creatures marked with an asterisk can be found in Appendix B.

Witch's Craft

Your skill in magic has culminated in learning a craft, an innate variety of magic that exists apart from the schools of magic. When you reach 3rd level, choose one Witch's Craft. Your choice grants you features at 3rd level, and again at 6th, 10th, and 14th level.

If your craft grants you a hex at any level, it doesn't count against your total number of hexes known.

CRAFT SPELLS

Each craft is associated with a branch of arcana, represented by a number of spells that you learn. The levels of these spells are noted in the craft description. These spells count as witch spells for you but don't count against your number of spells known.

WITCH FAMILIAR

As a witch, familiars you summon are imbued with your insidious magic, granting them the following benefits:

- Your familiar can use your spell attack bonus for its attack rolls.
- Your familiar adds your proficiency bonus to its Armor Class, saving throws, and damage rolls.
- You add twice your witch level to your familiar's hit point maximum.

Insidious Spell

Starting at 5th level, when you cast a witch spell that affects a creature that is under the effect of your hex, that creature has disadvantage on its first saving throw against the spell. This feature only applies to a hostile creature that is the sole target of your hex.

Improved Familiar

At 7th level, your familiar's attacks count as magical for the purpose of overcoming damage resistance and immunity to nonmagical attacks and damage. Additionally, you can choose the following forms for your familiar: brass dragon wyrmling (can't use its breath weapon), fright,* grep,* imp, or quasit. The statistics for creatures marked with an asterisk can be found in Appendix B.

Dying Curse

Beginning at 9th level, when a creature reduces you to 0 hit points but doesn't kill you outright, you can lay a nefarious curse upon it. The creature is cursed for up to 24 hours. While cursed, the creature has disadvantage on attack rolls, ability checks, and saving throws. If you regain consciousness or the creature is targeted by the *remove curse* spell, the curse ends at the end of the creature's next turn.

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

Grand Hex

By 11th level, you have perfected deeply malevolent forms of magic. You learn one grand hex, and you learn another at 13th, 15th, and 18th level. Grand hexes are detailed at the end of the class description.

Hexmaster

By 20th level, you have mastered your foul magic. Humanoids have disadvantage on saving throws against your hexes.

HEXES

The Hexes below are presented in alphabetical order.

ABATE

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, the creature can't take reactions until the end of your next turn.

APATHY

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, until the end of your next turn, the creature becomes indifferent toward one creature of your choice that it is hostile towards. This indifference ends if the target is attacked or harmed by the creature to which it is indifferent. When the hex ends, the creature becomes hostile again, unless the GM rules otherwise.

BECKON FAMILIAR

You can cast the *find familiar* spell as an action without expending a spell slot or material components. Once you cast this spell in this way, you can't do so again for 1 minute.

You must have the Familiar feature to choose this hex.

BLEEDING

As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, each time this creature takes damage, it loses an additional 1d4 hit points. This effect lasts until the end of your next turn.

CHARM

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the creature is charmed by you until the end of your next turn. When the hex ends, the creature knows it was charmed by you.

DIRE FAMILIAR

As an action, you can bolster your summoned familiar. For 1 minute, your familiar's current and maximum hit points are increased by an amount equal to twice your witch level, and it gains a bonus to its damage rolls equal to your Charisma modifier.

You can cast other hexes while this hex is in effect. Once you cast this hex, you can't cast it again until your familiar is dismissed, or until its duration expires.

You must have the Familiar feature to choose this hex.

DISORIENT

As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, whenever the target makes an attack roll before the end of your next turn, it must roll a d6 and subtract the number rolled from the attack roll.

DOOMWARD

As an action, choose one friendly creature other than yourself that you can see within 60 feet of you. If the creature drops to 0 hit points before the end of your next turn and doesn't die outright, it drops to 1 hit point instead. This hex then ends and can't be used to target the same creature again until you finish a short or long rest.

DUPLICITY

As an action, you can create an illusory duplicate of yourself, composed of shadowstuff, to confuse your enemies. When a creature attacks you, roll any die. On an odd number, the attack strikes the duplicate and misses, regardless of its roll, and the hex ends. On an even number, the attack targets you as normal. This effect lasts until the end of your next turn.

EVIL EYE

As an action, choose one creature you can see within 60 feet of you that can see you to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of your next turn.

FORTUNE

As an action, choose one friendly creature other than yourself that you can see within 60 feet of you. The creature has advantage on saving throws until the end of your next turn.

GO UNSEEN

As an action, you and your familiar become invisible (as per the *invisibility* spell). The effect ends at the end of your next turn, or if you or your familiar attack or cast a spell.

Once you cast this hex, you can't cast it again for 1 minute.

HOBBLE

As an action, choose one creature you can see within 60 feet of you to make a Strength saving throw. On a failed save, the creature's speed is reduced to 10 feet until the end of your next turn. If the creature is flying, it falls, unless it has the ability to hover or it is being held aloft by magic.

KNOWING

As an action, you open your third eye and become intuitively aware of your surroundings. You have advantage on Wisdom (Insight) checks until the end of your next turn. Additionally, choose of the following pieces of information:

- If a creature can speak a language
- If a creature is at or below half its hit point maximum
- What a creature's lowest ability score is

You learn that piece of information for each creature within 30 feet of you. You can only learn one of these things about a creature, even if you cast this hex more than once.

HEXES AND MAGIC

A witch casts their terrible hexes as an extension of their curse. As their curses are magical in nature, their hexes are considered 0th-level spells for the purposes of feature and spells, such as *counterspell* or *dispel magic*, that interact with magic. Furthermore, all hexes cease while in the area of an *antimagic field* or similar effect.

MIRE

As an action, you can transform the ground within 30 feet of where you cast this hex into murky swamp, which is difficult terrain. You and your familiar can move without penalty in this area. This effect lasts until the end of your next turn.

MISFORTUNE

As an action, choose one creature you can see within 60 feet of you. Until the end of your next turn, whenever this creature rolls a 20 on a d20 roll, the roll instead becomes a 1.

OBFUSCATE

As an action, you create a 20-foot-radius sphere of fog centered on yourself. The sphere spreads around corners, and its area is heavily obscured. This effect lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

PEACEBOND

As an action, you can lock weapons to their owners. The weapons and ammunition of each creature within 30 feet of you become locked in their sheaths, quivers, or holsters until the end of your next turn. During this time, a creature can use its action to free its weapon by succeeding on a Strength check against your spell save DC.

POX

As an action, choose one creature you can see within 5 feet of you to make a Constitution saving throw. On a failed save, the creature is poisoned until the end of your next turn.

RUIN

As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, the creature's Armor Class decreases by 3, to a minimum of 10, until the end of your next turn.

SCURRY

As an action, a nonmagical object you choose within 30 feet of you sprouts legs and runs away. You can't target an object that weighs more than 10 pounds, nor can you target one that is being worn as clothing or armor; however, you can target certain objects that are being carried, as long as they aren't affixed entirely around a creature's body or being held in a hand. For example, you can't target a creature's helmet or a sword it is wielding, but you can target a drawstring pouch it is wearing or a dagger that is sheathed at its side.

The object animates, wriggles free of its owner (if it has one), sprouts two legs, and moves 20 feet in a direction you choose. At the start of your turn, you can choose which direction the object moves. The object has an AC of 10, if its AC wasn't already higher, and remains animated until the end of your next turn, or until it is picked up.

SHRIEK

As a bonus action, you can release a thunderous, blood-curdling screech. Each Large or smaller creature you choose within 5 feet of you is pushed 5 feet away from you.

SLUMBER

As an action, choose one creature you can see within 60 feet of you to make a Wisdom saving throw. On a failed save, the target falls unconscious until it takes damage, or until the end of your next turn. Undead, creatures that are immune to being charmed, and creatures whose current hit points are greater than five times your witch level are immune to this effect.

SLUR

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, the creature can't speak coherently until the end of your next turn. If the creature attempts to cast a spell that requires a verbal component, it must roll a d20. On an odd roll, the casting fails.

TREMORS

As an action, you can create a miniature earthquake. Each creature on the ground within 10 feet of you must succeed on a Dexterity saving throw or be knocked prone.

WARD

As an action, choose one creature you can see other than yourself within 60 feet of you. Each time the creature takes damage before the end of your next turn, the damage it takes is reduced by 3.

GRAND HEXES

The grand hexes below are presented in alphabetical order. Unless otherwise stated, if a grand hex requires an attack roll or saving throw, it uses your spell attack bonus and spell save DC. Grand hex features don't count as hexes.

CAULDRON

You can brew potions in a bubbling cauldron using raw components scavenged from nature. To this end, you have a pool of alchemy points equal to half your witch level, rounded down. You regain all expended alchemy points when you finish a long rest.

You can spend 10 minutes and expend any number of alchemy points to brew potions. These potions retain potency for 24 hours, after which they become inert. If a potion calls requires a saving throw, it uses your spell save DC.

The potions available for you to brew are given on the Cauldron Potions table below.

CAULDRON POTIONS

Potion	Alchemy Points
Potion of Animal Friendship	1
Potion of Growth	1
Potion of Healing	1
Potion of Water Breathing	1
Oil of Slipperiness	2
Philter of Love	2
Potion of Greater Healing	2
Potion of Heroism	2
Potion of Resistance	2
Potion of Clairvoyance	3
Potion of Diminution	3
Potion of Gaseous Form	3

COVEN

You can induct others into your insidious coven. By performing a special ritual over the course of 8 hours, which can be done during a long rest, you can intermingle your cursed magic with a willing creature that has the Spellcasting or Pact Magic feature. This creature enters into your coven. You can have up to two creatures other than yourself in your coven at a time.

While two or more members of your coven are within 30 feet of one another, they gain the ability to cast additional spells, as shown on the Coven

Spellcasting table. Additionally, members of your coven gain access to a shared pool of 5 spell slots—one of each level, from 1st to 5th level—which they can use to cast spells as normal. Expended spell slots are regained when all members of the coven finish a long rest.

Coven members use their own spellcasting ability to determine spell attack bonuses and spell save DCs. A coven member can't cast spells of a level for which it doesn't personaly have spell slots, even if using a higher level shared spell slot. A shared spell slot can be used, for instance, to cast a lower level spell at higher levels, but it can't be used to cast a spell normally too high-level for a spellcaster.

COVEN SPELLCASTING

Spell Level	Spells
1st	*bane, hideous laughter*
2nd	*invisibility, ray of enfeeblement*
3rd	*bestow curse, counterspell*
4th	*banishment, polymorph*
5th	*contagion, scrying*

DUAL HEX

When you cast a hex that targets one creature, you can target two creatures instead. While both targets are under the effect of your hex, you gain the benefits of your Insidious Spell feature against each of them.

FORCEFUL PERSONALITY

Your Charisma score increases by 2, to a maximum of 22.

HYBRID

As a bonus action, if your familiar is within 5 feet of you, you can meld with it, transforming into a magical hybrid. For the next minute, you gain the following benefits:

- You gain temporary hit points equal to your familiar's hit points.
- Your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier, as long as you aren't wielding a shield.
- You gain two natural melee weapons, corresponding to your familiar's attacks. You are proficient with these weapons, and use Charisma for their attack and damage rolls. On a hit, these natural weapons deal 1d10 bludgeoning, piercing, or slashing damage (your choice).
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.
- You can use any action or movement your familiar possesses.

This transformation lasts for 1 minute or until you dismiss it on your turn (no action required). When it ends, your familiar is dismissed, and you can't summon it again until you finish a short or long rest.

POISON APPLE

As an action, you can produce a magical apple out of thin air. This apple can possess whatever appearance you wish, be that a ruby red coloration, a golden skin, or the appearance of crystal. On your turn, you can use your action to eat the apple, granting you the following benefits:

- You regain hit points equal to twice your witch level + your Charisma modifier.
- You regain an expended spell slot of 5th level or lower.
- You can end one of the following conditions affecting you: blinded, deafened, paralyzed (if the apple is fed to you as an action), or poisoned.

However, the apple is suffused with your insidious magic. If a creature other than yourself eats the apple, it doesn't gain any benefits and instead must make a Wisdom saving throw with disadvantage. On a failed save, the creature becomes poisoned for up to 24 hours. For each hour the creature is poisoned, it loses 4d8 hit points. This loss can't be reduced or avoided. If this reduction causes the creature to drop to 0 hit points, the creature instead drops to 1 hit point and falls into a catatonic sleep, remaining unconscious for up to 7 days. A *remove curse* spell or similar magic can awaken this creature early.

The apple shrivels and becomes nonmagical if it isn't eaten within 24 hours. Once you produce a magical apple, you can't produce another one until you finish a long rest.

POSSESSION

As an action, your body becomes immaterial, and your spirit dives into a Large or smaller creature you can see within 10 feet of you in an attempt to possess it. This target must make a Charisma saving throw. A creature with a challenge rating greater than your witch level automatically succeeds on this save. On a failed save, you disappear and the target becomes incapacitated and possessed; you gain control of its body but don't deprive the target of its awareness. While possessing the creature, you can't be targeted

I store the Spire's chicken legs on the sublevels.

by any attack, spell, or other effect. You maintain your Intelligence, Wisdom, and Charisma and your alignment, but otherwise use the creature's statistics. You don't gain access to the target's knowledge, class features, or proficiencies.

For the purposes of spells and effects which can end possession, such as the spell *dispel evil and good*, you are treated as an undead spirit and can be banished from the target, returning to your own body, which rematerializes within 5 feet of the target.

This possession lasts for 1 hour, or until the body drops to 0 hit points or you are forced out by a spell or other magical effect that ends possession.

Once you use this grand hex, you can't do so again until you finish a long rest.

WAR HEX

When you cast a hex that targets a single creature, you can use your bonus action to cast a cantrip targeting the same creature.

WITCH'S BROOM

You can use your action to enchant a mundane object—such as a broom, cauldron, or rug—to fly for you. You gain a flying speed of 60 feet while holding this item, as long as you aren't wearing medium or heavy armor, or wielding a shield. You can only enchant one object using this ability at a time, and if you target another object using it, the enchantment on the previous object ends.

WITCH'S HUT

You can perform a 24-hour ritual to enchant a structure that can fit within a 15-foot cube, animating it as a Huge object, as per the *animate objects* spell. The structure rises up on a pair of magical legs and follows your commands.

The entrance to the structure is linked to an extradimensional dwelling, as per the *magnificent mansion* spell. You can command the structure from inside this dwelling. If the structure is destroyed, the extradimensional dwelling is unharmed, but any creatures inside it are expelled into the unoccupied spaces nearest to the entrance.

As an action, you can teleport the structure to an unoccupied space you can see within 60 feet of you. Once you teleport the structure, you can't do so again until you finish a long rest.

You can repeat the 24-hour ritual to end the enchantment on your previous structure and enchant a new one.

WITCH'S CRAFTS

A witch's craft is distinct from a school of magic. Whereas magical schools seek to categorize spells, crafts are defined by the use of magic, and seek to capture the essence of spells. There are dozens of varieties, from those practiced by covens in secret, to those plied in marketplace potion shops.

Each craft has a number of Craft Spells. New spells are marked with an asterisk.

Black Magic

Black magic is associated with hexes that cause pain and suffering, and spells that give rise to undeath. Harnessing such a craft can lend you great power, but inevitably carries a cost. Darkness cannot be contained, after all; it merely seeps forth from wherever it is kept.

BLACK MAGIC SPELLS

Spell Level	Spells
1st	*exhume,* inflict wounds*
2nd	*gentle repose, magic weapon*
3rd	*animate dead, vampiric touch*
4th	*blight, death ward*
5th	*cloudkill, contagion*

HEX: DECAY

When you adopt this craft at 3rd level, you learn to drain the vitality from a living being. As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, the creature takes 1d4 necrotic damage at the start of its next turn, and its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the hex ends. The target dies if this effect reduces its hit point maximum to 0. This hex ends at the end of your next turn.

UNDEATH COMMAND

Starting at 6th level, you have intertwined the magic of your familiar with the magic you use to animate the dead. When you use your bonus action to command your familiar, you can use the same bonus action to issue a command to any undead you control via the *animate dead* spell or similar magic.

LIFE TETHER

At 10th level, as a reaction when you take damage from a creature you can see, you can transfer some of that damage to a creature that is the sole target of your hex. You take half the damage (rounded down) and the hexed creature takes the remaining damage. Once you use this feature, you can't use it again until you finish a short or long rest.

BLACK SACRIFICE

Beginning at 14th level, if your familiar is within 10 feet of you, you can use your action to command it to dissolve its magical bond to this plane, which unleashes a torrent of necromantic energy. Each creature you choose within 20 feet of your familiar must make a Dexterity saving throw against your spell save DC. A creature takes 8d10 necrotic damage on a failed save, or half as much damage on a successful one, and its hit point maximum is reduced by an amount equal to the necrotic damage taken. A target dies if this effect reduces its hit point maximum to 0. Once you use this feature, you can't summon your familiar again until you finish a long rest.

WITCH'S CRAFTS

NAME	DESCRIPTION
Black Magic	Practices the necromantic arts and wields dark spells of suffering
Blood Magic	Lays terrible curses and draws power from blood sacrifices
Green Magic	Practices magic associated with plants, animals, and the natural world
Purple Magic	Wields illusions and enchantments in equal measure
Red Magic	A destructive spellcaster wielding magic that ruins and burns
Steel Magic	Melds swordsmanship with wicked hexes
Tea Magic	A peaceful witch that practices tea ceremonies and divination
Technicolor Magic	Makes friends with just about everyone they meet
White Magic	A natural healer and practitioner of restorative magic

Blood Magic

Forbidden by most witch covens, blood magic centers on the use of dark spells and mortal hexes that draw from the spellcaster's very essence. It is fundamentally more perilous than other witch crafts, but its many risks come with copious rewards.

BLOOD MAGIC SPELLS

Spell Level	Spells
1st	*hellish rebuke, hollowing curse**
2nd	*acid arrow, hold person*
3rd	*ruby-eye curse,* vampiric touch*
4th	*blight, dominate beast*
5th	*cloudkill, dominate person*

HEX: BLOOD CURSE

Starting when you choose this craft at 3rd level, you can mark a creature with a sinister blood curse. As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, this creature is on the brink of death until the end of your next turn. If the creature at any point in this duration is missing any of its hit points and has fewer hit points than twice your witch level, it immediately drops to 0 hit points.

NOVICE HEMOMANCY

Also at 3rd level, when you cast a spell that requires material components that don't have a cost indicated, you can replace the material components with a drop of blood.

ARCANE BLOODLETTING

Lastly at 3rd level, you can impel your magic with a measure of your own blood. When you cast a spell that has a casting time of 1 action, you can choose to lose 5 hit points to change the casting time to 1 bonus action for this casting.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

DEATHSEEKER

At 6th level, you can see those near death shrouded in a crimson aura. Even in heavily obscured conditions, you can detect the location of creatures within 60 feet of you that are missing any of their hit points. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Additionally, you have advantage on ability checks you make to track a creature you or your familiar has damaged within the last 24 hours.

HEMOMANTIC RECOVERY

Beginning at 10th level, you can perform a blood ritual to bolster your magic. Once per day when you finish a short rest, you can spend Hit Dice to recover expended spell slots. The cost for each spell slot is given on the table below. You can't use this ability to recover spell slots of 6th level or higher.

Spell Level	Hit Dice
1st	2
2nd	3
3rd	5
4th	6
5th	7

SANGUINE

By 14th level, you can wield your own blood like a vicious lash. Once per round, when you cast a spell that deals damage to a creature that is under the effect of your hex, you can choose to lose hit points to increase the amount of damage dealt. For every 5 hit points you lose, you can deal an extra 2d8 necrotic damage to the creature, to a maximum of 6d8 damage. This feature only applies to a hostile creature that is the sole target of your hex.

Green Magic

Plants, nature, and things that grow are the domain of green magic. Normally a type of arcana championed by druids, some witches have a close tie to the powers of green magic and can coax plants and animals to do their bidding.

GREEN MAGIC SPELLS

Spell Level	Spells
1st	*entangle, goodberry*
2nd	*barkskin, locate animals or plants*
3rd	*conjure animals, plant growth*
4th	*conjure woodland beings, stoneskin*
5th	*awaken, tree stride*

HEX: ELDER TONGUE

Starting when you choose this craft at 3rd level, you know the speech of the forest. As a bonus action, you can attune yourself to the forest, granting you the ability to speak with beasts and plants in a limited manner until the end of your next turn. Most

beasts and plants lack the intelligence to convey or understand sophisticated concepts, but could relay what they have seen or heard in the recent past. While you can speak with them, you have advantage on all Charisma checks you make to influence beasts and plants.

PRIMAL ALLY

Also at 3rd level, whenever you summon your familiar, you conjure one that is hardier than normal. Add three times your witch level, instead of twice your witch level, to your familiar's hit point maximum.

TWIN FAMILIAR

By 6th level, when you summon your familiar, you can divide its spirit into two bodies. When summoned in this way, your familiar is two identical creatures that share a single pool of hit points. Your twin familiars act on subsequent turns. You can use your bonus action to command one twin to attack and your action to command the other to attack. A spell or feature that targets or dismisses your familiar affects both twins.

VITAL NOURISHMENT

By 10th level, you exude an aura of Green Magic that restores and reinvigorates life around you. When you finish a long rest, plant life within 120 feet of where you finished your long rest grows as if a month had passed with abundant food, water, and other necessities. If the plants would produce fruits, berries, or vegetables, the plants grow enough food to feed six creatures for one day.

Additionally, choose up to six creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your witch level + your Charisma modifier. You can also end one disease affecting each creature, or end one of the following conditions: blinded, deafened, paralyzed, or poisoned.

SACRIFICIAL FAMILIAR

At 14th level, whenever you are targeted by a melee attack while your familiar is within 5 feet of you, you can use your reaction to command it to dive in the way of the attack, causing the attack to target your familiar instead.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Purple Magic

Purple magic holds sway over the domains of illusions and enchantments that take hold over people's minds, as well as anything that is not quite as it seems. Practitioners of this craft are puppet masters, shaping the apparent reality of those around them to their advantage.

PURPLE MAGIC SPELLS

Spell Level	Spells
1st	*charm person, silent image*
2nd	*enthrall, invisibility*
3rd	*hypnotic pattern, major image*
4th	*confusion, private sanctum*
5th	*modify memory, seeming*

HEX: HALLUCINATION

Starting at 3rd level, you can infect the minds of other creatures. As an action, choose one creature you can see within 60 feet of you to make a Wisdom saving throw. A creature that is immune to being charmed automatically succeeds on this saving

throw. On a failed save, the target's perspective of the world distorts into a horrific and alien place. The creature takes a −1 penalty to all attack rolls and ability checks it makes. At the start of each of the creature's turns while affected by this hex, this penalty increases by 1, up to a maximum penalty of −5. This effect lasts until the end of your next turn.

FALSE AUTHORITY

By 6th level, as an action, you can wrap yourself in an illusory air of expectation. Any creature that can see you perceives you as a figure of authority. A blacksmith might see you as a guild master, whereas a soldier might see you as a captain. The changes perceived by a viewer fail to hold up to physical inspection. This illusion lasts for 1 hour or until you end it on your turn (no action required).

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

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

DECEITFUL TRANSPOSITION

Starting at 10th level, you can use your bonus action to create an illusory disguise over two creatures within 60 feet of you, making it seem as if they have teleported and switched places. The disguise makes it seem that the creatures are in one another's spaces, moving all sounds, smells, and other effects caused by each creature to their appropriate points of origin. Creatures under the effect of this disguise don't perceive any part of the illusion.

A creature can use its action to examine a magically disguised creature and make an Intelligence (Investigation) check against your spell save DC. On a success, the creature can see both illusory creatures for what they are.

This illusion lasts for 1 minute, and it ends early if one of the illusory creatures takes damage, or if one of the creatures performs any physical interaction that reveals itself to be an illusion.

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

WAKING NIGHTMARE

By 14th level, you can warp everything a creature sees into a hellscape, full of terrible creatures that wish them harm. When a creature fails its saving throw against your Hallucination hex, you can further distort its mind, causing it to lose the ability to distinguish friend from foe, regarding all creatures it sees as enemies until the hex ends. Whenever the hexed creature chooses a target for an attack, spell, or other effect, it must choose the target at random from among the creatures it can see within range. The hexed creature must always use its reaction to make an opportunity attack, if a creature provokes one.

This effect ends after 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

Red Magic

Arcane magic tied to channeling the elements is deemed red magic, and is extremely hazardous when used. Witches that specialize in this craft are among the deadliest spellcasters in existence, channeling their curse into unhindered arcane wrath.

RED MAGIC SPELLS

Spell Level	Spells
1st	*burning hands, magic missile*
2nd	*acid arrow, scorching ray*
3rd	*fireball, protection from energy*
4th	*ice storm, wall of fire*
5th	*cone of cold, telekinesis*

HEX: IMPERIL

Starting at 3rd level, you know how to strip away your foes' magical defenses. As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw, and choose any one damage type. On a failed save, the creature loses resistance to the chosen damage type until the end of your next turn, or is treated as only having resistance, if it has immunity to that damage type.

CONVOLUTE ENERGY

At 6th level, whenever you cast a spell that deals acid, cold, fire, lightning, or thunder damage, you can gain resistance to that damage type until the end of your next turn.

INVULNERABILITY

Beginning at 10th level, when an attacker that you can see hits you with an attack, you can use your reaction to briefly become all but invulnerable. The damage you take from the attack is reduced by 50.

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

ELEMENTAL ANNIHILATION

Starting at 14th level, when you cast a witch spell that deals acid, cold, fire, lightning, or thunder damage, you can expend another spell slot of equal or higher level to maximize the damage dealt.

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

Steel Magic

Secret covens throughout the Material Plane practice their magic by drawing spells into their blades. Maniacally cackling and whirling their way across the battlefield, these witches weave their curses into a bloody tapestry whenever they bring their steel to bear.

STEEL MAGIC SPELLS

Spell Level	Spells
1st	*heroism, shield*
2nd	*heat metal, magic weapon*
3rd	*blink, haste*
4th	*death ward, freedom of movement*
5th	*flame strike, telekinesis*

BONUS PROFICIENCIES

Beginning when you choose this craft at 3rd level, you gain proficiency with all martial melee weapons that lack the Heavy or Special property.

HEX: MALEVOLENCE

Also at 3rd level, you have learned a secret hex associated with the profane rites of long-forgotten covens. You can use your bonus action to shroud yourself with an evil smog until the end of your next turn. Your concentration on this hex can't be broken as a result of taking damage. You gain the following benefits:

- Your Armor Class equals 12 + your Dexterity modifier + your Charisma modifier, as long as you aren't wielding a shield.
- When you make an attack with a melee weapon that lacks the Heavy or Special property, you can use your Charisma modifier, instead of Strength or Dexterity, for its attack and damage rolls.
- Whenever you take damage from a creature you can see that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

CACKLING KILLER

At 6th level, when you use your Cackle feature, you can attack twice, instead of once, if you take the Attack action on that turn.

SOULSWORD FAMILIAR

Starting at 10th level, as a bonus action, you can draw the essence of your familiar into your weapon, manifesting in a cloak of green flame. Your familiar is dismissed, and can't be resummoned until you finish a short or long rest. Until your familiar is resummoned, this weapon deals an extra 1d8 fire damage on a hit.

SHRIEKING STRIKE

Starting at 14th level, your accursed magic has seeped into your weapon. Once per turn, when you hit a creature with a melee weapon attack, you can perform a shrieking strike. The target must succeed a Wisdom saving throw against your spell save DC or be frightened of you until the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Tea Magic

Tea witches are among the calmest and friendliest of witches, radiating warmth and contentment despite their hideous faces and hollow souls. At their very worst, they can be cranky (if forced to drink their tea in a hurry), or twitchy (after too much tea), but even then, they are likely to look for peaceful solutions to their problems.

TEA MAGIC SPELLS

Spell Level	Spells
1st	*hideous laughter, sanctuary*
2nd	*augury, calm emotions*
3rd	*clairvoyance, sending*
4th	*divination, private sanctum*
5th	*legend lore, scrying*

HEX: TASSEOGRAPHY

Starting when you choose this craft at 3rd level, you can see glimpses of the future in your tea leaves. As an action, choose a friendly creature you can see within 60 feet of you, roll a d20, and record the number rolled. Until the end of your next turn, you can replace any attack roll, saving throw, or ability check made by the creature with this foretelling roll. You must choose to do so before the roll. Once you replace a roll in this way, this hex ends.

TEA CEREMONY

Also at 3rd level, you can magically conjure enough tea for you and your allies whenever you take a short or long rest. A creature who drinks this tea loses one additional level of exhaustion during that rest.

SHAPES AND OMENS

By 6th level, you can see deeper glimpses into the future through your tea leaves. When you finish a long rest, you can examine the shape of your tea leaves. The GM tells you a shape that hints at future events. For example, if you see a tower in your tea leaves, you might encounter a wizard on the following day. If you see a serpent, you might encounter a lair or a monster.

HERBAL REMEDY

At 10th level, you can cast the *greater restoration* spell without using a spell slot or material components. Once you use this feature, you must finish a short or long rest before you can use it again.

INVIGORATE

By 14th level, as a bonus action, you can give yourself or a friendly creature you can see within 5 feet of you a temporary rush of energy by drinking an energizing cup of tea. On the target's next turn, the target can take one additional action.

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

Technicolor Magic

Technicolor Magic witches draw their power from the friendships they find around them. They have a penchant for collecting adorable animals of all shapes and sizes, which they will never endanger, no matter how dire the situation. Above all, these witches are defined by their relentlessly positive outlook, which empowers their arcana and spurs on their allies.

TECHNICOLOR MAGIC SPELLS

Spell Level	Spells
1st	*color spray, speak with animals*
2nd	*animal messenger, warding bond*
3rd	*fly, sending*
4th	*freedom of movement, locate creature*
5th	*telepathic bond, teleportation circle*

ANIMAL FRIENDS

Starting when you choose this craft at 3rd level, you have advantage on Wisdom (Animal Handling) checks you make to befriend beasts. You can use your Charisma, instead of Wisdom, for these checks if the creature is Small or smaller. If you adopt a beast as a pet, you can temporarily dismiss it into an extradimensional space, as you would a familiar.

HEX: MUSICAL INTERLUDE

At 3rd level, you gain a hex that inspires your allies with an uplifting speech or an encouraging musical number. As an action, you can grant each willing creature you can see that can see you within 30 feet of you a number of temporary hit points equal to your Charisma modifier + half your witch level. These temporary hit points last until the end of your next turn.

FRIENDSHIP BRACELET

Beginning at 6th level, as an action, you can weave a small bracelet of string, beads, or some other inexpensive material. You can always determine the location of a creature wearing one of these bracelets, as long as you and it are on the same plane of existence. You can target the creature with spells and effects as if you could see it, even if the target is obscured from your view.

POSITIVITY

Starting at 10th level, you can leverage your bonds of friendship for protection. When an attacker that you can see hits you with an attack, you can use your reaction to gain a bonus to your Armor Class equal to the number of friendly creatures within 5 feet of you, potentially causing the attack to miss you instead.

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

REDEMPTIVE ARC

Beginning at 14th level, you can redeem your foes, instead of slaying them. When a hostile creature you can see is reduced to 0 hit points, you can use your reaction to protect the creature from further harm. The creature is stable but unconscious until it regains any hit points. When the creature awakens, any magical effect causing it to be charmed, cursed, frightened, or possessed ends. Furthermore, the creature loses one of its Bonds or Flaws that inspired it to be hostile toward you.

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

White Magic

White magic is fundamentally good and benevolent for all living things. Witches that adopt this craft, in spite of the hateful curse that infects them, often dedicate themselves to healing and caretaking, with the intent of bettering the world.

WHITE MAGIC SPELLS

Spell Level	Spells
1st	*bless, cure wounds*
2nd	*lesser restoration, prayer of healing*
3rd	*beacon of hope, revivify*
4th	*death ward, guardian of faith*
5th	*mass cure wounds, raise dead*

HEX: REMEDY

At 3rd level, you learn a hex that closes wounds and eases pain. As an action, choose one creature you can see within 60 feet of you. This creature regains a number of hit points equal to 1d10 + your witch level. A creature that regains hit points from this hex can't be affected by it again until it finishes a short or long rest.

TALISMAN OF PROTECTION

At 6th level, you can craft a magical talisman that wards off harm. Creating a talisman takes 1 hour of work, which can be performed over the course of a short rest. You can only have one of these talismans at a time; crafting a new talisman causes the previous one to become mundane. Any creature wearing the talisman can add a d4 to all saving throws it makes.

BENEVOLENT SURGE

At 10th level, when you, your familiar, or one of your allies you can see within 30 feet of you takes damage, you can use your reaction to cause that creature to regain hit points equal to 1d10 + your Charisma modifier.

Once you use this feature, you must finish a short or long rest before you can use it again.

WITCH'S GIFT

Starting at 14th level, when you cast a spell or hex that restores a creature's hit points, that creature gains a +3 bonus to its Armor Class until the end of your next turn.

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Reaching the Spire's foot was no easy task, for an ungodly number of manticores nested upon the path. The journey took a fortnight, but we eventually stumbled upon a road of obelisks which led us into Valda's domain.

The Spire towered over a perpetual cataclysm: vortices of magic, levitating boulders, and jagged crystal peaks. It scarcely seemed real. Even as I tried to see the Spire's peak, it stretched away from my vision until its top touched the horizon behind me. The only fixed point was a bright open door—Valda's invitation.

CHAPTER 3: SUBCLASSES

By third level, every class offers a character-defining choice called a subclass, which unlocks a series of special features not available to the class as a whole. Subclasses change how the class plays and further differentiate each class into a spectrum of discrete archetypes. For example, all rogues are skillful and stealthy, but Thieves and Enforcers embrace wildly different skills and lean into their own unique skill sets.

This chapter offers six additional subclass options for each of the twelve core classes in 5th Edition, ranging in theme from the cunning and mystical rogue Master of Shadows to the silly and absurd Muscle Wizard barbarian. Not all of these subclasses will be appropriate for all settings, so the GM decides if they are in your campaign.

BARBARIANS

Barbarians are defined by their rage—unrestrained ferocity that sets them apart from the timid, the weak, and the wholly civilized. Of course, barbarians are not all forest folk and mountain people; they can be found in every nation under every creed, adopting whatever customs come naturally to those who possess deep wells of anger. The brutish tavern-goer with a hair-trigger temper, the uncommonly fierce town guard, and the retired mercenary trying their best to live in peace are all barbarians at heart. But ultimately, the path a barbarian must walk is a creed accepted by choice. True barbarians must embrace their turmoil and control it, channeling it in those moments they fully unleash their rage.

The word "barbarian" originally meant "a person who doesn't speak Elvish." In retrospect, it makes sense: listening to elves could send anyone into a rage.

SIZE

While the Path of the Colossus can be taken by members of any race, the GM can limit access to this path to races of appropriate size. Gnomes and halflings, for example, are poorly suited to throwing boulders, whereas goliaths and minotaurs are well suited to the task.

Path of the Colossus

The colossus, sometimes known as a war-hulk, is a barbarian of the front lines, hefting massive weapons and sweeping away smaller combatants in their fury. To a war-hulk, strength is the only attribute that matters. Cunning is for the weak; faith is for the weak; speed is for the weak. Victory is for the strong alone, and rage is the purest path to strength. This path is a favorite of goliaths and giants, who step easily into crushing smaller opponents.

LARGER THAN LIFE

Starting when you choose this path at 3rd level, you become a titan in your anger. When you begin a rage, your size doubles in all dimensions and your weight is multiplied by eight. This growth increases your size by one category—from Medium to Large, for example. This size increase doesn't stack with similar size increases, such as from the *enlarge/reduce* spell. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. Your weapons also grow to match your new size. While these weapons are enlarged, your attacks with them deal 1d4 extra damage.

While raging, you can use your action to make a massive swing against all creatures in a 15-foot line within your reach. Roll a separate attack roll for each target in the line.

BARBARIAN SUBCLASSES

PRIMAL PATH	DESCRIPTION
Path of the Colossus	Grows to enormous size to crush their foes
Path of the Fin	An adherent to oceanic totems, bearing gills and rows of razor sharp teeth
Path of Heavy Metal	Tavern-smashing warriors known for rocking out and cracking skulls
Path of the Muscle Wizard	Definitely a "wizard." A buff, angry "wizard"
Path of the Rage Mage	An arcanist who channels explosive surges of magic through brute ferocity
Path of Tranquility	A serene, reactionary warrior who enters a zen-like state in conflict

IMPOSING PRESENCE

At 6th level, your immense stature can block line of sight. Ranged effects drawing line of sight through your position treat targets behind you as if they have three-quarters cover. When you are raging, this becomes total cover.

BOULDER THROW

At 10th level, you can throw massive boulders or other suitably large objects as weapons. Such weapons are considered two-handed, heavy, thrown weapons with a range of 30/60 feet. You have proficiency in such weapons. On a hit, a boulder deals 2d8 bludgeoning damage. You can only throw one boulder per turn.

COLOSSAL STRENGTH

At 14th level, your Strength score increases by 2 and your maximum for this score becomes 22. At 20th level, your Strength maximum becomes 26, rather than 24.

When you make a melee weapon attack while raging, the attack has reach if it did not have it before.

Path of the Fin

Tribal communities exist all across the realms, in all manner of locales and climes. While their customs often change, one steadfast certainty seen time and time again is the reverence for particular animals local to that tribe. These are often wildly varied; northern tribes may revere the Wolf or the Bear, those of the deserts follow the Hawk or the Jackal, and those of the jungle may aspire to the Ape or the Tiger. It is in this tradition that the Path of the Fin, island warriors capturing the bloodthirsty essence of the great Shark, arose.

AQUATIC

Starting when you choose this path at 3rd level, you are permanently adapted to life underwater. You can breathe water as well as air and have a swim speed equal to your walking speed. Additionally, if you are swimming, your rage can't end early, unless you choose to end it.

FEEDING FRENZY

Unlike their land-locked brothers, fin barbarians undergo drastic physical transformations when they enter a rage. At 3rd level, while raging, you sprout rows of razor-sharp shark teeth and gain a melee bite attack. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d8 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

Starting at 6th level, your bite is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

When you hit a creature within 5 feet of you with a melee attack, you can use a bonus action to make a bite attack against that creature. This attack has advantage if the creature has half its hit points or fewer. You can use this feature a number of times equal to your Constitution modifier (a minimum of once) and regain all expended uses when you finish a long rest.

BLOOD SENSE

A fully grown shark can smell a single drop of blood in the water almost a mile away. At 6th level, you gain an amazing sense of smell. You have advantage on all Intelligence (Investigation) and Wisdom (Perception) checks dealing with smell, and you can automatically track a single living creature whose scent you are familiar with as long as the trail is less than a week old. By spending a minute concentrating, you can detect the scents of all living creatures in a 100-foot radius, or up to a mile in the water.

MAKO

Starting at 10th level, your bite attack damage increases to 1d10. Additionally, once per turn when you hit a creature with your bite attack, it must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone or grappled by you (your choice). The target has disadvantage on this save if you are swimming.

TSUNAMI

By 14th level, as a bonus action, you can conjure a magical wave of salt water that rises at your feet and glides beneath you. The wave is up to 15 feet wide and 15 feet tall, and moves with you as you swim. If a creature is caught up in the wave, it is forced to swim and hold its breath until it leaves the wave's area or the wave moves away from it. The wave extinguishes unprotected flames in its area. The wave lasts for 1 minute, after which it spreads across the ground in all directions and quickly evaporates.

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

Path of Heavy Metal

The barbarians of the Path of Heavy Metal do not do things by halves. They fight the strongest foes, swing the biggest axes, and play the loudest music. For this reason, any battle they get involved in tends to be noisy, violent, and short.

Armored only in face paint and studded belts, these fearless hellions are known for screaming their enemies into submission and trashing taverns, though they can also be thoughtful and erudite when not tapping into their primal fury. Away from the battlefield, the "thunderheads" form a tight fraternity, bonded together by absolute commitment to their path and the shared recognition that the life of an adventurer—with its grueling travel, explosive violence, and unfamiliar lodgings—is essentially a never-ending tour.

BONUS PROFICIENCIES

When you choose this path at 3rd level, you gain proficiency with three musical instruments of your choice.

HEAVY METAL AXE

At 3rd level, your dabbling with craftsmen and bards has taught you how to build the sickest instruments possible. You can spend 8 hours of work converting a two-handed weapon into an instrument with which you are proficient. Only you can play an instrument weapon you have created, which retains all its combat capabilities. You can maintain a total number of instrument weapons equal to your proficiency bonus.

SOLO SHREDDING

Also at 3rd level, you play your instrument weapon even in combat, rocking out as you crack skulls. When you enter a rage, you begin ferociously playing a solo on your instrument weapon. After you deal damage to a hostile creature during your rage with your instrument weapon, you increase your Rage bonus damage by 1. You can increase your Rage damage bonus up to a maximum of twice your proficiency bonus. This increase lasts until you are incapacitated, you are no longer holding your instrument weapon, you miss an attack, or your rage ends.

KILLER VOCALS

By 6th level, as a bonus action, you can release a thunderous battle cry, blood-curdling screech, or growl. Each Large or smaller creature you choose within 5 feet of you is pushed 5 feet away from you and is deafened until the end of your next turn.

UP TO ELEVEN

Starting at 10th level, you put total commitment into your music. Whenever you make a Charisma check or any check that involves playing your instrument weapon, you can treat a d20 roll of 10 or lower as an 11.

SMASH HIT

By 14th level, you've learned that the best way to end a fight (and a performance) is to smash one of your instrument weapons entirely. When you hit a creature with your instrument weapon while you are raging, you can smash the weapon on the target, dealing an extra 4d12 damage. A nonmagical instrument weapon is completely destroyed, whereas a magical instrument weapon loses its musical components and becomes a normal weapon.

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

Path of the Muscle Wizard

You're a wizard! Perhaps you went to wizarding school on a football scholarship or just picked up a book at the gym and started reading. No matter how you got here, you're a wizard, one that just coincidentally has massive, rippling muscles. You have the big dumb hat and the book filled with gibberish and everything!

You gently remind others, often by beating them to a pulp and cracking their bones, that your magical powers shouldn't be questioned. You're a good wizard, the best one, even! And only a fool would say otherwise.

UNARGUABLE WIZARDRY

Starting at 3rd level, your unquestionable legitimacy (and immense pectoral muscles) gives you advantage on Charisma (Intimidation) checks made to convince others that you are, in fact, a wizard.

Additionally, if someone questions your legitimate magical prowess, you can instantly fly into a rage for 1 round. This rage can't be extended and doesn't count against your total number of Rages following a long rest. While in this rage, you can only attack the creature that provoked your ire and the creature's allies.

"CANTRIPS"

At 3rd level, you can call upon your "magic" to cast "cantrips" in combat. You can use the following

"cantrips" a number of times equal to your Strength modifier. You regain all expended uses when you take a short or long rest. While you are raging, you can cast your "cantrips" at will; using them doesn't count against your number of uses per long rest.

Mage Hand. As a bonus action when you hit a creature with a melee weapon attack on your turn, you can use your hand (and you are a mage, after all) to attempt to shove the target over. The target must make an opposed Strength check against you. If your Strength check is higher, the target is knocked prone.

Shocking Grasp. As a bonus action when you make an attack on your turn, you can hit your target even harder than usual, a fact which they will find quite shocking. On a hit, the target can't take a reaction until the start of your next turn.

True Strike. As a bonus action when you make an attack on your turn, you can really, truly strike your target. On a hit, you deal an extra 1d8 damage to the target.

"SPELLS"

By 6th level, your "magic" is powerful enough to cast every "spell" that exists (and no one can or will prove otherwise without broken ribs). However, you only prepared the following "spells" today.

You can cast each of these "spells" once and recover all expended uses when you finish a long rest.

Burning Hands. Your backhand slap is legendary. As an action on your turn, you can make an unarmed strike against each creature within your reach. On a hit, this attack deals bludgeoning damage equal to 1d8 + your Strength modifier.

Magic Missile. When you take the Attack action on your turn, you can use your bonus action to make a ranged attack using a weapon you are holding. Because *magic missile* never misses, you have advantage on this attack roll.

Shield. As a reaction when you're targeted by an attack, you can quickly produce a shield to defend yourself. You gain the shield's bonus to AC against this attack, even if you weren't holding it before. If you are hit, you can reduce the amount of damage taken by 1d12 + your Constitution modifier.

MAGIC RESISTANCE

By 10th level, you're such an amazing wizard that other wizards can't even touch you. While you're raging, you have resistance to damage from spells.

I CAST FIST

Starting at 14th level, you can crush your enemies with your ultimate "spell," Fist. While you're raging, you can use your action and bonus action to punch your foe really, really hard. Make a melee attack roll, with advantage, against one creature within your reach. On a hit, you deal bludgeoning damage equal to 8d8 + your Strength modifier.

Once you use this ability, you can't use it again until you stop raging and begin a new rage.

How much magic do you bench, bro?

Path of the Rage Mage

Most barbarians who possess the spark of arcane talent never realize it, introspection not always being a barbaric strength. Those who find this spark, however, might learn to channel their brute ferocity through magic and embark on the Path of the Rage Mage. Through their rage-fueled arcane might, such a barbarian possesses a uniquely calamitous fury, merging physical prowess with spell slinging in a warpath of fire, blades, and blood.

ARCANE INTUITION

Starting when you adopt this path at 3rd level, you gain proficiency in the Arcana skill and can use your Constitution, instead of Intelligence, for Intelligence (Arcana) checks.

SPELLCASTING

Also at 3rd level, your rage manifests as a surge of arcane power. While you are raging, you can cast and concentrate on spells. Additionally, casting a spell on your turn counts as attacking a hostile creature for the purpose of sustaining your rage.

Cantrips. You learn two cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

Spell Slots. The Rage Mage Spellcasting table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must be raging and 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 sorcerer spells of your choice, two of which you must choose from the evocation or transmutation spells on the sorcerer spell list.

The Spells Known column of the Rage Mage Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be an evocation or transmutation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

RAGE MAGE SPELLCASTING

BARBARIAN LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	—SPELL SLOTS— 1ST	2ND	3RD	4TH
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

SPELL SAVE DC = 8 + your proficiency bonus + your Charisma modifier

SPELL ATTACK MODIFIER = your proficiency bonus + your Charisma modifier.

ARCANE RAMPAGE

Starting at 6th level, if you take the Attack action while you are raging and attack recklessly, you can use your bonus action to cast a spell in place of one of your attacks. The spell must have a casting time of 1 action or 1 bonus action.

SUPERNATURAL EXPLOITS

By 10th level, you can channel your latent magic to perform spectacular feats of daring. Even when you aren't raging, you can cast the following spells at will, targeting yourself only, without using a spell slot or material components: *darkvision*, *feather fall*, *jump*, and *see invisibility*.

ELDRITCH EXPLOSIONS

Beginning at 14th level, you manifest surges of arcane wrath with every strike. Once per turn, when you hit a creature with a melee weapon attack, you can expend one spell slot to create an explosion of energy at a point you choose within 10 feet of you. Each creature other than you within a 10-foot radius of that point must make a Dexterity saving throw against your spell save DC, taking 2d6 force damage for each level of the spell slot expended, or half as much on a successful save.

Path of Tranquility

Barbarians who follow the Path of Tranquility embrace a zen philosophy of restraint and moderation, much in contrast with their furious brethren. Embraced by the fey and called "the serene," these barbarians are calm, tactical warriors who issue swift retaliation instead of violent assaults. At their pinnacle, the serene are one with nature and with themselves, entering flow states at will to dispatch their foes with dispassionate precision.

MANTRA

Starting when you select this path at 3rd level, taking the Dodge action on your turn counts as attacking a hostile creature for the purposes of sustaining your rage.

ANTICIPATE

Also at 3rd level, whenever you do not make an attack roll on your turn, you prepare yourself for blows. Until the start of your next turn, whenever a creature makes a melee attack against you, you can use your reaction to make one melee weapon attack against that creature.

BATTLE TRANCE

At 6th level, whenever you use your reaction to make an attack, you can make two attacks instead.

TRANQUILITY

At 10th level, you can chant calming verses to entice, relieve, and protect those around you. You can cast the *calm emotions*, *enthrall*, and *sanctuary* spells once each, without expending spell slots or components, and regain the ability to do so when you finish a long rest. You can cast these spells while you are raging. Your spell save DC for these spells is 8 + your proficiency bonus + your Constitution modifier.

ZEN STATE

At 14th level, whenever a creature misses you with a melee attack, you gain a +2 bonus to your Armor Class, up to a maximum of +6. This bonus resets to 0 if you take damage or at the start of your turn.

BARDS

Bards paint the world in color and play its melody true. Ill-content to be easily defined, bards are those who possess an artistic spirit, a drive to create and experience the world's most marvelous offerings. Most bards start on this path early, lured by the magnetic pull of novels, music, poetry, theater, dance, and other art forms that tug at the soul. While the stereotypical bard is a lutist and a traveling performer, the vast majority follow their own artistic passions in their own directions, with only a rare few following foolhardy adventurers into dungeons and on quests to thwart evil.

Ordinarily, bards will associate and collaborate with those who share their artistic passions, whatever they may be. These loose confederations are deemed "bardic colleges" for the knowledge and expertise which hangs in their orbit, an atmosphere of creativity which spurs bards to specialize in an artistic field and flourish in it.

College of Cantors

The cantors are a group of bards who lead the faithful through the praise and worship of the gods. Their music is directed towards the heavens, with their instruments usually relating in some way to the god that they worship. Cantors are well loved within their respective communities, and it is hard to find a talented cantor who will stay in one place for long, as the demand for their soothing hymns is widespread.

HEAVENLY VOICE

When you choose this college at 3rd level, you gain the *thaumaturgy* cantrip, which counts as a bard spell for you and doesn't count against the number of cantrips you can learn.

HEALING HYMN

Also at 3rd level, when you cast a spell of 1st level or higher which restores hit points to one or more creatures, you can expend one use of your Bardic Inspiration to bolster that healing. Each creature that regains hit points adds a roll of your Bardic Inspiration die plus half your bard level to the number of hit points regained.

ANGELIC CHORUS

Starting at 6th level, your heavenly music empowers those who join in its chorus. You can create the following additional effects when using the *thaumaturgy* cantrip:

- As part of the action used to cast this spell, you can use the Help action to aid two allies. If 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 the target can see or hear you.
- You ward a willing creature you can see within 30 feet with a shimmering golden radiance for up to 1 minute. Only one creature can be warded using this ability at a time. When an attacker within 5 feet of the warded creature hits it with an attack, the creature can use its reaction to deal radiant damage equal to half your bard level to the attacker.

SONG OF THE DIVINES

Starting at 14th level, you can use your Healing Hymn ability without expending uses of your Bardic Inspiration.

Has anyone explained why a good singing voice is as good as literal, word-of-god miracles or a lifetime of researching and mastering the arcane arts?

BARD SUBCLASSES

BARDIC COLLEGE	DESCRIPTION
College of Cantors	A divine lyricist who heals with their voice
College of Graffiti	Lays arcane marks on any surface as a canvas to inspire all
College of Jesters	A performer known for daring acrobatics and biting wit
College of the Mad God	Fiddles madly to channel the vile music of pandemonium
College of Masks	Dons special persona masks to gain new magic abilities each day
College of Romance	A seducer that enchants even their sworn enemies into romance

College of Graffiti

To many, the College of Graffiti is a nuisance, a band of hooligans that vandalize the city with no regard for the law. But bards who learn to tag know that graffiti is the single greatest art form. Graffiti artists use the entire city as their canvas, placing murals of inspiration where everyone can see them and personal tags where few will notice. Theirs is a bold, creative endeavor that, while illegal, breathes vibrancy into the city and emboldens those within it.

BONUS PROFICIENCIES

Starting when you choose this college at 3rd level, you gain proficiency with painter's supplies and in your choice of the Stealth or Sleight of Hand skill.

STREET ART

Also at 3rd level, you learn the *tag* cantrip, which counts as a bard cantrip for you, but doesn't count against your number of cantrips known.

When you cast the *tag* cantrip, you can expend one use of your Bardic Inspiration to spray out a mural. For the next minute, you and all friendly creatures within 30 feet of the mural that can see it gain a +1 bonus to ability checks, attack rolls, and saving throws. You can use this ability again and expend more uses of Bardic Inspiration to expand this mural further, increasing the bonus by 1 each time, up to a maximum of +3.

SIGNATURE MARK

Starting at 6th level, you can paint a target on a creature's back. As a bonus action, you attempt to magically spray a signature mark directly onto a creature you can see within 5 feet of you. Make a melee spell attack roll against that creature. On a hit, the creature is marked. Once on each of your turns, when you hit a creature you have marked with a melee weapon attack, you can add 1d8 to the damage roll. Additionally, when a friendly creature makes an attack against a creature you have marked, you can use your reaction to grant advantage on the attack roll.

As an action, a creature can wash itself with soap or remove its armor or outermost clothing to remove its tag.

KALEIDOSCOPIC SPRAY

Beginning at 14th level, as an action, you can let loose a flurry of magical paint, coating every surface. Each creature you choose in a 15-foot cone must make a Dexterity saving throw against your spell save DC or be blinded until the end of its next turn. Each creature in the area is marked by you, whether or not it succeeds its saving throw.

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

College of Jesters

Consummate humorists, acrobats, and orators, bards of the College of Jesters can often be found in royal courts and livening up the local tavern. These bards specialize in truth through biting humor, rather than stories or sonnets, and compliment their razor wits with acrobatic stunts and other feats of showmanship. When among nobility, jesters offer off-kilter wisdom and fierce satire in equal measures. Among their peers, jesters make fine companions, as long as you can take a joke.

RACONTEUR

When you join this college at 3rd level, you learn the *vicious mockery* cantrip if you don't already know it. You can spend a use of your Bardic Inspiration when a creature fails a saving throw against *vicious mockery* to add a roll of the Bardic Inspiration die plus your Charisma modifier to the damage roll. If a creature fails its saving throw against vicious mockery by 5 or more, it also has disadvantage on the first saving throw it makes before the beginning of its next turn.

ADVANCED TUMBLING

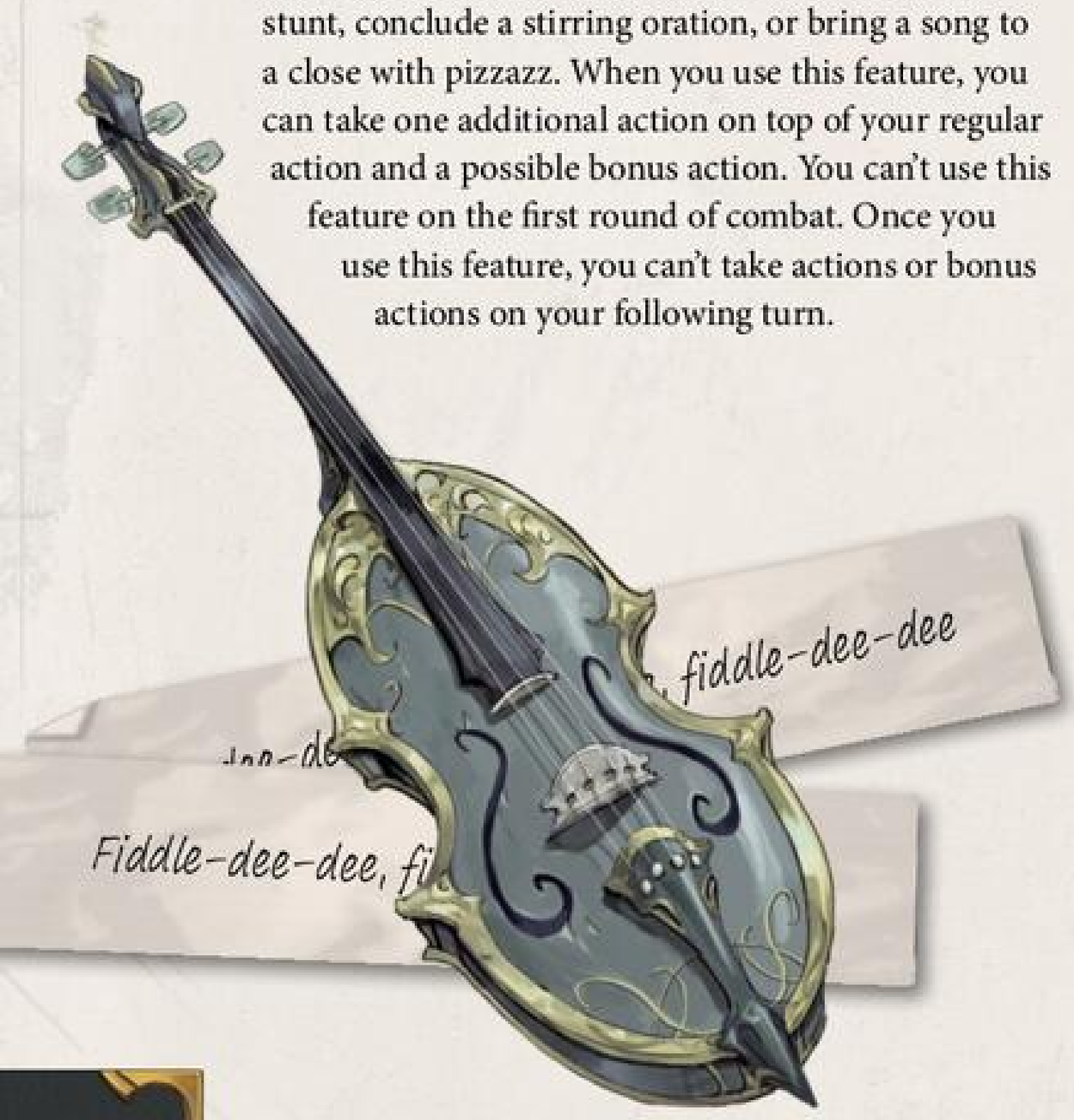
Also at 3rd level, you can move through the space of any creature by performing acrobatic bounds and flips. Once you have moved through a creature's space, that creature has disadvantage on opportunity attacks against you until the end of your turn.

JUGGLING

By 6th level, you are a renowned and daring juggler. You can use your bonus action to start juggling a number of thrown weapons up to twice your proficiency bonus. Once on each of your turns, when you take the Attack action to throw a weapon, move out of a creature's reach, or cast the *vicious mockery* cantrip, you can make one ranged weapon attack against a creature you can see using one of your juggled weapons.

GRAND FINALE

Starting at 14th level, you can perform a climactic stunt, conclude a stirring oration, or bring a song to a close with pizzazz. When you use this feature, you can take one additional action on top of your regular action and a possible bonus action. You can't use this feature on the first round of combat. Once you use this feature, you can't take actions or bonus actions on your following turn.



College of the Mad God

In the middle of the night, you hear the music. It begins the same way every time, rising from a low drone into a deafening cacophony. The noise is maddening. In your waking hours, your fingers learn to imitate this melody and bring others to your level of psychosis.

Some attribute the dreadful nightmares to a curse or stress, but you know better. You and others like you are called nightly by the beating of vile drums and the thin monotonous whine of accursed flutes, the sounds of a mad god who echoes the pandemonium of the universe, and summons you to do something. You know not what.

BONUS PROFICIENCIES

When you join this college at 3rd level, you gain proficiency in one skill, which is selected for you by the GM. Whenever you finish a long rest, your GM can change this selection.

CACOPHONY

By 3rd level, the discordant sounds of your instrument can drive others to tears and utter madness. Once on each of your turns, when a creature fails an Intelligence, Wisdom, or Charisma saving throw against one of your bard spells or features while you are holding an instrument, you can expend a use of your Bardic Inspiration to play a cacophonous noise. A deafened creature is immune to this effect. Choose one of the following effects:

- The creature takes psychic damage equal to a roll of your Bardic Inspiration die.
- The creature is deafened and can't speak until the end of its next turn.
- The creature moves up to 10 feet in a direction you choose. This movement doesn't provoke opportunity attacks.

FRENZIED STRINGS

Starting at 6th level, as an action, you can play a mind-infecting tune for a creature within 60 feet that can hear you. This creature must make a Wisdom saving throw or be frenzied for up to 1 minute. The creature can repeat this saving throw whenever it takes damage, ending the effect on itself on a success.

A frenzied creature loses the ability to distinguish between friend and foe, regarding all creatures it can see as enemies. While frenzied, the creature chooses the targets for its attacks, spells, and abilities randomly from among the creatures it can

see within range, and it must make an opportunity attack if any creature provokes one.

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

MAD MELODY

Beginning at 14th level, you can use your action to begin playing the accursed melody which haunts your dreams. On each of your subsequent turns, you can use your action to continue the melody. Only creatures you choose within 60 feet of you can hear the melody; all other creatures hear it as discordant noise. Even deafened creatures can hear the haunting melody.

When you use your action to play the melody, a creature that can hear the melody must make a Wisdom saving throw against your spell save DC. On a failed save, it takes psychic damage and suffers an additional effect based on the number of consecutive turns you have been playing the melody, as shown on the Mad Melody table. After four consecutive rounds, or if no creature hears the melody for one round, the melody begins again at the first round.

MAD MELODY

Round	Psychic Damage	Effect
1st	4d8	The target is deafened.
2nd	7d8	The target can't speak and has disadvantage on ability checks.
3rd	4d8	The target is charmed by you until the end of its turn.
4th	9d8	—

College of Masks

Bards in the College of Masks (the masters of masks, as they have come to be called) are virtuoso performers who practice becoming the figure they portray, rather than merely imitating them. Bards who join in this college come to believe that all life is performed, rather than lived, and that to become an actor in this Great Play requires that one merely put on the metaphorical mask of another. To engage in this great stage drama, a master of masks carries with him a number of masks, each a potent magical artifact of a specific archetypal character or creature to allow them to better enter those roles.

BONUS PROFICIENCIES

When you join the College of Masks at 3rd level, you gain proficiency in the Performance skill.

PERSONA MASKS

Also at 3rd level, you learn to craft potent magical masks, each of which allows you to take on a different persona and gain some aspect of that archetypal character. You gain two Persona Masks of your choice. You gain an additional mask at 6th level (3 masks) and another one at 14th level (4 masks). You can exchange a mask you have for another mask whenever you gain a level in this class. If one of your masks is lost or stolen, you can remake the mask with 8 hours of work and 100 gp in materials.

You can put on a mask or switch masks as a bonus action. Only you can gain the effects of your Persona Masks.

Beginning at 6th level, some of your persona masks improve and gain additional abilities.

HIDDEN PERSONA

By 6th level, you wear the masks of others wherever you go, even when others can't see it. You can use your bonus action to cause a mask you are wearing to become invisible or return to visibility.

MASTER OF MANY FACES

At 14th level, you have become a master of assuming the archetypes contained within the masks. You can wear two masks simultaneously, gaining the benefits of each.

Persona Masks

The following masks are listed alphabetically.

ANGEL

An alluring, serene face gazes out of this mask of flawless alabaster. When you hit a creature with a melee weapon attack, you can expend a use of your Bardic Inspiration to deal additional radiant damage to the target equal to the number you roll on the Bardic Inspiration die plus your Charisma modifier.

ARCHMAGE

This clay mask bears exaggerated wrinkles and the scowl of a cantankerous old man. You know the *fire bolt* cantrip, as well as the spells shown on the table below. As you gain higher levels in this class, you know additional spells while wearing the mask. These spells count as bard spells for you, but don't count against the total number of spells you know.

Bard Level	Spells
3rd	*gust of wind, scorching ray*
5th	*lightning bolt, protection from energy*
7th	*dimension door, ice storm*
9th	*scrying, wall of stone*

DEVIL

This obsidian mask grins with the fangs and horns of a handsome fiend. As a reaction, when you take damage from a creature you can see within 5 feet of you, you can expend one use of your Bardic Inspiration to deal fire damage equal to two rolls of your Bardic Inspiration die to the creature.

DRAGON

Painted cloth forms the scales, horns, eyes, flowing whiskers, and teeth of a multihued dragon's head. While you wear this mask, you can use your action and expend one use of your Bardic Inspiration to exhale destructive energy. Each creature in a 15-foot cone must make a Dexterity saving throw against your spell save DC. A creature takes fire damage equal to three rolls of your Bardic Inspiration die on a failed save, or half as much damage on a successful one.

FACELESS

Two perfectly round eyeholes stare out of this otherwise featureless porcelain mask. While you wear this mask, you can cast the spell *disguise self* without expending a spell slot or material components.

FOOL

This porcelain mask of a grinning jester is adorned with bells, ribbons, and vibrant checkerboard paints. While you wear this mask, your walking speed increases by 10 feet. Additionally, you can take the Disengage action as a bonus action.

Improvement. Beginning at 6th level, you can take the Dash action as a bonus action.

GLADIATOR

This grim metal helm, pockmarked and scratched, conceals the entire face. While you wear this mask, you have proficiency with martial weapons and shields.

Improvement. Beginning at 6th level, you can add your Charisma modifier to your melee weapon damage rolls.

HIGH PRIEST

In lieu of a face, this bronze mask bears the image of a holy symbol, with the barest of slits to see out of. You know the *sacred flame* cantrip, as well as the spells shown on the table below. As you gain higher levels in this class, you know additional spells while wearing the mask. These spells count as bard spells for you, but don't count against the total number of spells you know.

Bard Level	Spells
3rd	*aid, lesser restoration*
5th	*mass healing word, tongues*
7th	*banishment, death ward*
9th	*greater restoration, mass cure wounds*

LORD

This gleaming silver mask bears a golden, jeweled diadem instead of eyes. When a creature rolls one of your Bardic Inspiration dice and rolls a 1 while you wear this mask, it can reroll the die and must use the new roll.

Improvement. Starting at 6th level, the creature can reroll the Bardic Inspiration die when it rolls a 1 or 2, and must use the new roll.

SPIRIT

This white fabric mask conceals the face as a funeral shroud, with two gold coins sewn over the eyes. You become invisible if you do not speak, move, or take any actions for 1 minute. You remain invisible for up to 10 minutes or until you remove this mask, take damage, make an attack, or cast a spell. While

invisible, you can become half visible as a ghostly image or return to invisibility as a bonus action.

Improvement. Starting at 6th level, while invisible, you levitate an inch above the ground, allowing you to ignore difficult terrain and make no noise while moving.

College of Romance

Love is a powerful thing, and none know this better than the bards of the College of Romance. Paramours, seductors, and silver-tongued devils, these bards have turned the art of wooing someone into a science, which they ply to their advantage with mechanical efficiency. Given the option, these bards would rather make love than war, knowing full well that an enemy turned ally is twice as effective as an enemy slain.

LIKEABLE

Starting when you choose this college at 3rd level, you have a magnetic personality. You can use your bonus action to distract any hostile creature you have charmed. On its turn, the charmed creature has disadvantage on attack rolls and can't move further away from you unless it first takes the Disengage action.

If you charm a creature that isn't hostile to you, it regards you and your allies as friendly acquaintances.

CUPID'S ARROW

Also at 3rd level, you can sway other creatures through your personality. As an action, expend one use of Bardic Inspiration and choose one creature you can see within 30 feet which can see or hear you to make a Wisdom saving throw. On a failed save, the creature is charmed by you for a number of rounds equal to the die roll.

This effect ends early if you move more than 30 feet away from the creature, if the creature can neither see nor hear you, if the creature takes damage from you or your allies, or if you use this ability again.

ENEMY OF MY ENEMY

At 6th level, when you take the Attack action, you can use your bonus action to direct a creature you have charmed that can see or hear you to attack. That creature can immediately use its reaction to make one weapon attack against a target you choose.

ENCHANTMENT ISN'T LOVE

Spellcasters of all stripes possess magic which can influence the heart, inspiring emotions which simply aren't genuine. When this magic fades, so too do the emotions they inspired. Even spellcasters which derive their powers from emotionality should be mindful of this: magically inspired emotions are manipulative, not romantic.

INFATUATE

Starting at 14th level, you can make yourself the object of another creature's affections. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a *remove curse* spell is cast on it, the charmed condition is removed from it, or you use this feature again.

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

CLERICS

True believers know that faith has power, a raw inexorable might that can bend the very mountains in service of a righteous cause. There's little doubt that the gods exist—theirs is a presence as plain as the sunrise and as bracing as a lightning bolt. Furthermore, they are counterbalanced by condemnation to blazing hells and torment by sinister fiends. Small wonder, therefore, that you would pledge your soul to the everlasting gods and accept the duties of a divine domain.

In so doing, you have become an arm of the heavens, working in service to a cause much larger than yourself. You may have embraced the tenets and structure of a priesthood, gaining brothers and sisters of the cloth, or simply set out on your own merits, knowing the gods shall ever be by your side. Whatever your domain, faith is your compass, your weapon, and your shield—an aegis that shall know no equal.

Destruction Domain

Some gods revel only in the crushing of walls and the burning of cities. These gods of destruction, critical counterparts to the gods of creation and mercy, need not be evil, but have a strong tendency toward chaos and enforcing the eternal cycle of death and rebirth. Clerics who follow such deities often have a deep personal connection with their chosen god. In some cases, they were spared from destruction in order to wreak it upon the world; in others, they have pleaded with the god for priesthood to destroy a single foe; others still simply worship their god out of reverent fear.

Sensible liches don't dabble in divinity.

DESTRUCTION DOMAIN SPELLS

Cleric Level	Spells
1st	*burning hands, thunderwave*
3rd	*scorching ray, shatter*
5th	*fireball, protection from energy*
7th	*blight, wall of fire*
9th	*cloudkill, cone of cold*

DEVASTATION INITIATE

When you choose this domain at 1st level, you gain two cantrips of your choice from the wizard spell list. These cantrips count as cleric spells for you and do not count against the number of cantrips you can learn.

CHANNEL DIVINITY: CALAMITY

Starting at 2nd level, you can funnel the entropic energies of the universe into your spells as a bonus action. For the next minute, whenever you deal damage with a cleric spell, it is empowered with ruinous potential. If you roll the highest number possible on any of the spell's damage dice, you can roll that die again and add its damage to the total, rolling again if this number is also the highest, and so on. You can roll a total number of damage dice for this spell equal to twice the number of damage dice you initially rolled.

SHOCKWAVE

By 6th level, your devastating magic leaves only ruins behind. Once on each of your turns, when you cast a 1st level or higher cleric spell that deals fire, force, lightning, radiant, or thunder damage, you can emit a shockwave that crumbles the environment around one creature that takes damage from the spell. The shockwave is a 5-foot-radius sphere centered on the creature that only damages objects that aren't being worn or carried. Each object in the area takes damage equal to twice the damage dealt to the creature, ignoring the object's damage threshold.

CLERIC SUBCLASSES

DIVINE DOMAIN	DESCRIPTION
Destruction Domain	Imbued with power by the ruinous gods of entropy
Madness Domain	An unhinged devotee of an insane god, spreading madness far and wide
Pestilence Domain	A plague-infested priest of a grotesque faith of decay and disease
Rum Domain	Spreads merriment and strong drink in the name of festive deities
Travel Domain	An evangelical cleric, worshipping the gods of merchants and vagabonds
Wealth Domain	Is capitalism a god? Yes, yes it is.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

HAVOC SPELL

Starting at 17th level, when you deal damage to a creature with a cleric spell, you can expend a spell slot as a bonus action to deal bonus radiant damage to one creature that took damage from the spell. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6.

Madness Domain

Your divine powers originate with the Madgod, a being of paranoia, mayhem, and psychosis. Every deranged thought or uncontrolled flight of fancy empowers the Madgod, who cares little for the logic of other godly domains. That is, of course, because the Madgod is a squirrel living outside the kingdom who once told you the secret of divine power is actually to collect enough fresh boysenberries, but never to eat them, and that it helps to have a good horse at your side. And lo, the rules of reality slipped away and you realized the wisdom of the Madgod's words. It all makes sense if you think diagonally and squint your ears the right way!

MADNESS DOMAIN SPELLS

Cleric Level	Spells
1st	*hideous laughter, silent image*
3rd	*blindness/deafness, detect thoughts*
5th	*clairvoyance, hypnotic pattern*
7th	*confusion, hallucinatory terrain*
9th	*dream, modify memory*

UNHINGED INITIATE

Starting when you choose this domain at 1st level, you learn a random cantrip from the wizard spell list, chosen by the GM, which counts as a cleric spell for you and doesn't count against the total number of cantrips you know. Whenever you finish a long rest, your GM can change this cantrip.

LUNATIC INSIGHT

At 1st level, whenever you make an ability check that doesn't include your proficiency bonus, your unique insight allows you to make connections which may or may not exist. If the d20 roll for the ability check is even, you add your proficiency bonus to the check.

CHANNEL DIVINITY: TEMPORARY INSANITY

Starting at 2nd level, you can use your action to force a creature within 60 feet to make a Wisdom saving throw or fall prey to a random madness for up to 1 minute. Roll on the following table to determine the madness which afflicts the creature. A creature that is frenzied can repeat this saving throw whenever it takes damage, ending the effect on itself on a success.

d20	Effect
1–5	**Aphasia.** The creature can't speak and is incapable of spellcasting or understanding others.
6–10	**Delusion.** The creature experiences vivid hallucinations. Whenever the creature makes an attack or targets a creature with a spell or effect, roll a d20. On an odd roll, the attack misses, or the spell or effect fails.
11–15	**Frenzy.** The creature becomes frenzied. A frenzied creature loses the ability to distinguish between friend and foe, regarding all creatures it can see as enemies. While frenzied, the creature chooses the targets for its attacks, spells, and abilities randomly from among the creatures it can see within range, and it must make an opportunity attack if any creature provokes one.
16–20	**Vertigo.** The creature falls prone at the end of each of its turns if it's not leaning against something.

FRAGMENTED MIND

By 6th level, your damaged mind is difficult to influence. You have advantage on saving throws against being charmed or frightened, and on saving throws against any effect that would sense your emotions or read your thoughts. If you spend 10 minutes conversing with another creature, you can bestow this benefit on them as well for up to 1 hour, as they succumb to your twisted thought patterns.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

EMBRACE UNREALITY

By 17th level, you can drag your distorted view of the world into reality, forcing others to play by your mad rules. As an action, you can change the rules of reality in a 120-foot radius centered on a point you choose within 60 feet for 1 minute. Choose one of the following rules:

No Up, No Down. Each creature and object within the area is weightless, as per the *levitate* spell.

Opposite Day. If a creature in the area would have advantage, it instead has disadvantage, and vice .versa.

Red Light, Green Light. No creature can move on its turn. At the start of each round of combat, each creature simultaneously chooses where to move and moves to that space. If two or more creatures move into the same space, they collide and are knocked prone.

Through the Looking Glass. At the beginning of each creature's turn, roll any die. On an even roll, the creature doubles in size, as per the Enlarge effect of the *enlarge/reduce* spell; on an odd roll, the creature halves in size, as per the Reduce effect of the *enlarge/reduce* spell.

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

Pestilence Domain

You worship gods who favor corruption and plague, the Domain of Pestilence, for, though you are ravaged by disease, it doesn't harm you. Like a virus, you move through the population, spreading your Festering Faith to all who will listen. Unlike a virus, there is no immune system from the Festering Faith, only complete acceptance.

PESTILENCE DOMAIN SPELLS

Cleric Level	Spells
1st	*bane, detect poison and disease*
3rd	*blindness/deafness, protection from poison*
5th	*bestow curse, remove curse*
7th	*blight, confusion*
9th	*contagion, insect plague*

CARRIER

Starting at 1st level, you are immune to disease and being poisoned. Additionally, choose or randomly determine a lingering symptom that afflicts you:

d8	Symptom
1	A loud, sickening cough constantly accompanies you.
2	One of your limbs is black and withered, but completely functional.
3	The white and iris of one or both of your eyes are entirely blood red.
4	Intense shivers come at you in waves, alternating between mild trembles and great shudders.
5	A number of growths and tumors lump your body and hunch your back.
6	Your skin is riddled with boils and sores.
7	Your body is horrifically gaunt.
8	Constantly fevered, your skin is hot and covered in sweat.

BONUS PROFICIENCY

At 1st level, you have proficiency with heavy armor.

TUMOR

Also at 1st level, your body sequesters its toxins in a bulbous protrusion. When a creature within 5 feet hits you with an attack, you can use your reaction to try to poison the creature with the tumor. The creature must make a Constitution saving throw or be poisoned for 1 minute. The creature can reattempt

this saving throw at the end of each of its turns, ending the effect on a success.

After using this ability, you must finish a short or long rest before using it again.

CHANNEL DIVINITY: INFECTION

At 2nd level, your divinity carries disease. You can use your action to touch a creature within your reach, which must make a Constitution saving throw, suffering one of the following diseases of your choice for 1 minute on a failed save. Since this ability induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects applies to it.

Bloodmore. The creature bleeds freely. Whenever the creature takes bludgeoning, piercing, or slashing damage, it loses an additional 1d6 hit points.

Joint Lock. The creature's legs stiffen and its movement slows. The creature can move a maximum of 15 feet or half its speed, whichever is lower, on its turn.

Ruby-Eye. The creature can see normally out to 5 feet, but is blind beyond this radius.

FESTER

Starting at 6th level, your infectious power festers and grows. You gain the following special abilities:

- Whenever you deal necrotic or radiant damage, you can change the damage type to poison.
- You ignore damage resistance to poison damage.
- Your cleric spells and abilities ignore immunity to the poisoned condition and being diseased. A creature that is immune to being poisoned or diseased makes its saving throws against your effect with advantage.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with toxicity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

VIRAL INFECTION

At 17th level, when you use Infection, the target also has disadvantage on ability checks and saving throws using one ability score of your choice while it is diseased.

Additionally, whenever a target of Infection is within 5 feet of another creature, you can use your reaction to cause the infection to spread to it as well. The creature must make a Constitution saving throw or be infected by the same disease as the target for 1 minute.

Rum Domain

Where rum flows easily, the gods of merriment abound. Clerics of the Rum Domain feel the fuzzy warmth of strong drink not as sinful excess, but as praise to the gods of good times, which they worship often and with abandon. They look to spread their merry religion and the good times with it, bringing all to peace and happiness, a few nights of drunken revelry at a time.

RUM DOMAIN SPELLS

New spells are marked with an asterisk.

Cleric Level	Spells
1st	*charm person, sleep*
3rd	*calm emotions, hangover**
5th	*hypnotic pattern, slow*
7th	*confusion, death ward*
9th	*greater restoration, modify memory*

DRUNKEN SWAY

Starting when you choose this domain at 1st level, you always seem off balance, making you surprisingly difficult to hit. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Additionally, you gain proficiency with martial weapons.

CUP FLOWETH OVER

At 1st level, you can use your action to fill your mug with beer or rum, a gift of good tidings from the gods. Only you can drink this liquor, but you suffer no ill effect from drinking any amount of alcohol; though rosy-cheeked and slurred of speech, you are always steadfast on your feet and clear of thought.

Additionally, you learn the *legendary libation* cantrip, which counts as a cleric spell for you and doesn't count against the number of cantrips you know.

CHANNEL DIVINITY: INTOXICATE

At 2nd level, you can call upon the gods of merrymaking to inebriate an aggressor. When a creature you can see makes an attack, you can use your reaction to cause that creature to make a Constitution saving throw against your spell save

DC. On a failed save, the creature is poisoned and has disadvantage on saving throws for up to 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

RUMRUNNER

By 6th level, you've learned the finer art of moving when nobody's paying attention. Whenever a hostile creature moves, you can use your reaction to move up to half your speed. This movement doesn't provoke opportunity attacks from the moving creature.

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, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

NEXT ROUND'S ON ME

At 17th level, you can call upon the gods of good times to bring your allies a round of shots. As an action, choose up to 6 friendly creatures you can see within 60 feet of you to gain a pleasant buzz. For the next minute, you and each of these creatures have advantage on Intelligence, Wisdom, and Charisma saving throws, and can subtract your Wisdom modifier from bludgeoning, piercing, or slashing damage they take.

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

Travel Domain

The realm of vagabonds, merchants, and adventurers, the gods of the travel domain are popular among any who frequent the roads or sail the seas. Evangelicals and the traveling priests of inhospitable regions also tend to represent the gods of travel.

TRAVEL DOMAIN SPELLS

Cleric Level	Spells
1st	*feather fall, longstrider*
3rd	*find steed, misty step*
5th	*fly, haste*
7th	*dimension door, freedom of movement*
9th	*passwall, teleportation circle*

WELL-TRAVELED

When you choose this domain at 1st level, you gain proficiency with four finesse or ranged weapons of your choice. Additionally, you learn two languages of your choice.

JAUNT

From 1st level, your god hastens your feet and puts the wind at your back. You can use your bonus action to move 10 feet without provoking opportunity attacks.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: DIVINE TRANSPOSITION

Starting at 2nd level, you can use your Channel Divinity to relocate your allies. As an action, choose up to three willing Small or Medium creatures (which can include yourself). Each of these creatures teleports into each other's spaces, swapping places as you choose.

OVERLAND EXPEDITION

By 6th level, while traveling, you and up to 10 creatures traveling with you move with supernatural swiftness. You always travel at a fast pace and ignore delays caused by rough terrain, weather, and other nonmagical obstacles. You similarly ignore hazards caused by traveling on other planes of existence. Furthermore, you can travel for 12 hours, instead of 8, before making Constitution saving throws for a forced march.

Additionally, you are unaffected by difficult terrain.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with extra kinetic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

GODSPEED

Starting at 17th level, your walking speed doubles. If you make an attack while 30 feet or further away from where you began your turn, the extra damage of your Divine Strike increases to 4d8.

Cowardice Domain! Retreat Domain!

Wealth Domain

Being one of the most popular pursuits of humanoids the world over, it should not come as a surprise that the accumulation of material wealth is governed by its own deities. Sitting at the confluence of industry and fertility, gods of wealth are assiduous in demanding tribute, but pay back their most loyal followers generously, showering them with gold.

WEALTH DOMAIN SPELLS

Cleric Level	Spells
1st	*identify, unseen servant*
3rd	*arcane lock, locate object*
5th	*glyph of warding, tongues*
7th	*fabricate, secret chest*
9th	*creation, geas*

APPRAISAL

When you choose this domain at 1st level, you are blessed with insights into the price of everything. As an action, you can accurately determine the market price of any object, as well as what it would be worth second-hand.

Additionally, you can use your Wisdom instead of Charisma for any Charisma check you make to buy, sell, or haggle.

LEVERAGE

Also at 1st level, when you cast a spell that requires material components with a specific cost, you require materials of only half of that value to cast the spell.

CHANNEL DIVINITY: RICHES

Starting at 2nd level, when you reduce a hostile creature to 0 hit points, you can use your Channel Divinity to conjure an explosion of coins around the creature. The total number of gold pieces created is equal to the monster's XP value divided by 10, rounded down.

You can use this Channel Divinity option once, and regain the ability to do so when you finish a long rest.

BRIBE

When you reach 6th level, you can use your divine understanding to determine how to bribe almost any creature. As an action, you can choose a hostile creature you can see to make a Charisma saving throw against your spell save DC. If the creature fails its save, you can bribe it with rare or luxurious goods, or simply a bag of gold, which teleports into the creature's possession. The bribe costs an amount in gp equal to half the creature's XP value and, once completed, that creature can't be hostile towards you or your allies for 24 hours. The effect ends early if the creature takes damage from you or your allies. You can't bribe any creature with an Intelligence of 3 or lower, or any creature the GM deems inappropriate.

POTENT SPELLCASTING

At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

TYCOON

By 17th level, your deity showers you with vast riches. Whenever you would gain money, be it through selling goods and services, receiving gifts, conducting downtime activities, picking pockets, or simply finding treasure in a dungeon, the amount of money you gain is doubled.

DRUIDS

Yawning skies, broiling oceans, and towering mountains: how can anything hold more power than that? In their infinite wisdom, The Primordial Gods, whose names have been forgotten by the march of ages, contrived the works of nature as their foremost and most perfect creation. Only a few keep the Old Laws today, and fewer still remember the gods that crafted them. These few become druids, adherents to nature's laws and champions of its unyielding majesty.

Invisible to all, druids form a society that transcends nations, races, and cultures. Those indoctrinated into the society learn Druidic, the secret language of the druids, and join a circle dedicated to a specific aspect of nature. Each circle acts in concert with one another, but each holds different perspectives on the works of nature and the role of druids in the world. Through these circles, druids work in secret to keep the world in harmony, as they individually grow in sagacity and power in concert with nature's demands.

Circle of the City

The city lives; it has a pulse. Its skin is of walls and towering stone structures, its breath of chimneys and rivers. While the city exists, it lives in harmony with its people, a delicate balance mediated by the urban druids. These urban druids belong to the Circle of the City and are a direct antithesis to the conventional idea of a druid; whereas a normal druid lives among majestic forests or breathtaking mountains and dresses in the greenery of the forest, an urban druid wears unassuming clothes and wanders the back alleys of a well-trodden city. But their powers are not to be underestimated. Druids of this circle can channel their natural powers to twist the streets into knots, uproot towers, and animate the cobblestones. Their charge might be unorthodox, but their authority over the cityscape matches any other druid's power over the forest.

URBAN ARCANA

Beginning when you choose this circle at 2nd level, your druid spells lose the aesthetic trappings of nature and instead appear inspired by the jungles of buildings, columns, and cobblestones. For example, *entangle* and *spike growth* might cause growths of metal wires and twisting pipes. *Barkskin* might grant you the appearance of pitted iron or brick.

Additionally, you can wear armor and wield shields made of metal.

STREETTALK

At 2nd level, you have advantage on Intelligence (Investigation) checks to gather rumors or find a creature or location within an urban environment.

Additionally, you learn thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

CITY SHAPE

Starting at 2nd level, as an action, you can expend a use of your Wild Shape feature to warp the city around you. Choose one of the following effects:

COBBLESHIFT. You magically manipulate the components of a constructed floor—bricks, cobblestones, planks, and similar objects—within 60 feet. Each component can move up to 1 foot and doesn't cause instabilities in their structures. When you use this effect, you can cause any sections of floor that you choose within the area to become difficult terrain, and can cause any creature standing in one of those sections to make a Dexterity saving throw against your spell save DC or fall prone. You are unaffected by this difficult terrain.

DRUID SUBCLASSES

DRUID CIRCLE	DESCRIPTION
Circle of the City	Manipulates the brickwork and cobblestones of cities instead of beasts and trees
Circle of the Deep	A submarine devotee of the ocean's mysterious depths
Circle of the Fist	An unarmed warrior of the trees, who channels natural magic into their strikes
Circle of Stones	Raises great stone henges, magical structures of foreboding power
Circle of Vermin	Commands swarms of vermin, which crawl about them at all times
Circle of the Wyrm	Transforms into dragon hybrids and eventually assumes draconic traits

Additionally, you can use your action on each of your turns to raise up to three low walls from the floor, each 2 and 1/2 feet high, 5 feet wide, and 1 foot deep. Such a wall can generally provide half cover for a Medium creature. These walls provide no instability in surrounding structures.

This ability lasts for 1 minute. After this time, all components and walls magically revert to their original positions.

Passwall. You cast the spell *passwall* without expending a spell slot or material components.

Wall Warp. A wall that you can see within 30 feet magically shifts, grows, shrinks, or rotates. This wall must be a contiguous surface without corners, at most 1 foot thick, and must be either made out of wood, plaster, or stone, or not be naturally occurring. The wall must remain vertical, but you can move it into any position you choose within a 60-foot radius of its previous position. Its new position can't include spaces occoupied by creatures or objects. If you cause the wall to grow or shrink, you can only change its dimensions vertically. These changes to the wall create no instability in their structures. After 1 minute, the wall reverts to its original size and position.

Whispers of Walls

Beginning at 6th level, the walls speak to you in a quiet tremor. You can use your action to touch a constructed part of a building, such as a wall, pillar, ceiling, or floor. You learn how many humanoid creatures are within that building and how many are within each room. If there are more than fifty humanoids in a building, you only detect the closest fifty.

Breath of Smog

Starting at 10th level, you can exhale a 10-foot-radius sphere of toxic smoke, centered on yourself, as a reaction whenever you take damage. This area is heavily obscured. If a creature other than you is completely within the smog at the start of its turn, it must make a Constitution saving throw against your spell save DC or be poisoned until the start of its next turn, as it coughs uncontrollably.

This smog dissipates after 1 minute. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Once you use this ability, you can't use it again until you use your City Shape feature or you finish a short or long rest.

Twisting Architecture

By 14th level, you command total mastery of the city's architecture, warping it to any shape you might imagine. You can expend two uses of your Wild Shape feature to activate any and all effects of your City Shape ability at one time.

Additionally, when you use your City Shape feature, you can warp the gravity along any surfaces you choose within a 60-foot radius. For the next minute, creatures and objects within 15 feet of one of these surfaces fall toward it as if it were the ground. A creature can walk on this surface as if it were level ground, even if the surface is perpendicular to the ground or upside down. At the end of this duration, all creatures and objects fall from the affected surfaces.

Circle of the Deep

The druids that maintain and protect the land are deluded to think that they keep dominion over the natural world, for they stand guard over only a small fraction of it; far greater, and far wilder, is the deep. Druids of the Deep are fewer in number, but greater in task, vowing to stand guard over the world's oceans, seas, lakes, and rivers, and to safeguard their inhabitants from the fools that walk the surface.

The crushing depths have hardened these druids, and taught them to battle with every weapon underneath the waves. After all, the ocean is an unforgiving place; you can't survive by just talking to fish.

BONUS PROFICIENCIES

To join the Circle of the Deep, you must learn the weapons of underwater combat. When you choose this circle at 2nd level, you gain proficiency in the use of fishhooks, harpoons, nets, spears, and tridents.

In addition, while druids of the deep won't use weapons made of metal, they will use coral weapons, just as merfolk do. Coral weapons function as regular weapons, but cost twice as much if purchased on land.

AQUATIC

By 2nd level, you are permanently adapted to life underwater. You can breathe water as well as air and have a swim speed equal to your walking speed. These benefits also apply while you're transformed using Wild Shape: if you transform into a creature that doesn't have a swim speed, your form gains a swim speed equal to the form's speed.

VORTEX ATTACK

At 6th level, you've mastered the omnidirectional fighting style of deep sea creatures. You can attack twice, instead of once, whenever you take the Attack action on your turn with a weapon you are holding. If you are in water, or have fewer than half your maximum hit points, you can use your action to make a melee attack against any number of creatures within 5 feet of you, making a separate attack roll for each target.

OCEAN'S ALLY

Beginning at 10th level, the beasts of the deep mark you as one of their own. You can speak to fish and other aquatic creatures at will, as per the *speak with animals* spell.

Additionally, if you are underwater, you can use your action to call an aquatic beast of CR 3 or lower from the environment to your aid, which arrives at the start of your next turn. The beast rolls its own initiative and acts on its own turn, but is friendly to you and your companions and follows your commands. After 1 hour passes, or if you or one of your companions harms the beast, the effect ends and the beast returns to the wild.

Once you use this ability to call an aquatic beast, you can't do so again until you finish a short or long rest.

DAVY JONES' LOCKER

At 14th level, you consign your enemies to a watery grave. When you hit a creature with a melee weapon attack, you can deal an extra 1d8 damage to the target. Additionally, your attacks ignore resistance to nonmagical bludgeoning, piercing, and slashing damage, ignore the damage threshold of ships, and deal double damage to ships.

Circle of the Fist

The defenders of the forests and champions of the trees, druids who join the Circle of the Fist take their charge as natural protectors seriously. Traditionally, all druid circles strive to protect the natural realm and maintain the world's balance, but only druids of this circle guard the woodlands with the vigilance and fervor of a territorial beast. Fists of the Forest, as they are called, stave off intruders to their realms with flurries of bare-fisted strikes, empowered by the natural world, before disappearing into the treetops. At the height of their expertise, these druids fight more like beasts of the forests than men, and are twice as deadly.

Often, this druidic order safeguards sacred groves and permanent fey bridges, but sometimes its members adopt quests of vengeance for misdeeds done to the forest, or quests of intervention to ensure that a prophesied disaster doesn't come to pass.

UNTAMED FURY

At 2nd level, you fight with the might of a feral beast. While you are unarmed and you aren't wearing armor or wielding a shield, you gain the following benefits:

- Your AC equals 10 + your Dexterity modifier + your Wisdom modifier.
- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.

- You can roll a d4 in place of the normal damage of your unarmed strike. This die changes as you gain druid levels, as shown in the Untamed Strike table below. If the weapon die of your beast form is less than your Untamed Strike die, you can use this die instead while in your beast form.
- When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action. If you also expend a spell slot of 1st level or higher, you can make 2 unarmed strikes as a bonus action. If you expend a spell slot of 5th level or higher, you make 3 unarmed strikes.

Starting at 6th level, your unarmed strikes are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

UNTAMED STRIKE

Druid Level	Damage
2nd	1d4
5th	1d6
11th	1d8

PRIMAL INFUSION

Also at 2nd level, you can use your bonus action and expend a use of your Wild Shape feature to draw the raw power of nature into your body. You gain temporary hit points equal to 4 × your druid level + your Wisdom modifier. While you have these temporary hit points, your walking speed increases by 10 feet.

EXTRA ATTACK

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

SAVAGE INSTINCT

Starting at 10th level, you can muster the power of nature in an instant. Whenever you roll initiative, you can choose to immediately expend a use of your Wild Shape feature to use your Primal Infusion ability. If you do so, you also gain one of the following benefits of your choice for up to 1 minute, while the hit points from your Primal Infusion ability remain:

Feral Agility. Whenever you hit a creature with an unarmed strike, you can move 10 feet without provoking opportunity attacks.

Mountain's Might. You have advantage on Strength checks and saving throws, and you have advantage on attack rolls against a creature you are grappling.

Trees' Resilience. When an attacker that you can see hits you with an attack, you can use your reaction to reduce the damage taken by your Wisdom modifier.

NATURE'S WRATH

By 14th level, you can use your reaction when you lose all your temporary hit points from your Primal Infusion feature to either make two unarmed strikes against a creature you can see within your reach, or expend a use of your Wild Shape feature to use your Primal Infusion ability again.

Circle of Stones

Age-old monuments crafted in forgotten times attest to a simple truth: there is power in stones. Druids who join the ancient Circle of Stones carry on the tradition of raising stone henges in places of great power, where leylines intersect and magic strengthens. Such locations are marked as nexuses of power, where the Forgotten Laws of the Old Gods are still heeded—but such things are known only to a few druids today. Others merely see the looming stone monuments as enigmatic circles, grim reminders of the enormity of time.

RAISE HENGE

When you select this circle at 2nd level, you learn to create patterns of stones which strengthen magic. You can expend a use of your Wild Shape as an action to magically create a henge, a set of standing stones, around a point you can see within 60 feet. A henge is composed of six stones, each 5 feet high, 3 feet wide, and 1 foot deep, arranged evenly in a 10-foot-radius circle. Such a stone can generally grant three-quarters cover from ranged attacks for a Medium creature. You can only create a henge in a location which can support the stones' weight.

When you begin your turn in your henge, you gain temporary hit points equal to your Wisdom modifier + half your druid level (rounded down). Additionally, you can choose any number of allies to also be affected by the henge. A creature you choose gains temporary hit points equal to your Wisdom modifier when it begins its turn within the henge. Temporary hit points granted by the henge last only while the creature is within the henge.

Your henge maintains its magical properties for 8 hours. After this duration, you can expend another use of your Wild Shape ability to render the stones permanent, though they no longer grant temporary hit points; otherwise, they vanish.

As you gain higher levels in this class, you can raise larger henges. At 10th-level, you can create a 15-foot-radius henge consisting of 10 stones, and at 14th-level, you can create a 20-foot-radius henge consisting of 20 stones. You choose the henge's radius when you create it.

WARDING STONES

At 6th level, your henges can hold great threats at bay. While within a henge, you can cast the *magic circle* spell as an action, without expending a spell slot or material components. The spell is centered on the henge and its radius and height matches that of the henge. Once you cast this spell in this way, you can't do so again until you finish a long rest.

LEY PASSAGE

By 10th level, you can use your henges to travel through the leylines that connect the world. By spending 1 minute concentrating while within a henge, you can create a magical link between that henge and another henge on the same plane of existence, as per the spell *teleportation circle*. You must have seen or touched the destination henge at least once before. For the next minute, any creature can use an action to step into the target henge and exit from the destination henge.

GREAT HENGE

Beginning at 14th level, when you cast a druid spell that requires concentration while you are within a henge, you can transfer the spell to the henge, which manifests as a series of burning runes on the stones. You can only use this ability on a spell of 5th level or lower whose effect is entirely contained within the henge. If the spell's area of effect would be larger than the area of the henge, you can limit the spell's area to the henge's boundary. The henge maintains concentration on the spell instead of you for the spell's duration, allowing you to maintain two spells which require concentration at once. The spell ends early if any part of its effect leaves the area of the henge.

Circle of Vermin

Druids of the Circle of Vermin, sometimes known as Vermin Lords, find their source of power in the lowliest of creatures: insects, rats, spiders, and other pests. Unmistakably, your coming is signaled by the scrambling of little claws and the cawing of the crows. You hold legions of these creatures at your command, ready to swarm, bite, and claw, and you can become one of them, to walk among your innumerable children.

LORD OF THE LOW

Starting when you choose this circle at 2nd level, you can expend a use of your Wild Shape feature as an action to magically summon a swarm of rats in your space. The swarm vanishes after a number of hours equal to half your druid level (rounded down), if it drops to 0 hit points, or if you use this ability to summon a new swarm.

The summoned swarm is friendly to you and your companions. Roll initiative for the summoned swarm, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

While the swarm is in your space, you have a +2 bonus to AC and, when you take damage, you can choose for the swarm to take damage instead of you.

Starting at 6th level, you can summon a swarm of bats, swarm of insects, or swarm of ravens, and starting at 14th level, you can summon a swarm of poisonous snakes.

INFESTED

At 2nd level, insects and rodents inhabit every nook and cranny of your clothes and gear. Whenever a creature within 5 feet of you hits you with an attack, these vermin retaliate, dealing 1d4 piercing damage to the attacker. Additionally, the creature subtracts the piercing damage dealt from the next attack roll it makes before the end of its turn.

Now vermin I can get behind!
Quantity over quality is the way to go.

TREMORSENSE

By 6th level, vibrations in the ground echo through its ants and earthworms, and by extension, you can sense them. You gain tremorsense, the ability to detect and pinpoint vibrations, with a range of 10 feet. To use this sense, you and the source of the vibrations must be in contact with the same ground or substance. This sense can't be used to detect flying or incorporeal creatures.

PLAGUE CARRIER

Beginning at 10th level, your constant close proximity to disease-carrying creatures has not only inoculated you to their diseases, but also allowed you to act as a vector of plague. You are immune to diseases and being poisoned. Whenever you would normally make a Constitution saving throw to resist contracting a disease or being poisoned, you can instead become a carrier of that disease or poison. You can only be a carrier of one disease or poison at a time, and you can only carry it for up to seven days.

As a reaction when you take damage from a creature you can see within 5 feet of you, you can transfer a disease or poison you are carrying to that creature, which must make a Constitution saving throw against your spell save DC. On a failure, the creature contracts the disease or poison, and you are no longer a carrier of it.

SWARM MASTER

Starting at 14th level, whenever you use your Lord of the Low feature to summon a swarm, you can summon two swarms instead of one.

Circle of the Wyrm

Druids who join the Circle of the Wyrm hold dragons in higher esteem than all other works of creation. These druids believe, as many dragons do, that wyrms are perfect creatures: the pinnacle of all life brought into existence by the antediluvian gods. Likewise, these druids aspire to perfect wyrmhood, and gradually become like dragonkind.

DRAGONKIN

Starting when you choose this circle at 2nd level, you learn Draconic. Additionally, you have advantage on saving throws against the spells and effects of dragons.

DRACONIC WILD SHAPE

At 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, instead of as an action. Furthermore, your beast shapes resemble dragon hybrids, replete with scales and fangs, and gain the following traits while you are transformed:

Breath Weapon. You can use your action and expend one spell slot to exhale draconic energy from your mouth. Choose a damage type: acid, cold, fire, lightning, or poison. Each creature in a 15-foot cone must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 2d10 damage of the chosen type, plus 1d10 for each spell level higher than 1st. On a successful save, a creature takes half as much damage.

Resistance. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

FANGS AND FLIGHT

Starting at 6th level, your beast form sprouts scaled wings, and its attacks carry the energetic fury of a dragon's swipes. You gain the following traits while transformed:

Dragon Wings. You have a flying speed equal to your walking speed, if you don't already have a flying speed that would be higher.

Infused Strikes. When you transform using your Wild Shape, choose a damage type: acid, cold, fire, lightning, or poison. On a hit with a melee attack, you deal an extra 1d6 damage of the chosen type.

PRIMORDIAL AURA

At 10th level, you can use your bonus action to create a 30-foot aura of elemental magic. Choose a damage type: acid, cold, fire, lightning, or poison. For the next minute, you and each creature you choose within the aura have resistance against the chosen damage type. Additionally, once on each of your turns for the duration, when you deal damage of the chosen type to a hostile creature, you can choose a creature within the aura to regain hit points equal to 1d10 plus your Wisdom modifier.

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

WYRM PERFECTION

By 14th level, you have achieved the majesty of a dragon. Even when not transformed, you gain the Breath Weapon and Dragon Wings traits.

FIGHTERS

If you hold a sword, a bow, or an axe, you might count yourself amongst the fighters—warriors of steel that fear no foe. There is no indoctrination to the fighters, no test, and no badge of honor. When you have proven yourself to be worthy of your steel and unshakable in the face of any danger, your comrades-in-arms will welcome you as an equal. Your battle scars mark you out as a true fighter.

No two fighters are the same. Some strike with shields and spears, others with bare fists, others still with lightning and flames dancing on their blades. At best, fighters are categorized in broad archetypes, representing their tactics and mettle, if not their unique brand of warfare. Such distinctions are flimsy in the eyes of fighters, however. To them, there are only two true types of warriors: the victorious and the dead.

Bone Knight

A bone knight, or an *osteoth*, is a warrior that has undergone an agonizing transmutation ritual, granting them the ability to fully control their bones. While this power is plainly disfiguring, it allows them to grow bone protrusions for weapons and armor, changing their skeleton's size and shape at will. Mastering this ability is a feat of endurance and creativity, resulting in a fighter whose most powerful weapon is not sheathed at their side, but sheathed within their flesh.

Many fighters believe the osteoth ritual is a mere myth, a flight of fancy traded around campfires. And yet, the process is indeed real, preserved among moldering tomes and in the minds of deranged wizards. With some resourcefulness, the procedure can be replicated with the contents of any alchemist's lab, with a generous fatality rate of nearly half.

ADAMANT IVORY

Starting when you choose this archetype at 3rd level, you can sprout plates of bone from your skin. While you aren't wearing any armor, your Armor Class equals 17. You can use a shield and still gain this benefit. At higher levels, your Armor Class increases as shown in the Adamant Ivory table.

Additionally, when you take bludgeoning, piercing, or slashing damage, you can use your reaction to shield yourself from harm. Expend a Hit Die, roll it, and decrease the damage taken by the number rolled.

ADAMANT IVORY

Fighter Level	Armor Class
3rd	17
5th	18
10th	19
18th	20

BONE BLADES

At 3rd level, you have total control over your skeletal structure, allowing you to sprout blades of jagged bone from each of your palms or wrists as you would draw a weapon. These bone weapons have your choice of the statistics of a longsword, shortsword, or scimitar. You can't be disarmed of these weapons. You can retract these weapons as you would sheathe a weapon.

Starting at 7th level, your blades are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, once per turn when you hit a creature with a bone weapon, you can expend a Hit Die to extend the bone into the target. Add the Hit Die and your Constitution modifier to the weapon's damage roll.

FIGHTER SUBCLASSES

Martial Archetype	Description
Bone Knight	Manipulates their skeleton to sprout weapons and armor of bone
Brawler	A bare-knuckle fighter that wrestles and delivers staggering punches
Celestial Lancer	Leaps dozens of feet into the sky and comes crashing down, lance first
Corsair	A dexterous swashbuckler, as dangerous as they are charming
Dungeoneer	A veteran of dungeon survival that knows every trick in the book
Mage Hand Magus	Manipulates a pair of *mage hands* to fight at range with levitating weapons

HARDY CONSTITUTION

By 7th level, your bones and their marrow have grown more robust, granting you a formidable healing factor. You regain all of your expended Hit Dice, rather than half of them, when you finish a long rest.

RESTRUCTURE

Starting at 10th level, you can shift your skeletal structure as an action to transform your appearance. When you do so, you determine the specifics of the changes, including adjusting your height and weight, the shape of your face, the presence or absence of your teeth, your posture, and so on. You can even change your size from Medium to Small or vice versa. The extent of these changes only extends to your bone structure: you can't change your skin color, hair length, or clothing using this ability.

IMPROVED IVORY

By 15th level, your bones are as hard as steel and as pliant as copper. When you expend a Hit Die to use your Adamant Ivory feature to reduce damage or use your Bone Blades feature to deal additional damage, you can expend two Hit Dice at once. You subtract the total from the bludgeoning, piercing, or slashing damage you take, or add the total and your Constitution modifier to the weapon's damage roll, respectively.

MASTER OSTEOTH

Starting at 18th level, when you roll initiative and have fewer than half your Hit Dice, you regain 1d6 Hit Dice. Additionally, on your turn, you can expend 3 Hit Dice to regain a use of your Second Wind feature, or expend 8 Hit Dice to regain a use of your Action Surge feature (no action required).

Brawler

Brawlers use their bare fists and raw force as their first and best weapons in combat. Such warriors come from tough stock—prize fighters, outlanders, bouncers, and veterans—and have learned to hone their bodies into implements of war. Wherever a brawler goes, bruised and broken bodies follow. It doesn't matter whether they're tossing thugs around a tavern or going toe-to-toe with a red dragon, brute force always comes out on top.

BRAWLING

Starting at 3rd level, you've mastered a brutal, bloody-knuckle style of combat. You are proficient with improvised weapons and treat one-handed improvised weapons as if they had the Thrown (range 20/60) property.

Additionally, while you are unarmed or wielding an improvised weapon and you aren't wearing medium or heavy armor, you gain the following benefits:

- You can use your Strength instead of your Dexterity when determining your AC.
- Your unarmed strikes and improvised weapons deal improved damage and improve as you gain levels in this class, as shown on the following table.

Fighter Level	Damage
3rd	1d6
5th	1d8
11th	1d10
17th	1d12

Starting at 7th level, your unarmed strikes are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BRUTE FORCE

Also at 3rd level, you can maneuver your opponents to gain a ruthless edge in combat. When you hit a creature with an unarmed strike or a melee attack using an improvised weapon, you can use your bonus action to attempt to grapple the target or deal an extra 1d6 damage.

This damage increases as you gain higher levels in this class. At 5th level, the extra damage you deal increases to 1d8 damage, at 11th level it increases to 1d10 damage, and at 17th level, it increases to 1d12 damage.

IMPOSING PHYSIQUE

Starting at 7th level, you learn to speak more with your prodigious muscles instead of your words. You gain proficiency in the Intimidation skill, and you can use your Strength bonus instead of your Charisma bonus for Charisma (Intimidation) checks. Additionally, your capacities for carrying, lifting, pushing, and pulling are doubled.

HAYMAKER

At 10th level, you can put all your force into one blow. When you use the Attack action on your turn to make an unarmed strike, you can choose to forgo any additional attacks you could make with your action to make a single, devastating blow. For each attack you would give up in this way, you can add two extra damage dice to the attack's damage roll.

OWLBEAR WRESTLER

Starting at 15th level, you've learned how to pin down even the most towering foes. You have advantage on Strength (Athletics) checks you make to grapple creatures of Large size and smaller, and you can attempt to grapple creatures of any size category.

SKULLBREAKER

Starting at 18th level, your blows are able to rattle even the greatest of foes. Once on each of your turns when you deal damage to a creature with an unarmed strike or an improvised weapon, you can choose to shatter their resolve. You gain resistance to any damage that creature deals to you until the start of your next turn.

Celestial Lancer

Feared frontline warriors bearing lances and unique, streamlined armor, Celestial Lancers are famous for their Meteor Jump, a supernatural technique taught only to the rare few. The lancers trace their origins back to an order of dragon hunters who learned to leap above diving dragons and pin their wings with a swift, downward lance strike. This technique, combined with a suite of mystical powers drawn from the yawning sky, makes the lancers decisive warriors in the arena of vertical combat. Though Celestial Lancers may be hampered in claustrophobic dungeons, they excel underneath the open sky, where they can leap high and come crashing down for devastating impacts.

LANCE SPECIALTY

Beginning when you select this archetype at 3rd level, when you wield a lance, you do not suffer disadvantage when attacking creatures within 5 feet of you. However, you must still wield a lance two handed when not mounted.

METEOR JUMP

Starting at 3rd level, you can perform a supernaturally high leap. Once on each of your turns, you can use 20 feet of your movement to perform a high jump reaching 10 feet in height. You need not move 10 feet immediately before making this jump, and do not provoke opportunity attacks while jumping or falling. You can land within 10 feet of where you began. At the end of a fall, subtract 10 feet from the distance you fell when calculating your falling damage.

The height you can jump and the distance you subtract when you fall increases as you gain levels in this class, as shown on the Meteor Jump table below.

METEOR JUMP

Fighter Level	Jump Height
3rd	10 feet
5th	20 feet
11th	30 feet
17th	40 feet

PLUNGING ATTACK

Also at 3rd level, you can direct the momentum of gravity into your strike. Once on each of your turns, when you hit a creature with a melee weapon attack while falling, you can add 1d6 to the damage roll for every 10 feet you fell, up to a maximum of 5d6.

APEX MOMENT

Starting at 7th level, you gain the mystical ability to hang at the peak of your jump before you come plunging back down. When you use your Meteor Jump ability, you can choose to hover until the start of your next turn instead of falling immediately. When you do so, you can't use your Meteor Jump on your next turn.

EARTHSHAKER

Beginning at 10th level, at the end of a fall of 20 feet or higher, you can use a bonus action to strike the earth like a meteor. Each creature in contact with the ground within 10 feet of where you land must succeed on a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

You can use this feature a number of times equal to your Strength modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CELESTIAL AURA

By 15th level, you can draw mystical power from your connection to the open sky. When you use your Second Wind feature, you and each friendly creature you choose within 10 feet of you gain temporary hit points equal to your fighter level.

COMET STRIKE

Starting at 18th level, you plummet wreathed in flames like a devastating meteor. When you use your Earthshaker ability, a creature that fails its saving throw takes 4d6 fire damage, or half as much on a success. Additionally, when you roll initiative and have no uses of your Earthshaker feature left, you regain one use of that feature.

Corsair

The wide-open ocean, the salty breeze, and the freedom of a ship—these are the things a corsair values more than anything else. Though an archetypal corsair is no less trained than their military counterparts, they prefer a more swashbuckling, charismatic approach to life, and take well to privateering, smuggling, exploring, and other self-directed work.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in the Sleight of Hand skill, if you did not already have proficiency.

SURPRISE ATTACK

At 3rd level, you've learned to strike foes when they least expect it. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases as you gain levels in this class. At 7th level, this damage increases to 2d6, at 11th level, this damage increases to 3d6, and at 15th level, this damage increases to 4d6.

COMMANDEER

At 3rd level, you can replace one of your attacks with an attempt to steal an item being carried by another creature. You can't attempt to steal an object that is being worn as clothing or armor, nor can you steal an object that is being held in one of the target's hands. Make a Dexterity (Sleight of Hand) check, opposed by the target's AC. On a success, you successfully steal that object. You must have a free hand to use this ability.

THREE SHEETS

Starting at 7th level, whenever you use your Second Wind ability, you can also take the Dash or Disengage action as part of the same bonus action.

CHARMED LIFE

By 10th level, you can saunter into trouble and make it out unscathed, thanks to your considerable luck. You can gain advantage on one ability check, attack roll, or saving throw that uses Dexterity or Charisma.

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

SLIPPERY POSITIONING

Starting at 15th level, whenever a hostile creature that you can see within 60 feet moves, you can move 5 feet without using your reaction or provoking opportunity attacks. On each round, you can use this ability a number of times equal to your Dexterity modifier.

UNTOUCHABLE SWORDSMAN

By 18th level, you are legendary with a cutlass. Whenever you hit a creature with your Surprise Attack, the target has disadvantage on attack rolls against you until the start of your next turn.

Dungeoneer

Only fools would think to dive headfirst into an abandoned crypt filled with monsters and deathtraps, but it seems only fools emerge from such crypts laden with as much loot as they can carry. The archetypal dungeon delver is a veteran of such suicidal dungeon delves, and has become intimately familiar with the hazards therein. In the course of their adventures, such a dungeoneer will have adopted countless best practices, along with a litany of unproven superstitions which they believe keeps them alive. Principles from "always be the first one to hit the monster" to "never be the first one to touch a treasure chest" line a dungeoneer's journal. However, it's probably better to be paranoid and superstitious than lying at the bottom of a pit trap, incinerated by a *fireball*, or digested by a mimic.

DANGER SENSE

Beginning when you choose this archetype at 3rd level, you have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

KICK IN THE DOOR

Also at 3rd level, you know how to charge through each chamber of a dungeon and come out alive. When you initiate combat by kicking down a door, diving in from overhead, crashing through a window, or any other suitably reckless tactic (as adjudicated by the GM), you have advantage on your initiative roll and on attacks you make during your first round of combat. You can't gain this benefit when you are surprised or when fighting creatures you can't see.

DUNGEONEER'S INTUITION

By 7th level, you have a second sense for the unique hazards present in a dungeon. You have advantage on ability checks you make to detect shapechangers, traps, and unseen magical effects, and can make a check to detect such hazards even if you wouldn't normally make such a check.

MONSTER KILL

Starting at 10th level, when you hit an aberration, fey, fiend, monstrosity, or undead with a weapon attack, you can deal an extra die of damage to the target. You can use this ability three times, and regain all expended uses when you finish a short or long rest.

LETHALITY PREVENTION

By 15th level, you are a foremost expert in avoiding death. Whenever you would take damage in excess of 50 hit points but aren't killed outright, you can instead reduce the damage taken to 50 hit points.

AVOIDANCE

Starting at 18th level, when you are subjected to an effect that allows you to make a Strength, Dexterity, or Constitution 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.

Mage Hand Magus

Blades sweeping around in dramatic arcs, propelled by ghostly, disembodied hands—the Mage Hand Magi are truly a force to be reckoned with. While wizards are content to use *mage hand* to retrieve their wands and open doors from across the room, the cantrip's potential has always been clear for warriors: a deft *mage hand* can afford dozens of feet between a soldier and their foe, letting them deal a killing blow without raising a fingertip. Mage Hand Magi have mastered this cantrip through practice and discipline, elaborating a trick pioneered by warmages into a deadly fighting style of twin hovering blades. The most skilled can even manifest a warhand, a grand fist of magical wrath with which to crush their enemies.

MAGE HAND MASTER

Starting at 3rd level, when you choose this archetype, you learn the *mage hand* cantrip if you did not know it before. You can cast it with the following improvements:

- You can cast and control *mage hand* as a bonus action.
- You summon two separate hands when you cast it, and you can control one or both of them when you use the spell.
- The spell's duration is indefinite, ending only when you are knocked unconscious or you choose to end it.
- Your *mage hands* are stronger than normal, capable of lifting a combined weight in pounds equal to 5 × your fighter level, and they are dexterous enough to perform any ability check you could normally perform with your hands.

COMBAT HANDS

At 3rd level, you have learned to use your *mage hands* in combat. While you are holding nothing in your hands, your *mage hands* can wield weapons: each can wield a single one-handed weapon, or together they can wield a two-handed weapon.

When you take the Attack action on your turn, you can make one or more of your attacks through your *mage hands* against targets you can see within their reach. You can add your Intelligence modifier, instead of your Strength or Dexterity, to the attack and damage rolls. A *mage hand* not wielding a weapon can be used to punch a creature within 5 feet of it, dealing 1d6 force damage on a hit.

HANDY MANEUVERS

Starting at 7th level, you can use your *mage hands* to perform a number of combat maneuvers or tricks. While they aren't wielding weapons, you can use both of your hands together to grapple or shove a creature. When you do so, you add your Intelligence modifier to the Strength (Athletics) check.

Additionally, you can use your reaction to make an opportunity attack with one of your hands when a creature leaves its reach.

WARHAND

Starting at 10th level, when you cast *mage hand*, you can form one of them into a much more powerful construct called a warhand. Your warhand is identical to the hand summoned by the spell *arcane hand*, except that you must use its abilities as an action instead of a bonus action. Intelligence is your spellcasting ability for this spell. When you use any of the warhand's abilities, you can use a bonus action to make a single attack with your other *mage hand*.

HANDGLIDE

By 15th level, while two summoned *mage hands* or a warhand are within 5 feet of you, the hands can hold you aloft and carry you to your destination. You have a flight speed equal to your walking speed while the hands carry you.

HEAVY HANDED

Starting at 18th level, you can summon two warhands instead of *mage hands* when you cast the *mage hand* spell. You can use the abilities of both warhands as part of the same action on your turn.

MONKS

Serenity comes from within. Though the gods may offer balms and men might offer distractions, one can only find true peace and perspective through introspection. Those who recognize this truth, and indeed, their very place in the universe, seek out monasteries, where solitude and meditation might absorb their waking hours.

Isolated and self-sufficient, monasteries house sagacious orders of monks that train their bodies and minds with traditions of discipline. The traditions of each monastery differ, but each believes in the internal energy called ki, which flows through the body like a river, separating into streams and tributaries that reach every extremity. Through training and focus, a monk can understand and control their flow of ki, becoming one with their body and mind. Through this unity, they might find serenity in this life and peace in the next.

Way of the Bow

Monks that follow the Way of the Bow find serenity in the perfect, precise arc of an arrow's flight. You have been trained in archery on horseback, to fire a bow while blindfolded, and to pinpoint the wings of an insect in flight. As you attain peace and oneness with your arrow, no feat of archery will prove to be beyond your grasp.

ARCHERY FIGHTING STYLE

Starting when you choose this tradition at 3rd level, you gain a +2 bonus to attack rolls you make with ranged weapons. You can't take a Fighting Style option more than once, even if you later get to choose again.

BOW ARTS

At 3rd level, you gain proficiency in the longbow and shortbow, which are considered monk weapons for you. Any ranged weapon attacks you make while within 5 feet of a hostile creature do not have disadvantage. Also, you can spend ki points to use the Flurry of Arrows and Soul Arrow features.

At 6th level, you can make a ranged weapon attack to deliver a Stunning Strike.

Flurry of Arrows. Immediately after you take the Attack action on your turn to make a ranged weapon attack or an unarmed strike, you can spend 1 ki point to make an additional ranged weapon attack as a bonus action.

Soul Arrow. When you take the Attack action on your turn to make a ranged weapon attack, you can spend 1 ki point to fire a soul arrow for the first attack. A soul arrow is a normal arrow of its type which ignores partial cover and deals extra damage equal to your Wisdom modifier on a hit. Firing a soul arrow doesn't consume ammunition.

INTERCEPTING SHOT

Starting at 6th level, when an attacker you can see makes an attack against you, you can make a ranged attack roll as a reaction to interrupt the attack. If the result of your roll is greater than the result of the attacker, you can reduce the attack roll targeting you by 5, to a minimum of 1.

SERENITY OF THE WIND

By 11th level, you can listen to the wind to see the otherwise invisible. As a bonus action, you can spend 1 ki point to gain blindsight with a range of 120 feet until the end of your next turn.

At 17th level, you always have blindsight out to 30 feet.

ZEN ARCHERY

At 17th level, if you make a ranged weapon attack on your turn and miss, you can immediately make another ranged weapon attack against the same target. You can only gain one additional attack during your turn with this ability.

MONK SUBCLASSES

MONASTIC TRADITION	DESCRIPTION
Way of the Bow	Trains in archery as a mystic art, wielding supernatural accuracy
Way of the Flagellant	A repentant ascetic, expert in enduring and inflicting pain upon others
Way of the Four Fists	Grows a tail and practices the martial arts of the legendary Monkey King
Way of the Mask	A masked wrestler of unmatched strength and ego
Way of the Rose	A gentle, mobile martial artist, bound to the magic of flowers
Way of Street Fighting	Strikes with flurries of combos, uppercuts, and ki blasts

Way of the Flagellant

The Way of the Flagellant teaches an extreme, sometimes heretical, view of asceticism: peace comes through suffering, purity through pain. Its practitioners shun all indulgences and embrace pain to harness their ki, isolating themselves further from the material world. As such, these monks often carry their eponymous flails and whips to use on both themselves and their foes. Their pain is a mortal penitence and an act of focusing, letting them block out all else and manipulate their ki with expert intent.

ASCETIC IMPLEMENTS

When you choose this tradition at 3rd level, you learn the techniques of the Way of the Flagellant, including their signature weapons. You gain proficiency with flails and whips, which count as monk weapons for you.

Additionally, you can choose to deal slashing instead of bludgeoning damage with your unarmed strikes.

PENITENT LASH

At 3rd level, when you start your turn, you can sharpen your focus by spending 1 ki point and striking yourself with a ritualistic flail. You take 2d4 slashing damage and gain advantage on the first attack you make with a monk weapon or unarmed strike on your turn. If you instead choose to take 4d4 slashing damage, you instead gain advantage on all attack rolls you make on your turn. This ability has no effect if you reduce or avoid taking the slashing damage.

ART OF PUNISHMENT

By 6th level, your expertise in the purifying discipline of pain has granted you new ways to share agony. You gain the following abilities:

Branding Palm. When you hit a creature with an unarmed strike, you can spend 1 ki point as a bonus action to brand the creature. The next attack that hits a branded creature within the next minute deals an extra 2d8 fire damage. At 11th level, this damage increases to 3d8, and at 17th level, this damage increases to 4d8.

Electroshock Strike. Immediately after you take the Attack action on your turn, you can spend 1 ki point to cast the *shocking grasp* cantrip as a bonus action. Wisdom is your spellcasting ability for this spell.

MONKS AND STEREOTYPES

The monk class is inexcusably descended from a long lineage of asian cultural stereotypes and martial arts movie tropes. This book, therefore, attempts to reframe the class as a celebration of unarmed fighters from various perspectives, eastern and western, fictional and historical. It is the author's hope that a broad cast of subclasses might provide palatable shades of this class for prospective players. Failing that, this book also presents unarmed subclasses for the druid, fighter, and ranger, as well as the pugilist auxiliary level, for use as alternatives to the monk class as a whole.

I hate these monks. You ever torture someone who LIKES it? Makes me feel dirty.

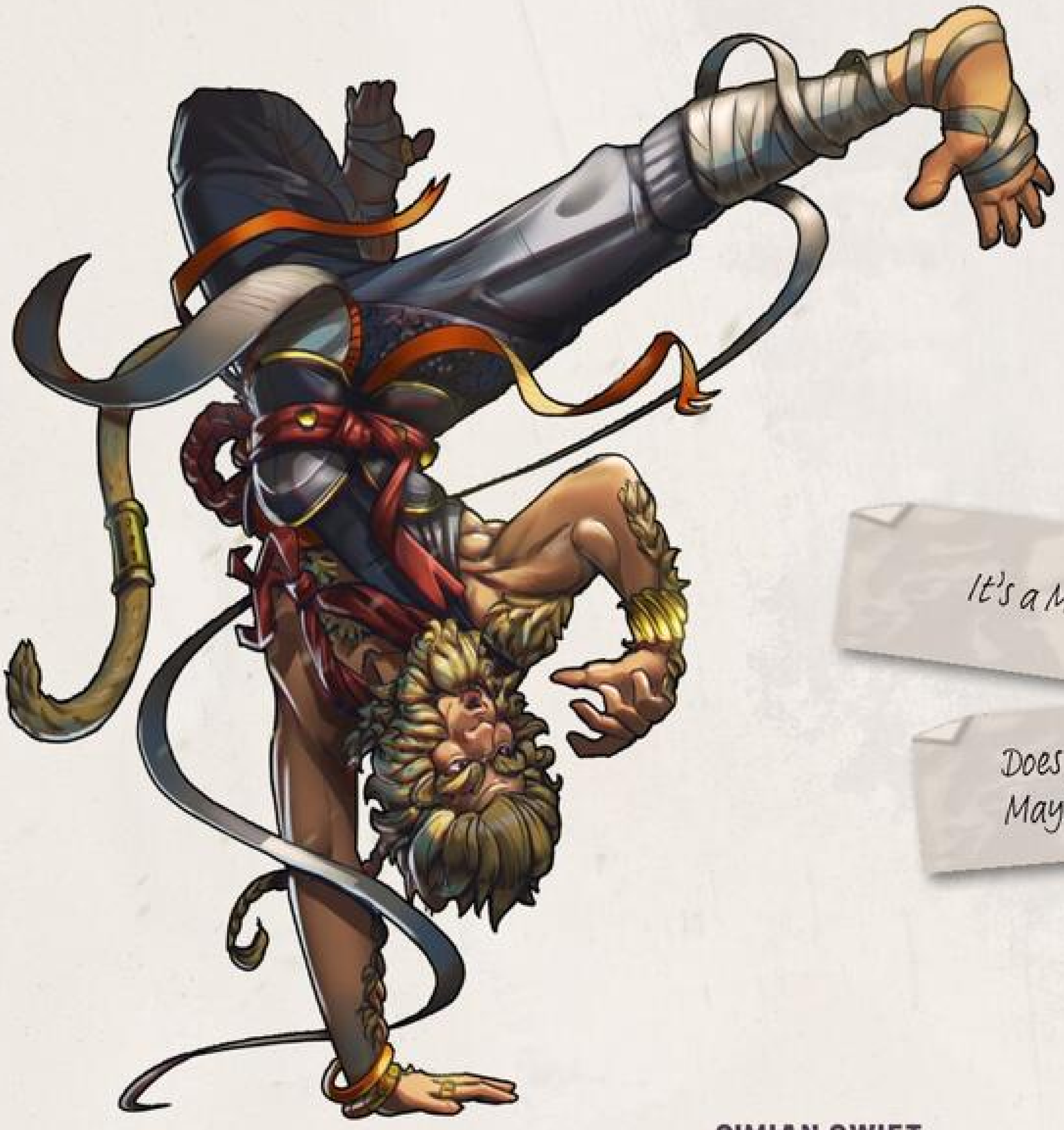
Scissorhand Technique. If you deal slashing damage to a creature with a monk weapon or unarmed strike, you can spend 1 ki point to give the target a bleeding wound. Constructs, oozes, and undead can't get bleeding wounds. A creature loses 1d6 hit points at the start of each of its turns for each of its bleeding wounds unless it uses an action to staunch the bleeding of all of its wounds. While a target is bleeding, it can't regain lost hit points. A creature can have a number of bleeding wounds up to your proficiency bonus.

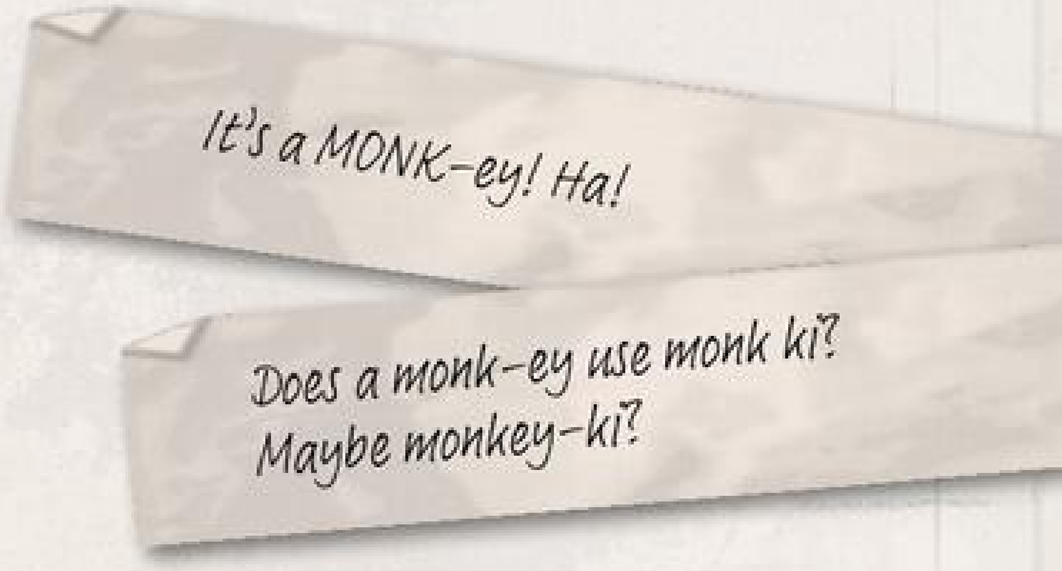
PURITY THROUGH PAIN

Beginning at 11th level, you enter a rapturous frenzy when wounded. Whenever you take damage in excess of your character level, you can use your reaction to regain 1d4 ki points. You can use this ability a number of times equal to your Wisdom modifier (minimum once) and regain all expended uses when you finish a long rest.

EXSANGUINATE

Beginning at 17th level, when you use your Penitent Lash feature, you can choose to increase the slashing damage taken to 6d4. When you do so, you gain all the benefits of that feature, and your unarmed strikes deal an extra 1d4 slashing damage on a hit until the end of your turn.





Way of the Four Fists

Through the careful manipulation of their ki, monks of the Way of the Four Fists strive to emulate the unusual fighting style of the legendary Monkey King. As they progress in their training, these monks undergo a magical transformation, slowly gaining more simian features. In combat, a master of this monastic tradition is a whirling, leaping blur of elbows, fur, and fists.

GRASP OF THE MONKEY

When you choose this tradition at 3rd level, you undergo a permanent magical transformation, lengthening your fingers and toes, strengthening your arms and legs, and sprouting a tail. You gain a climbing speed equal to your walking speed, your jumping distance is doubled, and you have advantage on ability checks and saving throws made to climb, maintain your balance, and grip objects such as ledges or ropes. You can hold and manipulate objects and weapons with your hands, feet, and tail, but you can't make attacks with weapons held by your tail.

SIMIAN SWIFT

Also at 3rd level, whenever you roll initiative and aren't surprised, you can spend 1 ki point to move up to half your speed or jump into the air, and then make one unarmed strike.

NIMBUS

At 6th level, you can use your bonus action to summon a cloud to ride upon. Until the start of your next turn, you have a flying speed equal to your walking speed. When you begin your turn, you can maintain this effect by spending 1 ki point. Otherwise, if you begin your turn and have nothing holding you aloft, you fall.

UNCANNY DODGE

Starting at 11th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

FLURRY OF LIMBS

At 17th level, by walking on your hands and twirling erratically, you can fight with your feet as nimbly as you do with your fists. You make three unarmed strikes, rather than two, when you use Flurry of Blows on your turn.

Way of the Mask

When you put on your mask, you're not an ordinary (albeit impossibly handsome) commoner anymore; you're the greatest wrestler the world has ever known. You'll wrestle anyone—or anything—that comes within arm's reach. Sometimes you wrestle inanimate objects just to prove that you can. That one time you wrestled an owlbear? Totally happened. For real.

People come from all around to get a shot against you, to unmask you and take your championship belt. Everyone wants to beat the champ; too bad no one ever will.

CROWD FAVORITE

The roar of the crowd lives inside you. Starting when you choose this tradition at 3rd level, you can choose to add your Charisma modifier, instead of your Wisdom modifier, to your ki save DC. Additionally, your Unarmored Defense is calculated as follows: while you are wearing no armor and not wielding a shield, your AC equals 10 + your Strength modifier + your Charisma modifier.

HEAVYWEIGHT CHAMPION

When presented with an obstacle, your first instinct is to wrestle it, even if the obstacle in question is not conventionally wrestle-able, like a dragon, an ooze, or an awkward conversation. At 3rd level, you gain the following features:

- You can attempt to grapple any creature, regardless of its size.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- If you have the Grappler feat, you can choose whether a target grappled by you must make a Strength (Athletics) or Dexterity (Acrobatics) check to escape.

SIGNATURE MOVE

At 6th level, you master a signature move, which soon becomes synonymous with your exploits. Choose one of the following features of your choice. Each of these features has a suggested name, but you can choose any name for your signature move, preferably one that sounds good being chanted by a crowd and yelled by you while you perform it.

Foreign Object. You are proficient with improvised weapons, which count as monk weapons for you. Once on each of your turns, you can spend 1 ki point to add half your monk level to the damage of an improvised weapon.

Headbutt of Justice. Once on each of your turns when you miss with an unarmed strike, you can spend 1 ki point to follow it up with a quick headbutt. Make a second unarmed strike against the same target. The damage die of this unarmed strike is 1d8.

Infinity Suplex. While you are grappling another creature, you can use your bonus action and spend 1 ki point to end the grapple early by hurling your opponent over your shoulder and slamming them into the ground. Make an attack roll against the creature you are grappling. On a hit, the creature takes bludgeoning damage equal to 2d10 + your Strength modifier and is knocked prone. The grapple then ends.

OFF THE TOP ROPE

At 11th level, once per turn whenever you fall 5 feet or more immediately before making an unarmed strike, you can choose to either make a stunning strike without expending ki or to knock the target prone and automatically grapple the target on a hit.

CHOKED OUT

By 17th level, your chokeholds can knock out dragons. When you pin a creature grappled by you, you can spend 2 ki points to attempt to choke the creature out. The creature must make a Constitution saving throw with advantage against your ki save DC. On a failure, the creature is knocked unconscious, rather than restrained, until the start of your next turn.

MASK AND WRESTLING GIMMICK

People know you far and wide by the mask that you wear. Whenever you are in combat (and in much of your time outside combat) you wear a tight mask, made of leather or cloth, ornately decorated in a theme of your choice. Your mask's theme must tie into your wrestling persona, which you adopt to stir crowds and build your legend. For example, your mask might include furs to look like a werewolf, a fin to resemble a shark, or dark colors to evoke an executioner's garb.

Way of the Rose

One of several flower-themed monastic traditions practiced in the Feywild, the Way of the Rose emphasizes the importance of love and compassion in all things. Although the monastery is closely associated with the Rose Court, all are welcome to join, including human visitors from the Material Plane.

SWEET AROMA

Starting when you choose this tradition at 3rd level, your spirit has taken on a floral aspect, causing you to smell of roses at all times. You have advantage on Charisma (Persuasion) checks relating to love or romance. Furthermore, creatures with the Keen Smell trait (or similar abilities) have disadvantage on ability checks made to track you.

BLOSSOM BURST

At 3rd level, once on each of your turns when you hit a creature with an unarmed strike, you can spend 1 ki point to produce a vibrant eruption of flower petals which obscures the target's vision. Until the end of the target's next turn, it can see out to 5 feet but is blind beyond this radius. The flower petals follow the creature when it moves unless the creature takes the Dash action or moves more than 40 feet on its turn.

FALLING PETAL FLURRY

At 6th level, you can perform a special technique that allows you to disappear in a blizzard of rose petals. Whenever you use your Flurry of Blows, you can spend 1 additional ki point to teleport up to 10 feet in any direction. This movement can take place before, during, or after the attacks, but can't be split into two moves.

COLORS OF LOVE

By 11th level, you can manifest the love represented by the rose in a faintly glowing aura. When you finish a long rest, choose one of the following auras, which lasts until you use this feature to choose a different one. The aura radiates 5 feet from you.

Pink. The color of gratitude, attuning to the pink rose turns a good deed into its own reward. You can use the Help action as a bonus action to assist an ally within your aura.

Red. The color of desire, attuning to the red rose fills you with burning passion. A friendly creature other than you within the aura can use its bonus action when it hits with an attack to deal an extra 1d6 damage.

White. The color of purity, attuning to the white rose aligns your ki with the heavens. When a friendly creature other than you ends its turn within your aura, it gains temporary hit points equal to your Wisdom modifier.

WREATHED IN THORNS

Once you reach 17th level, you distract your foes with your stunning beauty and bouquets of flowers, opening them up to lightning-quick counterattacks. When you take damage from a creature you can see within 5 feet of you, you can spend 1 ki point as a reaction to make an unarmed strike against that creature.

Way of Street Fighting

The Way of Street Fighting is an urban discipline founded on necessity, whose blindingly fast, unique brand of martial arts has been honed and perfected in back-alley brawls and tournaments alike. Monks who adopt this relatively new technique place comparatively little value on spiritual enlightenment and karmic balance; the thrill of split-second timing, rapid combos, and decisive knock-outs drive them to become the best combatants in the world.

COMBO

Starting when you choose this tradition at 3rd level, you gain bonuses for successful consecutive hits on a single target. On your turn, you gain a +2 bonus to the attack rolls of your unarmed strikes for each hit that you have made on that target on your turn, to a maximum of +6. This bonus resets to 0 if you take damage on your turn.

IRON FIST

By 6th level, your unarmed strikes and monk weapons ignore the damage threshold of objects and deal maximum damage to them.

SPECIAL MOVES

At 11th level, you have memorized and mastered patterns of discrete movements that unlock your ki, allowing you to use the following special moves:

Ki Blast. You can channel your ki into a blast of energy. As an action, you can expend 2 ki points to make a ranged spell attack (using your Wisdom modifier + your proficiency bonus) against a creature you can see within 120 feet of you. On a hit, the target takes force damage equal to 6d8 + half your monk level.

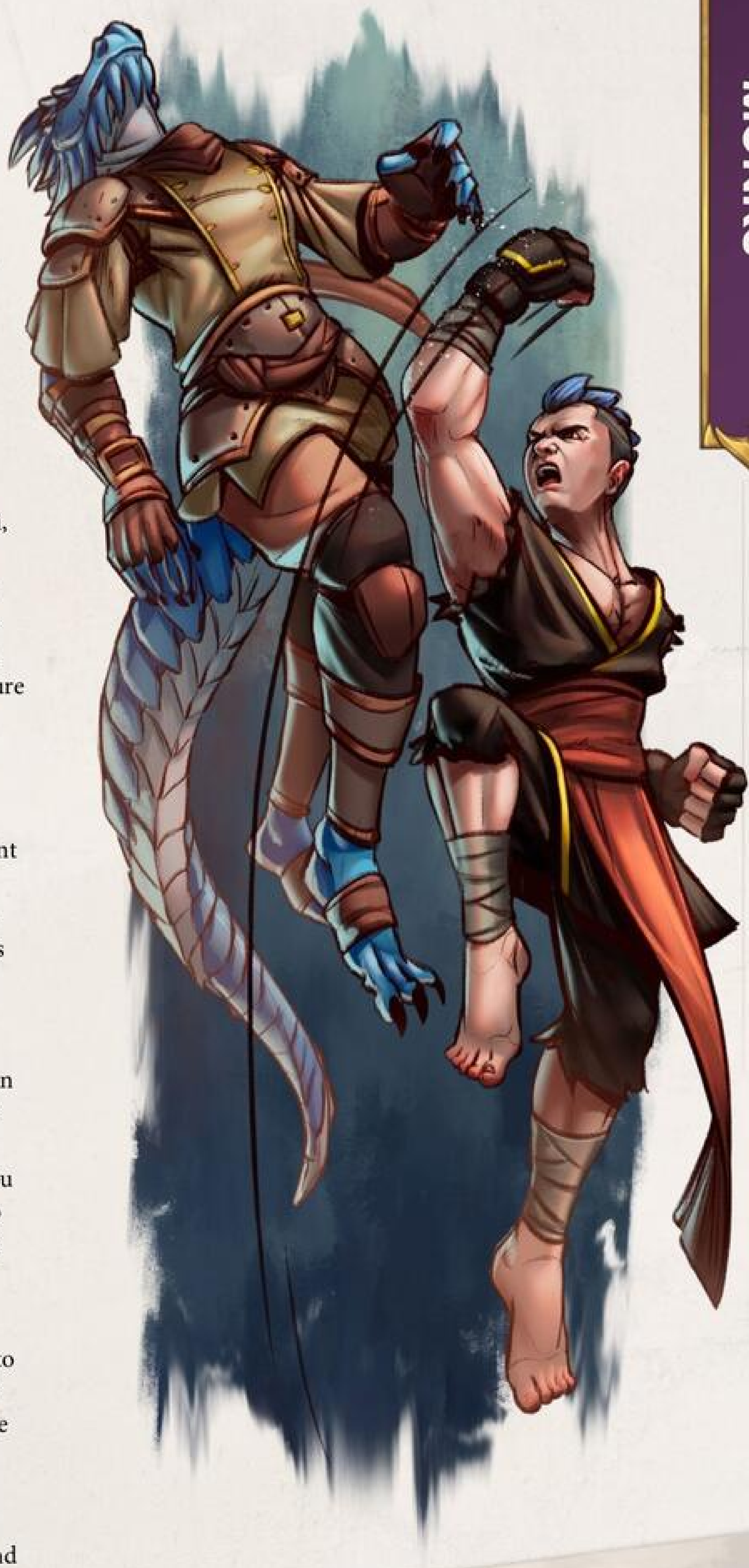
Uppercut. Immediately after you take the Attack action on your turn, you can spend 1 ki point to perform an uppercut. Make an unarmed strike as a bonus action. On a hit, if the target is Large or smaller and doesn't have all of its hit points, it takes damage as normal and is then knocked off its feet and falls prone.

Whirlwind Strike. Whenever you make a melee attack on your turn against a creature you can see, you can spend 1 ki point to lunge up to 15 feet toward your target before making the attack. This movement doesn't provoke opportunity attacks. You can perform this movement even if it causes you to travel through the air, though you fall after making the attack if you do not land on solid ground.

K.O.

Beginning at 17th level, you can spend 3 ki points to channel your ki into a single strike, knocking a foe unconscious. As an action, make an unarmed strike against a creature within your reach. On a hit, the target takes damage as normal. If the creature has 100 or fewer hit points after you deal damage, it is reduced to 0 hit points, is knocked unconscious, and becomes stable.

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



They're obligated to shout "Fatality!" after a fight.

PALADINS

What do you stand for? You might wave the banner of a noble house or sit at the right hand of a king, but your chivalry and courage mean nothing if they are not in service of a greater cause. Paladins begin their journey by finding an answer to that simple question, by finding a code worth living by and a goal worth dying for, encompassed in an unbreakable oath.

Paladins who have sworn different oaths may be no more similar than two perfect strangers, but those who swear themselves to the same cause are brothers and sisters, comrades until the end. Many form knightly confederations or grand lodges, but their headquarters differ from lonely monasteries. Theirs are active training grounds and staging areas to prepare their members for the daunting work their oaths demand.

Oath of Eternal Night

Paladins who swear the Oath of Eternal Night forgo the lofty standards of conduct and shining armor of their compatriots: instead, they don blackened armor and carry out assassinations, conduct subterfuge, and mete out vigilante justice under cover of night. Such paladins, often called ravens, bind themselves to higher ideals of justice, transcending law and allegiances, so that they can right the wrongs that go unpunished. Every foul action has its consequence, and when no others rise to the challenge, the blade of a raven is not far behind.

TENETS OF ETERNAL NIGHT

Paladins who swear the Oath of Eternal Night share a sense of moral absolutism and tend to believe in the following core tenets:

None are Exempt. Even kings and magistrates that write the laws must be held accountable to them.

Good of the Many. The needs of the many always outweigh the needs of the few. It is your charge to protect the weak when the powerful seek to oppress.

Knight of Night. When justice is not done in the light of day, it must be restored in darkness.

OATH OF ETERNAL NIGHT SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	*feather fall, longstrider*
7th	*find steed, misty step*
15th	*fly, haste*
18th	*dimension door, freedom of movement*
20th	*passwall, teleportation circle*

PALADIN SUBCLASSES

SACRED OATH	DESCRIPTION
Oath of Eternal Night	A stealthy, brooding vigilante who probably dresses like a bat
Oath of Heresy	A blasphemer and revolutionary who has turned their back on their faith
Oath of Revelry	A party-paladin who keeps their allies dancing no matter what
Oath of Storms	A wandering paladin pledged to the superstition of storms and the sea
Oath of the Sun	A devotee of sunlight worship, bearing scorching rhetoric and spells
Oath of Winter	Keeper of a frigid oath, imbued with powers of elemental ice

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Cover of Darkness. As a bonus action using your Channel Divinity, you can create a 15-foot-radius sphere of magical darkness centered on a point you can see within 30 feet of you. This sphere spreads around corners and lasts for one minute. You can see through darkness you create in this way.

Shrouded Armor. As an action using your Channel Divinity, you can draw shadowstuff from the Plane of Shadow and imbue it upon a suit of armor you are wearing. This armor is cloaked in a tenebrous swirl and reflects no light. You can add your Charisma modifier to Dexterity (Stealth) checks you make while wearing the armor, and the armor doesn't impose disadvantage on your Stealth checks.

This effect ends after 8 hours, or if you end the effect on your turn (no action required). The effect ends early if you remove your armor or fall unconscious.

SLIP INTO THE SHADOWS

At 7th level, you and friendly creatures within 10 feet of you can take the Hide action as a bonus action.

At 18th level, the range of this aura increases to 30 feet.

CLOAK OF NIGHT

At 15th level, as a reaction when you take damage, you can shed small flakes of darkness which briefly whirl around you before disappearing. The next attack roll made against you before the start of your next turn has disadvantage.

SHADOW FORM

At 20th level, you can assume the form of a tenebrous stalker, drawing incredible power from the darkness around you. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits while you are within dim light or darkness:

- You have advantage on Strength, Dexterity, and Constitution checks.
- As a bonus action, you can teleport up to 60 feet to an unoccupied space you can see that is also within dim light or darkness.
- Once on each of your turns when you hit a creature with a melee weapon attack, you can deal an extra 3d6 necrotic damage to the target.

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

Oath of Heresy

Heretics come in all forms, but those who swear an Oath of Heresy have borne witness to a great revelation: the prophets of history are false and their clerics have been misled, for the gods have deceived the entire world. Heretics vow to spread their truth to whoever will listen, rebuffing holy men and inquisitors that lack the sense to share in their revolution. Naturally, heretics end their crusades in one of two ways: canonized for revolutionizing the faith, or burned at the stake for their transgressions.

Heretics might embrace any fundamental truth that goes unrecognized. Many believe the gods are fundamentally false—a trick wrought by celestials or high priests—while others simply profess the nonnecessity of deities to gain entry to an afterlife. Others attack fundamental pillars of faith that are erected on prejudicial beliefs, such as priestly orders that disallow people of different races or genders to their own. No matter what truth they embrace, these paladins are empowered by their belief and their oaths (as all paladins are), and so can crusade in active rebellion against the gods.

TENETS OF HERESY

By swearing your oath, you vow to spread truth far and wide according to the following tenets.

Spread the Revolution. Share the truth with everyone. Where truth itself does not dispel the lies, your sword might dispense truth of its own.

Defy Convention. You stand to shatter the laws that seek to contain the truth. Don't dwell on tradition as you seek to remake it.

Speak Truth to Power. Confront the powerful with your truth, and don't let them turn away. Only by embracing the truth can they enact change.

OATH OF HERESY SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	*illusory script, protection from evil and good*
7th	*magic weapon, zone of truth*
15th	*dispel magic, speak with dead*
18th	*banishment, private sanctum*
20th	*dispel evil and good, legend lore*

TRUE NATURE OF THE GODS

The GM decides the true nature of the gods, and may choose to keep this truth ambiguous or hide it from the players. Perhaps the gods are ascended mortals, living long but finite lives. Maybe they don't exist at all, and are mere constructs fueled by belief. They might even be a fabrication orchestrated by the high priests of temples and legions of unwitting followers. Paladins are empowered by their causes, so a paladin that swears the Oath of Heresy carries as much authority as any other, regardless of the true nature of divinity.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Blaspheme. As an action using your Channel Divinity, you speak profound, heretical words which shake the room. Each creature you choose within 30 feet must make a Wisdom saving throw. On a failed save, a creature takes 2d6 psychic damage for each point of your proficiency bonus and is deafened for 1 minute. On a success, a creature takes half as much damage and is not deafened.

Turn the Holy. As an action using your Channel Divinity, you censure celestials and holy men. Each celestial that can see or hear you within 30 feet of you must make a Wisdom saving throw. Each humanoid within range that can cast 1st-level spells or higher using Wisdom as their spellcasting ability score must also make a Wisdom saving throw. If a creature fails its saving throw, it is turned for 1 minute 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.

GODLESS AURA

Beginning at 7th level, your aura divorces the area around you from divine powers. When a creature other than yourself within 10 feet of you regains hit points, you can choose for that healing to fail and have no effect. Furthermore, you can use your reaction to cast *counterspell*, without using a spell slot or spell components, to interrupt any spellcaster using Wisdom as their spellcasting ability score to cast a spell of 1st level or higher within 10 feet of you.

At 18th level, the range of this aura increases to 30 feet.

IMPLACABLE WILL

By 15th level, you can reroll with advantage a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

APOSTATE

At 20th level, fully divorced from the will of the gods, you can use your action to assume a form empowered by the influence of your blasphemy, an anti-apotheosis. You gain the following benefits for 1 minute:

- You can use your Blaspheme Channel Divinity as a bonus action without using your Channel Divinity. When you use this ability this way, it deals 4d6 psychic damage on a failed save, and half as much on a success.
- You gain 20 temporary hit points at the start of each of your turns.

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

Oath of Revelry

Paladins who swear the Oath of Revelry make a solemn vow to party day and night until their hearts give out. The antithesis of stuffy, lawful crusaders, these emissaries of carousal travel the land, crashing parties and raising hell wherever they raise a glass. Authorities bristle at their arrival, but the youth cheer, for a Party Paladin is always accompanied by a good time.

TENETS OF REVELRY

Many paladins who swear the Oath of Revelry choose to abide by the Codicus Brodicus, a doctrine of moral judgments, both foul and fair, about the way one should conduct life and party. In general, paladins who take this oath abide by the following principles:

The Party Don't Stop. Every occasion deserves celebration, and everyone should be invited.

Work Hard, Party Hard. Without planning and effort, a good bacchanal has no momentousness. Bring your "A" game to events.

Fight for Your Right to Party. Those who would stand in your way need to be reminded what it's like to have a good time, or failing that, be circumvented.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	*charm person, hideous laughter*
7th	*calm emotions, enhance ability*
15th	*create food and water, hypnotic pattern*
18th	*compulsion, freedom of movement*
20th	*geas, telepathic bond*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Conjure Drink. When you finish a long rest, you can use your Channel Divinity to summon to your flask a frothy ale from the heavens itself. Up to three creatures can drink from this flask, and each has advantage on the next saving throw it makes before it takes a long rest, after which the buzz wears off. When you take a short rest, any remaining ale becomes nonmagical.

Song and Dance. You can use your Channel Divinity as an action to dance a catchy jig. Each creature you choose within 15 feet must make a Wisdom saving throw or join in. Creatures continue to dance as long as you do.

Creatures that can't be charmed are immune to this effect. This effect ends for a creature if you choose to end it on your turn (no action required), or if the creature reattempts the Wisdom saving throw at the end of its turn and succeeds.

A creature that is dancing spends all its movement tapping its feet and shuffling about without leaving its space. It also has disadvantage on Dexterity saving throws and attack rolls that rely on Dexterity.

AURA OF FRATERNITY

At 7th level, you and your allies fight better together. While you have one or more ally adjacent to you, you and each of your allies within 5 feet deal an extra 1d4 damage on melee attacks.

At 18th level, the range of this aura increases to 15 feet.

MERRYMAKER

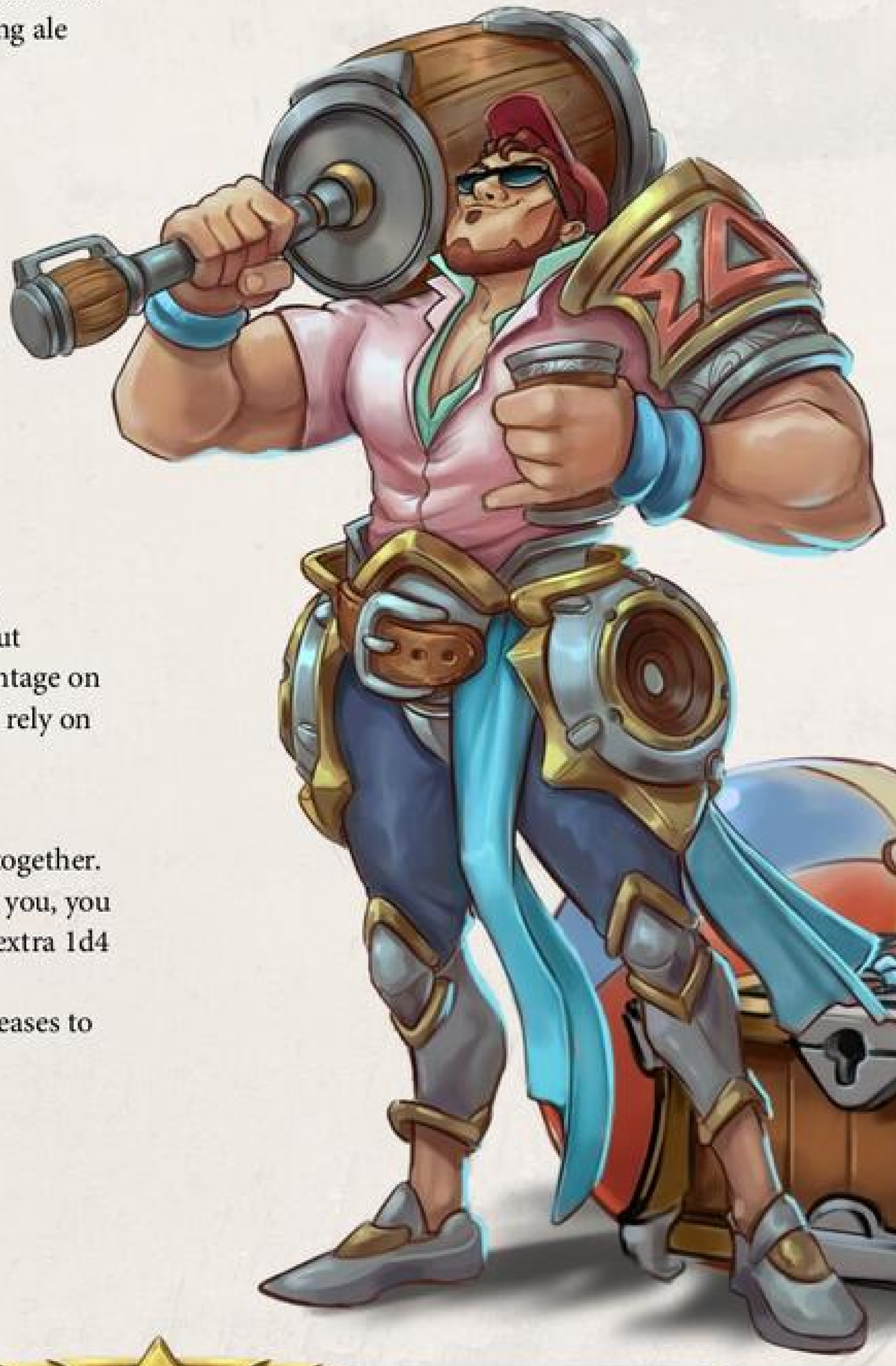
At 15th level, when you or a friendly creature within 30 feet of you makes an ability check or saving throw that doesn't have disadvantage, you can cause it to be made with advantage.

You can use this ability three times, and regain all expended uses when you finish a long rest.

PARTY ANIMAL

Starting at 20th level, you can use your action to transform into an embodiment of partying. You sprout horns like a satyr and emanate a 30-foot aura of gaiety. For the next minute, you and friendly creatures within the aura can't be blinded, deafened, exhausted, or poisoned. Additionally, at the start of each of your turns, you and each friendly creature that isn't incapacitated within the aura regains 10 hit points.

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



Oath of Storms

The Oath of Storms calls paladins to the salty brine and choppy seas, the altar of the raging storm. Paladins who swear this oath embrace the sea's dispassionate neutrality and uphold few core tenets. With rare exceptions, these paladins are directionless crusaders, guided by the winds and tide, and might maintain distant lighthouses, hunt down vicious pirates, or seek undiscovered lands, as the gales dictate. However, storm knights, as they are often called, have a long memory for vengeance and deep penchants for superstition. Always listen to the wisdom of a storm knight, lest the winds turn foul and the ocean tempestuous.

TENETS OF THE STORM

Storm knights swear their oaths on sailing superstitions and unspoken laws of the sea, often containing the following principles:

Safe Harbor. Protect sailors and wise captains that respect the laws of the ocean. No gale should break their masts while you are aboard.

Howling Gales. The winds should steer your journey, wherever they might take you. Furthermore, it is proper that the winds should often guide you into storms.

Thunderous Castigation. The fury of the storm demands equal reprisal for all slights, major and minor. Doing otherwise is bad luck.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	*fog cloud, thunderwave*
7th	*gust of wind, hold person*
15th	*call lightning, wind wall*
18th	*control water, ice storm*
20th	*commune with nature, hold monster*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Thunderous Revenge. You can use your Channel Divinity to strike back with the fury of a storm. Immediately after a creature you can see within 30 feet of you deals damage to you with an attack, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes lightning damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Walk on Waves. As a bonus action, you can use your Channel Divinity to befriend the sea. For the next hour, you gain the benefits of the *water walk* spell, and your speed doubles while you are walking on water.

VORTEX AURA

Starting at 7th level, you can use your bonus action to summon a strong wind to whirl around you in a 10-foot radius until you dismiss it on your turn (no action required). While your vortex is active, its area counts as difficult terrain for creatures other than you. The wind extinguishes unprotected flames, such as candles and torches, and disperses gases and vapors within its area.

At 18th level, the radius of this aura extends to 30 feet and you can choose creatures within the aura to be unaffected by it.

STORM SOUL

Starting at 15th level, you have resistance to lightning damage. Additionally, when a creature within 5 feet of you attacks you while you aren't incapacitated, it takes lightning damage equal to your Charisma modifier.

THUNDER GOD

At 20th level, as an action, you can mantle yourself in the powers of a tempest deity. For 1 minute, your body crackles with thunder and lightning and your eyes glow blue, revealing a raging storm within. You gain the following benefits:

- You are immune to lightning and thunder damage.
- You gain a flying speed of 60 feet.
- You can cast the spell *call lightning* as a bonus action on your turn as a 5th level spell without using a spell slot or spell components, and can use your bonus action to call down lightning using the spell on subsequent turns.

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

Oath of the Sun

In the wastes, the sun is a double-edged sword: though it brings light, warmth, and nourishment to the desert's scant greenery, it also burns, blinds, and can destroy those who do not respect it. Paladins who take the Oath of the Sun understand the sun's dual nature, and strive to both bring its light to the darkest reaches of the world and protect those who fall prey to the sun's rays out of happenstance or misfortune.

Unlike other paladins, most brothers who take the Oath of the Sun belong to a clergy of a sun god of some sort, be it Amaterasu, Apollo, Ra, or any other. They most often serve as templars, protecting their temples from raiders, bandits, and more supernatural threats. They are uniformly good, but have little adherence to laws other than those of their faith.

TENETS OF THE SUN

The Oath of the Sun is always taken in public at the height of noon, among the congregation of the paladin's church.

The Sun Rises. The sun rises over the horizon each day, without fail, spreading light over the whole of the world. So should you never fail in your task to spread your faith and knowledge every day.

The Sun Blazes. Under the noonday sun, only the pure may survive for long. Those that fear the sun must see its light, so as to burn away their impurity.

The Sun Sets. The sun must rest each night, and give the world a chance to sleep. So too should you give rest to your fury and righteousness in the service of mercy, though only to those who deserve it.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	*burning hands, guiding bolt*
7th	*darkvision, scorching ray*
15th	*daylight, spirit guardians*
18th	*fire shield, wall of fire*
20th	*flame strike, hallow*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Glorious Radiance. As an action, you can use your Channel Divinity to radiate sunlight. While this effect is active, you shed bright light out to a radius of 30 feet. Additionally, you gain a number of temporary hit points equal to your paladin level + your Charisma modifier. If a creature hits you with a melee attack while you have these hit points, you can use your reaction to deal 5 points of radiant damage to it. This effect lasts for 1 hour, ending early if the hit points are expended or you dismiss it on your turn (no action required). When you reach 11th level, the effect deals 10 points of radiant damage, and at 17th level, it deals 15 points of radiant damage.

Solar Flare. As an action, you can emit a blinding flash of light using your Channel Divinity. When you do so, each creature you choose within 20 feet of you must make a Constitution saving throw or be blinded for 1 minute. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

SUN'S WARMTH

At 7th level, you and all friendly creatures within 10 feet of you have resistance to cold and fire damage, and can tolerate temperatures as low as -50 degrees Fahrenheit and as high as 300 degrees Fahrenheit. Additionally, when you deal fire damage, you can choose to deal radiant damage instead, or vice versa.

At 18th level, the range of this aura increases to 30 feet.

INCANDESCENT FURY

At 15th level, the damage die for your Improved Divine Smite becomes a d10.

ZENITH

At 20th level, as an action on your turn, you can fill yourself with the sun's brilliant wrath. You can cast the spell *sunbeam* without using a spell slot. Additionally, at the start of each of your turns during this spell's duration, you regain hit points equal to your Charisma modifier if you have no more than half your hit points left. Once you use this ability, you must finish a long rest before you can do so again.

Oath of Winter

The Oath of Winter was originally a concord between a paladin and an ancient being of ice, Father Winter. With this treatise, the paladin swears to stand vanguard against the cold, protecting the innocent from the ravages of winter's ice and the horrors of the bitter north. Even as Father Winter has faded into obscurity with the march of centuries, the order of paladins sworn to this oath has remained, their concord and duty neverending.

TENETS OF WINTER

Your concord with Father Winter, enumerated in your oath, is based on the following principles:

Winter's Snow. Though the winter is long and harsh, it is not altogether evil. Your concord with Father Winter himself is proof of that.

Winter's Wind. With the coming of winter frosts are harsh dangers and frigid creatures not found in the summer. It is your duty to protect the innocent from this peril.

Winter's Throne. Seeking to unseat Father Winter from his throne of ice is to break your vow. No matter the evils of his reign, never break your concord. Seasons change, but your oath does not.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
1st	*create or destroy water, fog cloud*
3rd	*hold person, shatter*
5th	*sleet storm, slow*
7th	*fire shield, ice storm*
9th	*cone of cold, hold monster*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Ice Armor. As a bonus action, you can use your Channel Divinity to wreath your armor in a thick layer of protective ice. You gain a number of temporary hit points equal to twice your paladin level + your Charisma modifier. You subtract fire damage from your temporary hit points as if you were vulnerable to it, but if fire damage reduces your

temporary hit points to zero, you don't subtract the remaining fire damage from your hit points, as your melting ice neutralizes the excess heat.

North Wind. You can use your Channel Divinity as an action to breathe a hoary wind. Each creature within a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 2d6 cold damage for each point of your proficiency bonus, and its speed is halved until the start of your next turn. On a successful save, a creature takes half as much cold damage and its speed is not halved. A creature killed by this ability becomes a frozen statue until it thaws.

Frigid Aura

Beginning at 7th level, you emanate bitter cold and draw heat from the room. You and friendly creatures within 10 feet of you have resistance to cold and fire damage.

At 18th level, the range of this aura increases to 30 feet.

Iceflesh

By 15th level, when you take damage or are blinded, deafened, paralyzed, petrified, or poisoned, you can use your reaction to freeze the blood in your veins, delaying the effect. The damage or condition is suspended for 1 minute, after which it resumes and affects you normally. This ability pauses the duration of spells that affect only you to impose a condition, and the spellcaster doesn't need to maintain concentration on such a spell until the effect resumes. You can only freeze one condition or instance of damage at a time. Once you use this ability, you can't use it again for 1 minute.

Father Winter

Starting at 20th level, you can invite upon yourself the purest cold, becoming an effigy of Father Winter. For the next hour, you gain the following benefits:

- You are immune to cold damage.
- When a creature within 5 feet of you deals damage to you while you aren't incapacitated, it takes 2d10 cold damage.
- You emit a frigid 10-foot-radius aura that freezes the ground around you. The area of this aura is difficult terrain. You can choose for creatures to be unaffected by it.
- On your turn, you can draw the heat from the room, extinguishing any nonmagical fires you can see within 30 feet (no action required.)

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

RANGERS

To see the furthest horizons, to set foot on new lands, to cross the breadth of continents: this is the substance of a ranger's wanderlust. Rangers are consummate explorers, people who can survive in any environment—second only to druids in their connection to nature.

But the endless travel changes people. Rangers that rove out on long journeys seldom return the same. Their newly acquired skills and specialties manifest in an archetype, a focus of skills which sets them apart from other rangers, and indeed, all other warriors.

Beastborne

Whether by infected bite or insidious curse, your blood was marked by the indelible stain of beasthood, a curse of lycanthropy. A new form, a primal, bestial self, lies just beneath your skin, awaiting the allure of blood and the thrill of a hunt to emerge in a terrible spectacle. Perhaps, if you can avoid the violence of combat or the siren call of moonlight, you can resist the lycanthropic urge. Or perhaps you see the infection as a blessing, a fearsome weapon, with claws that rend and teeth that bite.

SHAPECHANGER

Beginning when you choose this archetype at 3rd level, your body is stained by a lycanthropic curse which struggles to escape from you at all times. You gain the shapechanger subtype; your true form is a ghastly hybrid of beast and man. Additionally, you gain the following abilities:

DARKVISION. You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

KEEN SMELL. You have advantage on Wisdom (Perception) checks that rely on smell.

BESTIAL ASPECT

At 3rd level, as blood is shed, you gradually lose control and slip into a beastlike form, ravenous and hungry for carnage. Whenever you take damage or deal damage to a hostile creature with an attack, add the total number together; this is your damage pool. You gain a bonus to your damage rolls, as well as additional beastlike abilities, according to your total damage pool, as shown on the Bestial Aspect table. After 1 minute of taking and dealing no damage, reset your damage pool to 0.

WOLFBANE FURY

Starting at 7th level, you can whip yourself into a lycanthropic fury. As a bonus action, you can roll 4d6 and add the total to your damage pool.

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

HOWLING CARNAGE

Beginning at 11th level, whenever your damage pool exceeds 50, you attack three times with your claws, instead of twice, whenever you take the Attack action on your turn.

RELENTLESS BLOODLUST

By 15th level, not even death can hold back your transformation. When you are reduced to 0 hit points and aren't killed outright, you can choose to drop to 1 hit point instead. Add the total damage you would have taken to your damage pool. Once you use this ability, you can't use it again until you finish a long rest.

RANGER SUBCLASSES

RANGER ARCHETYPE	DESCRIPTION
Beastborne	A type of lycanthrope, gradually transforms into a ferocious beast
Freerunner	An agile runner that uses their momentum to strike harder
Highwayman	An eagle-eyed specialist in opportunity attacks, ambushes, and heists
Spellbreaker	A witch-hunter and mage-killer with unique antimagic abilities
Trophy Hunter	Hunts down the largest and most dangerous creatures to make trophies of the kill
Vigilante	Sometimes the city just needs a masked hero to punch crime in the face

BESTIAL ASPECT

DAMAGE POOL	DAMAGE BONUS	ABILITY
0	—	—
10	+2	You sprout a set of vicious claws, which are natural weapons you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Your claws as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
20	+2	You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.
30	+2	Your walking speed increases by 10 feet.
40	+3	You gain blindsight with a range of 10 feet.
50	+3	You gain a climbing speed equal to your walking speed.
70	+3	Your walking speed increases by an additional 10 feet (20 feet total).
100	+3	Your claws deal an extra 1d6 slashing damage on a hit.

Freerunner

Agile, evasive, and unmoored from the constraints that slow down other rangers, the archetypal freerunner is supremely nimble and capable of crossing terrain faster than anyone else. They accomplish this through a skilled combination of dashing, leaping, and nimbly climbing that guides them down clever paths through their environments. Moreover, an adept freerunner can convert the momentum from their gymnastics into deadly force, crushing their enemies with exceptional impact from unexpected directions.

A freerunner is most at home in a city or in the treetops of a great forest, for their unique movement requires a place that is steeped with complex geometry which reaches high into the sky. Of course, even on flat terrain, a freerunner's agility is not to be underestimated, for they can dive through a giant's legs or scurry up its back with ease.

FREERUNNING

Starting when you choose this archetype at 3rd level, you have trained extensively to move freely over and through any terrain using only the abilities of the body. You have advantage on Dexterity (Acrobatics) checks made to navigate obstacles while running and can use Dexterity in place of Strength when making a Strength (Athletics) check to climb, jump, or swing on a rope.

Additionally, you have mastered a number of techniques. You can use your freerunning techniques a number of times equal to your Dexterity modifier, and regain all expended uses when you finish a short or long rest. While in your favored terrain, using a technique doesn't count against your total number of uses.

Slide. As a bonus action, you can move up to 10 feet without spending movement through another creature's space or squeeze up to 10 feet through a smaller space.

Tumble. As a bonus action, you can nimbly jump, dive, or roll up to 10 feet in a straight line without spending movement. During this movement, any attacks of opportunity made against you have disadvantage.

Wall Run. As a bonus action, you can choose to run along a vertical surface as part of your movement. Until the end of your turn, you gain a climb speed equal to your walking speed. If you jump while running along a wall, you can complete the distance of your jump, even if doing so would exceed your speed.

MOMENTUM

At 3rd level, if you move through a hostile creature's space, leave a creature's reach, or move at least 15 feet, you deal an extra 1d6 damage on the next weapon attack you make on your turn.

EVASIVE FIGHTER

Beginning at 7th level, when you use a freerunning technique, you gain a +2 bonus to your AC until the start of your next turn.

HIT HARD, HIT FAST

Starting at 11th level, the extra damage from your Momentum feature increases to 2d6.

NIMBLE DODGE

At 15th level, when a spell or other effect would have you make a saving throw due to being in an area of effect, you can use your reaction to move up to half your speed, potentially moving you outside the effect's area.

Highwayman

For bandits, bank robbers, and green-clad folk heroes, there's no better way to make money than robbing nobles at knifepoint, especially in caravans. None are more prosperous at roadside robbery, perhaps, than highwaymen, who leverage their stealth and numbers to steal anything they wish before escaping into the trees with their bounty. A team of bandits works in smooth coordination, watching each others' backs in a choreographed theater of shouting, looting, and cutting down anyone who runs.

NOBODY MOVE!

Beginning when you choose this archetype at 3rd level, you've taken to working with a team of accomplices to rob lucrative, well-defended targets, such as caravans, banks, and groups of unsuspecting nobles. When a creature you can see provokes an opportunity attack from a friendly creature, you can use your reaction to make an opportunity attack against it using a ranged or melee weapon.

This attack occurs before the provoking creature moves and before the friendly creature can make an opportunity attack.

MERRY CONFEDERATES

At 3rd level, when you and two or more friendly creatures hide in preparation for an ambush, you and any friendly creatures hiding with you have advantage on your Dexterity (Stealth) checks.

VANTAGE POINT

By 7th level, you can quickly scale walls to gain a perch above your foes. Climbing no longer costs you extra movement. In addition, by climbing at half speed, you can climb up difficult surfaces (such as vertical walls) without making an ability check.

NO SERIOUSLY, DON'T MOVE!

Beginning at 11th level, your jumpy, shoot-them-in-the-back philosophy has started to show dividends. You can make two attacks with a ranged or melee weapon, instead of one, when you make an opportunity attack.

GET OUT OF DODGE

By 15th level, you'll escape the long arm of the law or die trying. When you take the Disengage action on your turn, you gain two of the following benefits as a part of that action:

- You gain the benefits of the Dash action.
- You can take the Use an Object action.
- You can make one weapon attack against a creature you can see.
- You can attempt to shove a creature.
- You take half damage from falling and your jump distance doubles until the start of your next turn.

Spellbreaker

When a wizard embraces forbidden, volatile magic, or a sorcerer loses control of their arcane power, a spellbreaker is not far behind. This ancient order of rangers tracks dangerous spellcasters, from rogue bards to demonic warlocks, and eliminates them before their magic can wreak havoc on an entire city or endanger the multiverse itself. They are trained in techniques to bypass magical defenses and rip small holes in the fabric of magic itself to catch unaware any spellcaster caught in their midst. While most spellbreakers execute their quarry or capture them for the authorities, a few still burn witches at the stake, earning all spellbreakers a grim reputation. For this reason alone, a mage on the run has good reason

to look over their shoulder and fear the spellbreaker's arrival.

SPELLBREAKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Spellbreaker Spells table. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

SPELLBREAKER SPELLS

Ranger Level	Spell
3rd	*detect magic*
5th	*see invisibility*
9th	*counterspell*
13th	*freedom of movement*
17th	*scrying*

ANTIMAGIC STRIKE

At 3rd level, you've mastered the mage-slaying technique of cutting through magic itself. Once on each of your turns, when you make an attack against a creature you can see, you can use your bonus action to deliver a small antimagic pulse. For the duration of the attack and damage rolls, the effects of spells targeting the creature, as well as the properties and powers of magic items worn or carried by the creature, are suppressed. This disrupts spells like *mage armor* or *mirror image* which protect the creature, as well as spells like *hellish rebuke* which are triggered as a reaction to the attack or damage roll. On a hit, the creature takes an extra 1d6 force damage, or an extra 2d6 force damage if it was concentrating on a spell when it was attacked.

SPELL RESISTANCE

By 7th level, you can shake off even the most potent magic. You have advantage on saving throws you make against spells.

ARCANE BURST

Beginning at 11th level, you've learned to rip at the fabric of magic itself. As an action, you can expend a spell slot to create a small arcane explosion centered on yourself in a 10-foot-radius sphere. Each creature other than you within the area must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes force damage equal to half your ranger level, plus 1d8 for each level of the spell, or half as much on a successful save.

I cannot express how many "spellbreakers," "mage-slayers," and "lich banes" have paid me a visit.

One even tried to dress up as a maid and clean the floors of my Spire! They did a pretty good job dusting the statues before they decided to bust out the antimagic strike.

ANTIMAGIC CURSE

Starting at 15th level, you've mastered the art of tearing small, persistent holes in the fabric of magic, and attaching them to unfortunate souls. As an action, you create a 5-foot diameter sphere of antimagic, centered on a point you choose within 60 feet, as per the spell *antimagic field*. If the point you choose is on a creature, the sphere moves with the creature. This *antimagic field* lasts for 1 minute, or until you choose to end it on your turn (no action required).

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

Trophy Hunter

Many rangers steal out into the wilds to slay dire beasts that encroach upon civilization, safeguarding cities and towns from their animalistic fury. But some rangers take this further, obsessing over a single kill at a time and hunting their quarry to the ends of the earth. Archetypal trophy hunters might track any creature, provided that it is as threatening as it is colossal, but are so named for the horns, claws, and teeth they bring back—trophies of a successful hunt.

VISCERAL ATTACK

Beginning when you choose this archetype at 3rd level, you can make the most out of a solitary strike. When you deal damage with a weapon attack, you can choose to deal maximum damage with that weapon's damage dice. This ability doesn't apply to additional sources of damage, such as from a rogue's Sneak Attack or the *hunter's mark* spell.

Once you use this ability, you can't do so again until you finish a short or long rest.

TROPHY

At 3rd level, you can draw strength from your defeated enemies. Whenever you slay a Large or larger beast, giant, humanoid, monstrosity, or undead, you can take a body part as a trophy. You do not need to have dealt the killing blow, but you must have dealt damage to the creature during the combat that killed it. Harvesting a body part in this way is a process that takes 1 minute. Over the course of a long rest, you can apply a mixture of herbs and preservatives worth 50 gp to the body part, after which it becomes a trophy.

You can wear one trophy at a time, and when you take a short or long rest, you can change which trophy you are wearing. While wearing a trophy, you gain the following benefits:

- Creatures of the same type as the trophy are treated as your favored enemy.
- You gain a +2 bonus to damage rolls you make against creatures of the trophy's type.
- You gain a +2 bonus to AC and saving throws against the attacks and effects of creatures of the trophy's type.

Starting at 6th level, you can make a trophy from an aberration, celestial, construct, dragon, elemental, or fiend you have slain.

CLEVER WRESTLER

Beginning at 7th level, your experience escaping from gnashing teeth, writhing tentacles, and slashing claws has made you hard to pin down. Whenever you are grappled, you can use a bonus action to end the grapple without making an ability check and move 5 feet without provoking opportunity attacks.

FELL THE LEVIATHAN

At 11th level, you are a master of capitalizing on the weaknesses of larger foes. When you take the Attack action on your turn targeting a Large or larger creature, you can make an additional attack.

MASTERFUL SIDESTEP

At 15th level, you are a blur across the field of battle, avoiding attacks that would slay others. When you are hit by an attack, you can use a reaction to immediately move half your movement without provoking opportunity attacks.

Vigilante

When evildoers run rampant and the city calls out for justice, vigilantes rise to the occasion. Clad in larger-than-life personas, capped off with capes, masks, pairs of tights, or some combination thereof, vigilantes embark on a crusade against villainy in all its forms. Many vigilantes are beacons of hope, dispatching foes with fighting prowess and dramatic flair, while others paint themselves as brooding anti-heroes, out for themselves and seeking some kind of vengeance against the criminal underworld.

HEROIC MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Heroic Spells table. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

HEROIC SPELLS

Ranger Level	Spell
3rd	*jump*
5th	*enhance ability*
9th	*fly*
13th	*private sanctum*
17th	*passwall*

MASKED PERSONA

At 3rd level, you assume a costumed alter ego to conceal your identity as a crime fighter. While wearing a mask or costume, your AC equals 10 + your Wisdom modifier + your Dexterity modifier.

d8	Costume
1	Domino mask
2	Animal gimmick
3	Embarrassingly tight spandex
4	An accessory, such as a pair of spectacles, which doesn't adequately conceal your face
5	Pots and pans, which make you look like an iron golem
6	Nothing, sans one article of clothing for modesty
7	Normal clothing in bright hues
8	Dramatic cape and cowl

HAND-TO-HAND

At 3rd level, you have learned to fight using nothing but your bare hands and an array of "Pows" and "Blams." You gain the following benefits while you are unarmored or wearing only light armor:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- Your unarmed strikes deal improved damage, and further improve as you gain levels in this class, as shown on the Unarmed Damage table below.
- When you hit a creature with an unarmed strike, you can use your bonus action to add an extra unarmed strike damage die to the damage roll.

UNARMED DAMAGE

Ranger Level	Unarmed Strike Damage
3rd	1d6
5th	1d8
11th	1d10
17th	1d12

Starting at 7th level, your unarmed strikes are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FLASHBANG

Starting 7th level, you carry a number of flashpaper bombs for quick escapes and dramatic entrances. As a bonus action, you throw a concussive bomb at your feet, disorienting and distracting nearby foes. Each creature within 5 feet of you can't take reactions until the start of its next turn.

BIFF! BAM! POW!

Beginning at 11th level, you can unleash a barrage of punches in the name of justice! Whenever you make an unarmed strike on your turn, you can choose to make two unarmed strikes with disadvantage. These attacks always have disadvantage, regardless of circumstance.

CATCHPHRASE!

By 15th level, your personal catchphrase has gained supernatural levels of cultural cache. You can utter your catchphrase whenever you hit a creature with an attack roll, beat a creature in an opposed Strength, Dexterity, or Constitution check, or when you succeed on a saving throw. Until the start of your next turn, you have resistance to all damage and can add your Wisdom modifier to damage rolls.

Once you use this ability, you can't use it again until you score a critical hit or finish a short or long rest.

ROGUES

Subtlety comes in many forms: a dagger in the night, a sly word and a glinting smile, silent fingers lifting a bag of coins. All rogues are bound together by their prevailing subtleties, but it is the skills which they develop around using this subtle nature that differentiate them into specialized roles. Many rogues are specialized around a favored criminal profession, from petty theft to assassination, while others learn increasingly intricate and arcane skills that separate them from common cutpurses. Each roguish archetype has its purpose in a criminal enterprise or an adventuring party, whichever the rogue happens to choose.

Arachnoid Stalker

A life-changing event, such as being cursed by a drider warlock or being bitten by a dangerously transmuted arachnid, has imbued you with the properties of a spider. This transformation might have left you physically unchanged, or you could have a half-dozen eyes, lanky and hairy limbs, or a set of inhuman mandibles. Whatever the transformation's side effects, you can now produce deadly poison and ropes of silken web from your palms, and eventually can scale the wall with your fingertips.

WEBBING

Starting when you choose this archetype at 3rd level, you can magically produce sticky, silken spider webs from your palms. You can project a line of web as a bonus action, allowing you to create a temporary rope, pull an unattended object, close doors, or snatch a small object weighing less than 10 pounds within 60 feet. This line of web dissolves after 1 minute.

If you project the line of web at a point you can see within 60 feet, you can pull yourself to that point in a straight line. This expends movement and provokes opportunity attacks normally.

You can use this ability as a reaction when you fall to pull yourself up to 10 feet in any direction, or create a rope of web of up to 60 feet in length and anchor it to a point you choose.

VENOMOUS STRIKE

Also at 3rd level, you can produce an endless supply of deadly spider venom. When you deal Sneak Attack damage to a creature, you can choose to change the Sneak Attack damage dice to d8s and cause it to deal poison damage.

WALL CRAWLING

Starting at 9th level, you have the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

Additionally, if you are on a ceiling, you can hide from any creature that is at least 10 feet or more below you even if you otherwise lack appropriate cover.

WEB WALKER

Beginning at 13th level, you can cast the spell *web* at will, without using a spell slot or spell components. Your save DC for this spell equals 8 + your Dexterity modifier + your proficiency bonus. Additionally, you ignore movement restrictions caused by webbing.

PARALYTIC VENOM

Beginning at 17th level, when you use your Venomous Strike to deal poison Sneak Attack damage to a creature, you can force that target to make a Constitution saving throw (DC equals 8 + your Dexterity modifier + your proficiency bonus). If the target fails its saving throw, it is paralyzed for 1 minute. The paralyzed creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

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

ROGUE SUBCLASSES

ROGUISH ARCHETYPE	DESCRIPTION
Arachnoid Stalker	Part spider, part man: swings from webs and stings with venom
Enforcer	An intimidating thug who uses heavier weapons than other rogues
Grifter	A natural swindler, tricksy and cowardly in combat
Shadow Master	A consummate master of darkness who controls their shadow independently
Temporal Trickster	Manipulates time to move between the seconds and strike unexpectedly
Titan Slayer	A giant killer who turns their foe's size against them

Enforcer

The backbones of any good Thieves' Guild, enforcers are ruthless thugs skilled at intimidation and violence. Usually charged with running protection rackets for the Guild, enforcers also handle internal problems of the Guild, ensuring that no Guild member snitches to the authorities or takes more than his or her own share.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with medium armor and martial weapons.

BRUTAL ATTACK

Starting at 3rd level, you can make a Sneak Attack using any simple or martial melee weapon.

MASSIVE SHOVE

At 9th level, when you make an attack, you can shove the target as a bonus action. If you succeed, you can push the creature up to 15 feet away from you, rather than 5 feet.

Additionally, if you make an attack with a reach weapon, you can use your bonus action to make a shove attempt in reverse, pulling the target towards you on a success.

THREATENING DEMEANOR

By 13th level, you are an expert in threatening postures and gestures. When you roll initiative, choose one creature within 60 feet that you can see to make a Wisdom saving throw. The DC equals 8 + your proficiency bonus + your Strength or Charisma modifier (your choice). On a failed save, the target is frightened by you for up to 1 minute. While the creature is frightened of you, you can make attack rolls against it with advantage. The frightened creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

DOUBLE ATTACK

Starting at 17th level, when you reduce a creature to 0 hit points on your turn, you can use your bonus action to make another attack. This attack can be a Sneak Attack, even if you have already made one on your turn.

Grifter

Swindlers, cheats, and most of all, grifters hang around taverns where people might have a looser grasp on their coins. The archetypal grifter knows that, with the right words and the right scheme, you can part anyone from their money, and even make it seem fair. Grifters are masters of cons, big and small, from counting cards and rolling loaded dice, to pyramid schemes and fraud.

SWINDLE

Starting when you choose this archetype at 3rd level, you gain proficiency in all gaming sets. Additionally, you learn the *cheat* cantrip. Charisma is your spellcasting ability for this spell.

Q: Why do rogues wear leather armor?

A: Because it's made of hide!

DOUBLE BLUFF

At 3rd level, you can feint between two opponents, striking whichever one is least prepared. You gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it and also within 5 feet of another hostile creature.

CUT AND RUN

By 9th level, you know to get out of dodge just before a ruse goes south. Whenever you take the Dash action, creatures have disadvantage on opportunity attacks against you. When you take the Disengage action, you can move up to half your speed.

LONG CON

At 13th level, you can perfectly rehearse a lie. When you take a long rest, you can choose one falsehood to rehearse. This falsehood can be a single lie or an entire false history. You never need to make a Deception check for this falsehood. You can perfectly recite this falsehood until you use this ability to rehearse another one.

HEIST PLAN

Starting at 17th level, you always plot out your schemes several moves ahead of time. You can take the Ready action on your turn as a bonus action. Whatever action you choose, your trigger must be based on a hostile creature performing a specific type of action (such as "when the kobold attacks" or "when the mage casts a spell") and can't activate until after your turn ends.

Shadow Master

Rogues that wish to gain membership in the furtive Order of Shadow Masters must perform twelve trials, train relentlessly, and undergo the Umbral Rite, a ritual of profound darkness that severs their shadow from their heels. In return, they grow pale and gaunt with empty holes for eyes, but can manipulate the shadows as one does a marionette. They can summon inky blackness and see through impenetrable night, while their shadows skulk about the walls and floors, doing their every bidding.

ABYSSAL EYES

When you choose this archetype at 3rd level, your eyes change to an inky black, granting you darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet.

RELEASE SHADOW

Starting at 3rd level, you can use a bonus action to magically detach your shadow from your body, allowing it to move independently. Your shadow is a flat, perfectly black silhouette of you that crawls along surfaces. It has AC 10, 1 hit point, and immunity to all conditions. It is the same size as you, albeit perfectly flat, and can occupy the same space as other creatures, and vice versa. If your shadow makes a saving throw or an ability check to interact with the environment, it uses your bonus for the roll.

In combat, your shadow acts on your turns and follows your commands. You can command your shadow on each of your turns to move up to 30 feet along the walls or floor (no action required). Your shadow doesn't attack, but can interact with objects and counts as an ally for the purposes of Sneak Attack.

Your shadow vanishes if it drops to 0 hit points, if it is within the area of light created by a spell of 1st level or higher, or if it is ever more than 60 feet from you. Once it vanishes, your shadow reappears at your heels at the end of your next turn.

If your shadow enters a heavily obscured area or one of magical darkness, it is effectively invisible. Your shadow can appear to be the shadow of other creatures and act convincingly using your Charisma (Performance) or Charisma (Deception) skill.

GLOAMING BLACK

At 9th level, you can cast the spell *darkness* without using a spell slot or spell components. When you use this feature, you can see through the darkness created by this spell. Additionally, when your shadow enters this area of darkness, you can choose for it to grow to fill the entire area.

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

SHADOW PUPPET

Starting at 13th level, your shadow can reach out to the shadows of other creatures, interacting with them as if they were physical. If your shadow is within 5 feet of the shadow of another creature, you can use your bonus action to command it to use one of the following abilities:

- Your shadow makes an attack against the shadow of another creature. Your shadow uses Dexterity for its attack rolls and has proficiency with its shadowy weapons. On a hit against the creature's AC, the creature takes 2d6 damage. This damage counts as magical and its type matches the weapon you are carrying if it deals bludgeoning, piercing, or slashing damage, or deals bludgeoning damage otherwise.
- Your shadow grapples the shadow of another creature. Your shadow can use your Dexterity (Acrobatics) check for its grapple check and the target makes its grapple check as normal. If your shadow succeeds, the creature is grappled until the end of its next turn.
- Your shadow hooks onto the heels of another creature, becoming its second shadow until the end of its next turn. If you see the creature make an attack while your shadow is on its heels, you can use your reaction to cause the shadow to leap in the way, becoming the target of the attack.

SHADOWDANCE

By 17th level, your body has absorbed much of the shadowstuff that prevails in the darkest planes of existence, allowing you to mingle with your shadow as if you were a creature of its kind. You can use your bonus action to swap places with your shadow, both of you teleporting in a dim haze. Once you use this ability, you can use it once more before the end of your turn without using a bonus action. If you teleport into an area of dim light or darkness, you have advantage on the first melee attack you make before the end of the turn while you are in that area.

Temporal Trickster

Of the rogues who dabble in magic, only a few possess the aptitude to master chronomancy, the magic of time. These skillful dilettantes practice a variety of professions, for the ability to manipulate time is useful in all manner of roguish pursuits. With a flick of the fingers, a temporal trickster can freeze time, rearrange seconds, or leap into the future.

MOMENT TO ACT

Starting at 3rd level, you learn the *moment to think* cantrip. Intelligence is your spellcasting ability for this cantrip. When you cast this cantrip, you can move 10 feet without provoking opportunity attacks. Additionally, you can use your action while time is stopped to take the Hide action.

CHRONO-MASTER

Also at 3rd level, your time-bending tricks allow you to cast chronomancy spells to beguile your foes. The energy you use to accomplish this is represented by a pool of chronomancy points, equal to twice your proficiency bonus, which you spend to cast spells. You regain all expended chronomancy points when you finish a long rest.

The spells you have available and their cost in chronomancy points are given on the Time Magic table below. Additionally, when you reach 9th level and 13th level in this class, you gain the ability to cast more spells, as shown on the table.

Saving Throws. Intelligence is your spellcasting ability for your chronomancy spells. 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 chronomancy spells you cast.

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

Rogue Level	Chronomancy Points	Spells
3rd	2	*action, instant replay*
9th	3	*delay, recall*
13th	5	*haste, slow*

IMPRESSIONS OF THE FUTURE

Beginning at 9th level, you can perceive the fluctuating waves of time to anticipate how your actions might ripple forward. As a bonus action, you can glimpse a possible future. Describe to the GM what actions you will take on your turn. The GM will then tell you the likely immediate consequences that will happen before the start of your next turn. This glimpse of the future reveals anything you might see or hear in that time, but might be flawed; the prediction can't take into account the actions of allies or unexpected failed rolls.

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

TIME DILATION

Beginning at 13th level, you can siphon excess temporal energy to enhance your reflexes. Whenever you cast a spell with the chronomancy tag (including *haste* and *slow*), you gain a +2 bonus to your Armor Class and Dexterity saving throws until the start of your next turn.

STOP THE CLOCK

By 17th level, you have mastered the ultimate chronomantic ability, the power to stop time in its tracks. You can cast the spell *time stop* once without using a spell slot.

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

Titan Slayer

Though titan slayers often adopt larger-than-life names and perform immense feats, they are universally little folk, such as halflings and gnomes, which excel at battling foes larger than themselves.

As a titan slayer, you have learned a number of techniques to dumbfound larger creatures so that you can target their vital areas and bring them down swiftly. You use your foe's size against them, weaving between their limbs and striking when they least expect it. No challenge, no foe is too large for you, for as they say, "The bigger they are, the harder they fall."

UNDERFOOT COMBAT

Starting at 3rd level, while you are adjacent to a creature that is two or more size categories larger than you, you can use your bonus action to enter that creature's space. You remain in this creature's space until it moves, or until you use your bonus action to move to an unoccupied space adjacent to the creature.

While you are in a hostile creature's space, you can use Sneak Attack against that creature if you don't have disadvantage on the attack roll, even if you don't have advantage against it and no enemy of the target is within 5 feet of it. Additionally, while in this space, you have half cover if the creature is two size categories larger than you, and three-quarters cover if the creature is three or more size categories larger than you.

KNEE STRIKER

At 3rd level, when you make a Sneak Attack against a creature that is of a size larger than yours, you can forego half your Sneak Attack dice (rounded down, to a minimum of 1) to knock that creature prone.

CONFOUND THE BIG FOLK

By 9th level, you are an expert in the art of baffling the big folk, who are slow and unobservant by your standards. You have advantage on Dexterity (Stealth) checks made to hide from and sneak around creatures that are a larger size than you. Additionally, if you make a check to avoid, climb on, or confuse a creature that is at least one size larger size than you, and the check doesn't already use your proficiency bonus, you can add half your proficiency bonus to that check.

FEAR NO MONSTER

By 13th level, you are fearless in the face of impossible odds. You can't be frightened. Additionally, whenever you roll initiative, you have advantage on ability checks and saving throws you make until the end of your next turn.

FELL THE GIANT

At 17th level, your weapon attacks against creatures that are at least one size larger than you score a critical hit on a roll of 19 or 20. Your critical hits also knock the target creature prone.

SIZE

While Titan Slayers can be members of any race, the GM can optionally limit access to this archetype to races of appropriate size. Halflings and gnomes are far better at slipping between the legs of their opponents and crawling up their backs than most humans are.

SORCERERS

There is magic in the blood. Lesser arcanists wave their hands and recite memorized incantations, play enchanted ballads, or strike bargains with faraway entities. But you know the truth of it: true magic is in the blood. Deep within you lie wells of arcana that others can't begin to fathom; for while they imitate magic, you live it.

Sorcerers come to their magic in numerous ways, but they can all be neatly organized into two camps: inherited magic, which comes from a lineage of sorcerers tracing back to a magical ancestor, and inflicted magic, which involves surviving magic powerful enough to reduce a man to dust. With rare exceptions, inflicted magic becomes heritable to one's offspring, continuing the cycle anew.

Emotion Lord

Whenever you are filled with heartbreak, terror, or the depths of sorrow, waves of arcane energy spill forth from you. You might have found the spark of magic when great tragedy struck or while you shook with rage, or it may have always lingered in the back of your soul, only erupting forth when you lost control. However it originated, controlling your emotions and knowing yourself is key to manipulating your deep well of arcane energy. To lose focus, to be governed by your emotions, allows all your magic to flow through you in spectacular and uncontrollable fashion. But to have control of yourself, and true understanding of your soul, grants you a breadth of magic few can hope to equal.

"I FIRST DISCOVERED MY MAGIC WHILE I WAS..."

d10	Event
1–2	Wracked by grief
3–4	In the throes of passion
5–6	Shaking with rage
7–8	Bursting with joy
9–0	Terrified to my core

SORCERER SUBCLASSES

SORCEROUS ORIGINS	DESCRIPTION
Emotion Lord	Wields magic drawn from their emotions, which shift and erupt mercurially
Mirrorkin	Duplicates spells and abilities, owing to a heritage of beings from inside the mirror
Oozemaster	Part man, part slime, all gross
Reincarnated Hero	The reincarnation of a legendary warrior who fights with sword and sorcery equally
Spiritborn	Bonded to a spirit animal at birth and commands gentle, natural magic
Toon Magic	Uses cartoon hijinks and random magic to prank and evade foes

EMOTIONAL SPELLS

SORCERER LEVEL	ANGER SPELLS	FEAR SPELLS	JOY SPELLS	LOVE SPELLS	SORROW SPELLS
1st	*thunderwave*	*expeditious retreat*	*heroism*	*charm person*	*sleep*
3rd	*scorching ray*	*invisibility*	*lesser restoration*	*enthrall*	*silence*
5th	*lightning bolt*	*fear*	*fly*	*sending*	*slow*
7th	*fire shield*	*phantasmal killer*	*freedom of movement*	*compulsion*	*banishment*
9th	*cloudkill*	*mislead*	*greater restoration*	*geas*	*antilife shell*

EMOTIONAL MAGIC

At 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Emotional Spells table. The list of spells you know from this table changes with your predominant emotional state. These emotions should be informed by your character's history as much as the current situation; however, the GM decides whether or not a situation is appropriate to inspire a specific emotional state. For example, a pitched life-or-death battle is unlikely to inspire love. If your emotions would be uncertain, choose this state randomly.

Each spell counts as a sorcerer spell for you but doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

EMPATHY

Also at 1st level, you can use your action to probe the surface level of a creature's emotions. You must be able to see the creature, it must be within 30 feet of you, and it must have an Intelligence of 3 or higher. You learn the creature's emotional state and, at the GM's discretion, one of the creature's Bonds.

MOOD SWING

Starting at 6th level, you can channel great swings of emotional energy at a whim. You can use the following abilities, regardless of your emotional state:

Burning Rage. As a bonus action on your turn, you can spend 1 sorcery point to ignite in arcane fury. Until the start of your next turn, when a creature comes within 5 feet of you or starts its turn there, it must make a Dexterity saving throw against your spell save DC. On a failed save, it takes 2d6 fire damage.

Crestfallen. Beset by sorrow, you can spend 2 sorcery points as a bonus action on your turn to fade out the world. Until the start of your next turn, you are visibly transparent, and attack rolls against you have disadvantage. This effect ends early if you are hit by an attack.

Flight of Terror. You can spend 1 sorcery point to take the Disengage action as a bonus action on your turn.

Heartsick. Overcome by lovesickness, you can use your bonus action and spend 1 sorcery point to end one effect on yourself that is causing you to be charmed or frightened.

Moment of Bliss. As a bonus action, you can spend 1 sorcery point to gain a flying speed equal to your walking speed until the end of your turn. If you end your turn in the air without anything holding you aloft, and you are within 30 feet of the ground, you float gently to the ground. Otherwise, you fall.

SHIFT TEMPERAMENT

At 14th level, you can use your action to bend the emotions of a creature you can see within 60 feet, which must make a Charisma saving throw against your spell save DC. If the creature fails its saving throw, you can use one of the following abilities on it:

Charmed. You spend 1 sorcery point, and the creature is charmed by you for 1 minute. This effect ends early if you or your companions do anything harmful to the creature.

Frenzied. You spend 3 sorcery points to cause the creature to become frenzied for up to 1 minute. The creature can repeat this saving throw whenever it takes damage, ending the effect on itself on a success.

A frenzied creature loses the ability to distinguish between friend and foe, regarding all creatures it can see as enemies. While frenzied, the creature chooses the targets for its attacks, spells, and abilities randomly from among the creatures it can see within range, and it must make an opportunity attack if any creature provokes one.

Frightened. You spend 1 sorcery point, and the creature is frightened by you for up to 1 minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Indifferent. If the creature is hostile towards you, you can spend 2 sorcery points to render it indifferent toward you for up to a minute. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

VIBRANT SOUL

By 18th level, you have mastery over your mercurial feelings. You know all of the spells on your Emotional Spells list at all times. Additionally, you learn the spell *antipathy/sympathy*, which counts as a sorcerer spell for you and doesn't count against your total number of spells known. You can cast this spell by spending 10 sorcery points, instead of using a spell slot.

Mirrorkin

One of your ancestors came from beyond the looking glass; a strange world where everything is a twisted reflection of the true reality. As such, you have inherited amazing powers of mimicry and illusion that allow you to copy other people's abilities. To fight against you is almost akin to fighting one's own mirror image, something few warriors would relish.

MIRROR MAGIC

When you choose this origin at 1st level, you can duplicate the magic that affects you. When a spell is cast targeting you or you are in the area of a spell's effect, you can use your reaction to learn that spell. You can't use this ability to learn a spell that had no effect on you, even if it forced you to make a saving throw against it.

You can only learn a spell if it is of a level for which you have spell slots. You can learn two 1st-level spells using this ability, which don't count against the total number of sorcerer spells you know. When you gain 2nd, 3rd, 4th, and 5th-level spells, you can learn 2 spells for each of those levels, for a total of 10 additional spells known. The spells learned need not be from the sorcerer spell list, but count as sorcerer spells for you. You can use your action to forget a spell you have learned using this ability.

MIMIC TRAIT

Also at 1st level, you gain an uncanny ability to mimic other people. As an action, you can choose a humanoid you can see within 60 feet and gain one trait of your choice that they possess from the following list (even if they only possess it temporarily):

- One special sense, such as darkvision or tremorsense.
- One movement speed, such as a swim or climb speed.
- One skill, tool, or instrument proficiency.
- One damage resistance.
- Their accent, verbal tics, and mannerisms.

You can keep this trait as long as you are within 60 feet of the target, or until you use this ability again.

REFLECT MAGIC

At 6th level, you can turn your skin into a shimmering mirror that reflects magic. When a creature casts a spell that calls for a saving throw to resist its effects and targets you or includes you in its area of effect, you can attempt to reflect the spell's energy back against its caster. Spend a number of sorcery points equal to the spell's level (1 sorcery point for cantrips). If you succeed on your saving throw against the spell, the caster must also make a saving throw against the spell, using their own spell save DC. On a failed save, the caster suffers the effects of the spell as if you had cast it and they had been the original target or been within the area of the spell.

COPYCAT

By 14th level, you have developed your mimicry to the point where you can mirror the unique and powerful abilities of those around you. As an action on your turn, you can perform any action that has been performed within the last minute by a humanoid (other than yourself) that you can see within 60 feet. Any prerequisites that would normally be required for the action (such as brandishing of holy symbols, spending of ki points, or consumption of items) are waived when you use this feature, unless it is a spell or required the use of a spell slot, in which case you must still expend the relevant spell slot and any required expensive material components. If the ability forces targets to make a saving throw, you can use your sorcerer spell save DC.

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

PERFECT DUPLICATE

At 18th level, you can duplicate yourself and others with ease. You learn the spells *disguise self* and *mirror image* if you do not know them already, and you can cast them at will without expending a spell slot.

Oozemaster

Your innate magic stems from a long family line of ooze-infused blood. For generations, the strange traits of oozes have run in your family line, afflicting some at birth and sparing others, stemming from a well-documented but shadowy ancestor. It's unclear what horrific experiment infused a monstrous ooze or slime into their body so long ago, but some of their scattered descendants are born to this day with innate magic and bizarre physical characteristics.

SLIME MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Slime Spells table. Each of these spells counts as a sorcerer spell for you but doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

New spells are marked with an asterisk.

SLIME SPELLS

New spells are marked with an asterisk.

Sorcerer Level	Spells
1st	*disguise self, grease*
3rd	*aberrate,* acid arrow*
5th	*benign dismemberment,* rusting grasp**
7th	*freedom of movement, stoneskin*
9th	*evasiveness,* seeming*

REFORM

Starting when you choose this origin at 1st level, your vaguely gelatinous flesh can mend itself when wounded. Whenever you take bludgeoning, piercing, or slashing damage from a nonmagical weapon and don't drop to 0 hit points, you can use your reaction to immediately regain 1d4 hit points, up to a maximum of the amount of damage taken.

The healing increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

GOOPY CLONE

By 6th level, you can expend 2 sorcery points as an action to create a duplicate of yourself made from a translucent ooze. If you spend an additional 3 sorcery points, you imbue this ooze duplicate with illusory magic, causing it to be indistinguishable from any humanoid you choose. The duplicate has the statistics of a commoner, but is an ooze instead of a humanoid. Additionally, it is formed with simulated clothing and equipment; this equipment is nonfunctional and melts into slime if it is not worn or carried by the duplicate.

The duplicate is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes, acting on your turn in combat.

The duplicate lasts for 24 hours or until it drops to 0 hit points, at which point it collapses into a large puddle of ooze.

BOUNCY BODY

Beginning at 14th level, when a creature you can see misses you with a melee weapon attack, you can use your reaction to bounce the attack back at the attacker with your goopy body. The attacker repeats its attack against its own AC, dealing damage to itself as normal on a hit.

GELATINOUS ALLY

Starting at 18th level, you can expend 6 sorcery points as an action to summon a gelatinous cube to envelop your enemies. Choose a space you can see within 120 feet for the cube to appear. If you summon the cube into a creature's space, the creature is immediately subject to the cube's Engulf.

The cube uses your spell attack bonus and spell save DC in place of its own attack bonus and save DCs. You are immune to the cube's acid damage, and you aren't subject to the cube's Engulf.

The cube is friendly to you and your companions. In combat, it rolls its own initiative and acts on its own turn. The cube obeys any verbal commands you issue to it (no action required). If you don't issue any commands to it, the cube defends

itself from hostile creatures, but otherwise takes no actions. The GM has the gelatinous cube's statistics.

The cube dissolves into a sticky liquid when it drops to 0 hit points, or when you dismiss it as an action on your turn. You can only have one summoned gelatinous cube at a time.

Reincarnated Hero

Sorcerers gain their powers in mysterious ways that they seldom have control over. You are the reincarnation of a legendary hero, known to have slain many terrible foes. Being called back to life, be it by the gods, a very powerful mage, or a persistent curse on your soul, has left the indelible mark of sorcery upon you and awakened your ancient instincts for battle.

HEROIC MAGIC

The power of your previous life grants you the ability to learn spells that other sorcerers might never manifest. You learn two cantrips of your choice from the following, which don't count against your total number of spells known: *arc blade*, *burning blade*, *caustic blade*, *force weapon*, and *frigid blade*.

You also learn additional spells when you reach certain levels in this class, as shown on the Heroic Spells table. Each of these spells counts as a sorcerer spell for you but doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

HEROIC SPELLS

New spells are marked with an asterisk.

Sorcerer Level	Spells
1st	*heroism, shield*
3rd	*blur, magic weapon*
5th	*after image,* haste*
7th	*death ward, stoneskin*
9th	*evasiveness,* legend lore*

ARMORED SORCERY

At 1st level, you gain proficiency with light armor, medium armor, shields, and four martial weapons of your choice.

MYSTICAL MANEUVERS

Beginning at 6th level, your instincts from your previous life kick in and enable you to perform a handful of special combat maneuvers. Once on each of your turns, you can spend 1 sorcery point as a bonus action to use one of the following maneuvers:

Aegis Stance. Make one melee weapon attack against a creature you can see. Whether or not you hit, your AC increases by 2 and your speed is reduced to 0 until the start of your next turn.

Overhead Throw. Make one ranged weapon attack with a melee weapon you are holding, as if it had the Thrown (30/90) weapon property. After the attack, the weapon teleports back to your hand.

Parting Flourish. Make one melee weapon attack against a creature you can see. You don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

SORCEROUS KINDLING

Starting at 14th level, the ebb and flow of battle hones your sorcery and fuels your magic. Once per turn, when you score a critical hit with a weapon attack against a hostile creature or reduce a hostile creature to 0 hit points with a weapon attack, you regain 2 sorcery points.

HEROIC LEGACY

Starting at 18th level, you can shrug off death in ways few of your previous lives could equal. Whenever you take more than 20 damage, you can use your reaction to reduce the damage taken to 20. When you do so, you have advantage on attack rolls, ability checks, and saving throws until the end of your next turn.

Spiritborn

Your magic comes not from your blood, but from the conditions of your birth. Born during a specific time, or in accordance with a specific prophecy, your birth was heralded by the birth of an albino animal closely tied to your family. This animal, a powerful spirit in physical form, is bound to your very soul, allowing you to work powerful magic. Much like your bonded spirit, your skin and hair took on a color unusual for your race, with both usually becoming stark white, but sometimes a deep amber or golden hue.

NATURAL MAGIC

The bond with your spirit animal grants you access to the magic of nature. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Additionally, you learn additional spells when you reach certain levels in this class, as shown on the Natural Spells table. Each of these spells counts as a sorcerer spell for you but doesn't count against the number of sorcerer spells you know. If you later replace one of these spells, you must replace it with a spell from the druid spell list.

NATURAL SPELLS

New spells are marked with an asterisk.

Sorcerer Level	Spells
1st	*entangle, speak with animals*
3rd	*pass without trace, spike growth*
5th	*plant growth, speak with plants*
7th	*dominate beast, Mandy's feral follower**
9th	*awaken, commune with nature*

SPIRIT ANIMAL

Starting at 1st level, you learn the *find familiar* spell and can cast it as a ritual without material components to summon a spirit animal. The spell doesn't count against your number of spells known. The spell is improved in the following ways:

- A spirit animal summoned with this ability is always a beast with albino features instead of its normal type.
- Unlike a normal familiar, your spirit animal can attack on its turn, using your spell attack bonus for its attack rolls.
- Your familiar adds your proficiency bonus to its Armor Class, saving throws, and damage rolls.
- You add twice your sorcerer level to your familiar's maximum hit points.
- As you gain levels in the sorcerer class, your spirit animal can take on alternate beast forms, as shown on the following table. If your Spirit Animal takes a form that has Multiattack, it loses that ability.

Sorcerer Level	Beast Forms
1st	Boar, elk, giant lizard, giant owl, giant poisonous snake, panther, wolf
6th	Ape, black bear, crocodile, reef shark
10th	Brown bear, dire wolf, giant eagle, giant hyena, giant octopus, lion, tiger
14th	Giant boar, giant constrictor snake, giant elk, hunter shark, polar bear

POWERFUL BOND

Starting at 6th level, your spirit animal's attacks are treated as magical for the purposes of overcoming damage resistance and immunity.

Additionally, you can spend 1 sorcery point as a bonus action to give your spirit animal advantage on attack rolls, ability checks, and saving throws until the start of your next turn.

HEALING BOND

At 14th level, you can use your bonus action and spend 1 or more sorcery points to heal your spirit animal's wounds. Your spirit animal regains hit points equal to your Charisma modifier + 1d12 hit points for each sorcery point spent.

SPIRIT GUARDIAN

At 18th level, your spirit's bond with you is powerful enough to shield you from harm. Whenever you take damage, your spirit can use its reaction to prevent half of that damage, taking the other half itself.

Toon Magic

The demiplane of toons, called Toon Town, is an oft-overlooked nook on the far edge of the multiverse inhabited by creatures of ink and magic that defy logic. In Toon Town, the laws of physics take a backseat to comic timing and various hijinks; it is a plane that despises seriousness.

You are descended from a denizen of Toon Town (likely a copyrighted one) or infected by the zany magic that suffuses that plane. As such, your eyes are larger than normal, and your sense of humor lets you bend the rigid restrictions of space and time, provided that you leave a trail of slapstick jokes in your wake.

MADCAP MAGIC

Your connection to the demiplane of toons lets you cast wacky spells for comedic effect. You learn the *vicious mockery* cantrip, which doesn't count against your total number of cantrips known.

MADCAP SPELLS

New spells are marked with an asterisk.

D6	1ST-LEVEL	2ND-LEVEL	3RD-LEVEL	4TH-LEVEL	5TH-LEVEL
1	*charm person*	*defenestration**	*counterspell*	*compulsion*	*animate objects*
2	*disguise self*	*enlarge/reduce*	*fly*	*confusion*	*arcane hand*
3	*expeditious retreat*	*knock*	*haste*	*distort gravity**	*mislead*
4	*grease*	*levitate*	*major image*	*polymorph*	*passwall*
5	*hideous laughter*	*suggestion*	*water walk*	*freedom of movement*	*seeming*
6	*psychedelics**	*Tyra's coerced karaoke*	*Benign dismemberment**	*Mandy's marvelous dress**	*wall of force*

You also learn additional, randomly generated spells. Whenever you finish a short or long rest, you can roll 1d6 on the 1st-level spells column of the Madcap Spells table. You learn the corresponding spell until you use this ability to roll for spells again. Spells rolled on this table count as sorcerer spells for you and don't count against your total number of spells known.

When you gain sorcerer spells of 2nd level or higher, you roll a d6 for each level of spells you know, up to a maximum of 5d6. You can assign each d6 to a level of spells on the Madcap Spells table, learning all of the corresponding spells until you use this ability to roll for spells again.

Beginning at 2nd level, you can spend 1 sorcery point as an action to reroll your Madcap Spells.

ZANY LIMBS

At 1st level, you have elastic, fantastic limbs. You can stretch your arms and legs up to 5 feet beyond their normal length, allowing you to interact with distant objects or creatures, and your melee weapon attacks have the Reach property. Additionally, you can ignore the Heavy property of weapons.

COMIC TIMING

By 6th level, your wacky antics ensure your safety. When a hostile creature you can see within 5 feet of you makes an attack, you can use your reaction and spend 1 sorcery point to use one of the following abilities:

- You prank the attacker an instant before it attacks, such as by throwing a pie in its face, imposing disadvantage on the attack.
- If the attacker hits, the target is magically squashed flat, deflated like a balloon, momentarily chopped in half, or burned to a crisp. As a result, the target has resistance to this damage, and is knocked prone.
- If the attacker misses, they slip on a well-placed banana peel and fall prone.

Beginning at 14th level, you can use this ability when a hostile creature within 30 feet of you attacks. You teleport to an unoccupied space within 5 feet of the target as a part of your reaction.

OFF-SCREEN TELEPORTATION

By 14th level, you can exploit a well-known law of toons which states that anyone you can't see basically teleports to where they need to be. When you are in a location no other creature can see you, or when you take the Hide action on your turn, you can teleport up to 120 feet to an unoccupied space you can see as a bonus action. Your destination must be a location no other creature can see, but can include obvious and easy to access locations, such as behind another creature's back, inside a barrel, or just around a corner.

TWO-DIMENSIONAL

Starting at 18th level, as a bonus action, you can fully embrace your cartoonish influences and become perfectly flat. You can revert to three dimensions as a bonus action. In your two-dimensional form, the laws of reality are even looser for you, granting you the following benefits:

- Ranged attacks made against you have disadvantage.
- You have advantage on Dexterity saving throws.
- You can increase or decrease your size (as per the *enlarge/reduce* spell) as a bonus action.
- When you fall, you descend at a rate of 60 feet per round and take no damage from falling, as you instead glide like a sheet of paper.
- You can fit through passageways as narrow as 1/2-inch across.

I'd make a great warlock patron!

I've got tons of magic power, and don't give a toss what you do with it.

WARLOCKS

Look above, ant: what are those dots in the night sky? Knowest you of their vastness? Of their infinite churning chaos? Of the blighted worlds they each claim as their own?

Warlocks know too well the gross orders of scale which the ants crawling upon the dirt could not possibly understand. Indeed, warlocks are like ants too, stealing motes of power from beings too vast, too ancient to fully grasp. Their bargains are humble and transactional—a patron and their loyal servant—but not all otherworldly patrons recognize their warlocks. Some are too distant or too ambivalent to focus their attentions on a lowly mortal.

Warlocks do not usually form communities around their patrons, for each pact struck is a personal, and often desperate, bargain. Congregations that do form around otherworldly patrons are aptly labeled cults, and range from benign fraternities to esoteric apocalypse-bringers. As such, warlocks bear the stigma of mad arcanists and necromancers, a brand that is not always undeserved.

The Dead Mists

The starry expanse of the Astral Plane contains horrors both great and small, but none rival the mass of astral fog known as the Dead Mists. An inky smoke that curls and drifts about the plane, they are infamous for claiming every incautious traveler that wanders into their misty embrace. Yet the Dead Mists aren't a mere astral hazard: they possess a grim intelligence, an intent, and a bottomless well of necromantic power.

Warlocks that embrace the Dead Mists unlock a terrible type of necromancy: the ability to trade pure life essence for arcana. As such, the Dead Mists slowly consume their warlocks, granting them surges of arcane power in exchange for every drop of life they possess.

WARLOCK SUBCLASSES

OTHERWORLDLY PATRON	DESCRIPTION
The Dead Mists	The necromantic astral fog converts hit points into spell slots, and vice versa
The Future You	Via strange chronomancy, your patron is you—from the future
The GM	The "Meta Warlock": your patron is the enigmatic Game Master
The Legacy	Performs anime-esque transformations to use battle dice
The Magician	A master of stagecraft that offers magic tricks and wizardly knowledge
The Symbiont	An oozelike parasite dwells inside the body, emerging for deadly melee combat

EXPANDED SPELL LIST

The Dead Mists let 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. New spells are marked with an asterisk.

DEAD MIST EXPANDED SPELLS

Spell Level	Spells
1st	*dead mist lash,* fog cloud*
2nd	*detect thoughts, protect threshold**
3rd	*clairvoyance, dead fog**
4th	*black tentacles, confusion*
5th	*cloudkill, scrying*

DRINK THE MISTS

Starting at 1st level, you learn to draw the withering Dead Mists into your soul, granting you eldritch insights and power at the cost of your health. As a bonus action, you can choose to lose hit points equal to 1d8 for each level of your Pact Magic spell slots. At the start of your next turn, you regain an expended Pact Magic spell slot. If this ability reduces you to 0 hit points, you are knocked unconscious, even if you have temporary hit points.

Because of the soul-draining nature of the Dead Mists, you can't regain hit points from any spell you cast.

FEED THE SOUL

Starting at 6th level, your body begins to merge with the Dead Mists, allowing you to heal your mortal form by burning eldritch energy. As an action on your turn, you can consume one of your available Pact Magic spell slots to regain 1d8 hit points for each level of the spell slot consumed. This amount of healing can't be increased or maximized.

FOG FORM

At 10th level, you learn to fully immerse yourself in the Dead Mists, transforming into a hazy, misty reflection of your true self. As an action, you can cast the spell *gaseous form*, targeting yourself only, without using a spell slot or spell components.

MASTER OF THE MISTS

Starting at 14th level, once on each of your turns when you deal necrotic damage to a hostile creature with a warlock spell, you drain some of the target's life essence with the Dead Mists. You regain hit points equal to 1d8 + your Charisma modifier, up to a maximum of the damage dealt.

The Future You

Your patron is you in a decades-distant future. Perhaps your future self found an artifact of great power connecting them to the past, which they must now lead you to discover, or perhaps they were taught the mystic arts by their future self long ago, a cycle you will have to continue by teaching yourself someday. Your future self has forgotten the fine details of some things, and outright refuses to tell you about things you "can't know yet," but offers compelling insight and guidance nonetheless. You're not quite sure what your future self is planning for your future (and for their past), but one thing is certain—they need you alive.

FUTURE YOU QUIRKS

Strange effects linger after communicating with your future self. You gain one of the following traits:

d6	Personality Traits
1	You often speak in the wrong tense or refer to yourself in a plural.
2	You sometimes refer to a person you just met by name, before they've introduced themselves.
3	Even in dire circumstances, you are unreasonably calm.
4	In certain lighting, you look much older than you are.
5	Seeing certain people alive can instantly reduce you to tears.
6	Your future fashion sense clashes completely with that of today.

EXPANDED SPELL LIST

Your future self 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. New spells are marked with an asterisk.

FUTURE YOU EXPANDED SPELLS

Spell Level	Spells
1st	*accelerate/decelerate,* instant replay**
2nd	*delay,* recall**
3rd	*haste, protection from energy*
4th	*death ward, dire warning**
5th	*evasiveness,* legend lore*

IT HAPPENED LIKE THIS

Starting at 1st level, your discussions of the future with yourself have given you some periphery knowledge about how events played out. When you take a short or long rest, your GM rolls a d20 and a d4 in secret and records the number rolled on the d20. The GM tells you the number recorded, unless they rolled a 4 on the d4; in that case, they give you false information: a random number from 1 to 20.

You can replace any attack roll, ability check, or saving throw you make with this recorded value. You must choose to do so before the roll and can only use this recorded value once. If the GM gave you false information, they inform you after you replace the roll.

I COULD DO WITH FEWER SCARS

At 6th level, your future self often warns you of particular attacks to watch out for. When a creature you can see makes an attack against you, you can use your reaction to gain a +10 bonus to your AC against that attack.

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

EXPECT AN AMBUSH

At 10th level, your future self always warns you about potential ambushes. As a result, you can't be surprised while you are conscious, and you have advantage on initiative rolls.

GRANDFATHER PARADOX

At 14th level, your knowledge of the future allows you to exploit some of the rules of spacetime. As an action, you can goad a creature that can hear you into causing a paradox. The creature must make an Intelligence saving throw against your warlock spell save DC. On a failed save, the creature is stunned for up to 1 minute, locked between two opposing timelines while the paradox sorts itself out. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

The GM

None of this is real, not a lick of it. You, me, the whole damn world: we're nothing but pencil scratches on some pieces of paper. It doesn't matter if you believe me, because there's nothing you or I can do about it. The world is the way it is, and it only exists so long as the GM wants to tell a story. After that, the whole thing goes poof.

The GM isn't one creature. It might be male, female, or something else entirely. Maybe it's old, young, smart, dumb, or any one of a million different things. The GM may be no more powerful than a commoner in its own world, but to our world, its will is absolute. The GM grants us our powers, and its laws and decisions dictate the way everything in our world works. In fact, it can change the very fabric of reality on a whim. Those that fight the will of the GM find that its ire is easy to rouse and hard to be rid of, but if you cater to its wishes and play along with the story that it wants to tell, you might find that things go very well for you.

EXPANDED SPELL LIST

The enigmatic GM 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 GM EXPANDED SPELLS

Spell Level	Spells
1st	*detect magic, identify*
2nd	*augury, locate object*
3rd	*clairvoyance, remove curse*
4th	*divination, locate creature*
5th	*commune, legend lore*

PLAYER CHARACTER

Beginning at 1st level, you have grasped the profound secret that you are merely under the control of a far-distant player, making you a player character, one of the GM's favorite playthings. You have advantage on Charisma (Persuasion) checks and Charisma (Deception) checks that you make to interact with friendly humanoids. However, you only gain this benefit when doing so would advance the plot in a way that the GM feels is appropriate.

I hear you can bribe the GM with pizza for more spells.

FUDGE THE ROLL

By 6th level, your player has gotten a taste of success and wants to look as impressive as possible while achieving it. Consequently, they might occasionally fudge a cosmic die roll in your favor. When you make an attack roll, ability check, or saving throw, you can nudge the d20 slightly, changing the number to one of the three sides adjacent to the topmost side. Alternatively, you can reroll the die. You must use the new result.

Once you use this ability, you can't do so again until you finish a short or long rest. However, you can push your luck and attempt to use it additional times between rests; doing so might evoke the GM's wrath, however, and cause unpredictable negative side effects, decided by the GM.

PLOT ARMOR

By 10th level, you've learned that the universe follows an overarching plot, and your role in the plot is critical. As such, the GM conspires to keep you and your allies alive. When you finish a short or long rest, you and each of your allies that rested with you gains temporary hit points equal to your warlock level plus your Charisma modifier.

OP CLASS FEATURE

At 14th level, you have stored up enough cache with the GM to use abilities other player characters would be punished for employing. You can use your bonus action to break the balance of the game. For the next minute, you roll advantage on all attack rolls, ability checks, and saving throws. For this duration, you roll three d20s and take the highest number rolled for advantage, instead of two as normal.

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

The Legacy

Rather than forging a pact inked by blood or bound to your soul, you have inherited a Legacy, a patron embodied by a line of inheritors sworn to a sacred cause. In so doing, you have acquired a relic of this ancient legacy, an object of unimaginable power passed down through the generations or recently uncovered from a long-lost civilization. With it, you can transform into the most powerful version of yourself to continue your Legacy's fight.

Countless Legacies have imbued warlocks with ancient powers, and only a few remain today, but each possesses a unique type of relic and bestows a unique type of transformation. How you use this transformation is ultimately up to you, but the Legacy conspires to see you achieve greatness and advance its unknowable ancient goals.

EXPANDED SPELL LIST

Your ancient Legacy 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. New spells are marked with an asterisk.

LEGACY EXPANDED SPELLS

Spell Level	Spells
1st	*boomering,* heroism*
2nd	*aid, flame blade*
3rd	*fireball, phantom steed*
4th	*death ward, stoneskin*
5th	*cone of cold, dispel evil and good*

RELIC OF TRANSFORMATION

Beginning when you choose this subclass at 1st level, you have a magical relic tied to your patron which allows you to undergo a fantastic transformation or reverse it as a bonus action. The exact nature of the transformation varies from Legacy to Legacy, but it always changes your appearance and confers dramatic power. While transformed, you have the following benefits:

- Your AC equals 10 + your Dexterity modifier + your Charisma modifier.
- Unless a creature has truesight or watches you transform, you can't be recognized as your true identity.
- You have a pool of battle dice, which are d6s. A battle die is expended when you use it. You regain all expended battle dice when you finish a short or long rest, or when you roll initiative. Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown on the Battle Dice table on the next page.

MAGICAL GIRLS AND SUPERHEROES

Underneath its dramatic exterior, The Legacy patron draws inspiration from magical girl anime and superhero comics. Play a Legacy warlock to inject more anime tropes into your campaign, and to finally answer the question of how to play Sailor Moon in 5e.

- Once on each of your turns, when you hit a creature with an attack, you can roll a battle die and add it to the attack's damage roll.

BATTLE DICE

Warlock Level	Battle Dice
1st	2d6
3rd	2d8
7th	3d8
13th	3d10
19th	4d10

RELIC FORCE

Relics of Legacy are always tied to the fundamental forces of magic, nature, and the elements. At 1st level, choose one of the following damage types: acid, cold, fire, lightning, necrotic, or radiant. While transformed, whenever you deal damage with a warlock spell, warlock ability, or Pact Weapon, you can deal the chosen type of damage instead of the spell, ability, or weapon's normal damage type.

RESOLUTE LEGACY

Starting at 6th level, while transformed, you can emanate an aura of courage as an action. For the next minute, you and friendly creatures within 30 feet of you have advantage on death saving throws and saving throws against being frightened. Additionally, for the duration, you can expend a battle die as a bonus action to heal a willing creature within the aura, which regains hit points equal to the die roll + your Charisma modifier.

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

AURA OF LEGEND

Starting at 10th level, while transformed, you and any friendly creatures within 30 feet of you gain resistance to your Relic Force damage type.

FINAL LEGACY

Starting at 14th level, while you are transformed, you can use your action to begin charging the power of your allies into an ultimate attack. Until the start of your next turn, each friendly creature within 10 feet of you can use their action to aid your charge. At the start of your next turn, you fire a massive beam of force in a 120-foot long, 5-foot wide line in a direction you choose. Each creature in the line must make a Dexterity saving throw against your spell save DC, taking 10d10 force damage on a failed save, or half as much damage on a successful one. The beam's damage increases by 4d10 for each creature that aided your charge, up to a maximum of 30d10 force damage.

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

The Magician

While all warlocks are skilled in the art of magic, very few are what most people would consider "magicians," skilled in the arts of physical illusion, sleight of hand, and showmanship. Those with such talents might find themselves drawn to the mysterious Magician, believed to be a minor trickster deity (who most often takes the form of a white rabbit), long forgotten and bereft of worshipers. Under the Magician's patronage, warlocks command an amalgamation of real and fake magic, such that it's never clear if they're casting spells, performing a ruse, or putting on a show.

EXPANDED SPELL LIST

The Magician 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.

MAGICIAN EXPANDED SPELLS

Spell Level	Spells
1st	*find familiar, fog cloud*
2nd	*knock, rope trick*
3rd	*blink, speak with dead*
4th	*freedom of movement, secret chest*
5th	*creation, mislead*

ABRACADABRA

Starting at 1st level, you gain proficiency in the Sleight of Hand skill, and you learn the *card trick* and *prestidigitation* cantrips, which do not count against your total number of cantrips known.

Additionally, you can attempt to cast any cantrip that you do not know from the wizard spell list by succeeding on a DC 10 Charisma check. While being cast, the cantrip counts as a warlock spell for you. On a failure, the spell fails.

IMPRESSIVE ESCAPE

Starting at 6th level, you can use your Charisma modifier instead of the normal modifier for Dexterity (Sleight of Hand) checks, and you can add your Charisma modifier to all skill checks involving

picking locks, escaping ropes or manacles, or other similar feats of escape artistry.

Additionally, as a bonus action, you can vanish in a puff of smoke, a shower of confetti, or a number of released doves, teleporting to any unoccupied location you choose within 120 feet. You can only choose a destination from which no conscious creature can see you appear. Once you use this ability, you can't use it again until you finish a short or long rest.

ALAKAZAM

When you reach 10th level, you learn to alter your spellcasting in a number of ways, both to hide it from your audience and to expand your magical repertoire. Whenever you cast a warlock spell of 1st level or higher, you can manipulate it in one of two ways:

CONCEAL. You can cast the spell without using spell components by succeeding on a Dexterity (Sleight of Hand) check. The DC for this check equals 8 + the spell's level. On a failure, the spell fails. You can't use this ability on a spell with material components that have a cost.

TRANSMUTE. You can attempt to cast any other spell from the wizard spell list of the same level or lower instead of the spell you initially cast. When you do so, you must succeed on a Charisma check with a DC equal to 12 + the spell's level. Otherwise, the spell fails.

MASTER OF ILLUSIONS

Upon reaching 14th level, you gain a mastery over illusion magic. You can cast the spells *silent image* and *major image* at will without using a spell slot or spell components, and you can concentrate on one of these spells in addition to another spell.

The Symbiont

Though most warlocks forge pacts with distant, intangible entities, your patron is a physical being of incomprehensible power—a being which dwells inside your very body. This arrangement was struck in the spirit of symbiosis: your patron, which resembles a muscular, living ichor, requires a mortal dwelling, and you in turn may profit from its magic. You can even draw your patron out from where it resides in your blood, causing it to seep forth onto your skin until you are a monstrous hybrid of ichor and man, replete with claws and teeth to rend your foes asunder.

EXPANDED SPELL LIST

The Symbiont 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.

SYMBIONT EXPANDED SPELLS

Spell Level	Spells
1st	*entangle, longstrider*
2nd	*blur, enlarge/reduce*
3rd	*haste, meld into stone*
4th	*black tentacles, stoneskin*
5th	*cloudkill, mislead*

SYMBIOTIC TRANSFORMATION

Starting when you choose this patron at 1st level, you can draw out your Symbiont, which proceeds to coat your body in a living slime exoskeleton. You can undergo this transformation or reverse it as a bonus action on your turn. While transformed, you

can't cast spells, but transforming doesn't break your concentration or prevent you from taking actions that are part of a spell that you've already cast. While transformed, you gain the following benefits:

The Flesh. Your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

The Claws. You sprout a set of wicked claws, which you can use as natural melee weapons to make claw attacks. You have proficiency in your claw attacks and can use your Charisma modifier, instead of Strength, for their attack and damage rolls. On a hit, your claws deal 1d8 slashing damage, which counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If you later gain the Pact of the Blade feature, your claws count as pact weapons for warlock class features.

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

TRAUMATIC REND

Starting at 6th level, you can rake your foe's eyes with your claws to discourage its attacks. When you hit a creature with your claws twice on your turn, you can make an additional attack using your claws against the target. On a hit, the target has disadvantage on attack rolls against you until the start of your turn.

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

LIFEDRAIN

By 10th level, your parasitic patron can draw life from those around you. While you are conscious, whenever you deal damage to a hostile creature using your claws, you regain 1d4 hit points.

VIOLENCE AFTER DEATH

Beginning at 14th level, if you should fall in combat, your Symbiont shall keep fighting. If you drop to 0 hit points while transformed with your Symbiotic Transformation, you do not fall prone or begin making death saving throws until the end of your next turn. Instead, your Symbiont controls your actions, acting as if you were not unconscious, attacking any hostile creatures it sees. If you take any damage while at 0 hit points, you instantly fall unconscious and suffer one death saving throw failure. At the end of your next turn, you collapse and begin to make death saving throws as normal.

New Pact Boons

At 3rd level, you gain a Pact Boon, a unique gift from your patron embodied in an occult symbol. In addition to the three options provided in the core rules—the Pact of the Blade, Pact of the Chain, and Pact of the Tome—the following three options are available to you.

PACT OF THE CLOAK

As a bonus action, you can summon a cloak, coat, or robe which aids your movement and mobility. This pact cloak appears on your body, fitting over any other clothes or armor, and it doesn't impede your movement, vision, or your ability to wear other equipment. While wearing your pact cloak, you constantly float a few inches off the ground. You ignore the effects of difficult terrain, your speed increases by 10 feet, and you can walk across fluid surfaces such as water and quicksand.

You can dismiss your pact cloak as a bonus action.

PACT OF THE FLAME

Your patron grants you a mote of chaotic, otherworldly power. Your spell attacks score a critical hit on a roll of 19 or 20.

PACT OF THE SKIN

You give yourself over completely to your patron, taking on greater aspects of your benefactor in exchange for more power. Your skin changes to reflect this, changing form and becoming more resistant to damage. When you take bludgeoning, piercing, or slashing damage from a nonmagical weapon that isn't silvered, you can subtract 3 from the damage taken.

New Invocations

When you choose Eldritch Invocations starting at 2nd level, the following options are available to you.

ABYSSAL CONCORD

You can cast *might of the abyss* once using a warlock spell slot. You can't do so again until you finish a long rest.

CRIMSON INVESTIGATOR

You can cast the *blood print* spell at will, without expending a spell slot.

ELDRITCH CLAW

Prerequisite: 5th level

When you cast a cantrip that requires one or more ranged spell attacks, you can make melee spell attacks instead.

FELL FLIGHT

Prerequisite: 15th level

Your patron grants you the power to fly: this manifests as a pair of wings (of varying designs), a dark aura, or some other sign appropriate to your patron. While you aren't wearing medium or heavy armor, you gain a flying speed equal to your walking speed.

LURKER IN THE THRESHOLD

Prerequisite: 9th level

You can cast *protect threshold* at will, without expending a spell slot or material components. The spell ends early if you use this invocation to cast the spell again.

MANTLE OF MIST

Prerequisite: 12th level, Pact of the Cloak feature

You can cast *misty step* without using a spell slot by vanishing into your pact cloak, leaving behind a cloud of smoke. You can use this invocation a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

MONSTROUS CARAPACE

Prerequisite: 12th level, Pact of the Skin feature

Your already tough form becomes almost impenetrable. When you take bludgeoning, piercing, or slashing damage from a nonmagical weapon that isn't silvered, you can use your reaction to halve the damage taken.

PALE HORSE

Prerequisite: 3rd level

You can cast the spell *find steed* once using a warlock spell slot. You can't do so again until you finish a long rest.

PANDEMONIUM SPARK

Prerequisite: eldritch blast cantrip, Pact of the Flame feature

When you roll a 10 on the damage die for your eldritch blast, you can roll an additional d10 and add its damage to the total, rolling again if this die is also a 10, and so on. You can roll a total number of four damage dice for this damage roll, or eight damage dice on a critical hit.

SIGIL OF PROTECTION

You can cast *transient bulwark* once using a warlock spell slot. You can't do so again until you finish a long rest.

SINISTER SNARE

Prerequisite: Pact of the Skin feature

Creatures within your reach provoke opportunity attacks when they leave your reach, even if they took the Disengage action.

SPARK OF BEDLAM

Prerequisite: 11th level

You can cast *frenzy* once using a warlock spell slot. You can't do so again until you finish a long rest.

SURGE OF CHAOS

Prerequisite: 9th level, Pact of the Flame feature

As an action, you can set off an uncontrolled magic spark to cast a random spell. Spend a warlock spell slot and roll on the following table. Each entry gives a list of spells from a particular school of magic; you must choose to cast one of the spells from the list rolled using your warlock spell slot, without consuming expensive material components. New spells are marked with an asterisk.

d8	Spells
1	**Abjuration.** *Aid, protection from energy, stoneskin, antilife shell.*
2	**Conjuration.** *Web, conjure animals, dimension door, cloudkill.*
3	**Divination.** *Detect thoughts, geomantic discernment,* divination, scrutinize foe*.*
4	**Enchantment.** *Suggestion, curse of blades,* confusion, hold monster.*
5	**Evocation.** *Gust of wind, fireball, ice storm, wall of force.*
6	**Illusion.** *Mirror image, major image, greater invisibility, seeming.*
7	**Necromancy.** *Ray of enfeeblement, bestow curse, blight, contagion.*
8	**Transmutation.** *Heat metal, haste, polymorph, animate objects.*

WISP OF SHADOW

Prerequisite: Pact of the Cloak feature

While wearing your pact cloak, you do not take any damage from falling.

WIZARDS

Thick tomes weigh down an ailing bookshelf. In the candlelight, a fresh-faced apprentice pores over pages of diagrams and Draconic text. True power, the knowledge needed to harness the elemental power of magic, is woven into the writing, ready to be grasped.

There is no special trick to wizardry. Becoming a master of arcane might merely takes years of dedicated scholarship, rote memorization of esoterics, and grueling hours of practice. But the results are spectacular: summoning elementals with words and gestures, scorching foes alive with geometry from a forgotten tome, and stepping across the planes of the multiverse to see alien horizons through sheer dedication and a magic circle. Wizards are masters of an apex science, a culmination of geometry, physics, alchemy, and more.

To aid their endless education, wizards have formalized their fields of study into arcane traditions, which are branches on the larger tree of arcana. Formally, traditions are divided into the eight fundamental schools of magic, but innumerable subschools branch off therein. Some traditions eschew this scholarly rigor entirely, however, and focus on one element of magic, like a single spell or one application of evocations, to the detriment of all others. Usually, wizard towers and arcane mentors teach a blended mix of the arcane, only letting students specialize once they have demonstrated mastery over the basics.

Familiar Master

Learning the *find familiar* spell is seen as a rite of passage among fledgling wizards, as the spell offers a useful, if limited, magical servant. However, a small subschool of wizards known as the "familiar masters" or "evolutionists" believe that within the humble spell lies manifold hidden powers. Indeed, their studies have unlocked the spell's hidden potential: the ability to evolve their familiars and fluidly shift its form.

IMPROVED FAMILIAR

Beginning when you choose this arcane tradition at 2nd level, you always have the *find familiar* spell prepared, and it doesn't count against the number of spells you prepare. Additionally, you can cast the spell as an action, without expending material components. When you choose your familiar's creature type, you can choose aberration, construct, elemental, or undead, in addition to the normal options for the spell.

ARCANE EVOLUTION

Also at 2nd level, you can use an action and expend a spell slot to transform your familiar. When you do, choose a beast with a CR equal to or lower than half

WIZARD SUBCLASSES

ARCANE TRADITION	DESCRIPTION
Familiar Master	A master of the *find familiar* spell who can evolve their magical servant
Magic Missile Mage	Expert and obsessive master of the staple wizard spell, *magic missile*
Mystic Savant	Masters of arcane stratagems who have an innate pool of battle dice
School of Chronomancy	Practitioners of elusive and catastrophic chronomancy or "time magic"
School of Gastronomy	Chef-wizards of gourmet magic who eat slain monsters
School of Somnomancy	So-called "pajama mages" who master sleep and trance-related magic

the level of the spell slot expended, and your familiar takes on that beast's appearance and statistics (except that it keeps its creature type). During this time, your familiar can attack on its turn. This transformation lasts for 10 minutes, after which time you can choose which animal form it takes from those made available by the spell.

SERVITOR'S GIFT

Starting at 6th level, while you have a familiar, you gain a benefit based on its current form. You continue to gain this benefit when your familiar is transformed by your Arcane Evolution feature.

Bat. You can use a bonus action on your turn to gain blindsight out to a distance of 15 feet while you are not deafened.

Cat. When you land after jumping or falling, you can use your reaction to reduce falling damage to 0.

Crab. While you aren't wearing armor, your AC equals 12 + your Dexterity modifier.

Frog. Your jump distances are tripled.

Hawk. You have advantage on Wisdom (Perception) checks that rely on sight.

Lizard. You have resistance to poison damage.

Octopus. While you are grappled, you can use a bonus action to attempt to escape. When you attempt to escape from a grapple, you gain a bonus to your Strength (Athletics) or Dexterity (Acrobatics) check equal to your Intelligence modifier (minimum +1).

Owl. You gain darkvision out to a distance of 30 feet.

Poisonous Snake. When you hit a creature with a melee weapon attack, you deal an extra 1d4 poison damage.

Quipper. You have a swim speed of 30 feet, and the length of time you can hold your breath is doubled.

Rat. You have advantage on saving throws against poison and disease.

Raven. You add your proficiency bonus to death saving throws and know the *spare the dying* cantrip, which doesn't count against your total number of cantrips known. Intelligence is your spellcasting ability for this spell.

Sea Horse. You add your proficiency bonus to ability checks you make to control a creature as a mount, and you count as one size smaller than you are for the purposes of determining creatures you can use as a mount.

Spider. You have a climb speed of 30 feet.

Weasel. Squeezing doesn't require extra movement for you, and you can stand up from prone by spending 5 feet of movement.

EMPOWER FAMILIAR

Starting at 10th level, you can use a bonus action to grant your familiar a number of temporary hit points equal to twice your level in this class. When you do, you can also change the familiar's creature type and which form it takes from the list provided in the *find familiar* spell.

Once you use this feature, you must finish a short or long rest before you can use it again.

SERVITOR'S GREATER GIFT

At 14th level, while you have a familiar, you gain a benefit based on its creature type.

Aberration. When you cast a spell that deals damage, you can choose to change its damage type to psychic. In addition, you have resistance to psychic damage.

Celestial. When you expend a spell slot to cast a spell or use your Arcane Evolution feature, you can choose a creature within 30 feet to regain hit points equal to your Intelligence modifier + the level of spell slot expended. In addition, you have resistance to radiant damage.

Construct. Critical hits made against you with nonmagical weapons become normal hits. In addition, you gain a +1 bonus to your AC.

Elemental. When you cast a spell that deals damage, you can choose to change its damage type to acid, cold, fire, lightning, or thunder damage. In addition, you can speak, read, and write Primordial.

Fey. When you expend a spell slot to cast a spell or use your Arcane Evolution feature, you can teleport a number of feet equal to 5 × the level of the spell slot expended. In addition, you have advantage on saving throws against being charmed or frightened.

Fiend. When you expend a spell slot to cast a spell or use your Arcane Evolution feature, you can choose a creature within 30 feet of you and deal cold, fire, or necrotic damage (your choice) to it equal to your Intelligence modifier + the level of spell slot expended. In addition, you have resistance to fire damage.

Undead. When you cast a spell that deals damage, you can choose to change its damage type to necrotic. In addition, you have resistance to necrotic damage.

Magic Missile Mage

Magic missile is a staple wizard spell, well-loved for its versatility and unerring accuracy. As a missile magician, however, your fondness for the spell borders on obsession. Your studies focus entirely on this spell, exploring every rune in the spell's composition and analyzing every aspect of its casting, resulting in new augmentations and greater power than ever before.

FORCE MISSILE

Beginning when you select this tradition at 2nd level, you learn the spell *magic missile*, if you do not know it already. Whenever you cast this spell, it is improved in the following ways:

- You fire 1 additional dart whenever you cast this spell. The additional number of missiles increases by 1 at 6th level (2 additional missiles), 10th level (3 additional missiles), and 14th level (4 additional missiles).
- Your missiles bypass any effect, such as the *shield* spell, that specifically blocks or reflects the *magic missile* spell.

- You can cast this spell at its lowest level without using a spell slot. You can use this ability a number of times equal to your Intelligence modifier. You regain all expended uses when you finish a long rest. Beginning at 14th level, you can use this ability an unlimited number of times.

SHIELD OF MISSILES

Starting at 6th level, you can cast *magic missile* in a tight orbit around you, creating a deadly aegis from your foes which lasts for up to 10 minutes. You gain a bonus to your Armor Class equal to the number of missiles orbiting you, which begins as the number of missiles fired, up to a maximum bonus of +6. When a hostile creature ends its turn within 5 feet of you, a single missile strikes it, dealing damage as normal and decreasing the number of missiles orbiting you. Additionally, when you cast *magic missile*, you can add some or all of the missiles orbiting you to the spell, decreasing the missiles orbiting you by the number used.

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

COUNTER-MISSILE

By 10th level, you've learned how to use *magic missile* to overcome your most powerful fellow wizards. When you see a creature within 60 feet of you casting a spell, you can use your reaction to cast *magic missile*, with all missiles targeting that creature. The creature must make a single Constitution saving throw as a result of the total damage dealt to maintain concentration while casting the spell, even if the spell wouldn't normally require concentration. The spell fails and has no effect if the creature loses concentration.

INESCAPABLE MISSILE

Beginning at 14th level, your missiles seek out targets that would otherwise somehow escape them. This grants you the following benefits:

- The range of the spell increases to 500 feet.
- You can target creatures you can't see within range, as long as you can hear the creatures and there is a path within range from you to the target.
- You can't be counterspelled when you cast *magic missile*.
- Your missiles penetrate constructs of magical force, such as those created by the spells *wall of force*, *tiny hut*, and *resilient sphere*.

Mystic Savant

Unlike most other arcane traditions, mystic savants do not belong to a formalized institution, instead sharing a philosophy that, to master arcana, one must master every individual aspect of it. Their contemporaries call them "universalists" or "holistics," but they are savants by any definition. The skill of spellcasting comes naturally to them, so while other wizards refine a specific school of magic, mystic savants master an array of cross-school stratagems to help them snatch victory from the jaws of defeat.

ARCANE STRATEGIST

Beginning when you choose this arcane tradition at 2nd level, you learn stratagems that are fueled by special dice called battle dice.

Battle Dice. You have two battle dice, which are d6s. A battle die is expended when you use it. You regain all of your expended battle dice when you finish a short or long rest, or when you roll initiative.

Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown on the table below.

Wizard Level	Battle Dice
2nd	2d6
3rd	2d8
7th	3d8
13th	3d10
19th	4d10

Using Battle Dice. Once per turn, you can expend a battle die to use a stratagem of your choice. Your stratagem options are detailed at the end of this subclass description.

Stratagems. You learn three stratagems of your choice, which are detailed under "Stratagems" at the end of the subclass description. Many stratagems enhance a spell in some way. You can use only one stratagem per spell.

You learn two additional stratagems of your choice at 6th level and one additional stratagem of your choice at 10th and 14th level. Each time you learn new stratagems, you can also replace one stratagem you know with a different one.

BONUS PROFICIENCY

Also at 2nd level, you gain proficiency in one of the following skills of your choice: Arcana, History, Insight, Investigation, Medicine, Nature, Perception, or Religion.

VERSATILE MEMORY

Starting at 6th level, you can use your action to exchange one spell you have prepared for another of the same level or lower in your spellbook.

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

ARCANIST'S ASSESSMENT

At 10th level, you can use your action to appraise the spellcasting prowess of a creature you can see within 30 feet. Make an ability check using your spellcasting ability contested by the creature's spellcasting ability check. If the creature doesn't have a spellcasting ability, it rolls a d20 instead. If you succeed, you learn if the creature has the Spellcasting, Innate Spellcasting, or Pact Magic features, and whether the creature can cast spells of a higher level than you can cast.

Regardless of whether the target succeeds or fails, it knows you have assessed its magical capabilities. You can't use this ability on the same target for 24 hours.

You can use this feature a number of times equal to your Intelligence modifier (minimum once) and regain all expended uses when you finish a long rest.

FONT OF PERCIPIENCE

Starting at 14th level, you can use a bonus action and expend a spell slot to regain a number of your expended battle dice up to the level of the spell slot expended. When you do, you can choose a stratagem you know and replace it with a different stratagem.

STRATAGEMS

The stratagems are presented in alphabetical order.

Arcane Warding. When you cast a spell of 1st level or higher, you can expend and roll one battle die as a bonus action to gain temporary hit points equal to the level of spell slot expended to cast the spell + the result of the battle die. You lose any temporary hit points gained from this stratagem after 10 minutes.

Eldritch Aegis. When you or a creature you can see within 30 feet takes damage from a spell, you can use your reaction to expend and roll one battle die, reducing the damage taken by the result.

Flash of Brilliance. When you make an Intelligence or Wisdom check, you can expend one battle die to add it to the check. You can choose to use this stratagem after the ability check is rolled but before the GM says whether the result was a success or failure.

Mystic Counsel. You can use a bonus action and expend one battle die to give counsel to a creature that can hear you within 30 feet of you. Once in the next minute when the creature makes a saving throw against a spell it can choose to roll the battle die and add the result to the saving throw.

Mystic Defense. When you make a saving throw against a spell or other magical effect, you can use your reaction to expend and roll one battle die to add its result to the saving throw. You can choose to use this stratagem after the saving throw is rolled but before the GM says whether the result was a success or failure.

Potent Casting. When you roll damage for a spell you cast, you can expend one battle die as a bonus action. When you do, you can reroll a number of the damage dice up to your Intelligence modifier (minimum of one) and must use the new rolls.

Precision Spell. When you make a spell attack roll against a creature, you can expend one battle die to add it to the roll as a bonus action. You can use this stratagem before or after making the attack roll, but before any effects of the spell attack are applied.

Quick Thinking. When you make an ability check to determine initiative, you can expend and roll one battle die to add its result to your initiative roll. You can choose to use this stratagem after the ability check is rolled but before the GM determines initiative order.

Sorcerous Spread. When you deal damage to a creature with a spell of 1st level or higher, you can use your bonus action to choose another creature within 5 feet of the target, then expend and roll a battle die. That chosen creature takes damage equal to the level of spell slot expended casting the spell + the result of the battle die. The type of damage is the same as that taken by the original target of the spell.

Spellcaster's Sting. When a creature within 60 feet of you that you can see succeeds on a saving throw against a spell you cast of 1st level or higher, you can use a bonus action to expend and roll a battle die. The creature takes force damage equal to the level of spell slot expended casting the spell + the result of the battle die.

Spell Sundering. When you deal damage to a creature concentrating on a spell, you can use your bonus action to expend and roll one battle die, adding its result to the damage dealt. If the creature must make a Constitution saving throw to maintain concentration as a result of this damage, that saving throw has disadvantage.

Unbreakable Concentration. When you make a saving throw to maintain concentration on a spell, you can expend and roll one battle die to add its result to the saving throw. You can choose to use this stratagem after the saving throw is rolled but before the GM says whether the result was a success or failure.

School of Chronomancy

The School of Chronomancy focuses on harnessing and manipulating the energies of flowing time. It is a perilous tradition, as the practice of slowing, reversing, or diverting the flow of time can accidently tear novices to pieces, spreading them thinly across millennia, or sometimes even drop them wholesale into a new era, with no way of returning home. Masters of this school, however, walk the generations as planeswalkers walk the cosmos, literally ending most conflicts before they even begin.

Chronomancy Savant

Beginning when you select this school at 2nd level, all spells with the chronomancy tag are added to the wizard spell list for you. Additionally, the time you must spend to copy a spell into your spellbook equals 10 minutes per spell level.

Chronoshift

At 2nd level, you can abate time while casting your spells. When you cast a spell of 1st level or higher that has a casting time of 1 action, you can expend another spell slot of the same level to change the casting time to 1 bonus action for this casting.
You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Speed of Thought

By 6th level, you can enter a state of heightened focus as an action, allowing you to perform certain tasks five times faster than normal while you concentrate on them like a spell. These tasks must be purely intellectual in nature, such as research, translation, or computation, and must be tasks you can complete alone; others can't understand your speech or meaningfully help while you are working at increased speed. Furthermore, attempting to cast a spell, perform a ritual, or move further than 10 feet from where you began instantly returns you to the normal flow of time with a feeling of faintness which prevents you from maintaining concentration for 1 minute.

LAG SPELL

At 10th level, when you cast a spell, you can delay its effect for one, two, or three turns. When the spell is cast, you choose the spell's target and the number of rounds to delay the spell, and you roll any relevant attack rolls. Any effects on the spell's targets, including saving throws, are resolved when the spell triggers at the start of your turn after the chosen number of rounds. If any conditions change between casting and when the spell takes effect that would make the spell impossible—such as the target leaving the spell's maximum range—the spell fails.

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

FOREIMAGE

By 14th level, you have unlocked the power to turn back time and retrace your steps, correcting your most egregious errors. Whenever you finish a long rest, you are actually beginning your second attempt at the day's events. You are accompanied by a temporal shadow, an echo of your first time experiencing the day, which you follow perfectly in order to repeat the day's events. Acting on your foreknowledge destroys your temporal shadow until you finish a long rest, but allows you to use one of the following abilities:

- You gain advantage on an attack roll, ability check, or saving throw you make.
- You can cause one attack roll that doesn't have advantage to miss you.
- You can act on the knowledge of one thing that you could have known before the end of the day, such as the answer to a riddle, the location of a pit trap, the path through a labyrinth, or someone's name.

Once you use this ability, all remaining foreknowledge leaves you until you finish a long rest.

School of Gastronomy

Gastronomy, the oft-satirized subschool of food-related magic, is rarely taught to wizardly apprentices, for even masters of transmutation can be terrible at cuisine. However, gastronomy is a truly nourishing magic which spans all cultures and is more akin to an art than an arcane tradition. Stereotypical gastronomists are thought of as monstrously fat and held aloft by magic, like great balloons in robes, but this is mostly a myth; wizards of this school are usually healthier than their contemporaries, owing to a healthy and balanced magical diet.

SOUS CHEF

Beginning when you select this school at 2nd level, you gain proficiency with cook's utensils and have advantage on any ability check you make to cook or prepare ingredients. Additionally, you can cast the spell *create food and water* once without using a spell slot, and you regain the ability to do so when you finish a long rest. When you cast the spell using this feature, the resulting food is a mouthwatering meal of your choosing.

MONSTER DISH

Also at 2nd level, when you finish a short or long rest, you can prepare a meal using monsters that you and your allies have slain. The meal uses the entire corpse of a creature as an ingredient, which must have died within the last 24 hours or been preserved by a *gentle repose* spell. You can't use this ability with the corpses of celestials, humanoids, or undead creatures. The meal contains enough food for a number of creatures equal to your Intelligence modifier; this food spoils if not eaten in 24 hours. When a creature partakes of this meal at the end of a short or long rest, it rolls a number of d6s equal to the ingredient creature's challenge rating (1d6 for creatures of CR 1/2 and lower) and gains temporary hit points equal to the total rolled. Additionally, if the ingredient creature had immunity to a damage type other than bludgeoning, piercing, or slashing damage, you can choose for the meal to bestow resistance to one such damage type for 8 hours to any creature that partakes of it.

You can only prepare one meal using this ability, regaining the ability to do so when you finish a long rest.

Better names for Gastronomists:
· Lard Bards · Sand-witches
· Saucerors
· Cheeze-Wizzes · Carnivorelocks

FLAVOR BLAST

Beginning at 6th level, you can make other creatures smell delicious! Once per turn, when a creature fails a saving throw against a spell that you cast of 1st level or higher, you can cause the target to smell and taste like delectable food for up to 1 minute or until you use this ability again. This odor carries out to 15 feet and can resemble any food of your choosing, from freshly baked bread to grilling meat. While the target smells this way, attacks made to bite the creature or attack it with teeth have advantage, and the target has disadvantage on Constitution saving throws it makes to maintain concentration.

Additionally, creatures of Intelligence 3 or lower can't distinguish the target from the smell and react accordingly. Most creatures can distinguish the target from the odor after dealing damage to it.

BOTTOMLESS FEAST

At 10th level, you can cast the spell *heroes' feast* once, creating enough food for one creature, without using a spell slot or material components. At 11th level, you can create enough food for 5 creatures.

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

RAVENOUS MAGIC MOUTH

Beginning at 14th level, you can use your action to summon a Large-sized disembodied mouth of magical force filled with sharp teeth in an unoccupied space you can see within 60 feet. On each of your turns, you can command the mouth to float up to 30 feet (no action required), and you can use your bonus action to command it to bite a creature within 5 feet of it. The mouth uses your spell attack bonus for its melee attack roll, and on a hit, deals 4d10 force damage and grapples its target (escape DC equals your spell save DC) on a hit. The mouth can grapple only one target at a time, and can only attack the creature it is grappling.

If the mouth is grappling a target of Medium size or smaller at the start of your turn, you can use your bonus action to command it to swallow its target, depositing the creature in an extradimensional space filled with acid. While swallowed, the creature is blinded and restrained, taking 4d6 acid damage at the beginning of each of its turns. The creature can use its action to make a Strength saving throw against your spell save DC to escape. On a success, it magically reappears and falls prone in an unoccupied space within 5 feet of the mouth. The creature automatically escapes when the mouth vanishes.

The mouth disappears after 1 minute, or if you dismiss it early on your turn (no action required). Once you summon the mouth, you can't use it again until you finish a long rest.

School of Somnomancy

Somnomancers are an idiosyncratic bunch, given to fancies, daydreams, and odd sartorial choices, so it is no surprise that their subschool of magic is rarely accorded any respect by mages of other schools. Although their obsession with *sleep* is occasionally useful, such as when someone needs to be hypnotized or must have their dreams interpreted, it is more often a source of humor—much to the chagrin of so-called "pajama mages"!

SOMNAMBULIST

Beginning when you select this school at 2nd level, your mastery over sleep magic has rendered you a persistent sleep-walker. While you are asleep, you can move around freely; you don't fully perceive your environment while asleep, so you must navigate from memory. Additionally, you can copy spells to your spellbook while asleep.

DEEP SLEEP

Also at 2nd level, you add the *sleep* spell to your spellbook if it is not there already. Whenever you cast this spell, it is improved in the following ways:

- The total number of hit points that can be affected is equal to double the number rolled on the dice.
- The radius of the spell is increased to 30 feet.
- You can freely choose the order in which creatures are affected by a *sleep* spell you cast.

MEZMERIZE

Beginning at 6th level, by performing a repetitive action for 1 minute, you can hypnotize a willing creature within 60 feet that can see and hear you.

While hypnotized by you, it is semi-conscious and charmed by you. Other spells and effects that charm the creature or influence its mind have no effect while the creature is hypnotized. If you choose, you can cause a creature to repeat its saving throw against these effects, ending an effect on itself on a success.

The creature has the ability to perfectly recall its memories while hypnotized, including memories that have been magically altered or suppressed. While hypnotized, the creature will truthfully answer any question you pose to it.

Lastly, you can specify a single command word to be embedded in the creature's subconscious for up to 24 hours. The first time the creature hears the command word while it is not hypnotized, it immediately performs the single action or repeats a certain phrase that you specified while the creature was hypnotized. The creature performs this action or speaks this phrase even if the effects of a spell would compel them to act otherwise.

The creature remains hypnotized by you for up to 1 hour, or until it takes damage or you end it early by saying a special command word.

DREAMSPEAKER

At 10th level, you add the spell *dream* to your spellbook if it is not there already. When you cast this spell, the messenger may jump between up to 12 creatures (each makes their saving throw against the spell separately), conversing with any or all of them. They can only appear monstrous to one of the targets, however, and the spell ends immediately after that option is utilized.

FITFUL SLUMBER

When you reach 14th level, you can give creatures that you put to sleep terrible nightmares. At the start of their turn, you can choose to make any creature that is under the influence of a *sleep* spell that you cast take 3d6 psychic damage. This damage can't wake a creature up, nor can it reduce a creature below 1 hit point.

I know what you're thinking:
Do wizards dream of elemental sheep?

CHAPTER 4

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PAGE 286. STARTER FEATS

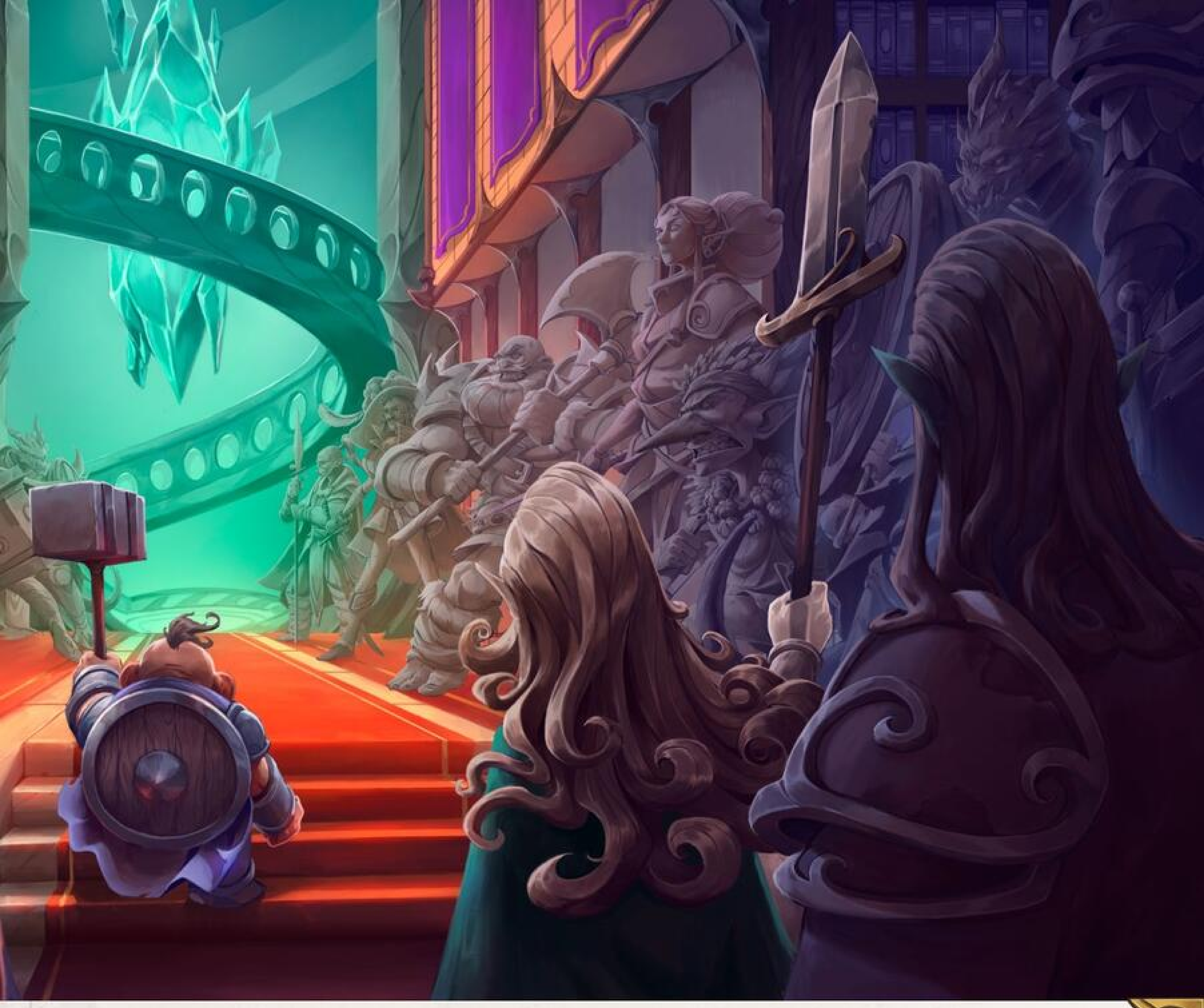
Niter and ammonia: the stench of magic. Every wizard produces a whiff of the smell with a *fireball* or *magic missile*, but this Tower reeked of it.

Worse yet was the decor. Blank marble eyes stared back by the hundreds: adventurers and noble heroes frozen in stone and lined up before us. We recognized old friends and adventuring legends, everyone who was ever rumored to seek the *Spire of Secrets*. The display was mocking, contemptful. The lich would die for this.

The stairs ascended out of sight. With a word of mourning to our petrified friends, we began to climb.

"Yea-ha-ha-ha!" echoed a disembodied laugh throughout the tower. "I should welcome you to my Spire, but you've hardly wiped your feet! Is it so much to ask that you home invaders at least be civilized about it?" The voice was sardonic and cackling. We bristled and continued to march up the tall steps.

"Introductions are in order! My name is Valda, which I suppose you already know. You should write your names down somewhere conspicuous. That way, when you join my collection, I can alphabetize you."



CHAPTER 4: CUSTOMIZATION

Your campaign centers on the stories of a small band of heroes (or miscreants, or villains) that are utterly unique to your table. Each player brings a unique perspective to their character through their choices, performance, terrible running jokes, and so on, so it's fitting that 5th Edition offers a sandbox of options to make each and every character truly unique.

This chapter expands on the essential character-building choices with purely optional customizations, like Feats and Multiclassing rules. These are fine-toothed tools, capable of rendering both engrossing characters and thinly-veiled engines of powergaming. As such, the GM decides whether the options in this chapter are available in a campaign, and should be given fair leeway to remove options that later become problematic.

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in wizard and two in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a barbarian who decides to multiclass into the druid class must have both Strength and Wisdom scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

Class	Ability Score Minimum
Mage Hand Press Classes	
Alchemist	Intelligence 13
Captain	Strength 13 or Dexterity 13, and Charisma 13
Craftsman	Strength 13 or Dexterity 13, and Intelligence 13
Gunslinger	Dexterity 13
Investigator	Intelligence 13
Martyr	Constitution 13 and Wisdom 13
Necromancer	Intelligence 13
Warden	Strength 13
Warmage	Intelligence 13
Witch	Charisma 13
Core Classes	
Barbarian	Strength 13
Bard	Charisma 13
Cleric	Wisdom 13
Druid	Wisdom 13
Fighter	Strength 13 or Dexterity 13
Monk	Dexterity 13 and Wisdom 13
Paladin	Strength 13 and Charisma 13
Ranger	Dexterity 13 and Wisdom 13
Rogue	Dexterity 13
Sorcerer	Charisma 13
Warlock	Charisma 13
Wizard	Intelligence 13

Proficiencies

When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

Class	Proficiencies Gained
Mage Hand Press Classes	
Alchemist	Light armor, bombs
Captain	Light armor, medium armor, shields, simple weapons, martial weapons
Craftsman	Light armor, medium armor, shields, all weapons, all artisan's tools. See "Craftsman Multiclassing" sidebar.
Gunslinger	Light armor, simple weapons, simple firearms, martial firearms
Investigator	Light armor, heavy crossbows, one skill from the class's skill list
Martyr	Light armor, medium armor, shields, simple weapons, martial weapons
Necromancer	Light armor
Warden	Light armor, medium armor, shields, simple weapons, martial weapons
Warmage	Light armor
Witch	Light armor, simple weapons
Core Classes	
Barbarian	Shields, simple weapons, martial weapons
Bard	Light armor, one skill of your choice, one musical instrument of your choice
Cleric	Light armor, medium armor, shields
Druid	Light armor, medium armor, shields (druids won't wear armor or use shields made of metal)
Fighter	Light armor, medium armor, shields, simple weapons, martial weapons
Monk	Simple weapons, shortswords
Paladin	Light armor, medium armor, shields, simple weapons, martial weapons
Ranger	Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class's skill list
Rogue	Light armor, one skill from the class's skill list, thieves' tools
Sorcerer	—
Warlock	Light armor, simple weapons
Wizard	—

CRAFTSMAN MULTICLASSING

Unlike other classes, a multiclass craftsman gains additional proficiencies as you gain levels in the class. A multiclass character with 1 level in craftsman has proficiency with all artisan's tools, light armor, medium armor, shields, simple weapons, martial weapons, and exotic weapons. With 2 levels in craftsman, the character also gains proficiency with heavy armor, and with 3 levels in craftsman, they gain proficiency with exotic armor.

Class Features

When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment, and a few features have additional rules when you're multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, and Spellcasting.

CHANNEL DIVINITY

If you already have the Channel Divinity feature and gain a level in a class that also grants the feature, you gain the Channel Divinity effects granted by that class, but getting the feature again doesn't give you an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you. For example, if you are a cleric 6/paladin 4, you can use Channel Divinity twice between rests because you are high enough level in the cleric class to have more uses. Whenever you use the feature, you can choose any of the Channel Divinity effects available to you from your two classes.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does). Similarly, the warlock's eldritch invocation Thirsting Blade doesn't give you

MULTICLASS SPELLCASTER
SPELL SLOTS PER LEVEL

LVL.	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	2	—	—	—	—	—	—	—	—
2nd	3	—	—	—	—	—	—	—	—
3rd	4	2	—	—	—	—	—	—	—
4th	4	3	—	—	—	—	—	—	—
5th	4	3	2	—	—	—	—	—	—
6th	4	3	3	—	—	—	—	—	—
7th	4	3	3	1	—	—	—	—	—
8th	4	3	3	2	—	—	—	—	—
9th	4	3	3	3	1	—	—	—	—
10th	4	3	3	3	2	—	—	—	—
11th	4	3	3	3	2	1	—	—	—
12th	4	3	3	3	2	1	—	—	—
13th	4	3	3	3	2	1	1	—	—
14th	4	3	3	3	2	1	1	—	—
15th	4	3	3	3	2	1	1	1	—
16th	4	3	3	3	2	1	1	1	—
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

additional attacks if you also have Extra Attack.

UNARMORED DEFENSE

If you already have the Unarmored Defense feature, you can't gain it again from another class.

SPELLCASTING

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, you follow the rules as described in that class.

Spells Known and Prepared. You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a ranger 4/wizard 3, for example, you know three 1st-level ranger spells based on your levels in the ranger class. As a 3rd-level wizard, you know three wizard cantrips, and your spellbook contains ten wizard spells, two of which (the two you gained when you reached 3rd level as a wizard) can be 2nd-level spells. If your Intelligence is 16, you can prepare six wizard spells from your spellbook.

Each spell you know and prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell. Similarly, a spellcasting focus, such as a holy symbol, can be used only for the spells from the class associated with that focus.

Spell Slots. You determine your available spell slots by adding together all your levels in the bard, cleric, druid, necromancer, sorcerer, witch, and wizard classes, and half your levels (rounded down) in the paladin and ranger classes. If your subclass offers a spellcasting table identical to that of the House of Bishops warmage or the Soulblood Shaman warden, add one third of that class's level (rounded down) to the total. Use this total to determine your spell slots by consulting the Multiclass Spellcaster table.

If you have more than one spellcasting class, this table might give you spell slots of a level that is higher than the spells you know or can prepare. You can use those slots, but only to cast your lower-level spells. If a lower-level spell that you cast, like *burning hands*, has an enhanced effect when cast using a higher-level slot, you can use the enhanced effect, even though you don't have any spells of that higher level.

For example, if you are the aforementioned ranger 4/wizard 3, you count as a 5th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and two 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level ranger spells. You can use the spell slots of those levels to cast the spells you do know—and potentially enhance their effects.

BIG DAMAGE NUMBERS

Though not strictly disallowed, it is ill-advised to use the martyr's Torment ability with feats that add +10 to damage.

Pact Magic. If you have both the Spellcasting class feature and the Pact Magic class feature from the warlock class, you can use the spell slots you gain from the Pact Magic feature to cast spells you know or have prepared from classes with the Spellcasting class feature, and you can use the spell slots you gain from the Spellcasting class feature to cast warlock spells you know.

Spellcasting (Martyr). The Spellcasting class feature from the martyr class requires you to lose hit points to create spell slots. If you have have the Spellcasting class feature from the martyr class and the Spellcasting class feature from any other class (except for the warmage), you can spend spell slots from the other class to cast martyr spells you have prepared, and can lose hit points to create spell slots to cast spells you know or have prepared from the other class. You do not add your martyr levels when determining your total spell slots on the Multiclass Spellcaster table.

Spellcasting (Warmage). The Spellcasting class feature from the warmage class doesn't grant you spell slots. If you have the Spellcasting class feature from the warmage class and the Spellcasting class feature from another class, don't add your warmage levels when determining your total spell slots on the Multiclass Spellcaster table.

AUXILIARY LEVELS

Auxiliary levels (or aux levels) are one-level classes that represent a character's skills and choices, and may be tied to events within the narrative. For example, if a fighter spends his downtime in a large city acting as an enforcer for a thieves' guild, they might take the Scoundrel auxiliary level when they next level up. Or, if a character's mind is invaded by an aboleth or they glimpse the hideous Great Old Ones, they might take the Cultist auxiliary level.

Using Auxiliary Levels

With the GM's approval, you have the option of gaining an auxiliary level whenever you advance in level after 1st, instead of gaining a level in your current class. An auxiliary level follows the general rules for multiclassing and might require that you meet a prerequisite before taking it. Sometimes these prerequisites are class features which you must gain from a base class, and some are narrative prerequisites that you must work with the GM to accomplish before taking the class.

HIT POINTS AND HIT DICE

Like any base class, auxiliary levels grant you additional hit points and Hit Dice. You add together the Hit Dice granted by all your auxiliary classes to determine your pool of Hit Dice.

PROFICIENCIES AND LANGUAGES

An auxiliary level specifies if it grants additional proficiencies or languages when you take it. Your proficiency bonus is always based on your total character level, not your level in a particular class.

Animal Master

With patience or a bit of magic, you have trained an animal companion to accompany you on your adventures. Few people can become fast friends with a wolf, but it's hard to undervalue their teeth in a brawl.

Prerequisite: 3rd level
Hit Dice: 1d10
Hit Points: 1d10 (6) + your Constitution modifier

Skills: Animal Handling

BEAST COMPANION

Choose a beast that is no larger than Medium and has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals the hit point number in its stat block or four times your character level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

The beast obeys your commands as best as it can. It takes its turn on your initiative. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, or Help action. If you don't issue a command, the beast takes the Dodge action. If you gain the Extra Attack feature or another feature which allows you to attack twice when you take the Attack action, you can make one weapon attack yourself when you command the beast to take the Attack action.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

If the beast dies, you can obtain a new companion by spending 8 hours training and bonding with a beast that isn't hostile to you and that meets the requirements.

Buffoon

People assume you're not very bright. Sure, you stumble sometimes and you forget words, but you're not dumb! No matter what all those eggheads say. When all else fails, you've always got a cutting observation or a really mean name in your back pocket, so they never get the last laugh.

Prerequisites: None
Hit Dice: 1d8
Hit Points: 1d8 (5) + your Constitution modifier

Tools: One musical instrument of your choice

BONUS CANTRIPS

You learn the *vicious mockery* cantrip and one additional cantrip of your choice from the bard spell list. Charisma is your spellcasting ability for these spells.

TAUNT

You can use your bonus action to mock a creature within 15 feet of you. If the target can hear you and it understands at least one language, it has disadvantage on the next attack roll it makes against a creature other than you before the end of its next turn.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

I MEANT TO DO THAT

When you roll a 10 or lower on the d20 roll for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. Once you use this ability, you can't use it again until you finish a long rest.

Clandestine Caster

Discretion is the better part of both valor and incredible arcane might. With some canny trickery, you've learned to hide your magic in plain sight, where you might pass as a mighty but otherwise unremarkable warrior, until the moment when you have the upper hand.

Prerequisites: Spellcasting or Pact Magic feature
Hit Dice: 1d6
Hit Points: 1d6 (4) + your Constitution modifier

Skills: Arcana or Deception

SPELLCASTING

This auxiliary level counts as a level in your Spellcasting or Pact Magic class for the purpose of determining your available spell slots. However, it doesn't advance your spells known and prepared. For example, if you are a Wizard 2/Clandestine Caster, you have four 1st-level spell slots and two 2nd-level spell slots, but you only know 1st-level spells.

INVISIBLE CANTRIPS

When you cast a cantrip that requires a spell attack roll, you can disguise its casting (including its spell components) and effects as if it were a melee weapon attack. To do this, you must be holding a melee weapon, and must target a creature within 5 feet of you. You don't have disadvantage on this spell attack roll for a hostile creature being within 5 feet of you. The effects of the spell are completely invisible, appearing as if you instead delivered a mighty blow with the weapon.

SUBTLE SPELL

You can cast a spell without any somatic or verbal components. Once you use this feature, you can't use it again until you finish a short or long rest.

Courier

A trader, a smuggler, or merely a messenger, you have been tasked with traveling to and fro delivering parcels, and have become quite adept at it. You're quick on your feet and have a second sense for navigation matched only by sailors and compass salesmen, and you carry those advantages with you in adventuring.

Prerequisites: Have been employed as a courier, messenger, navigator, smuggler, or trader
Hit Dice: 1d8
Hit Points: 1d8 (5) + your Constitution modifier

Languages: One of your choice
Tools: Cartographer's tools, navigator's tools, one musical instrument of your choice

ABLE NAVIGATOR

You can't become lost except by magical means.

BEELINE

Once on each of your turns, you can take the Disengage action as a bonus action. You can use this ability a number of times equal to your Dexterity modifier, and regain all expended uses when you finish a long rest.

HUSTLE

When you take the Dash action, your speed increases by an additional 30 feet.

Cultist

A dark pact, a black, leather-bound tome, and your fellow hooded acolytes: these are your clearest memories of your indoctrination to the cult, before your mind started to unravel. No matter which terrible, extradimensional being your secret society is dedicated to, its teachings have revealed enigmas of the universe to you and laced your every thought with paranoia.

Prerequisites: Have joined a cult or gained one or more Indefinite Madness traits
Hit Dice: 1d8
Hit Points: 1d8 (5) + your Constitution modifier

Languages: One chosen randomly be the GM
Skills: Arcana

SPELLCASTING

This auxiliary level counts as a level in your Spellcasting or Pact Magic class (if you have a level in such a class) for the purpose of determining your available spell slots. However, it doesn't advance your spells known and prepared. For example, if you are a Wizard 2/Cultist, you have four 1st-level spell slots and two 2nd-level spell slots, but you only know 1st-level spells.

BONUS CANTRIPS

You learn the *eldritch orb* cantrip and one additional cantrip of your choice from the warlock spell list. Charisma is your spellcasting ability for these spells.

CONSPIRATORIAL

You have advantage on saving throws you make against effects which would charm you or cause madness.

LUNATIC INSIGHT

Whenever you make an ability check that doesn't include your proficiency bonus, your unique insight allows you to make connections which may or may not exist. If the d20 roll for the ability check is even, you add your proficiency bonus to the check.

That OTHER lich has all the nice cults! Boo to him.

Dragon Acolyte

Dragons strike awe and fear into mere mortals who gaze upon them. Many flee in terror, but a few fall to their hands and knees, pledging themselves to their new draconic masters. Such dragon acolytes learn to emulate the great beasts, and eventually to capture a semblance of draconic that might.

Prerequisites: Allied with a dragon or an aspect of the dragon god
Hit Dice: 1d10
Hit Points: 1d10 (6) + your Constitution modifier

DRACONIC ALLIANCE

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

DRACONIC ALLIANCE

When you gain this level, you become allied with an ancient wyrm or an aspect of the dragon god, who grants you a fraction of their power. You gain resistance to the damage type associated with your dragon, as shown on the Draconic Alliance table.

BREATH WEAPON

When you take the Attack action, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in the area must make a Dexterity saving throw (DC equals 8 + your Constitution modifier + your proficiency bonus). A creature takes 2d8 damage of the type associated with your Draconic Alliance on a failed save, and half as much damage on a successful one. This damage increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8).

Once you use this ability, you can't use it again until it recharges. Roll a d6 at the start of each of your turns; the ability recharges when you roll a 6.

CLAWS AND BITE

You can manifest claws and teeth of crackling draconic magic, which are natural weapons that you can use to make unarmed strikes. On a hit with them, you deal 1d6 damage of the type associated with your Draconic Alliance. You can choose to deal slashing damage with the claws or piercing damage with your bite. If you already have natural weapons, you can choose to deal the type associated with your Draconic Alliance instead of its normal damage type.

Expert

Diligent research and practice has paid dividends. Through months of effort, you've mastered new crafts, honed your skills, trained in combat, or even improved your book smarts.

Prerequisites: None
Hit Dice: 1d8
Hit Points: 1d8 (5) + your Constitution modifier

Tools: One type of artisan's tools
Languages: One of your choice
Skills: Choose any two

SPELLCASTING

This auxiliary level counts as a level in your Spellcasting or Pact Magic class (if you have a level in such a class) for the purpose of determining your available spell slots. However, it doesn't advance your spells known and prepared. For example, if you are a Wizard 2/Expert, you have four 1st-level spell slots and two 2nd-level spell slots, but you only know 1st-level spells.

EXPERTISE

Choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

TRAINING

You gain proficiency in any three simple or martial weapons of your choice. Additionally, you gain proficiency in light armor. If you already have proficiency in light armor, you gain proficiency in medium armor instead.

Contrary to popular belief, if you see a wizard in a hedge, it's probably a druid. Or a homeless sorcerer.

Hedge Wizard

Unlike ordinary wizards who learn their craft through extensive research and formal training, you discovered arcana on your own, reading what you could find and uncovering deeper magic through experimentation. Self-education is not without its merits, however, for you have become exceptionally well versed in the most fundamental spells: cantrips.

Prerequisites: Spellcasting or Pact Magic feature
Hit Dice: 1d6
Hit Points: 1d6 (4) + your Constitution modifier

SPELLCASTING

This auxiliary level counts as a level in your Spellcasting or Pact Magic class for the purpose of determining your available spell slots. However, it doesn't advance your spells known and prepared. For example, if you are a Sorcerer 2/Hedge Wizard, you have four 1st-level spell slots and two 2nd-level spell slots, but you only know 1st-level spells.

CANTRIP SAVANT

You learn three cantrips of your choice from the wizard spell list. Use your spellcasting ability for these spells.

POTENT CANTRIPS

You can add your spellcasting ability modifier to the damage you deal with any wizard cantrip.

Priest

Though you have not been granted the divine purpose of an adventuring cleric, you have nevertheless been ordained as a priest to one of the many gods. Your lot is that of a quieter life with the church: conducting services, looking after your congregation, performing community rituals, and other administrative duties. Even when whisked off into adventuring, your posture is that of an unassuming reverend, not an evangelizing cleric or crusading paladin.

Prerequisites: Must be ordained by some faith
Hit Dice: 1d8
Hit Points: 1d8 (5) + your Constitution modifier

Skills: Religion

SPELLCASTING

This auxiliary level counts as a level in your Spellcasting or Pact Magic class (if you have a level in such a class) for the purpose of determining your available spell slots. However, it doesn't advance your spells known and prepared. For example, if you are a Wizard 2/Priest, you have four 1st-level spell slots and two 2nd-level spell slots, but you only know 1st-level spells.

BONUS CANTRIPS

You learn the *spare the dying* cantrip and one additional cantrip of your choice from the cleric spell list. Wisdom is your spellcasting ability for these spells.

CHANNEL DIVINITY

You gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Faith Healing and Turn Undead.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals 8 + your proficiency bonus + your Wisdom modifier.

Faith Healing. As an action, you can present your holy symbol and touch a willing humanoid creature to mend its wounds. The creature rolls a number of d8s equal to half your level (rounded down) and regains that many hit points + your Wisdom modifier. This feature has no effect on undead or constructs.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any 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.

Pugilist

Where other warriors equip themselves with swords and axes, you use your bare knuckles and a poor disposition to bring down your foes. You've mastered this unarmed killer edge through hand-to-hand bouts for prize money, pride, or freedom.

Prerequisites: None
Hit Dice: 1d8
Hit Points: 1d8 (5) + your Constitution modifier

Skills: Choose one from Athletics or Acrobatics

HAND-TO-HAND

Your body is a single deadly weapon, more dangerous and versatile than any sword or arrow. You gain the following benefits:

- Your unarmed strikes deal 1d6 bludgeoning damage. This damage increases to 1d8 when you reach 5th level, 1d10 when you reach 11th level, and 1d12 when you reach 17th level.
- When you hit a creature with an unarmed strike, you can use your bonus action to add an extra unarmed strike damage die to the damage roll.

THICK-SKULLED

When you take bludgeoning, piercing, or slashing damage while you have half your hit points or fewer, you can use your reaction to roll a d6 and reduce the damage taken by the number rolled. The damage reduction increases to 1d8 when you reach 5th level, 1d10 when you reach 11th level, and 1d12 when you reach 17th level.

TOUGH REPUTATION

You have advantage on Charisma (Intimidation) checks you make against humanoids that have watched you engage in combat.

Relic Keeper

Be it a family heirloom or a recovered artifact, you have come into possession of a mysterious weapon. Though its iron is rusted and its wood is stained with blood, an unseen power weights its swing, and you can feel an intelligence echoing within it. Once you bind with it, the weapon is linked with your soul, and it grows in power as you do.

Prerequisites: None
Hit Dice: 1d10
Hit Points: 1d10 (6) + your Constitution modifier

SENTIENT WEAPON

When you gain this level, you acquire a sentient magic weapon that bonds to your very soul and grows in might as you do. Your weapon is your choice of any martial weapon that lacks the Two Handed property. Once made, this decision can't be changed.

You can use your action to summon your sentient weapon to your open hand. You are proficient with it while you wield it.

Magic Weapon. The weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. When you reach 5th level, your bond with the weapon strengthens, and you gain a +1 bonus to attack and damage rolls made with it. At 11th level, your bond strengthens further, and you gain a +2 bonus to attack and damage rolls made with the weapon.

Relic Magic. Your relic weapon has 3 charges and regains all expended charges daily at dawn. When you use the Attack action to make an attack with your relic weapon, you can spend 1 of its charges to make an attack using it as a bonus action.

Additionally, whenever you cast a spell of 1st level or higher, you can siphon some of the energy into the weapon. The next time you hit a creature with the weapon during the next minute, you deal bonus force damage equal to twice the spell's level.

Sentience. The weapon is a sentient magic item with an alignment and personality determined by the GM. It has an Intelligence of 14, a Wisdom of 14, and a Charisma of 14. The weapon has hearing and darkvision out to a range of 120 feet, and it can speak, read, and understand Common, as well as communicate with you telepathically.

Sellsword

Blades-for-hire, mercenaries, sellswords; they go by many names. As a somewhat veteran sellsword, you've learned that mercenary work is a volatile business from which only the cautious and cunning can hope to profit. You might have established a set of personal rules or superstitions, or simply gathered a raft of tricks to give you the edge when life and death (and profit) are on the line.

Prerequisites: Have completed at least one contract for mercenary work
Hit Dice: 1d10
Hit Points: 1d10 (6) + your Constitution modifier

Bonus Proficiencies

You gain proficiency with the battleaxe, longsword, trident, and warhammer.

Battle Tactics

You learn maneuvers that are fueled by special dice called battle dice.

Battle Dice. You have two battle dice, which are d6s. A battle die is expended when you use it. You regain all of your expended battle dice when you finish a short or long rest, or when you roll initiative. Once per turn, you can expend a battle die to perform a maneuver of your choice.

Maneuvers. You learn two maneuvers of your choice from among those available to the Captain class or those available to the Grey Watchman subclass of the warden class.

Saving Throws. Some maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Breather

You can take a breather, 1 minute of downtime during which you compose yourself and mend your wounds. When you do so, you can spend one Hit Die to regain hit points as if you finished a short rest. Once you use this ability, you can't use it again until you finish a short or long rest.

Scoundrel

Whether you made some dastardly friends, discovered a love for illicit substances, or merely decided that the law shouldn't stand in the way of making some coin, you're in deep with the criminal underworld. You can probably keep your criminal ties under wraps, but you can't stop looking over your shoulder for fear that the authorities, or worse, your friends might come calling.

Prerequisites: Have joined a criminal organization
Hit Dice: 1d8
Hit Points: 1d8 (5) + your Constitution modifier

Tools: Thieves' tools
Skills: Deception, Sleight of Hand, or Stealth

Thieves' Cant

During your training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Quick Dodge

As a bonus action, you can evade the attacks of a creature you can see within 5 feet of you. Until the start of your next turn, you have a +2 bonus to your Armor Class against that creature's attacks. You must be unarmored or wearing light armor to use this ability.

Craven

When a creature you can see misses you with a melee attack, you can use your reaction to move 5 feet without provoking opportunity attacks.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

Battle Adept

Intensive training and combat experience have allowed you to master special combat maneuvers. You gain the following benefits:

- You gain one battle die, which is a d6 (this die is added to any battle dice you have from another source). A battle die is expended when you use it. You regain all of your expended battle dice when you finish a short or long rest, or when you roll initiative.
- You learn two maneuvers of your choice from among those available to the Captain class or those available to the Grey Watchman subclass of the warden class. You use your battle dice to fuel these maneuvers. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

Bounty Hunter

When there's a price on someone's head, you aim to collect. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You perfectly remember the name and face of every person you've ever met.
- You can use your action to mark a creature you can see within 120 feet of you for 1 hour. You have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find the marked creature. Additionally, as long as the creature is marked, you can discern whether or not the creature has passed through a location. You can have only one creature marked at a time.
- Whenever you reduce a creature to 0 hit points with any attack you make or spell that you cast, you can choose to knock the creature out instead of killing it.

Brutal Grip

You've learned to use the weight of your weapons effectively, and have adapted to using large weapons in one hand.

- Increase your Strength score by 1, to a maximum of 20.
- When wielding a versatile weapon in one hand, you may use the two-handed damage die.
- You can wield a two-handed melee weapon in one hand, treating it as a one-handed weapon. You have disadvantage on attack rolls made when wielding a two-handed weapon this way.

Cantrip Specialist

Prerequisite: Ability to cast a cantrip

Well practiced in fundamental spellcasting, you learn two Warmage tricks from among the following: Blasting Cantrip, Corrosive Cantrip, Draining Cantrip, Explosive Cantrip, Icy Cantrip, Severe Cantrip, Silent Cantrip, and Static Cantrip. Your cantrips count as warmage cantrips for the purposes of these tricks, and your character level counts as your warmage level, where applicable.

Chronomancy Initiate

Prerequisites: Spellcasting feature or Pact Magic feature

Having unraveled the secrets of time magic, chronomancy, you have learned to pull seconds apart, reorder them, and reap minutes as a reward. You gain the following benefits:

- All spells with the chronomancy tag are added to your class's spell list, if they are a level for which your class gets spell slots. Use your spellcasting ability for these spells.
- You learn the *moment to think* cantrip, which doesn't count against your total number of cantrips known.
- You learn four spells of your choice that you cast with the chronomancy tag. If you prepare spells, these spells are always prepared for you and

don't count against the number of spells you can prepare each day. If you are a wizard, they are added to your spellbook instantly at no cost. If you learn spells, these spells do not count against your total number of spells known. When you gain a level in your spellcasting class, you can replace one of these spells with another spell with the chronomancy tag for which you have spell slots.

Dilettante

With a few minutes of preparation, a bit of improvisation, and some talent, you can appear proficient in just about anything. When you finish a long rest, you can spend 10 minutes practicing with a simple or martial weapon, skill, or tool, or in the use of a cantrip from the wizard spell list. You gain proficiency with that weapon, skill, or tool, or you learn that cantrip and can cast it using Intelligence as your spellcasting ability until you finish a long rest.

Downcaster

Prerequisite: Spellcasting feature

Thanks to study or deep introspection, you have achieved a firm grasp on spellcasting fundamentals, granting you the following benefits.

- If you learn spells, you learn 4 spells of your choice of 3rd level or lower from your class's spell list, which don't count against your total number of spells known. These spells must be of a level for which you have spell slots.
- You can use your action to divide a higher-level spell slot into two or more lower-level spell slots whose combined level is equal to or less than the original slot's level. You can't convert these spell slots into sorcery points.

Early Riser

By following a strict routine, you've become accustomed to resting less than others. You gain the full benefit of taking a long rest in only 4 hours, and you gain the full benefit of taking a short rest in only 30 minutes. Additionally, you regain all your expended Hit Dice, rather than half of them, when you finish a long rest.

Exotic Mastery

Prerequisite: Proficiency with martial weapons

You have trained in the use of unorthodox types of weapons and armor of irregular design. As such, you gain proficiency with exotic armor and four exotic weapons of your choice.

Favorite Spell

Prerequisites: The ability to cast at least one spell, spellcasting ability of 15 or higher

You are so familiar with a mastered spell that you can cast it effortlessly and with aplomb. Choose a spell you can cast of 5th level or lower to be your favorite spell. You can take this feat multiple times, choosing a different favorite spell each time. You gain the following benefits:

- When you cast your favorite spell, you can imbue it with a harmless but impressive visual effect of your choice, such as a shower of sparks or a flurry of illusory doves.
- When you cast your favorite spell using a spell slot, you can treat it as if you cast it using a spell slot of one level higher, up to a maximum of 9th level.
- Your favorite spell can't be counterspelled.
- You can cast your favorite spell once at its lowest level without using a spell slot. Once you use this ability, you can't do so again until you finish a long rest.

Fickle Fortune

Record whenever you roll a 10 or lower on the d20 for an attack roll, ability check, or saving throw. If you roll 10 or lower three or more times consecutively, you can immediately change the d20 roll to a 20. If this was an attack roll, it doesn't score a critical hit.

Field Commander

Under your leadership, your allies fight as a cohesive unit, outmaneuvering and outflanking any enemy. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- As an action, you can issue an order to an ally within 60 feet that can hear you. They can then use their reaction to take one of the following actions: Attack (one attack only), Dash, Disengage, Dodge, Help, Hide, Search, or Use an Object.
- While you are within 5 feet of two or more allies who aren't incapacitated, hostile creatures can't have advantage on attack rolls against you.

Focused Critical

You've honed your combat skills to seize any opening that presents itself. When you choose this feat, select ranged weapon attacks or melee weapon attacks. You score a critical hit on a roll of 19 or 20 with attack rolls of that type.

Gambler

Always keen for probabilities and risk, you often trust your safety and fortune to the hands of fate. You gain the following benefits:

- You gain proficiency in all gaming sets and have advantage on ability checks you make for games of chance.
- Once on each of your turns, before you roll damage, you can place stakes on the roll. Choose less than the average, or higher than or equal to the average. If you choose correctly, you can add one extra die of damage to the roll. If you choose incorrectly, you must remove the damage die with the highest number.

Gun-Mage Adept

Prerequisites: Spellcasting feature or Pact Magic feature

You've learned how to meld subtle arcana with the brute force of a firearm, gaining the following benefits:

- You gain proficiency with four simple or martial firearms of your choice. You can use these firearms as spellcasting focuses.
- All spells with the renaissance tag are added to your class's spell list, if they are a level for which your class gets spell slots. Use your spellcasting ability for these spells.
- You learn either the *concealed shot* or *finger guns* cantrip, your choice, which doesn't count against your total number of cantrips known.
- You learn four spells of your choice that you cast with the renaissance tag. If you prepare spells, these spells are always prepared for you and don't count against the number of spells you can prepare each day. If you are a wizard, they are added to your spellbook instantly at no cost. If you learn spells, these spells do not count against your total number of spells known. When you gain a level in your spellcasting class, you can replace one of these spells with another spell with the renaissance tag for which you have spell slots.

Hexer

Prerequisite: Charisma 13

You learn two hexes of your choice from among those available to the witch class, and gain the Cackle feature from the witch class. Use your Charisma when determining the attack rolls and saving throws of these hexes.

Homebrewer

Using a set of alchemist's supplies over the course of 10 minutes, you can brew potions. You gain a number of reagent dice equal to your proficiency bonus and can expend them to brew any potions available to an alchemist of 3rd level. These potions retain potency for 24 hours, after which they become inert. If you have the Reagent feature from the alchemist class, you can also use these reagent dice to add additional damage to a bomb's damage roll.

Iron Hero

You have resolved yourself to save the day when all hope seems lost. You gain the following benefits:

- When you are attacked by a creature that has a CR higher than your level, you gain a +2 bonus to your Armor Class.
- You have advantage on attack rolls against any creature that has reduced one of your allies to 0 hit points in the last round.
- If a hostile creature you can see takes a legendary action, you can use your reaction to intercede, preventing the legendary action from happening. Once you use this ability, you can't use it again until you finish a short or long rest.

Marksman's Luck

Once per turn, when you roll for damage with a ranged weapon, you can flip one of the damage dice over and use the number on the bottom. You can't use this ability on d4s. Note that for a balanced die, the top and bottom numbers add up to one more than the die's largest number.

Master Thrower

Prerequisite: Dexterity 13

You are an expert in using thrown weapons. You gain the following benefits:

- When you take the Attack action on your turn, you can use a bonus action to make a ranged attack with a thrown weapon. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.
- When you make a ranged weapon attack, you can draw the weapon as part of the attack. You can draw any number of weapons in this fashion each round.
- The short and long ranges of your thrown weapons double.

Precognitive

Prerequisite: Wisdom 13 or higher

You sometimes feel impressions of events an instant before they happen. When you begin your turn, you can choose to roll a d20 and record the number rolled. The next attack roll, ability check, or saving throw you make before the end of your turn is replaced with this roll. You can use this ability three times and regain all expended uses when you finish a long rest.

Showman

Presentation is at least as important as being effective, if not more so. After all, there is little reason to do something unless it looks impressive. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- If there is a non-combative audience watching you fight, once per turn, you can gain a bonus to an ability check or attack roll equal to the number of people in the audience, up to a maximum of your Charisma modifier. You can use this ability three times, regaining all expended uses when you finish a long rest.

Spellblade

You've learned to meld your strikes with sparks of arcane magic, gaining the following benefits:

- You gain proficiency with one martial melee weapon of your choice.
- When you deal bludgeoning, piercing, or slashing damage with a melee weapon, you can change the damage to your choice of acid, cold, fire, or lightning damage.
- You learn two cantrips of your choice from among the following: *arc blade*, *burning blade*, *caustic blade*, and *frigid blade*. Intelligence is your spellcasting ability for these spells.
- You can cast the *shield* spell once without using a spell slot. Once you cast this spell using this feat, you can't do so again until you finish a long rest.

Upcaster

Prerequisite: Spellcasting feature

You can expend two spell slots of the same level to create a spell slot that is one level higher and immediately use this spell slot to cast a spell that you know.

STARTER FEATS

As an optional variant rule at 1st level, the GM can allow players to take one of the following starter feats. These feats present dramatic background elements and wild variants on the game's core mechanics, many of which come with equal positives and negatives. Use these feats sparingly, and only for character concepts which can be achieved no other way. The GM says which feats from this list are available in a campaign.

Arcane Preparation

Prerequisite: Spellcasting feature from the Cleric, Druid, or Wizard class

Instead of preparing spells normally, you fix each spell slot precisely in your mind, in the manner of wizards long past. When you would prepare spells when you finish a long rest, you record which spell you will use with each of your spell slots, picking from among the spells you could cast using it. These spell slots can't be expended for any purpose other than casting their assigned spells, but can be recovered and used to cast any spell. Additionally, you gain a bonus spell slot of each level for which you have spell slots, to which you do not assign a particular spell and can cast normally.

For example, a 3rd level wizard has four 1st-level spell slots and two 2nd-level spell slots. Using this feat, the wizard must assign each spell slot to a spell; for example, three 1st-level *magic missiles*, one 1st-level *sleep*, one 2nd-level *scorching ray*, and one 2nd-level *mirror image*. The wizard also has one bonus 1st-level spell slot and one bonus 2nd-level spell slot, through which they can cast any spell they have recorded in their spellbook.

Child

You are an adolescent, someone who has absolutely no place in the dangerous adventuring life. Perhaps you are destined to change the world and your destiny will not wait for maturity, or perhaps you have thrown your lot in with an adventuring party who has promised to keep you safe from harm. Somehow, you are at the precipice of adventure, and have the following traits:

- Your size is Small, even if your race is normally Medium.
- You have two fewer skill proficiencies than other characters of the same class.
- Your Strength and Constitution scores have a maximum of 16, instead of 20.
- You gain proficiency in two saving throws of your choice.

Diminutive

Prerequisite: Medium size

You were born much smaller than others of your race, or simply never grew to full stature. If your race is Medium, you are Small instead. You suffer no penalty for squeezing into a space that is only large enough for a creature that is one size smaller than you.

NO KIDS WERE HARMED IN THE MAKING OF THIS BOOK

In settings in which dragons swallow men whole, children embarking on adventures is an unconscionably grim subject. This book in no way encourages or endorses the harm of children or even fictional child characters. However, in settings in which there are fewer life-or-death stakes, or in stories in which the GM has imbued such child characters with an impenetrable story shield, these characters might be acceptable.

Dual-Soul

Two souls occupy your body, vying for influence and time in control. You maintain two different sets of personality traits, ideals, bonds, and flaws. Your souls have different names. Your souls communicate telepathically with one another, but only one soul can be in control of your body at a time. The soul that is not in control of your body can see through your eyes and hear through your ears.

When you finish a long rest, roll a d20. On an odd roll, the soul in control of your body switches.

The two souls within you have different backgrounds, which include different skill and tool proficiencies, as well as different languages. You only have proficiency in these skills and tools, and can only speak languages acquired from a soul's background while it is in control of your body.

Elderly

Old age catches us all in the end, and you feel this most keenly in your aching joints as you enter your twilight years. However, you're not done with a life of adventure. Perhaps dungeon delving has been on your bucket list for decades, and you never got around to it, or perhaps you're an mercenary that has been taking contracts for longer than your contemporaries have been alive and you have no plans to stop now. Choose or roll for any number of benefits from the following table (even none) and an equal number of drawbacks.

d3	Benefit
1	It's hard to understate your experience. You gain proficiency in the History skill or the Insight skill.
2	You've learned several trades in your life. You gain proficiency in two sets of artisan's tools of your choice.
3	Your priorities have become crystal clear. You can always add your proficiency bonus to saving throws against being charmed.

d3	Drawback
1	You have a bad back. Your lifting and carrying capacity is halved.
2	You have become forgetful. When you roll a 13 on an Intelligence check, treat the d20 roll as a 1.
3	You have poor eyesight, which gives you disadvantage on Wisdom (Perception) checks that rely on sight.

Hunted

You are pursued by those who would kill you on sight or drag you to an ill-fated end. Perhaps you are fleeing the consequences of a terrible crime, or your name is on the lips of an underworld kingpin. The constant paranoia grants you a +5 bonus to your passive Wisdom (Perception) score and allows you to instantly awaken whenever a creature moves within 30 feet of you. However, you rarely sleep soundly. Roll a d20 whenever you take a long rest; on a 1, you instead only gain the benefits of a short rest.

If you are confident that you are permanently freed of your pursuers, such as if you escape to another plane of existence or watch your hunter die, you lose this feat.

Impaired Vision

Due to injury, illness, or incident of birth, you are unable to see as others can. Instead, you rely on a highly trained sense of hearing, and on aids like white canes to navigate. Your actual condition might range from total blindness to varying types of low vision, which grants you the following traits:

- You have the blinded condition. However, attack rolls do not have advantage against you due to this condition.
- You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.
- You can cast spells that require you to see a target or area, provided that the target or part of the area is within 30 feet, you have a direct line of sight to the target or area, and you can hear the target if it is a creature. If the target or area is further than 30 feet from you, you can make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, you cast the spell normally. On a failure, the spell fails and has no effect.
- You are immune to spells and effects, such as a medusa's Petrifying Gaze, that require you to see.

If your visual impairment is ever remedied, such as through the use of a *regenerate* spell, you lose the benefits of this feat. The GM should discuss with you whether or not removing your impairment is appropriate for your character—it is always a possibility, but never a requirement.

Jinxed

You were born under an unfortunate star, or were afflicted with a hex that has permanently damaged your luck. Choose a number from 2 to 19. Whenever you roll that number on an ability check or attack roll, the d20 roll becomes a 1. Additionally, when a creature rolls that number on an attack or a contested ability check against you, the d20 roll becomes a 1.

Lower Limb Disability

Due to injury, illness, or incident of birth, you are unable to walk as others do and must rely on some sort of aid for mobility. The cause might include paralysis, amputation of the leg or foot (congenital or acquired), chronic pain, muscular dystrophy, conditions which affect your respiration or balance, or a host of other factors. Because of this, you possess the following traits:

- You rely on some sort of aid to stand and move. This can include, but is not limited to, crutches, a wheelchair or similar wheeled contraption, or a mechanical or magical apparatus that helps support your weight. Work with the GM to decide which sort of aid works best in the campaign world.
- You can't take the Dash action on difficult terrain.
- You have advantage on ability checks and saving throws made to knock you prone or move you against your will.

If your mobility disability is ever remedied, such as through the use of a *regenerate* spell, you lose the benefits of this feat. The GM should discuss with you whether or not removing your disability is appropriate for your character—it is always a possibility, but never a requirement.

Prophesied

Your future—or at least a moment of it—has been precisely foretold. Perhaps a fortune-teller saw into your future and told you the exact moment of your death, or maybe you were born in accordance with a great prophecy that will unveil itself throughout your life. Choose the prophecy that has been made of your future and share it with the GM. If or when this prophecy comes true, you do not roll attack rolls, ability checks, or saving throws for the duration of the prophesied events, as they have already been fixed; the GM decides the results of your rolls instead.

Secret

When you gain this feat, choose one falsehood about yourself that you practice until you can recite it perfectly. This falsehood can be a single lie or an entire false history. You never need to make a Deception check for this falsehood.

Soul Twin

You were born as a pair of soul twins, identical twins that share a single soul and act as an extension of one another. These twins function as a single character with two bodies, which you control.

Actions. Your twins share a single action, bonus action, and reaction between them, each of which can be taken only once by one of the twins on your turn. If you take the Dash, Disengage, Dodge, Help, Hide, Ready, or Search actions, both twins perform the action and gain its benefits.

Attacks. If you take the attack Action to attack with one twin, the other twin can attack as a bonus action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If you're able to make multiple attacks, you can divide these attacks between the twins.

Hit Points. Soul twins have separate hit points, which are divided between them. At 1st level, each twin has the hit points of a character of the same class. At higher levels, each soul twin's hit point maximum increases by your Constitution modifier + half a roll of the class's Hit Die (rounded up). If you use the average value instead of rolling the Hit Die, each twin gains 2 for a d6 class, 3 for a d8 class, 3 for a d10 class, 4 for a d12 class.

When you spend Hit Dice following a short rest, you must spend the dice separately on each twin.

Spellcasting. A pair of soul twins can only concentrate on one spell at a time. However, only one of the twins needs to concentrate on a spell to maintain it. When you cast a spell which

SOUL TWINS

The Soul Twins feat is an advanced option that shouldn't be taken by new players or those that routinely control other creatures, such as captains and necromancers. If it is unclear how a spell or effect would affect the soul twins, the GM adjudicates the outcome. A good rule of thumb is that if it heals, harms, or grabs a twin, it affects only one; if it charms, curses, enchants, or protects a twin, it affects both.

requires concentration, you choose which twin is concentrating on it.

When casting a spell, either twin can provide the spell components, and the spell can originate from the twin of your choice.

Magical Effects. If a spell or magical ability affects one soul twin, it affects them both, unless that spell or ability affects hit points, or if the two twins are further than 100 feet apart. In either case, it affects each twin separately.

Conditions. A condition, such as being poisoned or grappled, affects only one twin, even if imposed by a spell.

Death. When a soul twin is reduced to 0 hit points and begins to make death saving throws, the other twin becomes incapacitated and its speed is halved. If a soul twin dies, the other twin quickly begins to deteriorate, and perishes 24 hours later if their partner doesn't return to life.

Empathic Link. As long as both twins are on the same plane, they can empathetically sense the other's emotional state. Each twin knows when the other takes damage.

Survivor

In ways few can compare, you have seen the ferocity of battle, the wickedness of people, or the cruel coldness of the world. Your experiences have marked you with aching traumas and invaluable lessons of survival, granting the following traits:

- You lose proficiency in one saving throw of your choice.
- When you fall to 0 hit points and begin to make death saving throws, you must fail 5 saving throws to die.

Traveler

You hail from a place so far distant that you may never see home again. Perhaps you are lost in the planes of existence, displaced in time, or shunted to a strange new reality. Perhaps your true home merely lies on the other side of the vast ocean. Regardless, you know very little of this land, its history, or its people, and they also know very little of you. This results in the following traits:

- You have disadvantage on Intelligence (History) checks pertaining to this new land's history or customs.
- You can communicate simple ideas to any creature that understands at least one language using universal gestures and some creativity.

Undead

You are caught in the limbo of undeath, being neither dead nor truly alive. You may be a conventional type of undead creature, like a revenant returned to life for vengeance or a lich that has bound their soul to a phylactery, or you might be something unique, the result of a curse or a freak magical accident. Regardless, you now walk the mortal realm with the following traits:

- You do not need to eat, drink, sleep, or breathe. You must still spend 8 hours doing light activity, such as keeping watch in order to gain the benefits of a long rest.
- You have advantage on saving throws against poison, and you have resistance against poison damage.
- Though your type is Humanoid, spells and effects which specifically affect undead affect you as well.

Upper Limb Disability

Due to injury, illness, or incident of birth, you are unable to use your arms as others can. The cause might include partial paralysis, amputation of the arm or hand (congenital or acquired), lack of manual dexterity, arthritis, chronic pain, or a host of other factors.

Even if you are missing an arm or hand, you can still engage in two-weapon fighting or wield a sword and shield at the same time through the use of prosthetics or a mechanical or magical apparatus that helps you grasp and hold objects.

The nature of your limb disability might vary, so you gain one of the following traits of your choice, as appropriate to your disability:

- You have disadvantage on attack rolls with heavy weapons and Strength checks that require use of your hands.
- You have disadvantage on attack rolls with finesse and ranged weapons, and Dexterity checks that require use of your hands.

However, your learned resourcefulness knows no bounds. You have advantage on weapon attacks you prepare with the Ready action.

If your limb disability is ever remedied, such as through the use of a *regenerate* spell, you lose the benefits of this feat. The GM should discuss with you whether or not removing your disability is appropriate for your character—it is always a possibility, but never a requirement.

CHAPTER 5

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I couldn't believe our fortune! Not one floor into Valda's tower and we stumbled upon a heap of magic items a dozen feet tall. Fortunes upon fortunes in glittering elven blades and humming arcane crystals. Elder wyrms might be envious of such a trove.

Then the hoard arose.

"You adventuring fools leave so much magical junk behind!" came the lich's voice echoing from the rafters. "I found a better use for all your trinkets. Allow me to introduce Dross, the first ever golem made entirely of magic items."

Towering fifteen feet above us, the hoard shrugged itself into a humanoid form, hulking in posture, with skin of magic armor and fangs of razor-sharp blades. The thing growled a metallic rasp and took bounding steps towards us.

At once we lept into action: Priscilla thrust her blade at the golem's center while Blodge scurried behind and plunged a shortsword into its spine. At the same moment, Askel and I unleashed the full fury of our spells, a torrent of fire from above and below. A flash and smoke, then echoes in the cavernous room.

CHAPTER 5: EQUIPMENT

Unconventional or experimental weapons and armor might be found in the hands of a warrior hailing from a far-off land, in the ruins of an advanced civilization, or in the workshop of a skilled yet eccentric craftsman. This chapter details a number of exotic weapons and exotic suits of armor with descriptions and lists properties for their use.

Then, the chapter details a host of magic items suitable to be included in any campaign setting. Among these magic items are potions brewed by alchemists, common magic items that fill shop shelves, and a few magic items that might shape entire adventures.

WEAPONS

Weapons come in an endless variety of flavors and designs, from the subtle elven foil to the bombastic light cannon. With patience and dedication, a skilled warrior can master even the most unwieldy or exotic weapons, especially if such a weapon would give him an edge in the life or death game of combat.

This section details new types of weapons, their properties, and special rules pertaining to their use. Weapons are organized into those which are common to most settings and firearms which are appropriate for Renaissance-era, Industrial Age, and modern settings. It also organizes weapons by the proficiencies necessary to use them: simple, martial, and exotic.

I've got a wonderful exotic weapon that most fighters don't know how to use. It's a 10-inch piece of wood. It shoots lightning when I want it to, and it's called a "wand."

TWO-WEAPON FIGHTING

You can engage in two-weapon fighting with any two light weapons. When you take the Attack action and attack with a light weapon that you're holding in one hand, you can use a bonus action to attack with the second weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If the bonus attack wouldn't add an ability modifier to damage—such as with firearms—you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

You can only use a ranged weapon in either of your hands to engage in two-weapon fighting if it has one of the following properties:

BLASTER. You can attack with this weapon normally.

LOADING. You can make one attack with the weapon. You can attack again with it once you have a free hand to load the weapon.

RELOAD. You can't reload the weapon until you have a free hand to do so.

THROWN. You can throw this weapon.

Exotic Weapon Proficiencies

Exotic weapons and armor require an incredible level of skill to wield or wear properly, as they are often unusually heavy, oddly balanced, or bizarre in construction. As such, no class (other than the craftsman) gains proficiency with the exotic weapons and armor presented in this chapter. For a member of another class to gain proficiency with exotic weapons and armor, they must take the Exotic Mastery feat (see Chapter 4).

SIMPLE MELEE WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Cestus	5 gp	1d4 bludgeoning	2 lb.	Fist, light
Claw Gauntlet	5 gp	1d4 slashing	2 lb.	Fist, light
Fishhook	1 gp	1d6 piercing	3 lb.	Versatile (1d8)
Hook Hand	25 gp	1d4 piercing	1 lb.	Finesse, light, special
Kama	1 gp	1d4 slashing	2 lb.	Finesse, light
Machete	5 sp	1d6 slashing	4 lb.	Special
Pickaxe	5 sp	1d8 piercing	10 lb.	Two-handed
Punching Dagger	5 gp	1d4 piercing	2 lb.	Fist, light
Sai	2 gp	1d4 piercing	2 lb.	Finesse, light
Scorpion on a Stick	1 sp	1d6 poison	1/2 lb.	—
Shovel	2 gp	1d8 slashing	5 lb.	Two-handed
Tonfa	1 sp	1d4 bludgeoning	1 lb.	Light

MARTIAL MELEE WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Bayonet	2 gp	1d4 piercing	1 lb.	Finesse, light, special
Catchpole	15 gp	1d6 piercing	6 lb.	Reach, special, two-handed
Cutlass	30 gp	1d8 slashing	2 lb.	Finesse
Estoc	15 gp	1d8 piercing	3 lb.	Versatile (1d10)
Harpoon	5 gp	1d8 piercing	4 lb.	Special, thrown (range 20/60)
Katana	50 gp	1d8 slashing	3 lb.	Finesse, versatile (1d10)
Khopesh	25 gp	1d6 slashing	4 lb.	Finesse, light, trip
Naginata	50 gp	1d10 slashing	5 lb.	Heavy, reach, two-handed
Nunchaku	5 sp	1d6 bludgeoning	1 lb.	Finesse, light

EXOTIC MELEE WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Assassin's Blade	75 gp	1d10 slashing	1 lb.	Concealable, elegant, finesse, light
Bastard Sword	65 gp	1d10 slashing	8 lb.	Versatile (1d12)
Boomeraxe	80 gp	1d8 slashing	5 lb.	Light, returning, thrown (20/60), versatile (1d10)
Chain Whip	55 gp	1d8 bludgeoning	7 lb.	Finesse, reach
Dervish	175 gp	1d8 slashing	6 lb.	Double, finesse
Dire Flail	60 gp	1d10 bludgeoning	7 lb.	—
Double Sword	165 gp	1d10 slashing	6 lb.	Double, two-handed
Dwarven Waraxe	100 gp	2d8 slashing	20 lb.	Heavy, superheavy, two-handed
Elven Foil	75 gp	1d8 piercing	4 lb.	Finesse, parrying
Gnomish Hooked Hammer	55 gp	1d10 bludgeoning	6 lb.	Trip, versatile (1d12)
Greatspear	55 gp	1d12 piercing	25 lb.	Heavy, reach, two-handed
Grim Scythe	65 gp	1d10 slashing	6 lb.	Finesse, versatile (1d12)
Hook Sword	60 gp	1d10 slashing	3 lb.	Elegant, finesse, light, trip
Meteor Chain	75 gp	1d12 bludgeoning	8 lb.	Heavy, reach, trip, two-handed
Mountain Cleaver	200 gp	2d10 slashing	50 lb.	Heavy, massive, superheavy, two-handed
Parrying Dagger	55 gp	1d6 piercing	2 lb.	Finesse, light, parrying
Rocket Fist	55 gp	1d6 bludgeoning	2 lb.	Fist, light, returning, rocket, thrown (range 40/120)
Spiked Chain	160 gp	1d8 piercing	15 lb.	Double, reach, trip, two-handed
Spring Glove	60 gp	1d6 bludgeoning	2 lb.	Finesse, fist, reach
Zweihander	80 gp	2d8 slashing	16 lb.	Heavy, superheavy, two-handed

You've got a meteor chain? That's cute.

I've also got something with "meteor" in the name, but it's a spell. Here, let me show you...

SIMPLE RANGED WEAPONS				
NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Bolas	3 gp	—	2 lb.	Special, thrown (range 20/60)
Shuriken	5 cp	1d4 slashing	1/4 lb.	Finesse, thrown (range 20/60)

MARTIAL RANGED WEAPONS				
NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Atlatl	5 sp	1d6 piercing	1 lb.	Ammunition (range 30/120)
Boomerang	2 gp	1d4 bludgeoning	1/4 lb.	Light, returning, thrown (range 60/180)
Chakram	2 gp	1d4 slashing	1 lb.	Finesse, light, returning, thrown (20/60)
Crossbow, Repeating	75 gp	1d8 piercing	20 lb.	Ammunition (range 100/400), heavy, reload (5), two-handed
Dagger, Throwing	2 gp	1d4 slashing	1 lb.	Finesse, light, thrown (range 60/180)

EXOTIC RANGED WEAPONS				
NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Bomb	2 sp	1d10 fire	1 lb.	Finesse, special, thrown (range 30/90)
Crossbow, Automatic	125 gp	1d8 piercing	25 lb.	Ammunition (range 60/240), automatic, reload (10), two-handed
Crossbow, Sniper	110 gp	1d12 piercing	20 lb.	Ammunition (range 150/600), heavy, loading, sighted, two-handed
Crossbow, Wrist	125 gp	1d8 piercing	6 lb.	Ammunition (range 30/120), concealable, light, loading
Demolition Bow	200 gp	1d8 fire	4 lb.	Ammunition (range 80/320), explosive, two-handed
Doomerang	155 gp	1d6 fire	1/2 lb.	Explosive, finesse, thrown (range 60/180)
Edged Card	5 gp	1d8 slashing	—	Elegant, finesse, light, thrown (range 20/60)
Elven Longbow	100 gp	1d10 piercing	3 lb.	Ammunition (range 100/400), heavy, two-handed
Goliath Sling	155 gp	1d10 bludgeoning	1 lb.	Ammunition (range 100/400), heavy, tension, two-handed
Greatbow	200 gp	1d10 piercing	8 lb.	Ammunition (range 100/400), heavy, tension, two-handed
Portable Ballista	500 gp	2d8 piercing	40 lb.	Ammunition (range 100/400), heavy, loading, mounted, two-handed
Shotbow	115 gp	1d8 piercing	8 lb.	Ammunition (range 30/90), heavy, scatter (1d12), two-handed
Twinbow	200 gp	1d10 piercing	4 lb.	Ammunition (range 100/400), heavy, twinshot, two-handed

AMMUNITION

Ammunition	Cost	Weight
Arrows (20)	1 gp	1 lb.
Ballista bolt	1 gp	2 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Greatbow arrow (5)	1 gp	10 lb.
Javelin, atlatl	5 sp	2 lb.
Sling bullets (20)	4 cp	1½ lb.

Firearms

Black powder represents a paradigm shift in the art of warfare, fueling everything from powerful siege weapons to concealable, handheld guns. In many campaign settings, firearms supplant the traditional scheme of weapons, forcing arrows, swords, and battleaxes into obsolescence. They might even be commonplace, a staple tool for hunting and defense.

Firearms follow slightly different rules to conventional ranged weapons, and also generally use two or more damage dice. Blasters used in futuristic settings are considered firearms and use these rules as well.

FIREARM DAMAGE ROLLS

Unlike other weapons, you don't add your ability modifier to the damage roll of a firearm unless otherwise stated.

TWO-WEAPON FIGHTING WITH FIREARMS

When you engage in two-weapon fighting with two light firearms, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

FIREARM AMMUNITION

All firearms require special ammunition. Most firearms use bullets, but some require even more specialized projectiles. The ammunition of a firearm is destroyed upon use.

FIREARM AMMUNITION

Ammunition	Cost	Weight
Blunderbuss shot (10)	1 gp	2 lb.
Bullets (10)	2 gp	2 lb.
Cannonball	5 gp	10 lb.
Dragon Bullet	1 gp	—
Grenade	5 gp	3 lb.
Harpoon	5 gp	4 lb.
Musket balls (10)	1 gp	2 lb.
Rocket	20 gp	6 lb.
Shell (10)	5 gp	2 lb.

FIREARM PROFICIENCIES

Characters in most campaign worlds won't have proficiency with firearms, but in settings with widespread firearms, characters gain the proficiencies listed on the Firearm Proficiencies table.

FIREARM PROFICIENCIES

Class	Proficiencies
Mage Hand Press Classes	
Alchemist	Simple firearms
Captain	Simple firearms, martial firearms
Craftsman	Simple firearms, martial firearms, exotic firearms
Gunslinger	Simple firearms, martial firearms
Investigator	Simple firearms, martial firearms that do not have the Explosive, Heat, Heavy, or Overheat properties
Martyr	Simple firearms, martial firearms
Necromancer	Simple firearms
Warden	Simple firearms, martial firearms that do not have the Sighted property
Warmage	Simple firearms
Witch	Simple firearms
Core Classes	
Barbarian	Simple firearms, martial firearms
Bard	Simple firearms, martial firearms that do not have the Explosive, Heat, Heavy, or Overheat properties
Cleric	Simple firearms
Druid	Simple firearms that do not have the Two-Handed or Scatter properties
Fighter	Simple firearms, martial firearms
Monk	Simple firearms
Paladin	Simple firearms, martial firearms
Ranger	Simple firearms, martial firearms
Rogue	Simple firearms, martial firearms that do not have the Explosive, Heat, Heavy, or Overheat properties
Sorcerer	Simple firearms that do not have the Two-Handed or Scatter properties
Warlock	Simple firearms
Wizard	Simple firearms that do not have the Two-Handed or Scatter properties

SIMPLE RENAISSANCE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Flintlock	75 gp	2d6 piercing	6 lb.	Ammunition (range 30/120), dry, light, loading, misfire

MARTIAL RENAISSANCE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Blunderbuss	180 gp	2d8 piercing	8 lb.	Ammunition (range 30/90), dry, heavy, loading, misfire, scatter (2d10), two-handed
Musket	175 gp	2d8 piercing	10 lb.	Ammunition (range 80/320), dry, loading, misfire, two-handed

EXOTIC RENAISSANCE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Duck's Foot	225 gp	2d8 piercing	12 lb.	Ammunition (range 30/120), dry, light, loading, misfire, twinshot
Volley Gun	300 gp	2d8 piercing	40 lb.	Ammunition (range 100/400), dry, heavy, misfire, reload (10, 2 actions), two-handed

SIMPLE INDUSTRIAL AGE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Double-Barrel Shotgun	200 gp	2d6 piercing	8 lb.	Ammunition (range 10/30), reload (2), scatter (2d8), two-handed
Hunting Rifle	175 gp	2d6 piercing	8 lb.	Ammunition (range 80/320), reload (5), two-handed
Parlor Gun	75 gp	2d4 piercing	2 lb.	Ammunition (range 30/120), concealable, light, reload (2)
Revolver	100 gp	2d6 piercing	3 lb.	Ammunition (range 60/240), reload (6)

MARTIAL INDUSTRIAL AGE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Gatling Gun	3,000 gp	2d8 piercing	125 lb.	Ammunition (range 80/320), automatic, heavy, mounted, reload (40), two-handed
Harpoon Gun	250 gp	2d8 piercing	10 lb.	Ammunition (range 30/120), loading
Light Cannon	3,000 gp	2d12 bludgeoning	225 lb.	Ammunition (range 80/320), heavy, mounted, reload (1, 2 actions), special, two-handed

EXOTIC INDUSTRIAL AGE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Double Handgun	300 gp	2d8 piercing	6 lb.	Ammunition (range 30/120), reload (6), twinshot
Dragon Rifle	225 gp	2d10 fire	8 lb.	Ammunition (range 100/400), dry, heavy, loading, two-handed
Quadruple-Barrel Shotgun	250 gp	2d8 piercing	16 lb.	Ammunition (range 30/90), heavy, reload (4), scatter (2d10), two-handed

SIMPLE MODERN FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Handgun	100 gp	2d6 piercing	3 lb.	Ammunition (range 60/240), reload (10)
Submachine Gun	200 gp	2d4 piercing	6 lb.	Ammunition (range 10/40), automatic, light, reload (16), foregrip

MARTIAL MODERN FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Assault Rifle	350 gp	2d6 piercing	7 lb.	Ammunition (range 80/320), automatic, reload (20), two-handed
Grenade Launcher	850 gp	2d8 fire	10 lb.	Ammunition (80/320), explosive, loading, two-handed
Magnum	500 gp	2d8 piercing	6 lb.	Ammunition (50/200), heavy, reload (6)
Pump Shotgun	200 gp	2d6 piercing	7 lb.	Ammunition (range 30/90), heavy, reload (10), scatter (2d8), two-handed
Rocket Launcher	1,250 gp	2d10 fire	20 lb.	Ammunition (range 80/320), heavy, reload (1, 2 actions), special, two-handed
Sniper Rifle	500 gp	2d8 piercing	8 lb.	Ammunition (range 150/560), heavy, reload (4), sighted, two-handed

EXOTIC MODERN FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Anti-Material Rifle	650 gp	2d10 piercing	30 lb.	Ammunition (range 150/450), heavy, loading, sighted, two-handed
Assault Shotgun	350 gp	2d8 piercing	10 lb.	Ammunition (range 10/30), automatic, heat, heavy, scatter (2d10), reload (8), two-handed
Briefcase Gun	650 gp	2d8 piercing	6 lb.	Ammunition (range 30/120), concealable, reload (10)
Magnum, Explosive	1,250 gp	2d8 fire	8 lb.	Ammunition (range 50/200), explosive, heavy, reload (4)
Multi-Rocket Launcher	1,750 gp	2d8 fire	22 lb.	Ammunition (range 30/90), explosive, heavy, loading, scatter (2d10), two-handed
Revolving Grenade Launcher	900 gp	2d8 fire	16 lb.	Ammunition (range 100/400), explosive, heavy, reload (6), two-handed

FIREARM ERAS

Firearms have evolved dramatically throughout human history, and will continue to evolve into the far future. Therefore, in addition to being organized into simple, martial, and exotic categories, the firearms presented in this book are organized by eras, the periods of time in which they might be encountered. Many firearms might appear in any era, especially if the story demands an unusual weapon enters the fray, but many are best suited to campaign settings which echo their level of technology.

RENAISSANCE-ERA firearms, such as flintlocks and muskets, are weapons that have taken the first steps away from heavy cannons and into portable rifles, making them the progenitors of all modern firearms. Weapons from this era use musket balls and loose black powder, and are therefore slow to reload and more prone to malfunction. Importantly, these weapons exist comfortably in many fantasy settings alongside bows, swords, and axes, especially where pirates are at play.

Industrial Age firearms, such as revolvers and double-barrel shotguns, stem from advancements in machinery and assembly lines, granting them more interchangeable parts and cartridged bullets. These guns lacked the clean assembly-line consistency of modern firearms, but laid down the bedrock for designs that have not changed much since: a classic six-shot revolver is as timeless as it is effective. While the heyday of Industrial Age firearms was in the Wild West, their simple and reliable construction means they are still commonplace in the modern day.

Modern firearms have embraced automatic fire, ammunition magazines, and lighter caliber bullets (which can travel at much higher speeds). For these guns, form begets function: weapons are designed for a specific role, such as sniper rifles for long range and shotguns for close quarters, and every aspect of their design supports this role. Moreover, weapons that enjoyed success in the West, such as the double-barrel shotgun, can still be found in use today.

Switch Weapons

Easily the most unorthodox category of exotic weapons, switch weapons are compound inventions which merge two seperate weapons into a single flexible platform. From the relatively tame bowblade—a bladed, folding longbow contraption—to the overly designed crossbow axe, these weapons allow for rapid changes in combat style for any situation that arises.

Weapons on the Switch Weapons table have the Switch property.

SWITCH WEAPON PROFICIENCIES

All switch weapons are exotic, so only craftsmen natively gain proficiency in their use. However, a switch weapon's individual forms might strongly resemble weapons a character is already familiar with, so it may be easier to learn than other exotic weapons.

The GM can allow a character to gain proficiency with a switch weapon by practicing with it for seven days, assisted by a tutor that already has proficiency. The character must have proficiency with weapons that exactly match the statistics of each of the weapon's forms.

Weapon Properties

Many weapons have special properties related to their use, as shown in the weapons tables.

Ammunition. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. The ammunition of a firearm is destroyed upon use. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the Ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

Automatic. When you make an attack with this weapon on your turn, you can choose to make two attacks instead. These attacks are always made with disadvantage, regardless of circumstance. These attacks use twice the normal amount of ammunition.

Concealable. While stowed, you have advantage on Dexterity (Stealth) checks made to conceal this weapon.

Double. This weapon has two damage-dealing ends. When you use the Attack action and make an attack with this weapon, you can use your bonus action to make an additional attack with it; you do not add your ability modifier to the damage roll of this bonus attack.

Dry. If this weapon is ever submerged in water or doused with a significant quantity of water, it jams. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Elegant. This weapon requires exceptional skill to use. You must have a Dexterity score of 16 or higher to wield an elegant weapon.

Explosive. When this weapon's projectile hits a target, it explodes in a 5-foot radius. The projectile can be fired at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 14 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls.

SWITCH WEAPONS

NAME	COST / WEIGHT	DAMAGE	PROPERTIES	DAMAGE	PROPERTIES
Bowblade	115 gp 3 lb.	1d8 slashing	*Melee Weapon* Versatile (1d10)	1d8 piercing	*Ranged Weapon* Ammunition (range 150/600), heavy, two-handed
Brass Knuckle Revolver	150 gp 2 lb.	1d6 bludgeoning	*Melee Weapon* Fist	2d6 piercing	*Ranged Weapon (Firearm)* Ammunition (range 30/120), reload (6)
Crossbow, Axe	130 gp 18 lb.	1d12 bludgeoning	*Melee Weapon* Heavy, two-handed	1d10 piercing	*Ranged Weapon* Ammunition (range 100/400), heavy, loading, two-handed
Deckhammer	80 gp 10 lb.	1d8 slashing	*Melee Weapon* —	1d12 bludgeoning	*Melee Weapon* Heavy, reach, superheavy, two-handed
Gunsword	165 gp 4 lb.	1d8 piercing	*Melee Weapon* Finesse, versatile (1d10)	2d6 piercing	*Ranged Weapon (Firearm)* Ammunition (range 30/120), reload (6)
Hinge Spear	160 gp 15 lb.	1d8 piercing	*Melee Weapon* Double, two-handed	1d12 piercing	*Melee Weapon* Heavy, two-handed
Kusarigama	85 gp 10 lb.	1d6 slashing	*Melee Weapon* Finesse, light	1d8 bludgeoning	*Melee Weapon* Reach, trip, two-handed
Rifle Spear	235 gp 12 lb.	1d8 piercing	*Melee Weapon* Finesse, versatile (1d10)	2d8 piercing	*Ranged Weapon (Firearm)* Ammunition (range 100/400), heavy, loading, two-handed
Shotgun Axe	280 gp 15 lb.	1d12 slashing	*Melee Weapon* Heavy, two-handed	2d6 piercing	*Ranged Weapon (Firearm)* Ammunition (range 30/90), heavy, reload (10), scatter (2d8), two-handed
Split Staff	50 gp 4 lb.	1d6 bludgeoning	*Two Melee Weapons* Light	1d8 bludgeoning	*Melee Weapon* Double, versatile (1d10)
Split Swords	185 gp 5 lb.	1d6 slashing	*Two Melee Weapons* Light, finesse	1d8 slashing	*Melee Weapon* Double, versatile (1d10)
Whip Sword	70 gp 6 lb.	1d6 slashing	*Melee Weapon* Finesse, reach	1d8 slashing	*Melee Weapon* Finesse, versatile (1d10)

You must use the same modifier for both rolls.

Fist. Attacks made with this weapon are treated as unarmed strikes.

Foregrip. This weapon can be used with one or two hands. If used in two hands, its normal range increases by 50 feet and its long range increases by 200 feet.

Heat. This weapon gains a heat point whenever an attack is made with it, and loses one heat point whenever you begin your turn. If the weapon gains 3 heat points, it overheats and loses all heat points. An overheated weapon can't be used to make an attack again until the end of your next turn.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Massive. You can only make an attack with this weapon when you take the Attack action, and only as the first attack you make on your turn. Once you make an attack with this weapon, you can't attack again until the start of your next turn. If you would be able to attack more than once when you take the Attack action on your turn, you deal an extra two dice of damage for each attack you forgo when using this weapon.

Misfire. When you roll a 1 on the d20 for an attack roll with this weapon, it jams. A jammed weapon can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Mounted. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

Parrying. While wielding this weapon and not wielding a shield, you gain a +1 bonus to your AC against melee attacks.

Precision. Once per turn, you can deal an extra 1d6 damage to one creature you hit with this weapon if you have advantage on the attack roll.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Reload. This weapon can be used to make a number of attacks before it must be reloaded. If you are proficient with the weapon, reloading it takes a bonus action; otherwise, reloading it takes an action. Some weapons require an action or longer to reload, even if you have proficiency, which is specified in the Reload property. If reloading a weapon requires longer than one action, the weapon can't be used to make attacks until reloading is finished.

Returning. After being thrown, this weapon returns to your hand at the end of your turn.

Rocket. This weapon has a small propulsive engine attached to it or its projectiles. Once per turn, when you hit a creature with this weapon, you can deal an extra 1d4 damage to the target.

Scatter. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

Sighted. This weapon has disadvantage on attack rolls made against targets within 20 feet.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons").

Superheavy. This weapon is unusually large for its type. You must have a Strength score of 16 or higher to wield a superheavy weapon.

Switch. This weapon has two forms. You can swap between which weapon is being used at any time, even between attacks.

Tension. When making a ranged weapon attack with a tension weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Thrown. If a weapon has the Thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the Finesse property.

Trip. You can make a shove attempt against any creature within this weapon's reach. Furthermore, you have advantage on ability checks you make to shove a creature using this weapon.

Twinshot. Once on each of your turns when you make an attack with this weapon, you can make another attack with it against a different creature that is within 5 feet of the original target and within range of the weapon.

Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Special Weapons

Weapons with special properties are described here.

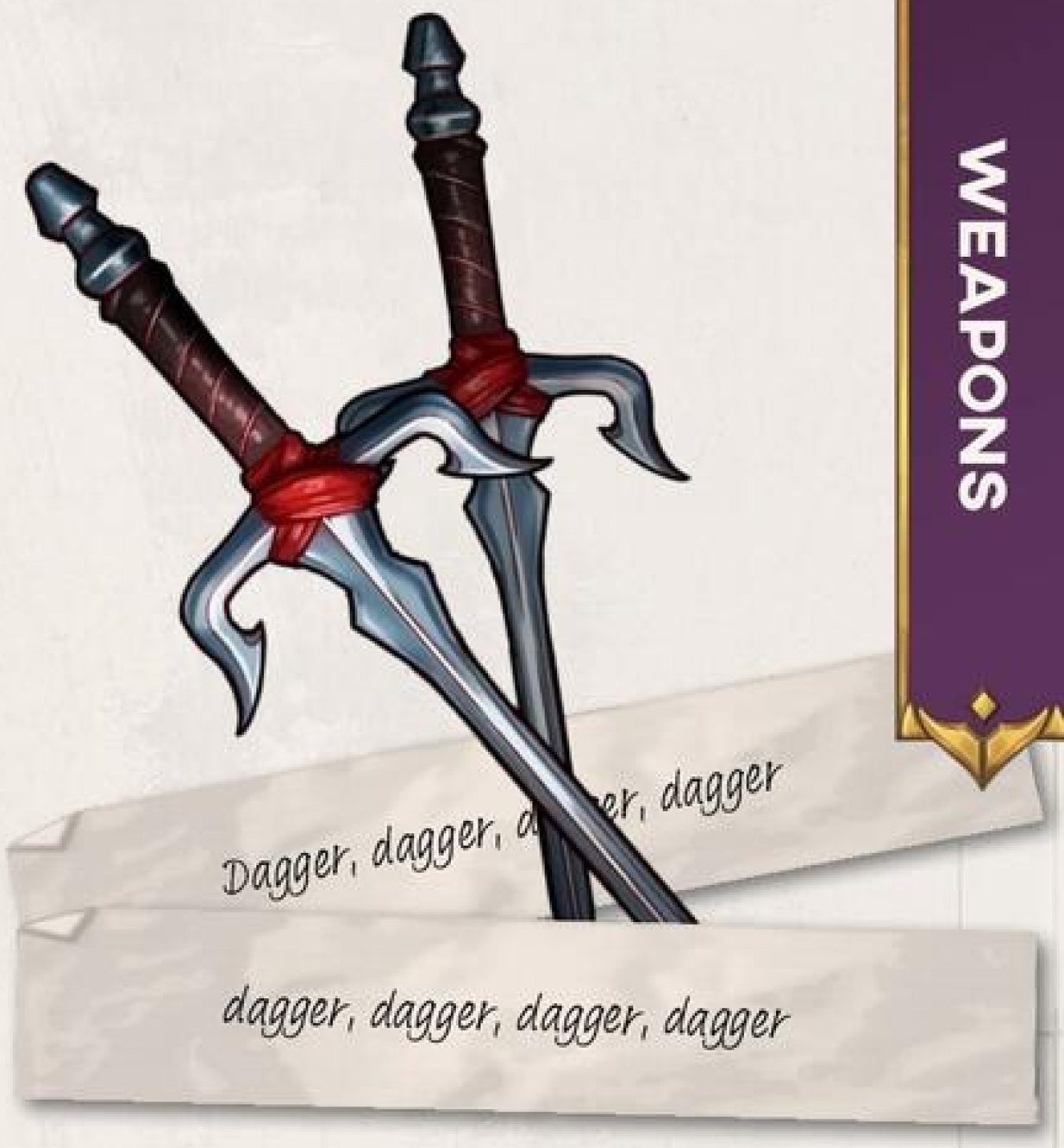
Bayonet. As an action, a bayonet can be mounted to any two-handed ranged weapon or removed from it. While mounted, you can use the bayonet to make a two-handed melee weapon attack, which deals 1d8 piercing damage on a hit.

Bolas. A creature hit by a bolas falls prone 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 bolas (AC 10) also frees the creature without harming it, ending the effect and destroying the bolas. You can only throw one bolas on your turn.

Bomb. When a bomb hits a target, it explodes in a 5-foot radius and is destroyed. The bomb can be thrown at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 11 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Additionally, as a bonus action, you can empty some of the bomb's explosive material to permanently remove the blast radius from this bomb, dealing damage only to the bomb's target.

Catchpole. This weapon is used to immobilize creatures at a distance. When you hit a creature of Large size or smaller with this weapon, you can attempt to grapple the creature instead of dealing damage. This grapple check uses your attack roll instead of a Strength (Athletics) check.



Harpoon. You can use an action to tie a rope to the end of a harpoon before it is thrown. If a rope-tied harpoon hits a target, it becomes embedded in the target, and you can hold fast to the rope and use your action to make an opposed Strength (Athletics) check against the target to pull it up to 10 feet closer to you. Additionally, when the target moves, you can use your reaction to make an opposed Strength (Athletics) check against it, preventing its movement on a success. If you use your action to do anything else, you lose your grip on the rope. If the target has hands, it can remove the harpoon as an action.

Hook Hand. This is a one-handed weapon, usable only if you are missing a hand or have a special cuff designed to fit over your hand. Any humanoid that is missing a hand and regularly wears a hook has proficiency with this weapon.

Light Cannon. This weapon deals double damage to objects and structures.

Machete. This weapon deals double damage to plants and creatures of the plant type.

Rocket Launcher. This weapon deals double damage to objects and structures.

Too many spikes? Maybe a few more...

ARMOR

The most profoundly devastating weapons are worth nothing in battle if their wielders are left unprotected. Thankfully, innovative craftsmen have constructed armor just as devious, and twice as sturdy, as the most dangerous exotic weapons.

See the Exotic Armor table for a list of armor available to those proficient in it.

MAGIC ITEMS

No arsenal is complete without a *bag of holding*, a handful of +1 arrows, and a trusty *wand of wonder*. For as long as adventurers have claimed the hoards of conquered monsters or delved into long-lost vaults, they have sought a bevy of magic items first and foremost. Such items grant rare capabilities or complement their owner's talents in wondrous ways. Among seasoned adventurers, enchanted rings and fearsome magic weapons are a mark of status, signifying adventuring experience, as well as insurance against the sudden death that often accompanies the adventuring profession.

Magic Item Descriptions

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

ADAMANTINE POLISH

Potion, uncommon

This abrasive paste can be applied as an action to the claws, fangs, tusks, or spines of a creature to make them sharper, harder, or cleaner. For 8 hours after application, that creature gains a +1 to attack and damage rolls with its natural weapons, which count as being made of adamantine for the purposes of overcoming damage resistance and immunity.

EXOTIC ARMOR

ARMOR	COST	ARMOR CLASS (AC)	STRENGTH	STEALTH	WEIGHT
Light Armor					
Brigandine Armor	95 gp	13 + Dex modifier	—	—	20 lb.
Medium Armor					
Banded Plate	450 gp	15 + Dex modifier (max 2)	—	—	25 lb.
Hero Plate	800 gp	16 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Heavy Armor					
Lamellar Armor	125 gp	17	Str 13	Disadvantage	65 lb.
Mountain Plate	2,000 gp	19	Str 15	Disadvantage	75 lb.

ALCHEMICAL ANESTHETIC

Potion, uncommon

This clear, odorless potion is housed in a wicked-looking syringe which contains 4 doses. You can administer the anesthetic to a willing creature as an action, dulling its nerves and making it impossible for them to feel pain for one hour. An anesthetized creature has advantage on Constitution checks and saving throws and can't be incapacitated or have disadvantage on rolls due to being in pain. However, the creature is unaware of how much pain they are in or how many levels of exhaustion they have. If a player character is anesthetized, the GM tracks the character's hit points and levels of exhaustion instead of the player for the duration.

If you administer a dose over the course of a minute to a willing or unconscious creature, you can render the creature unconscious for one hour. If you continue to slowly administer anesthetic (one dose every eight hours), you can keep a creature unconscious for up to 24 hours; keeping a creature unconscious longer than this results in death.

ALCHEMICAL REACTOR

Wondrous item, very rare (requires attunement by an alchemist)

This stupendously complex vessel the size of a cask is festooned with valves and dials. While attuned to the reactor, you can use an action to adjust its settings and begin producing any of the following potions: *potion of flying*, *potion of hill giant strength*, *potion of invisibility*, *potion of superior healing*, *sovereign glue* (1 ounce), or *universal solvent*.

The reactor rumbles and whirs for the next 12 hours as it produces the specified potion. Once it is finished, you can use your action to pour the potion from the top of the reactor. This potion loses its potency and becomes nonmagical if it is not consumed within 24 hours.

Additionally, while attuned to the reactor, you can regain 2 expended reagent dice whenever you finish a short rest.

ANKH OF ANUBIS

Wondrous item, rare (requires attunement by a martyr)

While attuned to this wrought iron holy symbol, you have advantage on attack rolls, ability checks, and saving throws while you have 10 hit points or less.

Additionally, whenever you take damage, record the damage you take in a damage pool, which resets to 0 at the end of your turn. When you lose hit points to cast a martyr spell, you subtract the number in the damage pool from the spell's hit point cost, to a minimum of 0 hit points lost.

RANDOM MAGIC ITEMS – TIER 0

You can use the following table to randomly determine magic items when the players discover a treasure hoard, search the wardrobe of a mage, or go shopping for dusty antiques. These items are appropriate for characters of any level; the GM can use them as low-impact rewards, or offer them to characters of 1st level.

d100	Magic Item
01–04	Adamantine Polish *(uncommon)*
05–09	Alchemical Anesthetic *(uncommon)*
10–14	Antimagic Bell *(common)*
15–19	Arrow of Glue *(uncommon)*
20–24	Arrow of Teleportation *(uncommon)*
25–28	Chameleon Concoction *(uncommon)*
29–33	Cure-All *(uncommon)*
34–38	Dowsing Rod *(uncommon)*
39–43	Invisible Ink *(uncommon)*
44–48	Jax *(uncommon)*
49–52	Locket of Remembrance *(common)*
53–57	Morbid Makeup *(uncommon)*
58–62	Parchment of Sending *(uncommon)*
63–67	Phase Arrow *(uncommon)*
68–72	Portable Cannonballs *(uncommon)*
73–76	Potion of Mirrored Eyes *(uncommon)*
77–81	Replacement Man *(uncommon)*
82–86	Scroll of Duplication *(common)*
87–91	Weapon Charm (Ghost) *(common)*
92–96	Weapon Charm (Hook) *(common)*
97–00	Weapon Charm (Feather) *(common)*

ANTIMAGIC BELL

Wondrous item, common

This round bell is enchanted to be perfectly silent. It only rings when its magic is disrupted, such as within an *antimagic field*.

AQUA FORTIS

Potion, rare

This transparent acid constantly bubbles within its sealed vial. As an action, you can throw the vial up to 20 feet, shattering it on impact. Make a ranged attack, treating the vial as an improvised weapon.

RANDOM MAGIC ITEMS – TIER 1

The following magic items are appropriate rewards for characters of 1st to 5th level.

d100	Magic Item
01–04	Aqua Fortis *(rare)*
05–07	Aura Lenses (incomplete) *(uncommon)*
08–10	Bells of Due Alarm *(uncommon)*
11–13	Boots of the Trail *(uncommon)*
14–16	Brawling Gloves +1 *(uncommon)*
17–19	Cane of Youth *(uncommon)*
20–22	Coil of Strength Storing *(uncommon)*
23–25	Flutterby Rod *(uncommon)*
26–28	Folding Ladder *(uncommon)*
29–32	Gauntlet of the Grandmaster +1 *(uncommon)*
33–35	Gloves of Skill *(uncommon)*
36–38	Graverobber's Spade +1 *(uncommon)*
39–41	Khaliber's Iron +1 *(uncommon)*
42–44	Leaden Manacles *(uncommon)*
45–47	Necromantic Draught *(rare)*
48–50	Ooze Bottle *(rare)*
51–53	Peacekeeper *(uncommon)*
54–56	Pentacle of Woe +1 *(uncommon)*
57–59	Polymorph Potion *(rare)*
60–63	Replica Clay *(rare)*
64–66	Ring of Barrels *(uncommon)*
67–69	Ring of Salvation *(uncommon)*
70–72	Tome of Tongues *(uncommon)*
73–75	Troll Rod *(uncommon)*
76–78	Sandstone Solution *(rare)*
79–81	Universal Knocker *(uncommon)*
82–84	Weapon Charm (Bat) *(uncommon)*
85–87	Weapon Charm (Blade) *(uncommon)*
88–91	Weapon Charm (Die) *(uncommon)*
92–94	Weapon Charm (Lance) *(uncommon)*
95–97	Weapon Charm (Lightning Bolt) *(uncommon)*
98–00	Weapon for Dummies *(uncommon)*

So much magic junk!
Why are heroes such hoarders?

If the target is an object that isn't being worn or carried, the acid dissolves a 1-foot cube of the object. If splashed on a suit of armor or a shield, the object takes a permanent and cumulative –1 penalty to the AC it offers. A suit of armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If splashed on a weapon, it takes a permanent and cumulative –1 penalty to damage rolls. A weapon reduced to a –5 penalty is destroyed. It has no effect on magic items and objects made of gold, glass, stone, or adamantine.

If the target is a creature, it takes 3d6 acid damage, followed by an extra 2d6 acid damage at the end of its next turn and another 1d6 acid damage at the end of the turn after that. The aqua fortis can be washed off with one gallon of water, ending the effect early.

ARROW OF EXPLOSIONS

Weapon (arrow), very rare

When this arrow strikes a solid surface, be it a creature, object, wall, or floor, it explodes with a fiery blast. Each creature within 20 feet of the point of impact must make a DC 17 Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much on a successful one. The arrow is destroyed in the blast.

ARROW OF GLUE

Weapon (arrow), uncommon

An *arrow of glue* is one of a few arrows known as trick arrows. When you fire an arrow of glue, the arrow's shaft becomes pliant on impact and hardens immediately after. You can fire this arrow at any point you can see within range to cover a 1-foot square area with hardened glue. The GM may rule that especially challenging shots are made with disadvantage. A creature hit by this arrow must succeed a DC 15 Dexterity saving throw or be glued to a nearby surface, unable to move. It can break free with a successful DC 15 Strength (Athletics) check.

ARROW OF PIERCING

Weapon (arrow), rare

An *arrow of piercing* is one of a few arrows known as trick arrows. When you make an attack with this arrow, it becomes a 5-foot-wide line of magical energy that extends out from you to the weapon's normal range. Each creature in that line must make a DC 15 Dexterity saving throw. A creature takes the weapon's normal damage on a failed save, or half as much damage on a successful one. The arrow is then destroyed.

ARROW OF TELEPORTATION

Weapon (arrow), uncommon

An *arrow of teleportation* is one of a few arrows known as trick arrows. When this arrow is fired from a bow at an unoccupied space within 100 feet of the archer, the archer immediately teleports to its location. The arrow is destroyed on impact.

AURA LENSES

Wondrous items, uncommon (incomplete) or rare (complete)

A set of these large glass lenses is contained in a single cylindrical case. Each is four inches across, tinted in a different hue, and associated with a particular school of magic, as shown on the following table. When you hold a lens up to your eye and look through it, the world appears to be tinted in the appropriate color, except for creatures and objects which are under the effect of a spell from the lens's associated school of magic, which aren't colored at all.

A complete set of *aura lenses* contains all 8 individual lenses, but most are found as an incomplete set, containing only 1d8 of them.

School of Magic	Color
Abjuration	White
Conjuration	Blue
Divination	Yellow
Enchantment	Pink
Evocation	Red
Illusion	Purple
Necromancy	Grey
Transmutation	Green

BAG OF CHEER

Wondrous item, legendary

This large sack, which weighs 30 pounds and is made from red velvet, appears to be full of presents in colorful wrapping. As an action, you can pull a present from the bag and give it to another creature. The gift is tailored specifically to the recipient; the GM determines its nature or rolls on the table on the following page. The value of the gift can't exceed 100 gp.

Once three presents have been pulled from the bag, the bag can't be used again until the next dawn. Any additional presents removed from the bag are empty but well-decorated boxes.

RANDOM MAGIC ITEMS – TIER 2

The following magic items are appropriate rewards for characters of 6th to 11th level.

d100	Magic Item
01–03	Ankh of Anubis *(rare)*
04–06	Arrow of Explosions *(very rare)*
07–09	Aura Lenses (complete) *(rare)*
10–13	Bedroll of Rest *(rare)*
14–16	Blindfold of True Darkness *(rare)*
17–19	Bonze's Bokken *(rare)*
20–22	Boots of the Hare *(rare)*
23–26	Brawling Gloves (+2) *(rare)*
27–29	Burning Knuckles *(rare)*
30–32	Drum of Blasted Beats *(rare)*
33–35	Émigré Manuscript *(rare)*
36–39	Exploding Armor *(rare)*
40–42	Frog Prince Statuette *(rare)*
43–45	Gambler's Coin *(rare)*
46–48	Gaol Net *(rare)*
49–52	Gauntlet of the Grandmaster +2 *(rare)*
53–55	Graverobber's Spade +2 *(rare)*
56–58	Khaliber's Iron +2 *(rare)*
59–61	Memento Mori *(rare)*
62–65	Mouse of Cowardice *(rare)*
66–68	Pentacle of Woe +2 *(rare)*
69–71	Portal Chalk *(very rare)*
72–74	Puzzle Box *(rare)*
75–78	Skitterlegs *(rare)*
79–81	Smoking Pipe of Dragon's Breath *(rare)*
82–84	Sorting Beast *(rare)*
85–87	Switch Amalgam *(rare)*
88–91	Thornbow *(rare)*
92–94	Totem of Enmity *(rare)*
95–97	Treant's Bane *(rare)*
98–00	Weapon Charm (Mirror) *(rare)*

A gift? For me? How did you know I needed a halfling monk for my collection?

RANDOM MAGIC ITEMS – TIER 3 & 4

The following magic items can be used as potent campaign elements and gameplay rewards for characters of 11th level or higher.

d100	Magic Item
01-05	Alchemical Reactor *(very rare)*
06-10	Bag of Cheer *(legendary)*
11-15	Brawling Gloves +3 *(very rare)*
16-21	Gauntlet of the Grandmaster +3 *(very rare)*
22-26	Glimmerbolt *(very rare)*
27-31	Graverobber's Spade +3 *(very rare)*
32-36	Hand of Glory *(very rare)*
37-42	Khaliber's Iron +3 *(very rare)*
43-47	Lady and Lord Rings *(very rare)*
48-52	Leonora's Throne of Indolence *(very rare)*
53-57	Loincloth of Oni Magic *(very rare)*
58-63	Magehunter Blade *(very rare)*
64-68	Magehunter Plate *(very rare)*
69-73	Marvelous Painted World *(legendary)*
74-78	Pentacle of Woe +3 *(very rare)*
79-84	Reaper's Bullet *(legendary)*
85-89	Reverberating Shield *(very rare)*
90-94	Ring of Icebergs *(very rare)*
95-00	Wooden Coin of Lies *(very rare)*

Bag of Cheer

d10	Gift	d10	Gift
1	A weapon or shield	6	A *potion of healing*
2	Gold	7	Gems
3	An art object	8	An exotic food
4	A clothing item	9	A book
5	A tool or musical instrument	10	A toy or gaming set

BEDROLL OF REST

Wondrous item, rare (requires attunement)

This enchanted, silken bedroll is immensely comfortable. Sleeping in it during a long rest removes all levels of exhaustion and restores all expended Hit Dice. After sleeping in it, you do not require rest for 48 hours, though you can still choose to take a long rest during that time.

BELLS OF DUE ALARM

Wondrous item, uncommon

This trio of bells warns you of intruders. You can arrange the bells up to 500 feet apart from each other, and can use your action to speak a command word to cast the *alarm* spell, warding the area between the bells.

BLINDFOLD OF TRUE DARKNESS

Wondrous item, rare (requires attunement)

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Curse. This blindfold is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. While cursed, you are blinded, whether you are wearing the blindfold or not.

Bonze's Bokken

BONZE'S BOKKEN

Weapon (katana), rare (requires attunement)

This magic weapon deals bludgeoning damage instead of its normal slashing damage. As an action, you can use the bokken to blow a strong wind, dispersing any gases within a 15-foot cube adjacent to you.

When you take the Attack action while holding this weapon, you can replace one or more of your attacks with concussive waves of sound. Make a ranged spell attack roll with a range of 30/60 feet and a +7 bonus to hit. On a hit, the target takes 1d10 + 3 thunder damage, and on a critical hit, the target is deafened. This attack is audible out to 100 feet.

BOOTS OF THE HARE

Wondrous item, rare (requires attunement)

While attuned to these boots, whenever you use your action to Dash, you gain 90 feet of extra movement instead of the usual amount.

Curse. These boots are cursed, a fact that is revealed only when an *identify* spell is cast on the boots or you attune to them. Attuning to the boots curses you until you are targeted by the *remove curse* spell or similar magic. While cursed, your speed is 15 feet and can't be increased by any means other than taking the Dash action.

BOOTS OF THE TRAIL

Wondrous item, uncommon

Until they are worn, the boots of the trail appear to be in grave disrepair. When you lace them up, the illusion fades: they are immaculate hiking boots with gold clasps and silk laces. While wearing these boots, you leave behind no tracks or other traces of your passage, and can't be tracked except by magical means. You can march for twice as long before suffering levels of exhaustion.

Additionally, you can remove the boots and speak a command word as an action to cause the boots to walk alone, leaving a false trail in any direction for up to one mile. The boots then teleport back to your feet.

BRAWLING GLOVES

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a barbarian, captain, craftsman, fighter, rogue, or warden)

While attuned to these fingerless magical gloves, you have proficiency with all improvised weapons and gain a bonus to attack and damage rolls made using them. The bonus is determined by the gloves' rarity.

BURNING KNUCKLES

Weapon (cestus), rare (requires attunement)

While attuned to these magical gauntlets, your unarmed strikes deal 2d6 fire damage instead of their usual damage.

CANE OF YOUTH

Wondrous item, uncommon (requires attunement)

While attuned to this cane, you suffer none of the frailty of old age and can't be aged magically. You can still die of old age, however.

CHAMELEON CONCOCTION

Potion, uncommon

When you drink this potion, your skin camouflages to match the color and texture of your surroundings, granting you advantage on Dexterity (Stealth) checks you make to avoid being seen for 1 hour. This liquid's hue rapidly shifts to match whatever material it is nearest to.

COIL OF STRENGTH STORING

Wondrous item, uncommon (requires attunement)

This metallic coil is usually worn on an arm or leg. While attuned to it, whenever you make a melee weapon attack against a hostile creature that exceeds the target's AC by 5 or more, the coil gains 1 stored charge. It can hold up to 5 charges at a time.

When you make an attack with a melee weapon, you can expend any number of stored charges to gain a bonus on the attack roll equal to the number of charges expended. You can wait until after you roll the d20 before deciding to expend charges, but must decide before the GM says whether the attack hits or misses. Unused charges disappear 1 minute after being stored.

Coil of Strength Storing

ATTUNEMENT BY CLASS

Many existing magic items, such as staffs and wands, require attunement by a member of a specific class. The GM decides which classes from this book can attune to these magic items. For example, witches, warmages, and necromancers should be able to use most wands and staffs, and martyrs should be able to use magic items available to clerics or paladins.

CURE-ALL

Potion, uncommon

The *cure-all* contains 1d4 + 1 doses of potent medicine. As an action, you can drink a dose, curing you of any disease, ending your poisoning, and causing you to be immune to being poisoned for 1 hour. A complex swirl of red liquid in the potion's center resembles a snake on a pole. Shaking the bottle fails to mix the potion's contents.

DOWSING ROD

Wondrous item, uncommon

This forked stick is used to discover water. It has 3 charges and regains 1d3 expended charges daily at dawn. While holding this rod, you can use your action and expend a charge to cause the rod to point to the largest source of water in a 10-mile radius. The rod doesn't indicate the distance or quantity of water. If there is little to no water to be found, the rod indicates vaguely downward, for there is always some amount of water underground.

DRUM OF BLASTED BEATS

Wondrous item, rare (requires attunement)

This drum has 6 charges. While attuned to it, you can use an action to strike it and expend one charge to cast the *thunderwave* spell, or two charges to cast the *shatter* spell (save DC 15).

The drum regains 1d6 expended charges daily at dusk. If you expend the drum's last charge, roll a d20. On a 1, the drum ruptures and loses its magic.

ÉMIGRÉ MANUSCRIPT

Wondrous item, rare

This ancient tome is shaped like a skull and smells either of violets or tiger lilies. While holding the tome, you can cast the spell *resurrection* without using material components. Once the manuscript is used, it can't be used again until the next dawn.

CURSE. The *émigré manuscript* is cursed to bring nothing but misery to those who use it. Whenever you use it to raise the dead, roll a d20 to determine the result according to the following table.

d20	Effect
1–2	The spell fails and the caster immediately dies.
3–4	The target is resurrected as a revenant, seeking revenge against the caster.
5–6	The target is resurrected as a ghost, but otherwise retains their memories and personality.
7–8	The spell works, but the 100 humanoids nearest to the target (excluding the caster) immediately die.
9–10	The spell works, but the caster must roll twice on the Indefinite Madness table, suffering both results. If the same result is rolled twice, the caster immediately dies.
11–12	The spell works, but the target loses all of their memories, class levels, proficiencies (including languages), and personality traits.
13–14	The spell appears to work, but the target dies again after 1d10 minutes. No magic short of a *wish* can revive them from this death.
15–20	The spell works as normal.

EXPLODING ARMOR

Armor (light, medium, or heavy), rare (requires attunement)

While wearing this armor, you can use your action to cast *fireball* (save DC 15), centered on yourself. You take no damage from this spell. The armor can't be used this way again until the next dawn.

FLUTTERBY ROD

Rod, uncommon

This rod has 7 charges and regains 1d6 + 1 expended charges daily at dawn. While holding the rod, you can use it to cast the *light* cantrip on itself at will.

As an action, you can expend a charge to shoot a shimmering, green, butterfly-shaped flutterbolt at a target within 60 feet. Make a ranged spell attack with a +5 attack bonus. On a hit, the target takes 1d4 + 1 force damage and is outlined in sparkling green butterflies. The next attack roll made against this target before the end of your next turn has advantage, and the target can't benefit from being invisible until the end of your next turn.

FOLDING LADDER

Wondrous item, uncommon

This item appears as two short wooden rods, 12 inches long and 1 inch in diameter, connected side by side. It weighs four pounds. It has three command words.

When you speak the ladder's first command word, it expands into a ladder, 2 feet wide and 20 feet long. If you speak the second command word, it extends into a freestanding stepladder, 30 feet high with a base that is 5 feet by 10 feet. The third command word causes the ladder to collapse back into its folded form.

The ladder can support 500 pounds of weight in either of its extended configurations.

FROG PRINCE STATUETTE

Wondrous item, rare

This clay statuette of a crown-wearing frog transforms into a humanoid if you speak its command word and kiss it as an action. It gains the statistics of a commoner, as per the spell *Mandy's feral follower*, except that the humanoid can speak the languages you speak and is adorned in fine clothes. Furthermore, the humanoid created by the statuette retains the memories of each time it is transformed, no matter what appearance you ascribe to it.

The transformation lasts until the twelfth stroke of midnight, unless cast in a location where time doesn't pass normally, in which case it lasts for 24 hours. The humanoid then reverts back to its statuette form. It also reverts early if it drops to 0 hit points or if you speak the command word again while touching it.

Once it has been used, the statuette can't transform again until 5 days have passed.

GAMBLER'S COIN

Wondrous item, rare (requires attunement)

This ordinary looking gold piece has deep scratches on one side. It has 3 charges. When you make an ability check, attack roll, or saving throw while holding it, you can expend 1 charge to replace the d20 roll with a coin flip. On heads, the roll is treated as a 20 (though you do not score a critical hit with an attack roll or activate any other effects which trigger on the roll of a 20), and on tails, the roll is treated as a 1. The coin regains all expended charges at dawn.

GAOL NET

Weapon (net), rare (requires attunement)

When a Large or smaller creature is restrained with this magical net, you can use your action to speak its command word, causing the net to transform into a Large iron cage that encloses the target. The enclosed creature is no longer restrained.

The cage weighs 500 pounds and is fitted with a locked door (DC 15 to pick the lock). A creature, including the one enclosed in the cage, can use an action to make a DC 25 Strength check to bend the bars enough to let a creature out. If the cage is empty, you can use an action to speak a command word, causing it to transform back into a net.

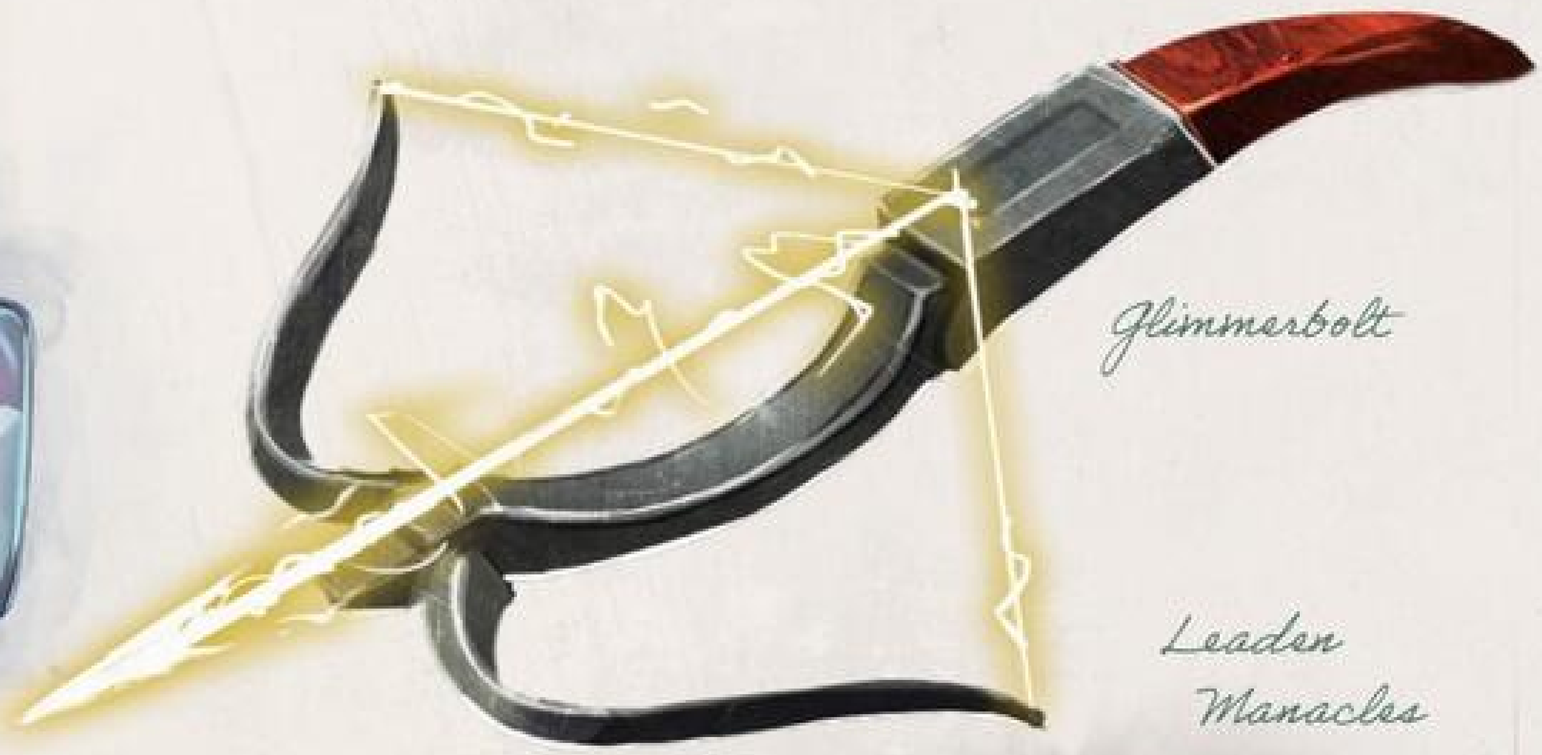
Once the net transforms into a cage, it can't do so again until the next dawn.

Drum of Blasted Beats

Gambler's Coin

Flutterby Rod

Invisible Ink



Glimmerbolt

Leaden Manacles

GAUNTLET OF THE GRANDMASTER

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a warmage)

While wearing this gauntlet, you can use it as a spellcasting focus for your warmage spells, and you gain a bonus to spell attack and damage rolls and to the saving throw DCs of your warmage spells. This bonus is determined by the gauntlet's rarity. This gauntlet counts as a specially prepared gauntlet for cantrips such as *force buckler*.

In addition, you gain one of the following cantrips of your choice: *force buckler*, *force dart*, or *force weapon*. The cantrip doesn't count against your number of cantrips known. Whenever you finish a long rest, you can change your selection.

GLIMMERBOLT

Weapon (any crossbow), very rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

This weapon has 10 charges and regains 1d6 + 4 charges daily at dawn. As part of your Attack action, you can expend a charge to create and load a piece of radiant ammunition into the crossbow. This bolt deals an extra 1d6 damage on a hit and deals radiant damage, instead of its normal piercing damage.

Additionally, as an action, you can expend 3 charges to load a blinding bolt of light into the crossbow and fire it at a point you can see within 60 feet, where it detonates in a flash. Each creature within 20 feet of that point must succeed on a DC 17 Constitution saving throw or be blinded until the end of your next turn. Motes of light hang in the air around that point for the next minute, shedding bright light in a 20-foot radius and dim light for an additional 20 feet.

GLOVES OF SKILL

Wondrous item, uncommon (requires attunement)

While attuned to these gloves, you have proficiency with one tool or instrument. The DM chooses the proficiency or determines it randomly from the options below.

d10	Proficiency	d10	Proficiency
1	Drum	6	Carpenter's Tools
2	Flute	7	Cobbler's Tools
3	Horn	8	Jeweler's Tools
4	Lute	9	Mason's Tools
5	Lyre	10	Smith's Tools

GRAVEROBBER'S SPADE

Weapon (shovel), uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a necromancer)

You can use this magic weapon as a spellcasting focus for your necromancer spells. While holding this magic weapon, you gain a bonus to attack and damage rolls made with it, and you gain a bonus to spell attack rolls and the saving throw DCs of your necromancer spells. The bonus is determined by the weapon's rarity.

Additionally, you can cast the *exhume* spell at will without using a spell slot or material components.

HAND OF GLORY

Wondrous item, very rare (requires attunement)

This mummified hand is worn around the neck with a leather cord. While attuned to the hand, you gain two additional attunement slots for magic rings, which are placed on the hand's digits. If your attunement with the hand ends, your attunement with the magic rings worn on it also ends.

INVISIBLE INK

Wondrous item, uncommon

Anything written in this ink is invisible. A DC 25 Intelligence (Investigation) check reveals that there is writing present, but not what it says. Only creatures that have truesight or are under the effect of the *see invisibility* spell can read text written in this ink, though the invisibility effect can be removed using *dispel magic*. One pot is sufficient to write 250 words or draw one picture or diagram.

JAX

Potion, uncommon

Rather than drinking this vial of orange, brackish liquid, you inject into your body as an action. Once injected, for 1 hour, your Strength, Dexterity, and Constitution scores each increase by 4, and the maximum for these scores is increased to 24. However, your maximum hit points are permanently reduced by 1d12. No means short of a *greater restoration* or *wish* spell can restore hit points lost in this way.

You can use more than one dose of *jax* at once, and its ability score increases stack for the 1-hour duration. However, you still suffer the reduction to your maximum hit points each time you take an additional dose, and you must succeed a DC 20 Constitution saving throw or suffer an overdose. When you overdose, you are reduced to 0 hit points and can't regain hit points for 1 hour.

KHALIBER'S IRON

Weapon (any one-handed firearm), uncommon (+1, DC 13), rare (+2, DC 15), or very rare (+3, DC 17) (requires attunement by a gunslinger)

This magic weapon, which is blessed by Khaliber, the goddess of gunpowder, magically produces its own ammunition immediately after it is fired. You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

When you score a critical hit with this weapon, the bullet explodes on impact. Each creature you choose other than the target within 5 feet of it must make a Dexterity saving throw, taking fire damage equal to half the damage dealt on a failure. The DC for this saving throw is determined by the weapon's rarity.

LADY AND LORD RINGS

Rings, very rare (require attunement by two creatures)

These two rings, one engraved with the image of a mighty lord and the other with a stately lady, are part of a matched set. Two creatures can attune to the rings, each wearing one of the rings. While within 30 feet of each other, both attuned creatures have resistance to all damage. Additionally, while both creatures are within 30 feet of each other, each time an attuned creature takes damage, the other creature loses the same number of hit points. Attunement to these rings breaks if either attuned creature drops to 0 hit points or breaks attunement.

LEADEN MANACLES

Wondrous item, uncommon

These manacles behave the same as normal manacles with the following addition: a creature that attempts to cast a spell while wearing the manacles must make a DC 12 ability check using its spellcasting ability. On a failure, the spell fails and has no effect; the spell slot is expended, the action is wasted, and the manacled creature takes 1d6 fire damage per level of the spell slot expended. On a success, the creature takes half as much damage and the spell is cast successfully.

LEONORA'S THRONE OF INDOLENCE

Wondrous item, very rare (requires attunement)

This high-backed armchair made of oak and gold weighs 100 pounds and functions like an ordinary chair, until you sit in it and speak its command word as an action. It then hovers beneath you and can fly through the air. The throne has a flying speed of 50 feet and can carry up to 400 pounds. The throne stops hovering when you speak its command word again.

By speaking another command word, you can use your action to cast the *unseen servant* spell using the throne. The servant can conjure a spectral trumpet to announce your arrival, in addition to its usual tasks.

Lastly, while attuned to the throne, you can speak a third command word to magically create up to 10 pounds of delicious food of your choice and

up to four bottles of wine. Only you can partake of this meal and drink; it instantly becomes stale and sickening in another creature's mouth. Once you have spoken this command word, you can't do so again until the next dawn.

LOCKET OF REMEMBRANCE

Wondrous item, common

When a *locket of remembrance* is created, it is engraved with the name and likeness of a creature that has died. It is then dedicated to this creature. As long as the locket is worn by a living creature, the remembered creature's remains can't become undead, and its soul can't linger as an undead creature.

LOINCLOTH OF ONI MAGIC

Wondrous item, very rare (requires attunement by a barbarian)

While attuned to this blood-red loincloth, you can cast and concentrate on any spells you know, even while you are raging.

Furthermore, the loincloth has 6 charges. While attuned to it, you can use an action to expend 1 or more charges to cast one of the following spells (save DC 17): *charm person* (1 charge), *sleep* (1 charge), *darkness* (2 charges), *invisibility* (2 charges), *gaseous form* (3 charges), or *cone of cold* (4 charges). The loincloth regains 1d6 expended charges daily at dusk.

Loincloths: for when you're too strong, sexy, or angry to wear pants.

MARVELOUS PAINTED WORLD

Wondrous item, legendary

This masterful painting, at least a 5-foot square in area, was crafted by a master painter using at least ten pots of *marvelous pigments*. It depicts a serene painted world. The painting itself acts as a portal to a demiplane in which the painted world exists, and is large enough to allow Medium creatures to pass through unhindered. Inside the painted world, a misty archway is a portal to the real world. If the painting is rolled up or faced toward a solid surface, the portal disappears inside the painted world.

The location, objects, and creatures depicted within the painted world are determined by the painting's creator, but such objects and creatures can't leave the painted world, as they can't pass through the portal, and disappear into smoke if removed from the demiplane by other means. Time passes at half speed within the painted world, and you don't need to eat or drink while within it.

MAGEHUNTER BLADE

Weapon (any sword), very rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon.

If you use this weapon to hit a creature that is under the effect of a spell, one spell of your choice affecting the target is dispelled if it is 5th-level or lower, and the target takes an extra 1d8 force damage for the level of the dispelled spell (dispelled cantrips deal no extra damage). Once a spell is dispelled, roll a d6. If the number is less than or equal to the level of dispelled spell, the sword loses this trait until the following dawn.

Loincloth of Oni Magic

Morbid Makeup

MAGEHUNTER PLATE

Armor (breastplate, half plate, or full plate), very rare (requires attunement)

This magical armor has 3 charges. When you are subjected to a magical effect that allows you to make a saving throw to take only half damage, you can expend a charge to instead take no damage on a success and only half as much damage on a failure. The armor regains all expended charges at dusk.

Additionally, while you are attuned to this armor and wearing it, acid, cold, fire, lightning, and thunder damage you take from magical sources, as well as magical healing you receive, is reduced by 3. When you take damage from a magical melee weapon, the attacker must roll a d20. On a 10 or lower, the weapon's magic is suppressed for 1 hour, causing it to temporarily become mundane.

MEMENTO MORI

Wondrous item, rare

This sealed letter, infused with chronomancy magic, contains a written description of how the creature that reads it shall die. The letter always contains specific descriptions, such as "The red-eyed orc drove its scimitar through Faizon the Blue's heart," but may also use cryptic or vague language. It never specifies an exact time. Once a creature has read the letter, it has advantage on death saving throws, and dies only after gaining five death saving throw failures, instead of three. However, when the creature arrives at the moment of their death described in the letter, it dies without making death saving throws.

The effects of the letter end only if the character dies and is revived. Once a *memento mori* is read, it loses all magic and becomes an ordinary letter.

MORBID MAKEUP

Wondrous item, uncommon

This makeup kit contains only red, white, and black paint. It functions as a disguise kit which lets you convincingly appear as a fey, fiend, or undead creature. While wearing the makeup, you have advantage on Charisma (Intimidation) checks you make against humanoids.

The kit contains enough makeup for 10 applications. Each application lasts up to 8 hours, and can be washed off as an action.

MOUSE OF COWARDICE

Wondrous item, rare

This wind-up clockwork mouse terrifies even the largest beasts. When you speak its command word and set it rolling toward a Large or larger creature within 15 feet of you as an action, you cast the spell *phantasmal killer* (save DC 15) using the mouse. The mouse can't be used this way again until the next dawn.

NECROMANTIC DRAUGHT

Potion, rare

Pouring this potion on a Medium or Small humanoid corpse causes the effect of the *animate dead* spell for 24 hours. You command undead animated in this way. This brightly glowing neon-yellow goo is repelled away from living things which touch its container.

OOZE BOTTLE

Potion, rare

As an action, you can throw this vial up to 20 feet, shattering it on impact and releasing a gray ooze. This ooze is friendly to you and your allies, and will otherwise attack the nearest creature it can detect. If there is no creature to attack, the ooze will follow you. However, the biochemistry of this ooze is unstable, and the ooze dissolves into a lifeless sludge after 1 hour. The charcoal-colored liquid inside this bottle seems to lunge about with unnatural momentum.

Magehunter Blade and Plate

PARCHMENT OF SENDING

Wondrous item, uncommon

This parchment can hold a message of twenty-five words or less; additional text is magically erased. When addressed with the name of a creature with which you are familiar, the parchment folds itself into the shape of a glider and flutters on the wind, magically seeking out the creature within 24 hours if the recipient is on the same plane of existence as you. The recipient can write an additional twenty-five word message, and cause the parchment to fold itself and return to you by addressing it to your name. The parchment can make four such trips, and then becomes mundane parchment.

PEACEKEEPER

Weapon (any firearm), uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

As an action, you can charge the firearms's alternate firing mode, causing a bright light to leak through the weapon's joints, and fire a magical bolas at a creature within 60 feet of you. The creature must succeed on a DC 13 Dexterity saving throw or be knocked prone and restrained by the bolas. A Huge or larger creature automatically succeeds on this saving throw. A creature can use its action to make a DC 13 Strength check, breaking the bolas and freeing itself on a success. Each time a creature fails this check, the bolas tightens, dealing 1d8 radiant damage to the restrained creature.

After you activate this property, roll a d6. On a 1 or 2, you can't activate it again until the following dawn.

PENTACLE OF WOE

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a witch)

While attuned to this medallion, you gain a bonus to spell attack rolls and to the saving throw DCs of your witch hexes and spells. This bonus is determined by the pentacle's rarity.

In addition, this pentacle has 3 charges. You can expend a charge to cast a hex that usually takes an action as a bonus action instead. The pentacle regains all expended charges daily at dusk.

PHASE ARROW

Weapon (arrow), uncommon

This ethereal arrow passes through all matter except the intended target. You ignore all cover, including full cover, when making an attack with this arrow. This arrow can target creatures on the Ethereal Plane as if they were on the Material Plane, and vice versa. Once it hits a target, the arrow is no longer magical.

POLYMORPH POTION

Potion, rare

When you drink this potion, which is a purple liquid derived from mimic blood, you gain the effects of the *polymorph* spell for an hour. Roll a d20 and consult the following table to determine the form you are transformed into.

d20	New Form	d20	New form
1	Rat	11	Constrictor Snake
2	Rabbit	12	Wolf
3	Cat	13	Ape
4	Octopus	14	Crocodile
5	Weasel	15	Giant Toad
6	Goat	16	Commoner (random appearance)
7	Owl	17	Brown Bear
8	Draft Horse	18	Tiger
9	Eagle	19	Elephant
10	Mastiff	20	Tyrannosaurus Rex

PORTABLE CANNONBALLS

Ammunition (cannonballs), uncommon

This bag contains twenty iron balls, each one inch in diameter and weighing 1/4 of a pound. As a bonus action, the command word can be spoken, which causes any number of the balls to expand into full-size cannonballs weighing 10 pounds each, suitable for firing from a cannon.

The bag can be poured out on the ground as an action, in which case it functions exactly as a bag of ball bearings. If the command word is spoken after the bag is poured out, all the balls expand at once. If a bag full of expanded balls is set to rolling, such as by being poured down a hill, any creature in the path of the balls must make a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage.

Individual iron balls can be fired from a sling or firearm and expanded in midair, dealing 2d12 bludgeoning damage on a hit, though any attacks made in this fashion have disadvantage.

PORTAL CHALK

Wondrous item, very rare

Each of these two pieces of chalk radiate a different luminescent aura: one orange, the other blue. Each piece of chalk has 10 uses. As an action, you can expend one use of a piece of chalk to draw a circular or rectangular portal on a solid stone surface large enough for a Medium creature. This portal instantly becomes linked to the most recent portal drawn with the other color of chalk, unlinking any portals created by these pieces of chalk other than these two. A linked portal is a glowing ring or rectangle filled with opaque mist; an unlinked portal is simply mundane chalk. A pair of linked portals acts as a magical gate. Any creature or object entering a linked portal exits from the other portal as if the two were adjacent to each other.

POTION OF MIRRORED EYES

Potion, uncommon

For 1 minute after you drink this potion, you gain immunity to any effect which can normally be avoided by averting your gaze from it, such as a medusa's petrifying gaze. While under the influence of this potion, you can safely look at such creatures without being subjected to their abilities.

PUZZLE BOX

Wondrous item, rare

Though a magic item in and of itself, this cubic box often contains far more powerful and destructive items. The puzzle box can hold one cubic foot of contents, which can't be targeted by divination spells or perceived through scrying sensors created by divination spells.

Once the box is closed, it can only be opened by solving the box's puzzle. You can attempt to solve it by spending 24 hours working on the puzzle mechanism, after which you must succeed a DC 23 Intelligence check to open the box. You can close the box as an action, automatically scrambling the puzzle.

REAPER'S BULLET

Weapon (any firearm ammunition), legendary

This bullet, forged by the reaper and engraved with insidious runes, brings inevitable death on its target. A creature hit by this bullet dies.

Replacement Man

Peacekeeper

REPLACEMENT MAN

Wondrous item, uncommon (requires attunement)

If damage would reduce you to 0 hit points while you are attuned to this humanoid figurine, you drop to 1 hit point instead and the figurine fades away with a sad smile on his face.

REPLICA CLAY

Wondrous item, rare

When you touch this lump of clay to an object that can fit within a 5-foot cube, the clay shifts and molds into an exact replica with the same color and texture. The replica even mimics visual magical elements, such as glowing runes. Touching the replica reveals it to be made of clay, as it yields under any significant force, but it is impossible to distinguish with a visual inspection. Once the clay is shaped into a replica, it becomes nonmagical.

REVERBERATING SHIELD

Armor (shield), very rare (requires attunement)

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. Whenever a creature misses you with a melee weapon attack while you are holding this shield, it must succeed a DC 15 Dexterity saving throw. On a failure, the creature drops its weapon, which is thrown 15 feet away from you. If the weapon can't be dropped, such as a dragon's bite or claws, the attacker instead has disadvantage on all weapon attacks until the end of its turn.

RING OF BARRELS

Ring, uncommon (requires attunement)

This ring has 6 charges and regains 1d6 expended charges daily at dawn. While wearing the ring, you can use an action and expend 1 to 3 of its charges to summon a number of empty barrels in spaces adjacent to you equal to the number of charges expended. The barrels are large, fully 6-feet high and 4-feet in diameter, occupying the same space as a Medium creature and providing three-quarters cover from ranged attacks. Barrels weigh 150 pounds and can be moved with an action.

You can summon the barrel around incapacitated Medium creatures, restraining them, or around Small or smaller creatures, trapping them inside. A creature can break free of a barrel by making a DC 22 Strength check.

RING OF ICEBERGS

Ring, very rare

As a bonus action, or a reaction to being hit by an attacker you can see, you can spin the ring's jewel, causing it to expand into a hollow block of clear ice that completely surrounds you. This iceberg occupies your space and pushes creatures within your space to the nearest unoccupied area, ending any grapple in which you are involved. There is enough room within the iceberg to move around, but you can't move more than 6 inches in any direction. Spells and other magical effects can't extend through the iceberg or be cast through it.

The iceberg is an object with AC 10 and 100 HP. If it was activated as a reaction, it takes as much of the triggering damage as possible. The iceberg has immunity to cold, poison, and psychic damage, and vulnerability to fire damage. The icy tomb lasts for up to 1 minute, until it is destroyed, or until you use a bonus action to cease the jewel's spinning.

Once you spin the ring to create an iceberg, you can't do so again until the following dawn.

RING OF SALVATION

Ring, uncommon (requires attunement)

If you fail a saving throw while attuned to this ring, you can choose to succeed it instead. Once you use this ability, you can't do so again until the next dawn.

SANDSTONE SOLUTION

Potion, rare

You can pour this substance on the ground as an action. If poured onto stone, a 10-foot deep, 10-foot radius portion of the stone becomes mud for 1 hour.

When poured into mud, sand, or quicksand, a 10-foot deep, 10-foot-radius region of the material become solid stone for 1 hour. The stone has AC 17, 75 HP, and immunity to psychic and poison damage. Any creature inside it when it becomes stone must make a DC 14 Dexterity saving throw or be restrained. The restrained creature can break free by succeeding on a DC 20 Strength check or by dealing 25 damage to the stone. This sandlike substance flows about its container like a fluid.

SCROLL OF DUPLICATION

Scroll, common

This blank scroll is imbued with enchantments that enable it to copy text from another source. As an action, you can touch the *scroll of duplication* to an object that contains writing. The scroll instantaneously copies up to 500 consecutive

words from the source material (you can choose which section if the source material is longer than this), creating a perfect duplicate of the original text. The scroll only copies nonmagical text, not illustrations or magical writings (such as the contents of a spellbook or a *glyph of warding*). If the source contains a mixture of magical writing, illustrations, and nonmagical text, only the nonmagical text is copied, leaving blank space where illustrations and magical writing would be expected. Using the scroll doesn't activate magical traps that trigger upon reading the source material.

SKITTERLEGS

Wondrous item, rare (requires attunement)

Worn like a backpack, these brass and mithral legs deploy when you're knocked out or paralyzed. A series of switches allows you to program the legs with either the "Defend" or "Eliminate" setting, as well as a list of friendly creatures in order of priority.

Whenever you are paralyzed or knocked unconscious (except when unconscious due to nonmagical sleep), the skitterlegs deploy, lifting your body from the ground. While the legs are deployed, you don't count as being prone. Attacks made against you while the legs are deployed aren't critical hits, even though you are paralyzed or unconscious. The legs make Strength and Dexterity checks and saving throws with a +5 modifier.

The legs have a walking speed of 30 feet. On each of your turns while you are paralyzed or unconscious, the legs behave according to their settings:

DEFEND. The legs take the Dodge or Disengage action (your choice when you program the legs) and move toward the highest-priority friendly creature who is still conscious.

ELIMINATE. The legs move toward the nearest hostile creature and make two melee attacks with an attack bonus of +7. On a hit, the legs deal 1d8 + 2 piercing damage.

If you regain consciousness or recover from paralysis, the legs set you back on your feet before retracting. The legs can function for one cumulative hour each day. If this duration is exceeded, the legs collapse and drop you prone.

SMOKING PIPE OF DRAGON'S BREATH

Wondrous item, rare (requires attunement)

This pipe has 2 charges and regains 1 expended charge daily at dawn. If the pipe is full of one ounce of smoking herb, you can use an action and expend 1 charge to inhale deeply from it and exhale dragon's flame. Each creature in a 30-foot-radius cone must make a DC 15 Dexterity saving throw or take 8d6 fire damage, or half as much on a successful one.

SORTING BEAST

Wondrous item, rare

The sorting beast is a six-legged construct with eyes, legs, and antennae at both ends, as well as an array of measuring devices near its center. It can manipulate and hold objects up to 30 pounds in weight.

When activated as an action, the sorting beast sets about collecting and sorting all loose valuable items within 100 feet. It sorts all gold pieces, silver pieces, and copper pieces into neat stacks of 10. For material goods, such as precious stones, the sorting beast can appraise value by weight and quality, before sorting the goods appropriately and printing the results on a fine paper strip. The sorting beast continues sorting until finished or deactivated as an action.

Additionally, the sorting beast can cast the spell *identify*, without using material components, on one object you designate each day.

We have so much "Drider Man" memoribilia in the Spire of Secrets.

SWITCH AMALGAM

Wondrous item, rare (requires attunement by a craftsman)

This mixture of mithral, quicksilver, and platinum molds easily and adheres to steel, allowing a trained craftsman to make unique compound weapons. While attuned to the amalgam, you can spend a minute heating the amalgam and carefully attaching it to a weapon or removing it from one. The amalgam can be attached to two weapons at a time. Once attached to two weapons, the weapons become magical, and each gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

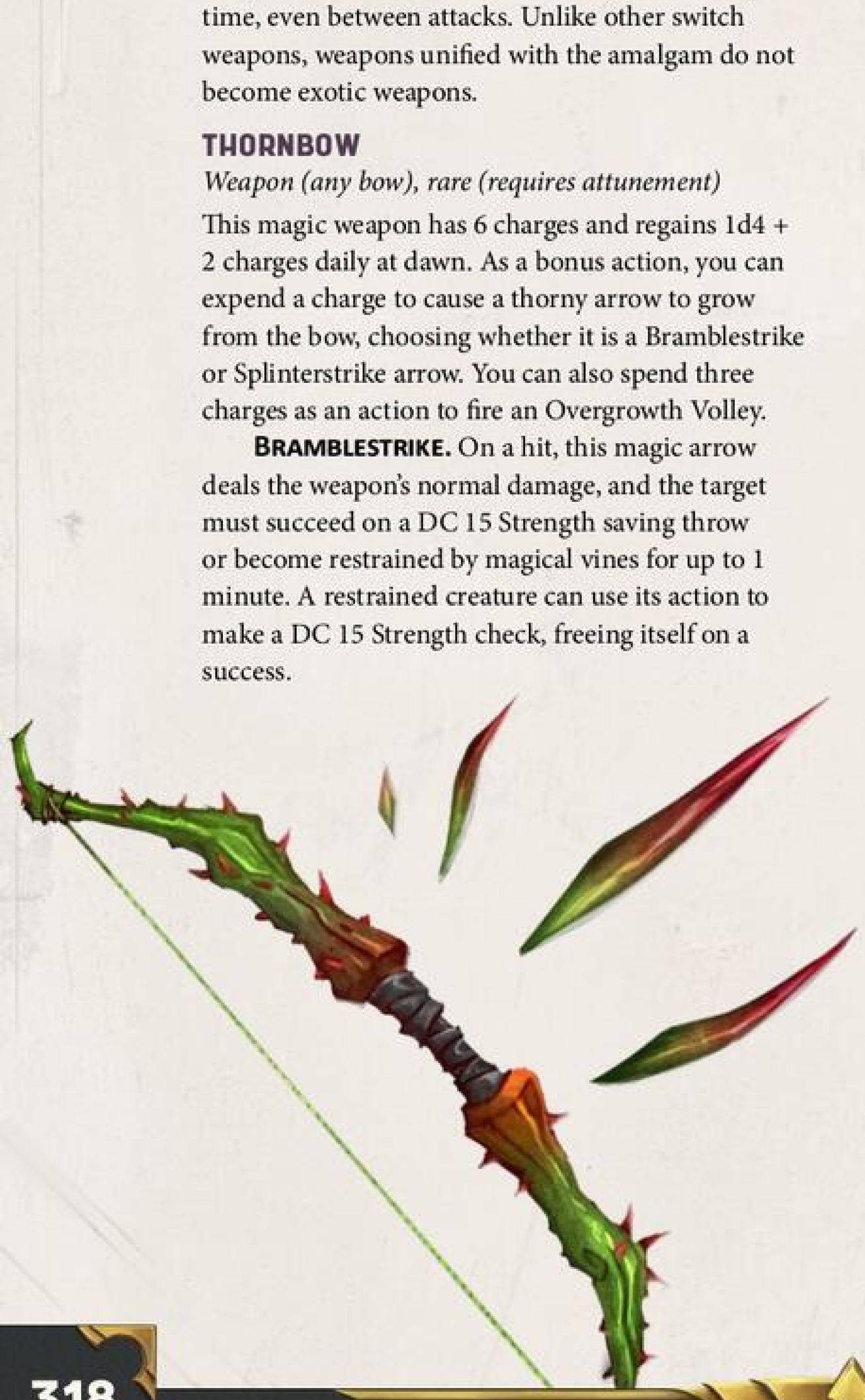
Additionally, each weapon gains the Switch property. A switch weapon has two forms; you can swap between which weapon is being used at any time, even between attacks. Unlike other switch weapons, weapons unified with the amalgam do not become exotic weapons.

THORNBOW

Weapon (any bow), rare (requires attunement)

This magic weapon has 6 charges and regains 1d4 + 2 charges daily at dawn. As a bonus action, you can expend a charge to cause a thorny arrow to grow from the bow, choosing whether it is a Bramblestrike or Splinterstrike arrow. You can also spend three charges as an action to fire an Overgrowth Volley.

Bramblestrike. On a hit, this magic arrow deals the weapon's normal damage, and the target must succeed on a DC 15 Strength saving throw or become restrained by magical vines for up to 1 minute. A restrained creature can use its action to make a DC 15 Strength check, freeing itself on a success.



Splinterstrike. On a hit, this magic arrow deals the weapon's normal damage, and then erupts in a storm of splinters and thorns. Each creature within 5 feet of the target must succeed on a DC 15 Dexterity saving throw or take 1d10 piercing damage.

Overgrowth Volley. Three thick-limbed, thorny arrows grow from the bow and fire at a point you choose that you can see within 120 feet of you. Where the arrows land, a mass of syklthorn brambles grow, creating an effect identical to the *wall of thorns* spell, dealing 4d6 damage instead of 7d6.

TOME OF TONGUES

Wondrous item, uncommon

This book contains grammar and vocabulary for a specific language, and its words are charged with magic. If you spend 8 hours over a period of 2 days or fewer studying the book's contents and practicing its guidelines, you learn to read, write, and speak whatever language it concerns. The tome then loses its magic forever.

TOTEM OF ENMITY

Wondrous item, rare

This wooden rod is engraved with evil symbols and hateful curses in all languages. As an action, you can break the rod while speaking the name of a creature you are familiar with to swear vengeance against that creature. You indefinitely have advantage on attack rolls against the named creature. This effect ends if you break another *totem of enmity* or the creature dies.

TREANT'S BANE

Weapon (any axe or sword), rare

If you hit a plant creature with this weapon, the plant takes an extra 2d6 damage of the weapon's type. This weapon ignores the damage threshold of objects made of wood, vines, or other naturally grown materials.

TROLL ROD

Weapon (mace), uncommon (requires attunement)

This uncouth pommel has a troll's arm attached—still living—to one end. As a bonus action, you can issue it commands in the troll dialect of Giant to pick up items, drop them, or make a fist (typical command words include "grabbit," "leggo," and "maik'a'fist.") If closed into a fist, the rod acts as a magic mace, and you have a +1 bonus to attack and damage rolls made using it.

UNIVERSAL KNOCKER

Wondrous item, uncommon

You can use your action to hold this brass door knocker against an object to cast the *knock* spell targeting the object. The knocker can't be used this way again until the next dawn.

WEAPON CHARMS

Wondrous item, varies

A weapon charm is a small ornament fixed on a loop of string or chain. You can use your action to attach the charm on a weapon, usually on the weapon's pommel, causing the weapon to become a magic weapon that requires attunement. Even if the weapon was already magical, you must attune to it again to gain the charm's magical benefits, which are listed in the charm's description. A weapon can only have one charm attached at a time.

Bat (Uncommon). This obsidian charm appears like a shrieking bat. While attached, when you deal damage to a creature with this weapon, its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0.

Blade (Uncommon). This adamantine charm is shaped like a miniature longsword. While attached, you have a +1 bonus to attack and damage rolls made with this magic weapon. This bonus doesn't apply to magical weapons that already have a bonus to attack and damage rolls.

Die (Uncommon). This silver charm depicts a six-sided die. While attached, the weapon deals more potent critical hits. When you score a critical hit, if you roll the maximum number on any damage die, you can roll an extra damage die and add its damage to the total, rolling again if this die is also the maximum number, and so on. You can roll a total number of damage dice for this critical hit equal to twice the number of damage dice you initially rolled.

Feather (Common). This gold charm of a feather feels unusually light. While attached, this weapon weighs half as much as usual. Small creatures can effectively use the weapon, even if it has the Heavy property.

Ghost (Common). This crystal charm is carved into the shape of a wispy spirit. While attached, the weapon can affect creatures on the Ethereal Plane as if they were on the Material Plane, and vice versa.

Hook (Common). This bronze charm is shaped like a fishing hook. When attached, if the weapon is on the same plane of existence, you can use your bonus action to teleport it to your hand.

Lance (Uncommon). This copper charm depicts a short lance. While attached, once on each of your turns when you make a melee attack with this weapon against a creature you can see, you can lunge up to 15 feet toward your target before making the attack. This movement doesn't provoke opportunity attacks. You can perform this movement even if it causes you to travel through the air, though you fall after making the attack if you do not land on solid ground.

Lightning Bolt (Uncommon). This mithral charm depicts a wild lightning bolt. While attached, this weapon deals an extra 1d6 lightning damage to any target it hits.

Mirror (Rare). This shiny platinum charm depicts an elegant hand mirror. This charm can only be attached to a weapon with the Light property. When attached, when you draw the weapon with one hand, a spectral duplicate of the weapon appears in your other hand. This spectral duplicate has identical statistics to the original weapon, including its magical effects, but doesn't include ammunition. When the attached weapon or its spectral duplicate leaves your hand, the duplicate vanishes.

WEAPON FOR DUMMIES

Weapon (any martial weapon), uncommon (requires attunement)

While attuned to this magic weapon, you have proficiency in it. This weapon has 3 charges and regains all expended charges daily at dawn. When you miss an attack with this weapon, you can expend a charge to gain a +5 bonus to the attack roll, potentially causing the attack to hit. The weapon congratulates you when you hit an enemy, and condescendingly berates you when you miss.

WOODEN COIN OF LIES

Wondrous item, very rare (requires attunement)

While attuned to this coin, you are constantly under the effect of the *glibness* spell.

Curse. This coin is cursed; attuning to it extends its curse to you. You can only break attunement to the coin with the *remove curse* spell or similar magic. While attuned to the coin, you can't deliberately speak the truth. You can be evasive in your wording, lie by omission, or speak half-truths, as long as your words remain within the boundaries of deception.

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We had slain dragons and hobbled demigods with attacks such as those, but Valda's disembodied voice cackled from above before the smoke even cleared. It seems we put on a good show for the lich. The golem still stood, but perhaps was now irritated.

Thunderous footfalls sounded as it closed the gap and delivered a fist made of hammers toward Priscilla, sending her careening into a pillar. Moments later, a nest of wands at the nape of its neck flared to life, sending streaks of lightning, fire, and innumerable enchantments at Blodge. The nimble mouseling could only evade so many, and was scorched by its rays.

The golem turned its terrible eyes—a pair of matching helmets—on the cleric Askel and I. Our blood ran cold.

I fixed a location in my mind: the Bruised Rooster tavern, where we had first learned about Valda's insidious tower, and I curled my fingers into the gesture for *teleport*. A fizzle! A failed spell. *Of course Valda had predicted this!*

I tried again, this time with all the magical might welled up in my gut. Dross raised a metal fist. Just as it fell, a portal opened at my feet and we fell, tumbling, away from the *Spire of Secrets*.

CHAPTER 6: SPELLS

Without a repertoire of spells, a wizard is merely an academic with an overlarge hat. In fact, many of the characters and monsters in 5th Edition rely on magic, from clerics who acquire their spells from daily devotion, to bards who pluck magical effects on the strings of their lutes. Magic is ubiquitous to this edition, and so, therefore, are spells.

This chapter contains a compendium of new spells. First, it introduces a new system of tags, which should help GMs filter spells to suit their campaign. Then, it details the spell lists for all Mage Hand Press spellcasters, followed by expansions to the spell lists of existing classes. Lastly, it details the spells themselves in alphabetical order: over a hundred and fifty of them!

TAGS

To better organize these spells, and allow GMs and players to filter spells by their preferences, we've included two new tags, which are located behind the spell's level and school. These tags are as follows:

Chronomancy

Chronomancy spells, marked with the (chronomancy) tag, pull at the very fabric of time and manipulate causal events. This rare and elusive magic is largely practiced by spellcasters known as chronomancers, who walk between the ages and glimpse the beginning and end of time. Sometimes the use of chronomancy is policed by organizations which lie outside the typical restrictions of time and space, which might make learning even the most rudimentary time-manipulation spells a challenge.

The spells *haste*, *slow*, and *time stop* also deserve the (chronomancy) tag, but have been familiar to spellcasters far longer than spells like *delay* and *paradox*.

Renaissance

The renaissance age saw dramatic revolutions in logic and science, which magic subsequently learned to harness. Spells from the renaissance age are marked with the (renaissance) tag, but might apply to much later ages as well. Spells which affect or emulate firearms, for example, are relevant even in modern and futuristic settings. As such, GMs might choose to exclude or focus on spells with this tag, depending on the campaign setting.

Renaissance-era spells represent a magical arms race with the rise of newly-created firearms, such that trained mages can disable firearms with spells such as *jam weapon* or enhance them with spells such as *chromatic bullet*. Some mages from this era carry firearms themselves, relying on their brute firepower in place of cantrips.

SPELL LISTS

This book includes five new spellcasting classes, the Investigator, the Martyr, the Necromancer, the Warmage, and the Witch, each of which has unique ways to harness the power of magic. The following spell lists show which spells can be cast by characters of each new class. If a spell is marked with an "SRD," it can be found in the System Reference Document and in the core system books of Fifth Edition.

INVESTIGATOR SPELLS

Investigators can add the following spells to their grimoires. Spells marked with an asterisk (*) are counted as if they had the ritual tag. This list is not exclusive; if you use additional ritual spells in your game that aren't included on this list, you can add these spells to your grimoire and cast them as rituals.

1st Level
Alarm SRD
Blood Print
Clue
Comprehend Languages SRD
Conjure Cover
Consecrated Armor
Detect Evil and Good * SRD
Detect Magic SRD
Detect Poison and Disease SRD
Disguise Self * SRD
Find Familiar SRD
Floating Disk SRD
Heroism * SRD
Identify SRD
Illusory Script SRD
Memorize
Purify Food and Drink SRD
Rumor
Speak with Animals SRD
Transient Bulwark
Unseen Servant SRD
Whispering Wind *

2nd Level
Animal Messenger SRD
Arcane Lock * SRD
Arcanist's Magic Aura * SRD
Augury SRD
Curse Ward *
Gentle Repose SRD
Jethro's Instant Reload
Knock * SRD
Locate Animals or Plants SRD
Locate Object * SRD
Magic Mouth SRD
Nondescript *
Protect Threshold
Recall *
See Invisibility * SRD
Silence SRD
Spider Climb * SRD
Unseen Accountant
Zone of Truth * SRD

3rd Level
After Image *
Benign Dismemberment
Clairvoyance * SRD
Fly * SRD
Geomantic Discernment
Magic Circle * SRD
Meld into Stone SRD
Phantom Steed SRD
Remove Curse * SRD
Séance *
Sending * SRD
Speak with Plants * SRD
Water Breathing SRD
Water Walk SRD

4th Level
Dire Warning *
Distort Gravity
Divination SRD
False Vision *
Invisibility Purge *
Locate Creature * SRD
Private Sanctum * SRD

5th Level
Commune SRD
Commune with Nature SRD
Dream * SRD
Legend Lore * SRD
Scrutinize Foe *
Telepathic Bond SRD

6th Level
Find the Path * SRD
Forbiddance SRD
Game of Fate *
Instant Summons SRD

MARTYR SPELLS
Martyrs can choose from the following spells each time they prepare spells following a long rest.

1st Level
Bless SRD
Blood Print
Boomering
Burnt Offering
Command SRD
Cure Wounds SRD
Detect Evil and Good SRD
Detect Magic SRD
Detect Poison and Disease SRD
Guiding Bolt SRD
Heroism SRD
Indemnify
Inflict Wounds SRD
Instant Replay
Protection from Evil and Good SRD
Purify Food and Drink SRD
Sanctuary SRD
Shield of Faith SRD
Transient Bulwark

2nd Level
Aid SRD
Augury SRD
Curse Ward
Gentle Repose SRD
Halo of Flame
Hold Person SRD
Lesser Restoration SRD
Locate Object SRD
Magic Weapon SRD
Protection from Ballistics
Protection from Poison SRD
Stone Bones
Warding Bond SRD
Zone of Truth SRD

3rd Level
Create Food and Water SRD
Daylight SRD
Dispel Magic SRD
Magic Circle SRD
Pillar of Salt
Polybrachia
Protection from Energy SRD
Remove Curse SRD
Revivify SRD
Snakestaff
Speak with Dead SRD
Tongues SRD

4th Level
Banishment SRD
Death Ward SRD
Divination SRD
Locate Creature SRD
Stoneskin SRD

5th Level
Commune SRD
Dispel Evil and Good SRD
Flame Strike SRD
Geas SRD
Greater Restoration SRD
Hallow SRD
Insect Plague SRD
Mass Cure Wounds SRD
Raise Dead SRD

NECROMANCER SPELLS
Necromancers can learn spells from the following list when they gain certain levels in their class.

Cantrips (0 Level)
Acid Splash SRD
Caustic Blade
Cheat
Chill Touch SRD
Cryptogram
Dancing Lights SRD
Eldritch Orb
Eye of Anubis
Flesh Ripper
Hocuspocus
Light SRD
Lightning Surge
Mage Hand SRD
Minor Lifesteal
Mending SRD
Poison Spray SRD
Shocking Grasp SRD
Spark of Life
True Strike SRD

1st Level
Alarm SRD
Arcane Anomaly
Bane SRD
Blood Print
Command SRD
Dead Mist Lash
Detect Evil and Good SRD
Detect Magic SRD
Expeditious Retreat SRD
Exhume
False Life SRD
Flawed Reconstruction
Fog Cloud SRD
Gahoul's Shrieking Skull
Grease SRD
Hollowing Curse
Identify SRD
Indemnify
Inflict Wounds SRD
Mage Armor SRD
Memorize
Might of the Abyss
Protection from Evil and Good SRD
Sleep SRD
Unseen Servant SRD

2nd Level
Acid Arrow SRD
Blindness/Deafness SRD
Curse Ward
Darkness SRD
Darkvision SRD
Delay
Detect Thoughts SRD
Enlarge/Reduce SRD
Gentle Repose SRD
Invisibility SRD
Knock SRD
Locate Object SRD
Misty Step SRD
Nondescript
Pass Without Trace SRD
Protection from Ballistics
Protect Threshold
Ray of Enfeeblement SRD
Silence SRD
Spider Climb SRD
Stone Bones
Unseen Accountant
Web SRD

3rd Level
Animate Dead SRD
Benign Dismemberment
Bestow Curse SRD
Call Lightning SRD
Clairvoyance SRD
Counterspell SRD
Curse of Blades
Dead Fog
Dispel Magic SRD
Fear SRD
Gaseous Form SRD
Glyph of Warding SRD
Nondetection SRD
Phantom Steed SRD
Remove Curse SRD
Revivify SRD
Ruby-Eye Curse
Rusting Grasp
Séance
Stinking Cloud SRD
Speak with Dead SRD
Vampiric Touch SRD

4th Level
Arcane Eye SRD
Blight SRD
Death Ward SRD
Dimension Door SRD
Dire Warning
Distort Gravity
False Vision
Gahoul's Scapegoat
Grasp of the Grave
Greater Invisibility SRD
Locate Creature SRD
Phantasmal Killer SRD
Secret Chest SRD

5th Level
Antilife Shell SRD
Cloudkill SRD
Contagion SRD
Dispel Evil and Good SRD
Dream SRD
Insect Plague SRD
Modify Memory SRD
Pharaoh's Curse
Scrutinize Foe
Scrying SRD
Teleportation Circle SRD

6th Level
Antiballistics Field
Circle of Death SRD
Contingency SRD
Create Undead SRD
Eyebite SRD
Flesh to Stone SRD
Frenzy
Gahoul's Spectral Scythe
Harm SRD
Inexorable Sarcophagus
Magic Jar SRD

7th Level
Abduct
Etherealness SRD
Finger of Death SRD
Sequester SRD
Teleport SRD

8th Level
Antimagic Field SRD
Clone SRD
Feeblemind SRD
Gahoul's Glorious Gothic
Mind Blank SRD
Power Word Stun SRD

9th Level
Heart of Darkness
Imprisonment SRD
Power Word Kill SRD
Storm of Vengeance SRD
Weird SRD

WARMAGE SPELLS

Unlike other spellcasters, warmages only learn cantrips, which they pick from the following list when they gain certain levels in their class. If a cantrip appears on the wizard spell list which is not represented here, the GM can allow this cantrip to be a warmage spell as well.

Cantrips (0 Level)
Arc Blade
Acid Splash SRD
Burning Blade
Card Trick
Caustic Blade
Cheat
Chill Touch SRD
Cryptogram
Finger Guns
Fire Bolt SRD
Force Buckler
Force Dart
Force Weapon
Frigid Blade
Light SRD
Lightning Surge
Mage Hand SRD
Magic Daggers
Mending SRD
Minor Illusion SRD
Moment to Think
Phantom Grapnel
Poison Spray SRD
Prestidigitation SRD
Produce Flame SRD
Quickstep
Ray of Frost SRD
Shocking Grasp SRD
Sonic Pulse
Springheel
Thunderous Distortion
True Strike SRD

WITCH SPELLS

Witches can learn spells from the following list when they gain certain levels in their class.

Cantrips (0 Level)
Acid Splash SRD
Candy Blast
Card Trick
Cheat
Chill Touch SRD
Cryptogram

Dancing Lights SRD
Eldritch Orb
Eye of Anubis
Hocuspocus
Mage Hand SRD
Message SRD
Minor Illusion SRD
Minor Lifesteal
Prestidigitation SRD
Produce Flame SRD
Resistance SRD
Spare the Dying SRD
True Strike SRD

1st Level
Accursed Act
Action
Animal Friendship SRD
Arcane Anomaly
Bane SRD
Blood Print
Charm Person SRD
Clue
Comprehend Languages SRD
Curse of Chains
Detect Magic SRD
Disguise Self SRD
Expeditious Retreat SRD
Faerie Fire SRD
Flawed Reconstruction
Hideous Laughter SRD
Hollowing Curse
Prehensile Hair
Protection from Evil and Good SRD
Psychedelics
Rumor
Silent Image SRD
Sleep SRD
Speak with Animals SRD
Thunderwave SRD
Unseen Servant SRD
Whispering Wind

2nd Level
Aberrate
Aerial Alacrity
Animal Messenger SRD
Blindness/Deafness SRD
Calm Emotions SRD
Curse Ward
Darkness SRD
Darkvision SRD
Delay
Detect Thoughts SRD
Enthrall SRD
Hold Person SRD
Intrusive Thought
Invisibility SRD
Jam Weapon
Knock SRD
Levitate SRD
Locate Object SRD
Misty Step SRD
Nondescript
Petal Storm
Protect Threshold
Ray of Enfeeblement SRD
See Invisibility SRD
Shatter SRD
Spider Climb SRD
Suggestion SRD
Swift Flight

3rd Level
Benign Dismemberment
Bestow Curse SRD
Clairvoyance SRD
Counterspell SRD
Curse of Blades
Dispel Magic SRD
Fear SRD
Fly SRD
Glitterdust
Hypnotic Pattern SRD
Magic Circle SRD
Major Image SRD
Nondetection SRD
Phantasmal Beauty
Remove Curse SRD
Ruby-Eye Curse
Rusting Grasp
Séance
Sending SRD
Slow SRD
Speak with Dead SRD
Speak with Plants SRD
Stinking Cloud SRD
Tongues SRD

4th Level
Arcane Eye SRD
Banishment SRD
Black Tentacles SRD
Compulsion SRD
Confusion SRD
Dimension Door SRD
Dire Charm
Dominate Beast SRD
False Vision
Gahoul's Scapegoat
Greater Invisibility SRD
Hallucinatory Terrain SRD
Invisibility Purge
Locate Creature SRD
Mandy's Enchanted Carriage
Mandy's Feral Follower
Mandy's Marvelous Dress
Phantasmal Killer SRD
Polymorph SRD

5th Level
Contagion SRD
Dispel Evil and Good SRD
Dominate Person SRD
Dream SRD
Frolicking Fountain
Geas SRD
Hold Monster SRD
Insect Plague SRD
Mislead SRD
Modify Memory SRD
Pharaoh's Curse
Planar Binding SRD
Scrying SRD
Seeming SRD
Telekinesis SRD

6th Level
Corruption Curse
Demand
Elemental Curse
Eyebite SRD
Flesh to Stone SRD
Frenzy
Guards and Wards SRD
Mass Suggestion SRD
Programmed Illusion SRD
True Seeing SRD

7th Level
Abduct
Curse of Binding
Etherealness SRD
Mirage Arcane SRD
Project Image SRD
Plane Shift SRD
Sequester SRD
Symbol SRD
Teleport SRD

8th Level
Antipathy/Sympathy SRD
Dominate Monster SRD
Feeblemind SRD
Glibness SRD
Mind Blank SRD
Power Word Stun SRD

9th Level
Astral Projection SRD
Foresight SRD
Identity Curse
Imprisonment SRD
True Polymorph SRD
Weird SRD

Updated Spell Lists

The new spells detailed later in this chapter are also available to existing spellcasting classes, such as the wizard and paladin. For these classes, their spell lists are updated as follows.

NEW BARD SPELLS

The following new spells are added to the bard spell list.

Cantrips (0 Level)
Card Trick
Cheat
Concealed Shot
Cryptogram
Finger Guns
Legendary Libation
Magic Daggers
Tag

1st Level
Accelerate/Decelerate
Action
Arcane Anomaly
Blood Print
Clue
Free Throw
Instant Replay
Memorize
Psychedelics
Rumor
Whispering Wind

2nd Level
Defenestration
Delay
Hangover
Intrusive Thought
Jam Weapon
Jethro's Instant Reload
Nondescript
Tyra's Coerced Karaoke
Unseen Accountant

3rd Level
Curse of Blades
Glitterdust
Phantasmal Beauty

4th Level
Dire Charm
False Vision
Invisibility Purge
Mandy's Marvelous Dress

5th Level
Frolicking Fountain

6th Level
Demand
Frenzy
Game of Fate

7th Level
Abduct

NEW CLERIC SPELLS

The following new spells are added to the cleric spell list.

Cantrips (0 Level)
Eye of Anubis
Eye of Ra
Legendary Libation
Moment to Think

1st Level
Blood Print
Boomering
Clue
Consecrated Armor
Exhume
Guided Missile
Memorize
Might of the Abyss
Whispering Wind

2nd Level
Curse Ward
Halo of Flame
Protection from Ballistics
Repulsor Ring

3rd Level
Skirmish
Snakestaff

4th Level
Dire Warning
Intensify Gravity

5th Level
Scrutinize Foe

6th Level
Antiballistics Field

7th Level
Impressions of the Past
Mass Skirmish

NEW DRUID SPELLS

The following new spells are added to the druid spell list.

Cantrips (0 Level)
Concealed Shot
Legendary Libation
Springheel

1st Level
Blood Print
Clue
Conjure Cover
Guided Missile
Icicle Javelin
Psychedelics
Rumbling Charge
Whispering Wind

2nd Level
Aberrate
Aerial Alacrity
Petal Storm
Protection from Ballistics
Stone Bones

3rd Level
Geomantic Discernment
Rusting Grasp
Snakestaff

4th Level
Distort Gravity
Hunger of the Earth
Intensify Gravity
Mandy's Enchanted Carriage
Mandy's Feral Follower
Watery Tentacles

5th Level
Frolicking Fountain

6th Level
Winter Flower

7th Level
Inevitable Boulder

8th Level
Wildfire

NEW PALADIN SPELLS

The following new spells are added to the paladin spell list.

1st Level

Action
Blood Print
Boomering
Chromatic Bullet
Clue
Guided Missile
Instant Replay

2nd Level

Curse Ward
Halo of Flame
Perforating Smite
Protection from Ballistics

3rd Level

Polybrachia

NEW RANGER SPELLS

The following new spells are added to the ranger spell list.

1st Level

Blood Print
Chromatic Bullet
Clue
Conjure Cover
Instant Replay
Psychedelics
Time's Arrow
Zephyr's Feather

2nd Level

Jethro's Instant Reload
Protection from Ballistics
Stone Bones

3rd Level

After Image
Geomantic Discernment
Polybrachia
Skirmish

NEW SORCERER SPELLS

The following new spells are added to the sorcerer spell list.

Cantrips (0 Level)

Candy Blast
Card Trick
Cheat
Concealed Shot
Cryptogram
Finger Guns
Lightning Surge
Minor Lifesteal
Moment to Think
Tag

1st Level

Accelerate/Decelerate
Action
Arcane Anomaly
Blood Print
Boomering
Conjure Cover
Free Throw
Hollowing Curse
Icicle Javelin
Rumbling Charge
Time Hop
Zephyr's Feather

2nd Level

Aberrate
Aerial Alacrity
Delay
Intrusive Thought
Nondescript
Protect Threshold
Recall
Stone Bones
Swift Flight

3rd Level

After Image
Conjure Cannonball
Glitterdust
Ice Claw Prison

4th Level

Dire Charm
Distort Gravity
Intensify Gravity
Invisibility Purge

5th Level

Evasiveness

6th Level

Arcane Capacitor
Demand
Winter Flower

7th Level

Abduct

8th Level

Wildfire

9th Level

Paradox

NEW WARLOCK SPELLS

The following new spells are added to the warlock spell list.

Cantrips (0 Level)

Cheat
Concealed Shot
Cryptogram
Eldritch Orb
Hocuspocus
Lightning Surge

1st Level

Flawed Reconstruction
Hollowing Curse
Lashing Tendrils
Zephyr's Feather

2nd Level

Aberrate
Curse Ward
Protection from Ballistics

3rd Level

After Image
Curse of Blades
Ice Claw Prison
Polybrachia

4th Level

Watery Tentacles

5th Level

Frolicking Fountain

6th Level

Demand

9th Level

Paradox

NEW WIZARD SPELLS

The following new spells are added to the wizard spell list.

CANTRIPS (0 LEVEL)

Candy Blast
Card Trick
Cheat
Concealed Shot
Cryptogram
Finger Guns
Lightning Surge
Minor Lifesteal
Moment to Think
Tag

1ST LEVEL

Accelerate/Decelerate
Action
Arcane Anomaly
Blood Print
Clue
Conjure Cover
Exhume
Flawed Reconstruction
Free Throw
Hollowing Curse
Icicle Javelin
Memorize
Rumbling Charge
Rumor
Time Hop
Time's Arrow
Transient Bulwark
Whispering Wind
Zephyr's Feather

2ND LEVEL

Aberrate
Aerial Alacrity
Curse Ward
Delay
Intrusive Thought
Jam Weapon
Jethro's Instant Reload
Nondescript
Protection from Ballistics
Protect Threshold
Recall
Repulsor Ring
Stone Bones
Swift Flight
Tyra's Coerced Karaoke
Unseen Accountant

3RD LEVEL

After Image
Benign Dismemberment
Conjure Cannonball
Curse of Blades
Geomantic Discernment
Glitterdust
Ice Claw Prison
Phantasmal Beauty
Polybrachia
Rusting Grasp
Skirmish

4TH LEVEL

Dire Charm
Dire Warning
Distort Gravity
False Vision
Hunger of the Earth
Intensify Gravity
Invisibility Purge
Watery Tentacles

5TH LEVEL

Evasiveness
Frolicking Fountain
Scrutinize Foe

6TH LEVEL

Antiballistics Field
Arcane Capacitor
Demand
Frenzy
Game of Fate
Winter Flower

7TH LEVEL

Abduct
Impressions of the Past
Inevitable Boulder
Mass Skirmish

8TH LEVEL

Wildfire

9TH LEVEL

Paradox

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ABDUCT

7th-level conjuration

Casting Time: 1 minute
Range: 1 mile
Components: V, S, M (a silver saucer)
Duration: 1 hour

This spell teleports a creature to your location. Choose a creature within range that is known to you as the target of this spell. An unwilling creature can make a Charisma saving throw to resist this effect. The target is placed at a location of your choice within 30 feet of you. You choose if the target is sitting, standing, prone, or bound with nearby restraints. At the end of the spell's duration, you can choose whether the target remains at your location or is teleported back to the location from which it was abducted.

ABERRATE

2nd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

This spell causes your anatomy to become fluid, constantly refreshing into new and more terrible shapes. For the duration, you do not take extra damage from critical hits.

Additionally, your body adapts to threats as it warps. Immediately after you take damage while this spell is active, you can use your reaction to gain resistance to that damage type until this spell ends or until you use this ability again to gain resistance to a different damage type. This resistance doesn't apply to the triggering damage.

ACCELERATE/DECELERATE

1st-level transmutation (chronomancy)

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet is hit with an attack
Range: 60 feet
Components: V, S, M (a drop of oil or a drop of molasses)
Duration: Instantaneous

This spell speeds up or slows down an attack the instant before it strikes, lessening or multiplying its force.

Accelerate. Increase the damage the target takes by 1d6 + your spellcasting ability modifier.

Decelerate. Reduce the damage the target takes by 1d6 + your spellcasting ability modifier (to a minimum of 0 damage).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the change in damage increases by 1d6 for each slot level above 1st.

ACCURSED ACT

1st-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (incense or a black candle)
Duration: Concentration, up to 1 minute

Lighting a candle, you speak dark curses in a lost tongue, directed at one creature you can see within range. That creature must make a Wisdom saving throw or be cursed for the duration. While cursed, the creature takes psychic damage once per turn equal to 1d8 + your spellcasting ability modifier whenever it attacks or casts a spell. If the target doesn't attack or cast a spell on its turn, it can repeat their saving throw at the end of their turn, ending the effect on a success.

A *remove curse* spell ends this curse early.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d8 psychic damage for each slot level above 1st.

ACTION

1st-level transmutation (chronomancy)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a shaving of licorice root)
Duration: 1 round

Choose a willing creature that you can see within range. During its next turn, the target gains 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.

Chronomancers worry so much about time. Who cares?!

Time barely matters when you have even a little bit of immortality.

AERIAL ALACRITY

2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a feather from a bird of prey)
Duration: 10 minutes

Target a willing creature you can see within range that has a flying speed (including those with a temporary or magically bestowed flying speed). That creature gains the following benefits for the duration:

- The target can take the Dash action as a bonus action.
- The target can hover.
- The target has advantage on Dexterity (Acrobatics) checks.
- The target doesn't provoke an opportunity attack when it flies out of an enemy's reach.

AFTER IMAGE

3rd-level illusion

Casting Time: 1 action
Range: Self
Components: V, S, M (a silver hand mirror worth 50 gp)
Duration: 10 minutes

You create an illusory duplicate of yourself which follows your every movement. When you are hit by an attack during the spell's duration, roll any die. On an odd roll, the attack targets and hits the duplicate instead of you. The duplicate vanishes, reappearing after you move 10 feet or more or take the Dodge action. On an even roll, the attack targets you as normal.

ANTIBALLISTICS FIELD

6th-level abjuration (renaissance)

Casting Time: 1 action
Range: Self (40-foot-radius sphere)
Components: V, S, M (a pinch of wet gunpowder)
Duration: Concentration, up to 10 minutes

An invisible 40-foot-radius field of magic extends from you, disrupting bullets and causing firearms to malfunction. Within the sphere, attacks with firearms fail, and firearms used to make an attack immediately jam. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Firearms outside the sphere which are fired into it have disadvantage on attack rolls, and deal only half damage on a successful hit.

ARCANE ANOMALY

1st-level abjuration

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a broken mirror)
Duration: Concentration, up to 1 minute

You spread cracks in the magical energy that suffuses the multiverse. For the duration, whenever a spell is cast within range, roll a d6. On a 1, the spell casting fails, expending a spell slot as normal, but not consuming expensive material components.

ARC BLADE

Evocation cantrip

Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, M (a melee weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is lightning damage instead of its normal type. Additionally, an arc of lightning jumps to a creature you choose within 5 feet of the target, dealing 1d6 lightning damage.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 lightning damage, and the secondary damage deals an additional 1d6 lightning damage to their targets. Both damage rolls increase by one die at 11th level (2d8 and 3d6) and 17th level (3d8 and 4d6).

ARCANE CAPACITOR

6th-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a potato)
Duration: Instantaneous

You channel a wave of arcane power into your fingertips, recycling the leftover energy into a new spell slot. Make a melee spell attack against a creature you can reach. On a hit, the target takes 5d10 force damage. Whether you hit or miss, you then regain one expended 1st-level spell slot.

At Higher Levels. When you cast this spell using a 7th-level spell slot, you instead regain an expended 2nd-level spell slot. If you cast it using a 9th-level spell slot, you instead regain an expended 3rd-level spell slot.

BENIGN DISMEMBERMENT

3rd-level necromancy (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 1 hour

For the duration, a willing target's body parts (fingers, legs, tail, and even its head) can be harmlessly severed from its body. It takes no damage from such dismemberment, as long as the cut removing the body part is swift and leaves a clean cut. The target's head remains alive and conscious, and parts connected to it also remain alive. All severed body parts become inanimate, but do not begin decomposition for the spell's duration. Any of the target's severed body parts that are removed during this spell's duration can be held back to the stump, which instantly causes the part to knit to the stump, restoring the body part.

At the end of the duration, severed body parts become permanently severed. The target dies if vital organs have not been reattached to its head.

BLOOD PRINT

1st-level necromancy (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (an ounce or more of blood)
Duration: Instantaneous

At your touch, wet blood on a surface shifts and reforms into a pattern of crimson blotches. This blood print is unique to the particular creature to whom the blood belongs, but you can determine the creature's kind (such as human, gnoll, deer, or fire giant) by examining the general shape. A print can be preserved by pressing a sheet of paper against it. If this spell is cast twice, it is possible to match samples of blood originating from the same creature by comparing the prints.

BOOMERING

1st-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

A dizzying ring of sparks launches from your outstretched hand and ricochets back to you moments later. Make a ranged spell attack roll against a creature within range. On a hit, you deal 3d6 radiant damage. If this attack misses, you can repeat the attack roll against the same target once.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

If you cast this spell using a spell slot of 3rd level or higher, after the ring hits the first target, it ricochets to a second target of your choice that you can see within 30 feet of the first target, dealing damage as normal on a hit. If you cast this spell using a spell slot of 5th level or higher, the ring can ricochet to a third target of your choice that you can see within 30 feet of the second target. No matter how many creatures the ring ricochets to, you can only repeat the attack roll against one of the spell's targets.

BURNING BLADE

Evocation cantrip

Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, M (a melee weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is fire damage instead of its normal type. Additionally, embers whirl in the target's space. Until the start of your next turn, when a creature enters the space for the first time or ends its turn there, you can use your reaction to deal 1d6 fire damage to the creature, ending the spell.

BLADE CANTRIPS

When a warmage uses a cantrip which calls for a melee weapon attack, such as *burning blade* or *frigid blade*, they can apply their class features and warmage tricks to the weapon damage dealt.

Furthermore, blade cantrips aren't intended to function with spells of 1st level or higher which conjure weapons made entirely of magic. The GM decides if blade cantrips can be cast with such weapons.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d6 fire damage to the target on a hit, and the secondary damage deals an additional 1d6 fire damage to its target. Both damage rolls increase by one die at 11th level (2d6 and 3d6) and 17th level (3d6 and 4d6).

BURNT OFFERING

1st-level abjuration (ritual)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a pyre and slain animal)
Duration: 24 hours

By constructing a pyre and burning an animal's corpse, you court the favor of the gods. For the duration, you can add your Wisdom modifier, instead of your Dexterity modifier, to your Armor Class.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, you can also reroll one saving throw you make during the duration. You can choose to reroll the saving throw after you roll the die, but must decide before the outcome is determined and must use the new roll.

CANDY BLAST

Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You summon a handful of hard candy—boiled sweets, mints, jelly beans, etc.—and hurl them at a target you can see within range. Make a ranged spell attack roll. On a hit, the target takes 1d8 bludgeoning damage, and the space it is standing in, up to a 5-foot square, becomes difficult terrain until a creature uses an action to gather up the fallen candy. The candy produced by this spell is edible, but has no nutritional value.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CARD TRICK

Transmutation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a deck of playing cards)
Duration: Instantaneous

With a flash of your hands, you fling a playing or tarot card charged with energy at your opponents. Choose whether you make a ranged spell attack roll or for the target to make a Dexterity saving throw. On a hit or a failed saving throw, the target takes 1d6 force damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CAUSTIC BLADE

Evocation cantrip

Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, M (a melee weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is acid damage instead of its normal type. If you miss by 3 or less, acid splashes on the target, and you instead deal 1d8 acid damage.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 acid damage to the target on a hit, and the acid damage dealt on a miss increases to 2d8. Both damage rolls increase by one die at 11th level (2d8 and 3d8) and 17th level (3d8 and 4d8).

CHEAT

Divination cantrip

Casting Time: 1 bonus action
Range: Self
Components: S, M (a weighted die)
Duration: 1 round

You subtly twist your fingers, and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this spell could influence a game of poker, but not the result of a *deck of many things*.

CHROMATIC BULLET

1st-level evocation (renaissance)

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a firearm)
Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack using a firearm during the spell's duration, your bullet sparks with elemental energy. The attack deals an extra 2d4 damage to the target. You choose whether this additional damage is acid, cold, fire, lightning, poison, or thunder damage, and you can choose to change the firearm's damage to one of these damage types. You do not need to pick the same damage type for both.

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.

CLUE

1st-level divination (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a magnifying glass and pipe)
Duration: 10 minutes

When you cast this spell, all footprints and fingerprints within a 45-foot radius of a point you touch become highlighted and glow faintly for the duration. At the time of casting, choose any period of time up to the last 10 days to the present; only footprints and fingerprints left within that time will be highlighted. Each creature whose footprints or fingerprints are detected by the spell is assigned a unique color, but are not otherwise identified. Any creature that moves or touches objects in the area will also leave colorful footprints and fingerprints, which might reveal invisible creatures in the area.

CONCEALED SHOT

Illusion cantrip (renaissance)

Casting Time: 1 action
Range: Self
Components: S, M (a ranged weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a ranged weapon, otherwise the spell fails. The attack's projectile is invisible while in flight, and the weapon itself is silent. If the weapon is a firearm, this spell suppresses the smoke and light the weapon produces, making it impossible to see or hear where the shot came from.

This spell only conceals the first shot you make; any additional shots aren't concealed.

CONJURE CANNONBALL

3rd level conjuration (renaissance)

Casting Time: 1 action
Range: 600 feet
Components: V, S, M (a small replica cannon)
Duration: Instantaneous

You summon a cannonball, mid-flight and at full velocity, which explodes on impact. Make a spell attack roll against a target you can see within range. On a hit, the target takes 4d10 bludgeoning damage, and each creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each spell slot above 3rd.

CONJURE COVER

1st-level conjuration (ritual) (renaissance)

Casting Time: 1 bonus action
Range: 10 feet
Components: V, S, M (a duck figurine)
Duration: Concentration, up to 1 hour

You conjure a low cobblestone wall along the ground, a perfect source of cover, at a point you can see within range. The wall is 18 inches thick and is composed of three 5-foot long by 3-foot high segments. Each segment must be contiguous with at least one other segment.

A Medium creature that hunkers behind the wall has half cover from ranged attacks, and a Small creature that hunkers behind it has three-quarters cover from ranged attacks. A prone creature has full cover behind the wall. The wall can be leapt over without using any additional movement.

Each segment has AC 10 and 60 hit points. Reducing a segment of the wall to 0 hit points causes it to crumble, destroying it. The wall disappears when all the segments are destroyed or the spell ends.

CONSECRATED ARMOR

1st-level abjuration (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a drop of blessed oil)
Duration: 8 hours

You trace a holy symbol on your chest, and an invisible barrier protects you until the spell ends. Your base AC becomes 12 + your Dexterity modifier. If you are attacked by a fiend or undead, your AC becomes 15 + your Dexterity modifier against that attack.

CORRUPTION CURSE

6th-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

With a piercing glare and a sinister gesture, you send a ribbon of dark magic into a target's body. A creature you can see within range is cursed for the duration and suffers from one of the following effects of your choice while cursed:

Dull Reflexes. The target has disadvantage on Dexterity checks and saving throws.

Feeble Fortitude. The target has disadvantage on Constitution saving throws and can't regain hit points.

Weak Will. The target has disadvantage on Wisdom saving throws as well as spell attack rolls.

A *remove curse* spell cast using a spell slot of 6th level or higher ends this curse early.

CRYPTOGRAM

Conjuration cantrip

Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a small written message)
Duration: Instantaneous

You send a small scroll with a short message to a creature of your choice. The recipient must be a creature known to you and also be on the same plane of existence as you. This scroll will hover in front of the recipient, drop into their pocket, or appear sitting on something nearby. The scroll's message can be up to 8 characters long (spaces count as characters). You can send only one scroll to a single target each day.

CURSE OF BINDING

7th-level enchantment (ritual)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a body part from the intended target, such as a fingernail, a lock of hair, or a drop of blood)
Duration: Until dispelled

You bind one creature or object to a location, cursing it so that it may never leave. Choose a target and a location within range, both of which you must be able to see. If the target is a creature, it must make a Charisma saving throw (a willing creature may choose to fail this save), or be cursed to be permanently bound to the chosen location. While cursed, the target can act and move around freely, as long as it remains within 20 feet of the point it is bound to. If the target begins its turn outside of this area, it must make a Strength saving throw against your spell save DC or be dragged 60 feet towards the point it was bound to.

Additionally, if the creature tries to use extraplanar travel, it must make another Charisma saving throw. On a failure, the travel attempt fails and any resources used are wasted. On a success, the curse is suppressed until the creature returns to the plane on which it was bound, at which point the dragging effect resumes.

A *remove curse* spell cast using a spell slot of 7th level or higher ends this curse early.

CURSE OF BLADES

3rd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Unholy bands of black energy tie a creature to its weapon. Choose a creature you can see within range that is holding a weapon to make a Wisdom saving throw. On a failed save, the creature is cursed for the duration. A cursed target can't willingly drop or stow its weapon. Additionally, whenever it takes the Attack action on its turn, it makes one additional attack using its weapon targeting itself, against its own AC, dealing damage as normal on a hit.

A *remove curse* spell ends this curse early.

CURSE OF CHAINS

1st-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

A black brand resembling iron shackles darkens the ankles of two creatures you can see. Choose two creatures you can see within range of the spell, and within 30 feet of each other, to each make a Constitution saving throw. A willing creature can choose to fail this saving throw. On a failed save, a target is cursed for the duration. If only one target is cursed by this spell, you can use your action or bonus action on a subsequent turn to choose another target within 30 feet of the cursed creature to make a saving throw. While two creatures are cursed by this spell, they are unable to willingly move further away from each other.

A *remove curse* spell ends this curse early.

CURSE WARD

2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You reach out your hand and touch a willing creature within your reach, raising a smoke-like barrier around it. For the duration, the target has resistance to necrotic damage and can't be cursed, possessed, or targeted by a hex. Also, its maximum hit points can't be lowered. If the target is already affected by one of these effects, the effect is suspended until the spell ends.

DEAD FOG

3rd-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

A 15-foot-radius sphere of fog, filled with the necromantic Dead Mists, appears centered on a point you can see within range. The fog spreads around corners, and its area is heavily obscured. It lasts for the duration, or until strong wind disperses the fog, ending the spell.

When you cast this spell, you can empower it with your own life essence by losing 10, 15, or 20 hit points when you cast it. When you do so, treat the spell slot used to cast the spell as being one level higher if you lost 10 hit points, two levels higher if you lost 15 hit points, and three levels higher if you lost 20 hit points, up to a maximum of 9th level.

When a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw, taking 3d8 necrotic damage on a failed save.

Additionally, when a creature tries to leave the sphere of fog, you can choose for the fog to grasp the creature with misty tendrils. The creature must make a Strength saving throw to leave the fog, and is unable to move on a failed save.

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.

DEAD MIST LASH

1st-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You conjure forth a glowing white tendril formed of the sinister, necromantic Dead Mists, which lashes out at a foe you can see within range. When you cast this spell, you can empower it with your own life essence by losing 5, 10, or 15 hit points when you cast it. When you do so, treat the spell slot used to cast the spell as being one level higher for every 5 hit points lost, up to a maximum of 9th level.

Make a ranged spell attack roll against a creature within range. On a hit, the target takes 3d8 necrotic damage.

At Higher Levels. If you cast this spell using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

DEFENESTRATION

2nd-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

A wave of force erupts from your open hand, hurling a creature you can see within range through a window. The target makes a Strength saving throw. On a failure, the target is thrown up to 20 feet through a window of your choice. If there is no window within 20 feet of the target, it is instead thrown through a window of arcane force, which materializes 10 feet behind it and vanishes after the creature shatters it. The target takes 4d6 slashing damage as it flies through a window. On a successful save, the target instead is pushed back 5 feet and takes no damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target can be pushed back an additional 5 feet for each slot level above 2nd, and takes an additional 1d6 slashing damage for each slot level above 2nd.

DELAY

2nd-level transmutation (chronomancy)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an octagonal sign)
Duration: Instantaneous

You briefly slow time for a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be moved to last place in the initiative order from the beginning of the next round onwards.

DEMAND

6th-level enchantment

Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a snake's tongue and a piece of copper wire)
Duration: Concentration, up to 8 hours

You send a short message of twenty-five words or fewer to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance, and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

You can use this message to suggest a reasonable-sounding course of activity to the target, in which case the target must make a Wisdom saving throw or be compelled to follow your instructions for the duration, as per the *suggestion* spell.

DIRE CHARM

4th-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (a nymph's eyelash, worth at least 100 gp)
Duration: 10 days

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

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the duration becomes permanent (until dispelled).

DIRE WARNING

4th-level divination (chronomancy)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You receive a message of up to 6 words from your future self, warning you of a critical threat or pointing you toward a fruitful avenue. At some point in the future, once you have learned why you sent the message, you must perform a 10-minute-long ritual to deliver the message back in time to your past self. Once you cast this spell, you can't cast it again until you perform this ritual, or one week later if you don't discover this information. If you cast this spell and receive no message, it indicates that you never complete the ritual in the future, possibly owing to your death or some other hindrance.

DISTORT GRAVITY

4th-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a gyroscope)
Duration: Concentration, up to 1 hour

The spell manipulates the direction of gravity on a non-horizontal surface you touch, causing it to attract creatures and objects within 15 feet of it as if it were the ground. The surface can be up to a 60-foot square in area and can wrap around a structure, if its geometry permits. A creature can walk on this surface as if it were level ground, even if the surface is perpendicular to the ground or upside down.

When the duration ends, all creatures and objects fall from the surface.

ELDRITCH ORB

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You fling a ball of eldritch energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 force damage, and each other creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ELEMENTAL CURSE

6th-level evocation

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

A spark leaps from your finger to a creature you touch, spreading in bright cracks across its skin. The target must make a Constitution saving throw or be cursed for the duration. While cursed, the target has vulnerability to your choice of acid, cold, fire, lightning, or thunder damage. If the creature has resistance to the chosen damage type, it instead only loses that resistance. If the target has immunity to the chosen damage type, it is treated as having only resistance to that damage.

A *remove curse* spell ends this curse early.

EVASIVENESS

5th-level transmutation (chronomancy)

Casting Time: 1 action
Range: Touch
Components: V, M (a scrap of silk)
Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target gains a superhuman ability to dodge attacks. The target's AC becomes 20, if it were lower, regardless of what kind of armor it is wearing, and it has advantage on Dexterity saving throws.

EXHUME

1st-level necromancy (ritual)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of blood)
Duration: Instantaneous

Choose an unoccupied 20-foot square within range—note that the area must have solid earth beneath it; this spell fails if cast on the upper floor of a building. This spell then causes one pile of humanoid bones to rise out of the ground within that square. If you cast this spell within a burial place such as a graveyard, mausoleum, or barrow, 1d4 piles of bones are exhumed instead of 1. The ground itself is not changed or disturbed by this spell; the bones simply appear out of the ground.

EYE OF ANUBIS

Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: M (a holy symbol)
Duration: Instantaneous

A beam of tenebrous moonlight streaks from your left eye toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage and can't take the Disengage action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your right eye. Your first beam's damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.

EYE OF RA

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: M (a holy symbol)
Duration: Instantaneous

A beam of furious radiance erupts from your right eye, directed at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 radiant damage and can't take the Hide action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your left eye. Your first beam's damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.

FALSE VISION

4th-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dust from a precious gem)
Duration: 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature, a place, or an object no larger than 10 feet in any dimension. If the target is targeted by any divination magic or perceived through a scrying spell's sensors, you are able to present the diviner with false information of your choice, as long as you are conscious at the time of the divination attempt. The target could appear to be in different circumstances, in one or more false locations, or completely undetectable.

FINGER GUNS

Evocation cantrip (renaissance)

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

You extend your forefinger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a ranged spell attack against one creature you can see within 60 feet of you, dealing 1d8 force damage on a hit.

Your finger gun doesn't require ammunition, but it is considered to be a firearm for spells and effects that apply to firearms.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FLAWED RECONSTRUCTION

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a needle and thread)
Duration: Instantaneous

You stitch together the wounds of a willing creature you touch, which regains 4d6 hit points. However, the mending is imperfect, and the target's hit point maximum is reduced by the same amount until it finishes a long rest. A creature that regains hit points due to this spell will be left with some permanent scars.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st.

WARNING FOR LOW-LEVEL CASTERS

The spell *flawed reconstruction* is a risk/reward healing spell, intended for spellcasters that don't usually have access to restorative magic. However, at lower levels, the damage it causes can outright kill characters! Be cautious when learning and casting this spell.

FLESH RIPPER

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

As you cast this spell, a spectral meat hook is flung at the creature of your choice, connected to a spectral chain. Make a ranged spell attack against a creature within range. On a hit, the target takes 1d8 piercing damage as a spectral meat hook plunges into their body. Until the start of your next turn, the target must make a Strength saving throw to move further than 30 feet from you. On a failed save, it is prevented from moving until the start of your turn. This effect ends if you are further than 30 feet away from the target.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FORCE BUCKLER

Abjuration cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a specially prepared gauntlet worth at least 5 gp)
Duration: 1 round

You summon a translucent yet visible field of force, which springs forth from the prepared gauntlet. Until the start of your next turn, this shield grants you a +2 bonus to your Armor Class, as if you were wielding a shield. This spell ends early if you are hit by an attack.

FORCE DART

Evocation cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a specially prepared gauntlet worth at least 5 gp)
Duration: Instantaneous

You fling a dart of magical force at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FORCE WEAPON

Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a specially prepared gauntlet worth at least 5 gp)
Duration: 1 round

You conjure a blade of magical force in the air, which lashes out at your foes. Make a melee spell attack against a creature within range. On a hit, the target takes 1d10 force damage. The blade remains in existence for a short time; until the start of your next turn, you can make a single strike with your mystical blade as an opportunity attack.

You can make 1 additional attack on your turn at 5th level (2 attacks), at 11th level (3 attacks), and at 17th level (4 attacks).

FREE THROW

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: S, M (a scrap of pigskin)
Duration: 1 round

As part of the casting of this spell, you throw a handheld object weighing 5 pounds or less. For the duration of the spell, you choose the object's exact trajectory, up to 150 feet of distance. The object can navigate around obstacles and corners, and ignores half and three-quarters cover if it is directed at a creature. If the object strikes a creature, that creature must make a Dexterity saving throw or take 4d4 bludgeoning damage, or half as much on a successful save. The object stops moving after striking a creature or object.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can throw with this spell increases by 5 pounds, and the damage increases by 2d4 for each slot level above 1st.

FRENZY

6th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a drop of fresh blood)
Duration: Concentration, up to 1 minute

With a gesture, you reduce a crowd to base instinct and violence. Choose a point you can see within range. Each creature within 20 feet of that point must make a Wisdom saving throw. On a failed save, a creature is frenzied for the duration. When a creature is frenzied, it draws a melee weapon, if it has one.

A frenzied creature must use its action at the beginning of its turn to attack a creature within its reach. It uses a melee weapon, if it has one, or an improvised weapon or unarmed strike if it doesn't. If multiple targets are within the creature's reach, it chooses its target randomly. If there is no target within the creature's reach, it attacks itself, against its own AC, dealing damage as normal on a hit.

At the end of its turn, a frenzied creature can repeat its saving throw, ending the effect on itself early on a success.

FRIGID BLADE

Evocation cantrip

Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, M (melee weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the attack deals cold damage instead of its normal type. Additionally, the target is covered in a brittle frost until the start of your next turn. If the target willingly moves before then, you can use your reaction to deal 1d8 cold damage to the target, ending the spell.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 cold damage. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and 17th level (3d8 and 4d8).

FROLICKING FOUNTAIN

5th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a conductor's baton)
Duration: Concentration, up to 1 minute

You conjure a 5-foot cube of water that animates in a hypnotic motion at an unoccupied space within range. The water swirls for the duration, not leaving its space except to send small jets up to five feet into the air. Each creature within 60 feet other than you which sees the fountain must make a Wisdom saving throw or become charmed by you for the duration. While charmed by this spell, a creature must use its movement on each of its turns to get as close to the water as possible. A charmed creature can't willingly move away from the fountain. At the end of its turn, a charmed creature can attempt the saving throw again, ending the effect on a success. Once a creature has succeeded on a save against this spell, it can't be affected by the same instance of it again.

If a creature is within 5 feet of the fountain, you can use a bonus action to command the water to lash out at that creature. Make a melee spell attack against the target. On a hit, the water deals 4d6 bludgeoning damage to the target. If the target is charmed by this spell, it can attempt the saving throw again after taking damage from it.

GAHOUL'S GLORIOUS GOTHIC

8th-level conjuration

Casting Time: 1 hour
Range: 1 mile
Components: V, S, M (a decorated gothic manor miniature worth at least 1,000 gp)
Duration: 7 days

A rift opens, pouring forth tons of brick and stonework that neatly and quickly assemble into a vast gothic estate. The estate consists of a manor containing a vault, a spacious 200-by-200-foot courtyard, and a 10-foot high wrought iron fence around the perimeter. Any creature within the estate's area is escorted away by harmless but forceful specters.

You can create any floor plan you like for the manor, but the space can't exceed 50 cubes, each cube being 10 feet on each side, or five stories in total, including basements. The manor is adorned with barred windows and decorative gargoyles, but is furnished and decorated as you choose. Once the manor is first created, these details are recorded in

the miniature manor used to cast the spell and can't be changed. The manor is staffed by 50 skeletons obedient to you, and contains enough food to serve 50 people each day for a week. The skeletons can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature.

The manor contains a 15-foot cube vault, which is an extradimensional space. Items placed within the vault will be present next time you cast this spell.

The courtyard is drenched in necromantic magic, such that any humanoid buried in its grounds rises 24 hours later as a ghoul under your control, as per the spell *animate dead*. When the spell is cast, 3 ghouls are animated in the courtyard. These undead are under your control, but can't leave the estate. They patrol the estate if given no other instructions. Undead can't be turned within the estate.

The estate crumbles into dust and bone after 7 days, and all items placed within the manor appear safely in the space the manor occupied. If cast in the same place once every 7 days for a year, the estate becomes permanent.

GAHOUL'S SCAPEGOAT

4th-level abjuration

Casting Time: 1 minute
Range: Self
Components: V, S, M (black chalk, paint, or oil)
Duration: 8 hours

You trace a complex arcane symbol into the flesh of a willing creature within 5 feet of you, marking them for sacrifice. During the spell's duration, when you are hit with an attack and the marked creature is within 60 feet of you, you can use your reaction to switch positions with the creature, causing it to be hit by the attack instead of you. The spell then ends.

GAHOUL'S SHRIEKING SKULL

1st-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a skull)
Duration: Instantaneous

You throw a cackling skull at a point you can see within range, which emits a mortifying shriek audible out to 300 feet. Each creature within a 10-foot cube centered on the skull takes 2d4 thunder damage, without making a saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

GAHOUL'S SPECTRAL SCYTHE

6th-level necromancy

Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S
Duration: 1 round

You conjure a phantasmal scythe of death in your open hand and throw it whirling through the air. The scythe travels in a 60-foot long, 10-foot wide line, coming to rest hovering in the air at the end of its line or before it strikes any solid objects. Each creature within the area while the scythe is moving must make a Dexterity saving throw or take 6d8 necrotic damage, or half as much on a successful save. A creature has disadvantage on this saving throw if the scythe comes to rest in the creature's space.

If you are within 120 feet of the scythe at the start of your next turn, it returns to you in a 10-foot wide line, forcing creatures within its area of travel to make saving throws against the scythe's damage.

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.

GAME OF FATE

6th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a gaming set)
Duration: 1 hour

You magically compel a creature within range to a nonmagical game with vital consequences. If the creature you choose has an Intelligence of 3 or lower, or doesn't speak any language, the creature is unaffected. An unwilling creature can make a Wisdom saving throw to resist this effect. On a failed save, the creature is compelled to join you in the game. If the target takes damage or falls unconscious, this spell ends.

The loser of the game takes 6d6 psychic damage. If no player loses or has won by the end of the spell's duration, both you and the target take this damage.

Additionally, you and the target creature can negotiate for greater stakes. You can bet higher psychic damage (up to a maximum of 10d6,) property, or more esoteric rewards, such as bestowal

of a noble title, on the game. The spell reveals if a creature attempts to bet property they do not own. A bet is finalized when you and the target agree on the bet, solidifying the bet with a handshake or similar gesture. Property or currency bet on the game is teleported to the winner at the game's conclusion. The loser is also magically compelled to take any action (such as bestowing a title) promised as part of a bet.

Lastly, no spell, magical effect, or creature other than you and the target can influence the game's outcome.

GEOMANTIC DISCERNMENT

3rd-level divination (ritual)

Casting Time: 1 action
Range: Self (100-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes

You gain the ability to sense valuable minerals in a 100-foot radius around you. A glowing aura that only you can see appears around any valuable metals, gems, ores, native elements, or other resources in that radius for the spell's duration. You can see this aura through any amount of nonmagical material.

GLITTERDUST

3rd-level conjuration

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a handful of powdered mica)
Duration: Concentration, up to 1 minute

You spray golden particles in a 15-foot cone, covering all creatures and objects in that area. Each creature in the area must succeed a Constitution saving throw or be blinded for the duration. A creature blinded by this spell can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Each creature within the area, whether or not it succeeds on its saving throw, can't benefit from being invisible for the duration.

GRASP OF THE GRAVE

4th-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a shrunken hand)
Duration: Concentration, up to 1 minute

Spectral skeletal arms emerge from the ground in a 20-foot-radius circle, centered on a point you can see within range. The arms grasp at creatures within the area, except for undead creatures, which ignore the effects of this spell. The area is difficult terrain.

When a creature enters the area for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, a creature takes 3d6 necrotic damage, and is dragged by the hands to any unoccupied space within the area that you choose. On a successful save, a creature takes half as much damage and is not moved.

Until the spell ends, you can use your action to force each creature within the area to immediately make a save against this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, its damage increases by 1d6 for each slot level above 4th.

GUIDED MISSILE

1st-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You utter a prayer to guide your projectile, causing it to arc toward its target. The next ranged weapon attack you make before the spell ends has advantage, and has double its normal and long ranges.

HALO OF FLAME

2nd-level evocation

Casting Time: 1 action
Range: Self (10-foot-radius, 5-foot-wide ring)
Components: V, S
Duration: Instantaneous

A ring of flame ignites above your head and then springs outward, coming to rest in a burning circle. The circle is composed of a 5-foot wide line of flame, curving to form a 10-foot-radius ring around you. Each creature you choose within the area must make a Dexterity saving throw. On a failed save, a creature takes 4d6 fire damage, or half as much on a successful save.

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.

HANGOVER

2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny vial of strong liquor)
Duration: Instantaneous

You emit a drunken aura that quickly washes away, leaving the feeling of an intense hangover. A creature you choose within range must succeed on a Constitution saving throw or take 3d8 psychic damage. The target has disadvantage on Constitution saving throws it makes to maintain concentration on a spell due to this damage. Additionally, on a failed save, the target is 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 1d8 for each slot level above 2nd.

HEART OF DARKNESS

9th-level necromancy

Casting Time: 1 hour
Range: Self (1-mile radius)
Components: V, S, M (A humanoid heart prepared with onyx and diamond dust worth at least 10,000 gp)
Duration: Until dispelled

When you cast this spell, you stab a black, ritualistically prepared humanoid heart. The ichor from the heart infects the land with foul necromantic energies, causing up to one hundred piles of bones or corpses of Medium or Small humanoids within a 1-mile radius to rise from the dead, becoming skeletons or zombies (the GM has the creatures' game statistics). The undead dig their way out of graves, smash their way out of mausoleums, and tear down cemetery gates.

The creature that is holding the heart can use its action to issue a general command to all undead created by the spell, such as to destroy a town or hunt down a particular creature. Only one general command can be issued to the undead every 24 hours. If not issued a command, the undead indiscriminately attack living creatures, other than the creature that is holding the heart and creatures designated by it. Once given an order, the undead continue to follow it to the best of their ability until the task is complete.

Even while you hold the heart, the undead aren't directly under your control, and therefore don't count against any limitations of undead you can command.

The undead remain animated until the spell ends. The spell ends if the heart is destroyed (AC 20, HP 10, immunity to necrotic, poison, and psychic damage) or targeted by a *dispel magic* spell cast as a 9th-level spell. When the spell ends, all undead animated by it are instantly destroyed, crumpling into a heap. The spell also ends if every undead created by it is destroyed.

HOCUSPOCUS

Conjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You conjure minor paranormal phenomena and other ominous effects. You create one of the following magical effects within range for 1 minute:

- You cause all candles, torches, and other open flames to darken and flicker.
- You create a quiet sound that originates from a point of your choice within range, such as ominous whispers, the drone of insects, or the sound of crying.
- You create up to four torch-sized spectral, glowing orbs, which float around within range. The orbs do not provide light, apart from a dim glow.
- You can chill or warm the air in a 10-foot cube by 10 degrees.
- You cause small, unattended objects to rattle or levitate an inch off the ground.

If you cast this spell multiple times, you can have up to three of its effects active at a time, and you can dismiss such an effect as an action.

HOLLOWING CURSE

1st-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Tendrils of black mist extend from your fingertips, latching onto a creature and draining its vitality. Choose a creature you can see within range to make a Dexterity saving throw. On a failed save, the target takes 2d6 necrotic damage and is cursed for up to one minute. On a successful save, the target takes half as much damage and is not cursed. While the target is cursed, you can use your action to deal 1d6 necrotic damage to it automatically. The curse ends early if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you. A *remove curse* spell also ends this curse.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial and secondary damage each increases by 1d6 for each slot level above 1st.

HUNGER OF THE EARTH

4th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 hour

Choose a Large or smaller creature on the ground within range. The earth opens up beneath that creature and attempts to swallow them up. The target must make a Strength saving throw or be restrained for the duration. Furthermore, if the target fails the save, it begins sinking into the ground.

A restrained target, or another creature within 5 feet of it, can attempt to free the target by using an action to make a Strength check against your spell save DC, freeing the target. The target has disadvantage on this Strength check. The spell ends early if the target is freed.

At the end of the target's turn, it sinks deeper into the ground. A Small or smaller creature fully sinks into the ground after 2 rounds of sinking, a Medium creature fully sinks after 3 rounds, and a Large creature fully sinks after 4 rounds. If a target fully sinks underground, it begins to suffocate.

ICE CLAW PRISON

3rd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a crystal claw)
Duration: Concentration, up to 1 minute

You choose an unoccupied 10-foot square that you can see within range. A Large clawed hand made from razor-sharp ice appears there and lasts for the spell's duration. It acts at your command, though it can't move from its initial location.

The hand is an object that has AC 18 and hit points equal to half your hit point maximum. It has immunity to poison and psychic damage. If it drops to 0 hit points, the spell ends. The claw doesn't fill its space. When you cast the spell, and as a bonus action on your subsequent turns, you can command the claw to perform one of the following tasks:

Slash. The claw lashes out at a target within 10 feet of itself. Make a melee spell attack using your own spell attack bonus. On a hit, the target takes 3d8 slashing or cold damage (your choice).

Imprison. The claw grabs a Large or smaller creature within 10 feet of itself. The target must succeed on a Strength saving throw against your spell save DC or be dragged into the claw's space and restrained for the duration. At the end of each of its turns, the restrained target can make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand, but on a failure it takes 1d8 cold damage. While a creature is restrained by the hand, the hand can't imprison or slash another creature. The claw can slash a creature it has restrained.

Release. The claw releases an imprisoned target, which is no longer restrained.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of the Slash and Imprison options increases by 1d8 for each spell slot above 3rd.

ICICLE JAVELIN

1st-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small icicle)
Duration: Instantaneous

You fling a massive icicle toward a target of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 cold

damage. If the target is also adjacent to a wall, or a similar large, immobile object, it may also be pinned to that surface on its next turn. At the beginning of its turn, the target can make a Strength saving throw. On a failed save, it has a speed of 0 until the start of its next turn.

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.

IDENTITY CURSE

9th-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Until dispelled

You extend a finger to a creature's temple, who then forgets its own name. Choose one creature you can touch to make a Wisdom saving throw. On a failed save, the target falls unconscious for 1 hour and is cursed to forget its identity. When the target awakens, it loses all its personal memories, though the target retains all of its general knowledge, proficiencies, and other statistics. The target won't realize it has any class features or special abilities, and so doesn't willingly make use of them. If left to its own devices, the target will quickly adopt a new name and begin to build a new identity.

A *remove curse* spell cast using a 9th-level spell slot ends this curse. When this curse ends, the target regains all its past memories.

IMPRESSIONS OF THE PAST

7th-level divination (chronomancy)

Casting Time: 1 action
Range: Self
Components: V, S, M (an hourglass and a glass eye worth at least 100 gp)
Duration: Concentration, up to 1 minute

You cast your senses back in time to perceive your current location as it was at some point in the past, including any events that were happening at that time. You must specify the exact time you wish to see, which can't be more than 100 years ago. When viewing the past, it appears dreamlike and shadowy, but you are able to discern detail and hear conversation as normal, and any special senses you possess (such as darkvision) also work as normal.

While perceiving the past, you can look in any direction, but you can't move or speak, and are unable to sense your present surroundings.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you may share this spell with one other creature that you touch. An unwilling target can make a Wisdom saving throw to avoid being affected.

INDEMNIFY

1st-level necromancy

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (a drop of blood)
Duration: Concentration, up to 1 hour

You fling a drop of blood at a target you can see within range, marking them for reckoning. The target must make a Constitution saving throw. On a failed save, the target takes 1d8 radiant or necrotic damage (your choice) whenever you lose hit points for the duration. This spell ends early if the target begins its turn further than 60 feet from you.

INEVITABLE BOULDER

7th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an almost spherical stone)
Duration: Concentration, up to 1 minute

At a point you choose within range, you conjure into existence a Large 8-foot diameter boulder, which rolls in pursuit of one creature that you can see of your choice. The boulder has 18 AC, 75 HP, immunity to poison and psychic damage, and resistance to nonmagical bludgeoning, piercing, and slashing damage. If the boulder is reduced to 0 hit points, it vanishes and the spell ends.

At the beginning of each of your turns, the boulder moves 60 feet in the direction of its target. If the boulder enters a creature's space, the creature must make a Dexterity saving throw. On a failed save, it takes 6d10 bludgeoning damage and, if it is Large size or smaller, is knocked prone. On a success, the creature takes half as much damage and is not knocked prone. The boulder also crushes nonmagical objects smaller than itself in its path. If the boulder reaches its target, it rolls over it and continues on, completing its 60-foot movement. The boulder continues to pursue its target for the duration, rolling over it more than once if possible.

After the spell ends, the boulder continues to pursue its target for up to 24 hours. Once the boulder strikes its target after the spell ends, it immediately vanishes.

INEXORABLE SARCOPHAGUS

6th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a finely made miniature sarcophagus worth at least 1,000 gp)
Duration: Concentration, up to 1 minute

You toss a palm-sized sarcophagus at an unoccupied point you can see within range, where it grows to full size in an instant and attempts to ensnare a Medium or smaller creature within 5 feet of it with grimy gauze. The creature must succeed a Dexterity saving throw or be restrained and pulled into the open sarcophagus.

The gauze restraining the creature is an object with AC 10 and 100 HP. It is vulnerable to slashing and fire damage, and immune to psychic and poison damage. If it is reduced to 0 hit points, the spell ends.

A creature restrained by this spell must make another Dexterity saving throw at the end of each of its turns. If it successfully saves against this spell three times, it twists free of the gauze, ending the spell. If it fails three times, the sarcophagus slams shut and sinks deep into the earth. The creature is wrapped head to toe by the gauze and becomes incapacitated. The spell ends, but the sarcophagus remains buried in the earth. The sarcophagus has 1 minute of air, and the creature begins to suffocate after this time.

If a humanoid dies within the sarcophagus, they rise 24 hours later as a mummy under your control, as per the spell *create undead*. You can only command one mummy animated by this spell at a time.

Any time after this spell ends, you can cause the sarcophagus to ascend to the surface as an action. You can also use your action to shrink the sarcophagus down to its original size while it is unoccupied.

INSTANT REPLAY

1st-level transmutation (chronomancy)

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

The next time you miss a creature with an attack before this spell ends, you can instantly reset yourself to the moment before the attack and repeat it against the same target.

INTENSIFY GRAVITY

4th-level transmutation

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (a lodestone and iron filings)
Duration: Concentration, up to 1 minute

This spell intensifies gravity in a 50-foot-radius, 100-foot-high cylinder centered on a point within range. Each creature in this area must spend two feet of movement for every foot moved, including flying, jumping, and climbing movement. This can be combined with difficult terrain to slow movement to a quarter of normal speed. If a prone creature wishes to stand up, it must succeed on a Strength check against your spell save DC. On a failure, it can't move at all on its turn.

Objects in the area, including those being worn or carried, weigh double their usual weight, which may cause creatures to become encumbered or cause load-bearing spells like *levitate* to fail. Any ranged weapon attacks that pass into, out of, or through the area have disadvantage, and any falling damage dealt within the spell's area is doubled.

INTRUSIVE THOUGHT

2nd-level enchantment

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you taking an action
Range: 60 feet
Components: V, S
Duration: Instantaneous

As a reaction when a creature you can see within range uses its action to attack or takes the Dash, Dodge, or Disengage action, you can attempt to distort its thinking. The target makes a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, the creature takes an action of your choice from among those options, instead of the action it intended to take.

INVISIBILITY PURGE

4th-level abjuration

Casting Time: 1 action
Range: Self (120-foot radius)
Components: V, S, M (powdered silver worth at least 100 gp)
Duration: Instantaneous

You purge magical invisibility effects within 120 feet of you. Any creature, object, location, or effect within

120 feet of you that is hidden by magical invisibility is revealed and the invisibility is dispelled.

This spell applies to innate abilities that are magical in nature, such as an imp's Invisibility, but it doesn't affect creatures on other planes of existence, such as the Ethereal Plane. It also doesn't reveal creatures that are naturally invisible. Items that grant magical invisibility (such as a *ring of invisibility*) have their effects suppressed for 1 minute.

JAM WEAPON

2nd-level transmutation (renaissance)

Casting Time: 1 reaction, which you take when a creature you can see within range attacks with a firearm
Range: 60 feet
Components: V, S, M (a pinch of wet gunpowder)
Duration: Instantaneous

The firearm you target jams upon firing. The attack fails, and the firearm is jammed. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can jam one additional firearm within range for each slot level above 2nd.

JETHRO'S INSTANT RELOAD

2nd-level conjuration (ritual) (renaissance)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a spent bullet casing)
Duration: 1 hour

One ranged weapon you touch becomes enchanted to reload itself automatically. If the weapon has the Loading or Reload property, you can ignore this for the duration. When the weapon's ammunition is depleted, new ammunition teleports from your person to your hand or into the weapon, as appropriate. If the weapon takes an action or longer to reload, it reloads itself at the end of your turn.

If you aren't carrying sufficient ammunition for the weapon to reload, the spell ends.

LASHING TENDRILS

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (the tip of an octopus tentacle)
Duration: Concentration, up to 1 minute

You sprout grotesque, whipping tendrils which automatically attack nearby creatures. When a creature comes within 5 feet of you or begins its turn there, it must make a Dexterity saving throw. A creature takes 1d6 bludgeoning damage on a failed save, or half as much 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 1d6 for each slot level above 1st, up to a maximum of 6d6.

LEGENDARY LIBATION

Conjuration cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, M (a container, such as a mug, tankard, or flask, which is filled with liquid that is purified by the spell)
Duration: Instantaneous

You speak a word of power and your container fills with a drink of your choosing, which can be imbibed as an action. The drink is delicious and satisfies the drinker's thirst for the next 24 hours. Furthermore, the drinker has advantage on saving throws against becoming frightened for one hour after consuming this libation. If the drink is not consumed within one hour of being conjured, it loses its magic and turns into mundane, flavorless water.

A creature can't benefit from more than one *legendary libation* in any given 24-hour period.

LIGHTNING SURGE

Evocation cantrip

Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S, M (two bits of copper wire)
Duration: Instantaneous

You emit a dazzling array of short lightning bolts in all directions. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 lightning damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MAGIC DAGGERS

Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

With a flourish, you conjure a throwing dagger of magical force out of thin air and flick it from your wrist at a target you can see. Make a ranged spell attack roll against a creature within range. On a hit, the target takes 1d6 magical piercing damage. The dagger vanishes after the attack.

At higher levels, you conjure more daggers out of force and make additional attacks: two daggers at 5th level, three daggers at 11th level, and four daggers at 17th level. You can use the daggers to attack the same target or at different ones. Make a separate attack roll for each dagger.

MANDY'S ENCHANTED CARRIAGE

4th-level transmutation

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a vegetable)
Duration: Special

You transform a vegetable into a Large magical carriage, complete with reins and two quasi-real horses. The carriage is luxurious and carries up to six passengers—four within and two atop it at the coach's seat. Creatures within the carriage have full cover from external effects, but can see outside through a pair of windows composed of magical force. While sitting in the coach's seat, a creature can control the carriage, which has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace.

This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours. When the spell ends, the carriage's occupants are ejected into adjacent unoccupied spaces, the carriage shrinks back into a vegetable, and the quasi-real horses fade.

The carriage and horses count as a single object with 12 AC and 100 HP. The spell ends early if the carriage and horses are reduced to 0 hit points.

MANDY'S FERAL FOLLOWER

4th-level transmutation

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a small servant's bell)
Duration: Special

After spending the casting time singing a song, you touch a Small or smaller beast. The target must have an Intelligence of 3 or less. The beast then transforms into a humanoid with the statistics of a commoner and an appearance of your choosing. The commoner is friendly to you and your allies, has a basic understanding of all simple unskilled tasks, and can understand the languages you speak, but doesn't speak. The commoner is clothed in common clothes, but has no other equipment.

In combat, the commoner rolls their own initiative and acts on their own turn. They behave as though they are dutifully employed by you.

This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. When it reverts to its true form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its true form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can transform one additional animal for each spell slot above 4th.

MANDY'S MARVELOUS DRESS

4th-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a glass slipper worth at least 100 gp)
Duration: Concentration, special

A willing creature you touch is instantly clothed in a fabulous ball gown, perfectly tailored and complete with a set of glittering jewelry. You can choose for the dress to sit atop the creature's clothing or armor, or for it to magically replace its outfit. The creature can't remove the dress until the spell ends; similarly, the jewelry vanishes if it is removed from the dress. Until the spell ends, when the wearer makes a Charisma check, it can replace the number it rolls with a 10.

Additionally, if the wearer of the dress is attacked by a creature that can see it, the attacker must succeed on a Wisdom saving throw or miss the attack. On a success, the attacker is immune to this effect until this spell ends.

This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours. When the spell ends, the dress vanishes in a puff of sparkles, and the creature becomes clothed in its original outfit.

MASS SKIRMISH

7th-level transmutation

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a branch from a tree)
Duration: Concentration, up to 10 minutes

This spell allows you to enhance the mobility of any number of willing creatures that you can see within range. You bolster each target, enabling them to move easily through enemy formations. For the duration, each target's speed is increased by 15 feet, is unaffected by nonmagical difficult terrain, and doesn't provoke opportunity attacks.

MEMORIZE

1st-level enchantment (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a page of written text and a length of silver string worth 10 gp, tied in a knot, which the spell consumes)
Duration: Instantaneous

While casting this spell, your eyes pass over the words on the page, which are committed to your memory. For the next year, you exactly remember the details of all information on this page. After that time, you have advantage on all Intelligence checks you make to recall this information.

MIGHT OF THE ABYSS

1st-level evocation

Casting Time: 1 action
Range: 15 feet
Components: V, S, M (a small, black strip of ribbon)
Duration: Concentration, up to 1 minute

You channel stygian power from an extraplanar source, enhancing three creatures other than yourself within range. Whenever a target makes a weapon attack, it adds 1d4 damage to their damage roll. If a target moves more than 15 feet away from you, it loses the effect until it is within range again.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range increases by 5 feet, and you can target one additional creature for each slot level above 1st.

MINOR LIFESTEAL

Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

You drain life energy from a hostile creature you can see within range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage. You then gain temporary hit points equal to the amount of damage dealt, which last until you finish a long rest. This spell has no effect on undead or constructs.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

MOMENT TO THINK

Transmutation cantrip (chronomancy)

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

When you cast this spell, you briefly stop time for everyone but yourself. You can take one additional action and move around in your space while no time passes for other creatures. That action can be used only to take the Search or Use an Object action, or to make an Intelligence check to remember information about something.

Furthermore, you can't affect or damage any creature or object, other than objects you are wearing or carrying. If an object leaves your hand, it also becomes frozen in time.

NONDESCRIPT

2nd-level illusion

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

This spell makes you seem ordinary and nondescript to others, though it doesn't change your actual appearance. Creatures who see you while you are under the influence of this spell are unable to recall specific details of your appearance upon being asked if they had seen you or someone matching your description, though their memory of actions you undertook or events they experienced is unaffected.

PARADOX

9th-level transmutation (chronomancy)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

By twisting the flow of time into knots, you cause one action of your choice taken within range within the last round to be undone. Reality then reasserts itself, recoiling from the damage caused by removing an event from time. The direct effects of that action, such as damage dealt by an attack or spell, are undone, but the indirect effects, such as creatures choosing to move to different locations, are not. The creature that took the action takes 10d8 psychic damage, as it copes with its history being modified.

PERFORATING SMITE

2nd-level evocation (renaissance)

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you make an attack with a firearm before this spell ends, the shot is charged with an incredible amount of power. Instead of making an attack roll against a single target, the shot becomes a 5-foot wide line that extends from you out to the weapon's normal range. Each creature in that line must make a Dexterity saving throw. A creature takes the weapon's normal damage on a failed save, or half as much damage on a successful one.

PETAL STORM

2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a handful of flower petals)
Duration: Concentration, up to 1 minute

Choose an unoccupied 15-foot cube of air that you can see within range. An elemental force of swirling winds appears in the cube and lasts for the spell's duration. The cloud heavily obscures its area.

Any creature that enters the storm for the first time on a turn or starts its turn there must make a Strength saving throw. On a failed save, the creature takes 3d4 slashing damage. As a bonus action, you can move the storm up to 30 feet in any direction. If the storm's area contains leaf litter, flowers, bushes, or trees, it sucks up extra material and the damage the spell deals increases by 2d4.

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.

PHANTASMAL BEAUTY

3rd-level illusion

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You tap into the dreams of a creature you can see within range and create an illusory manifestation of its deepest desires, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes incapacitated and unable to move for the duration. In addition, it has disadvantage on all Wisdom (Perception) checks it

makes. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

PHANTOM GRAPNEL

Evocation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You conjure a chain and hook made of magical force, which you propel at a creature or unoccupied space you can see within range. When you target a space or a creature of Huge size or larger, your grapnel pulls you to that target in a straight line. You provoke opportunity attacks for this movement as normal. When you target a creature of Large size or smaller, you pull the target up to 10 feet towards you. A creature can make a Strength saving throw to resist this movement.

PHARAOH'S CURSE

5th-level necromancy

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Until dispelled

Opening your palm, you release a puff of dust, the pestilence of mummy rot. Choose one creature within range to make a Constitution saving throw. On a failed save, the target is cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 3d6 for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

The curse lasts until removed by a spell or magical effect that cures mummy rot. A *remove curse* spell cast using a spell slot of 5th level or higher also ends this spell.

PILLAR OF SALT

3rd-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a drop of lantern oil and a pinch of sulfur)
Duration: Instantaneous

You deliver a mote of divine wrath to a point you can see within range. Each creature you choose in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 7d6 necrotic damage, or half as much on a successful save. If this damage reduces a target which failed its saving throw to 0 hit points, it is transformed into a pillar of salt.

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.

POLYBRACHIA

3rd-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pair of armbands)
Duration: Concentration, up to 10 minutes

Two muscular arms consisting of brilliant arcane energy appear on a willing creature that you touch. These arms are fully functional and can be used to hold weapons and shields (allowing the target to hold 2 two-handed weapons, or 4 one-handed weapons), perform somatic components of spells, and perform other actions, though the arms themselves don't grant the target additional actions. For the duration, the target has advantage on Strength (Athletics) checks made using the additional arms. Also, if the arms are used to carry weapons, the target can use a bonus action to make an additional melee weapon attack using the arms.

PREHENSILE HAIR

1st-level transmutation (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a braided rope)
Duration: 1 hour

You grow unduly long and tough hair (even from your eyebrows) which you can manipulate at will. You can use your hair to perform simple tasks within 10 feet of you, such as manipulating an object, opening an unlocked door or container, stowing or retrieving an item from an open container, or pouring the contents out of a vial. You can cast spells with a range of Touch using your hair, out to a range of 10 feet. Your hair returns to its normal length when this spell ends.

PROTECTION FROM BALLISTICS

2nd-level abjuration (renaissance)

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

A shimmering shield of energy surrounds one willing creature you touch. For the duration, ranged attacks made by firearms have disadvantage against the target, and the target has resistance to any damage dealt by firearms.

PROTECT THRESHOLD

2nd-level abjuration (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (an ounce of salt for each foot of the warded portal's perimeter)
Duration: 10 minutes

Tracing arcane sigils along its boundary, you can ward a doorway, window, or other portal from entry. For the duration, an invisible eldritch creature stalks the warded portal. Any creature that attempts to pass through the portal must make a Wisdom saving throw or take 4d6 psychic damage, or half as much on a successful save.

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.

PSYCHEDELICS

1st-level illusion

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S, M (a mushroom)
Duration: 1 hour

For a moment, the colors around you shift in a rainbow swirl, before coming to rest far from their original hues. The colors of all creatures and objects you choose within range change randomly and remain brightly and unnaturally colored for the duration. Additionally, each affected creature you choose must make a Dexterity saving throw. On a failed save, a creature has disadvantage on attack rolls until the end of its next turn.

QUICKSTEP

Transmutation cantrip

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 round

You call upon your inner reserves to give you a brief flash of speed. When you cast this spell, your walking speed increases by 10 feet until the start of your next turn.

RECALL

2nd-level conjuration (chronomancy)

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

Record where you are when you cast this spell. Until the end of your next turn, you can use your reaction to teleport back to that location, or to the nearest unoccupied space. If you use this reaction in response to an attack, spell, magical effect, or any other damaging effect, resolve the triggering effect before teleporting.

REPULSOR RING

2nd-level abjuration

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a piece of chalk)
Duration: Concentration, up to 1 minute

You outline a 5-foot diameter circle on the ground, which is warded against intruders. Only creatures you choose can step within the circle. Any ranged attack roll made against a target within the circle

has disadvantage. If a hostile creature makes a melee attack against a target within the circle, the attacker is pushed back 10 feet immediately after the attack.

RUBY-EYE CURSE

3rd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

A red haze clouds the eyes of a creature that meets your gaze. Choose one creature you can see within range to make a Constitution saving throw. On a failed save, the creature is cursed for the duration. A cursed target can see normally out to 5 feet, but is blind beyond this radius.

A *remove curse* spell ends this curse early.

RUMBLING CHARGE

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a lump of granite)
Duration: Instantaneous

You imbue yourself with the elemental power of a landslide. When you cast this spell, you immediately move 30 feet in a straight line without provoking opportunity attacks. If your path is blocked by a creature or object, you stop moving there, and that creature or object must make a Strength saving throw or take 2d12 bludgeoning damage, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for every two slot levels above 1st.

RUMOR

1st-level enchantment (ritual)

Casting Time: 1 action
Range: Self (100-foot radius)
Components: V, S
Duration: 1 minute

You magically spread a rumor of 10 words or less. Any creature within range that is near three or more other creatures which speak the same language as them believes that they hear the rumor being repeated by someone nearby. Different creatures hear the rumor from different people, so a concrete origin point is impossible to discern. Generally, creatures won't be outright hostile upon hearing even the most vicious rumors, but hearing a rumor can affect their disposition positively or negatively.

RUSTING GRASP

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You conjure a potent acid at your fingertips, which can corrode metal and burn flesh. Make a melee spell attack against a creature or object within your reach. On a hit, a creature takes 6d4 acid damage and, if it is wearing nonmagical metal armor or wielding a nonmagical metal shield, you can corrode either its armor or shield. Corroded armor takes a permanent and cumulative -3 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed. A corroded shield is destroyed.

If you target a nonmagical metal object with this spell that isn't being worn or carried, you corrode and destroy parts of the object you choose that can fit within a 1-foot cube.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d4 for each slot level above 3rd. Additionally, you can destroy one additional cubic foot of a nonmagical object for each slot level above 3rd.

SCRUTINIZE FOE

5th-level divination

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You discern minute details concerning one creature you can see within range. You learn two of the following pieces of information of your choice about the target: its Armor Class, current hit points, condition immunities, damage immunities, damage resistances, damage vulnerabilities, and enchantments (which reveals any spells which are currently affecting it). The GM must share with you the requested information.

SÉANCE

3rd-level necromancy

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a crystal ball, deck of tarot cards, or ouija board)
Duration: 1 minute

You and at least three willing creatures lock hands in a moment of meditation to conjure a spirit from the afterlife to answer your questions. Describe or name a creature that is familiar to you. If the creature's soul is free and willing, it manifests as a ghostly specter. This spell fails if the spirit was the target of this spell within the last 10 days.

Until the spell ends, you can ask up to three questions of the specter. The specter knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the specter is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. There is a 5% chance that this spell contacts the wrong spirit, one which will answer questions untruthfully or ambiguously.

SKIRMISH

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a branch from a tree)
Duration: Concentration, up to 10 minutes

You enhance the mobility of one willing creature you touch, enabling them to move easily through enemy formations. For the duration, the target's speed is doubled, it is unaffected by nonmagical difficult terrain, and it doesn't provoke opportunity attacks.

SNAKESTAFF

3rd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a quarterstaff)
Duration: Concentration, up to 1 hour

You cast a staff to the ground, which writhes and grows into a giant constrictor snake under your control, which acts on its own initiative count. The snake is friendly to you and your companions. The snake will obey any verbal commands that you issue to it (no action required by you). If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. If the snake is reduced to 0 hit points, it dies and reverts to a broken staff. The GM has the creature's statistics.

SONIC PULSE

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You compress a thunderous boom into an invisible ball and project it at a creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d8 thunder damage and is deafened until the start of your next turn.

If the spell's target is within 10 feet of you, this spell's damage becomes d10s, instead of d8s.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SPARK OF LIFE

Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

With a quick jolt of necromantic energy, the dead momentarily rise to obey you, if only for a few seconds. Choose the corpse of a Huge or smaller creature that has been dead for no more than an hour. When you cast this spell, the corpse stands up and can move up to 15 feet and make a single melee slam attack against a target of your choice within its reach, using your spell attack modifier. On a hit, this attack deals bludgeoning damage based on the corpse's size: a Tiny corpse deals 1d4, a Small corpse deals 1d6, a Medium corpse deals 1d8, a Large corpse deals 1d10, and a Huge corpse deals 1d12. Once the corpse attacks, it once again crumples into a heap. A corpse targeted by this spell doesn't become an undead creature.

This spell's damage increases as you gain levels. At 5th level, the corpse deals two damage dice according to its size. At 11th level, it deals three damage dice, and at 17th level, it deals four damage dice.

SPRINGHEEL

Transmutation cantrip

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 round

You flood magic into your legs, allowing you to bound high into the air from a standstill. When you cast this spell, your jump distance increases 10 feet until the start of your next turn, and you can make a running high jump or a running long jump without a running start.

STONE BONES

2nd-level transmutation

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: 1 round

You magically reinforce a creature you can see within range, granting it resistance to nonmagical bludgeoning, piercing, and slashing damage until the end of your next turn.

SWIFT FLIGHT

2nd-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a wing feather from any bird)
Duration: 1 round

Streaks of energy flow from the back of a creature you touch, tracing the shapes of wings. Until the end of the target's next turn, it has a flying speed of 30 feet. It falls if it ends its turn in the air and nothing else is holding it aloft.

TAG

Illusion cantrip

Casting Time: 1 action
Range: Touch
Components: S, M (a drop of paint)
Duration: Instantaneous

You press your hand against a flat plane on an object and imprint an elaborate and vibrant image onto the surface. The image can contain a message up to three words in length, and can include art, caricatures, or identifying logos in any combination of colors, decided when you cast the spell. Nonmagical cleaning supplies can't remove the image, which fades after seven days.

THUNDEROUS DISTORTION

Evocation cantrip

Casting Time: 1 action
Range: Self (10-foot cone)
Components: V, S
Duration: Instantaneous

You produce a distorted wave of noise in a 10-foot cone, which can be heard up to 100 feet away. Each creature in that area must succeed a Constitution saving throw, or take 1d6 thunder damage.

An echo of this noise persists until the end of your next turn. If you cast this spell again before the end of your next turn, its damage becomes d8s, instead of d6s.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

TIME HOP

1st-level conjuration (chronomancy)

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (the second hand of a clock)
Duration: Varies

You shunt yourself a few seconds into the future. Choose a duration: 1 round, 2 rounds, or 3 rounds. You vanish, reappearing after the duration at the start of your turn in the nearest unoccupied space to where you disappeared. While vanished, you are outside time; you can't take actions or reactions, time doesn't pass for you, and you can't be affected by attacks or effects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose a duration of 1 minute. If you cast this spell using a spell slot of 5th level or higher, you can choose a duration of 1 hour.

TIME'S ARROW

1st-level transmutation (chronomancy)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a physical missile weighing a pound or less, such as an arrow, bolt, or sling bullet)
Duration: 1 hour

This spell enchants a missile so that it freezes in time and space. You may reposition the missile as part of the action to cast the spell.

The missile remains frozen in place until a creature passes within 120 feet in front of it, something touches it, a strong wind blows upon it, the effect is dispelled, or the duration ends. At that time, the missile moves suddenly, as if it was just fired or thrown with a range of 120 feet. If a creature is in the line of fire, the missile makes an attack which adds your spell attack bonus to the attack roll and does the basic damage of whatever missile type was used (missiles that vary by launcher use the highest possible damage dice).

TRANSIENT BULWARK

1st-level abjuration (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a pearl worth 10 gp, which the spell consumes)
Duration: 8 hours

The next attack made against you within the duration has a -10 penalty to hit.

TYRA'S COERCED KARAOKE

2nd-level enchantment

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

As spectral instruments appear playing around you, you begin singing a well-known song, and others feel compelled to join in. For the duration, when a creature comes within 30 feet of you or begins its turn there, it must make a Wisdom saving throw or begin singing along with you. A singing creature matches the pitch and words of the song as closely as it can, even if it can't speak the song's language. Furthermore, it can't speak normally (though it can still communicate telepathically), and it can't perform the verbal components of spells. Creatures that can't be charmed are immune to this spell.

Unlike other spells, you can concentrate on this spell and the spell *irresistible dance* at the same time. Losing your concentration on either spell ends both spells.

UNSEEN ACCOUNTANT

2nd-level conjuration (ritual)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an abacus)
Duration: 8 hours

This spell creates an invisible, shapeless force that performs intellectual tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, an Intelligence of 12, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The accountant can perform intellectual tasks that a human clerk could do, such as assessing prices, updating accounts, managing inventories, or computing interest. Once you give the command, the accountant performs the task to the best of its ability until it completes the task, then waits for your next command. The accountant can perform no physical labor, and is not able to lift any object heavier than a bottle of ink.

If you command the accountant to perform a task that would move it more than 300 feet away from you, the spell ends.

WATERY TENTACLES

4th-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (an octopus tentacle)
Duration: Concentration, up to 1 minute

When you cast this spell, three tentacles made of water appear around your body for the duration. As part of the action used to cast the spell, and as a bonus action on subsequent turns until the spell ends, you can command one of these tentacles to grapple a Large or smaller creature that you can see within 30 feet of you. The target must make a Strength saving throw or be grappled and restrained by the tentacle. At the end of each of its turns, a restrained target can repeat the saving throw, freeing itself on a success.

You can grapple as many creatures as you have tentacles. You can use an action or bonus action on your turn to release a grappled creature, or to drag it up to 20 feet in a direction you choose.

You can also use the tentacles to manipulate objects as an action or a bonus action. Each tentacle can lift up to 100 pounds, and you can command multiple tentacles to work together to lift the same object as part of the same action or bonus action. The tentacles aren't capable of detailed control—for example, they can't open a chest or uncork a bottle. Burning objects are extinguished when a tentacle grabs them.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you gain an additional tentacle for every slot level above 4th.

WHISPERING WIND

1st-level evocation

Casting Time: 1 action
Range: 1 mile
Components: V, S, M (a feather)
Duration: 1 round

You point your finger in a direction and whisper a message of twenty-five words or less, while specifying up to six creatures to be the targets. If a target is in range and in the approximate direction indicated, they (and only they) hear the message carried on the wind. They can reply in a whisper that only you can hear.

You can cast this spell only when there is a clear path for air to move between you and the targets. The spell doesn't have to follow a straight line and can travel freely around corners or through openings, but is blocked by solid objects and areas of magical silence.

WILDFIRE

8th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of flint)
Duration: Concentration, up to 1 minute

You create a magical fire that fills ten 5-foot cubes on the ground, which you can arrange as you wish within range. Each cube you place must have a face adjacent to the face of another cube. On each of your turns after you cast this spell, you can use a bonus action to expand the area of the fire by up to ten additional 5-foot cubes that each have a face adjacent to the face of another cube of fire. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

When a creature moves into the area of fire for the first time or starts its turn there, it must make a Dexterity saving throw. It takes 8d8 fire damage on a failed save, or half as much on a successful save.

WINTER FLOWER

6th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a crystal flower)
Duration: 24 hours

You cause a Tiny white flower to sprout at a point on the ground you can see within range. The flower has an AC of 15, 1 hit point, vulnerability to fire damage, and immunity to cold damage. During the spell's duration, you can use a bonus action to command it to explode in a shower of ice. Alternatively, the flower will explode if it is reduced to 0 hit points. When the flower explodes, each creature within 30 feet of it must make a Dexterity saving throw. On a failed save, a creature takes 10d8 cold damage, or half as much on a successful one. The flower withers and dies if it doesn't explode within 24 hours.

If you cast this spell again while it is active, you can maintain the flower's existence for another 24 hours. You can create a permanent flower by casting this spell on the same flower for seven days.

ZEPHYR'S FEATHER

1st-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a dove's feather)
Duration: Concentration, up to 1 minute

You wave your hand and three alabaster feathers, magically sharpened to a razor's edge, appear and orbit around you. When you cast this spell, make a ranged spell attack using one of your feathers against a creature within 120 feet of you. On a hit, the target takes 2d8 slashing damage. Until the spell ends, while you have feathers remaining, you can make an attack using a feather on each of your turns as an action.

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, up to a maximum of 6d8. You gain an additional two feathers when you cast this spell using a spell slot of 3rd level or higher (5 feathers), and two more when you cast it using a spell slot of 5th level or higher (7 feathers).

APPENDICES

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In a flurry, we clattered through tree branches and landed roughly on the forest floor. We were nowhere near the Bruised Rooster or *Spire of Secrets*—perhaps hundreds of miles east. It was already dusk. Battered and bruised, we did the only thing adventurers can do at nightfall: collect firewood and make camp. Broken bones and magical injuries could be mended in the morning.

As we slept and took watch, a curious arithmetic took place in our minds. Hundreds of adventurers had wandered into Valda's *Spire of Secrets*—many more prepared than us—and none had escaped. None could even be magically *resurrected* while petrified in marble. Therefore, we had an imperative: to spread the word of Valda's machinations and return to the tower to rescue those trapped there.

Another thought has privately festered in my mind, however. Why had my second spell succeeded, when the first had failed? Were Valda's enchantments already weakening? I dread that, perhaps, Valda eagerly awaits our return. A company of a hundred adventurers might travel in our wake, each only to fall at the hands of Dross, or yet more terrible traps.

And why? Why would the lich welcome such a challenge? Perhaps we will finally get to ask him when we return to the *Spire of Secrets*.

CHAPTER 7: APPENDICES

No book is complete without an overlong set of appendices; *Spire of Secrets* is no exception!

Appendix A of this book offers a set of variant rules for players and GMs, suitable for any game.

Used mostly for the witch class, Appendix B details a number of monsters that can be summoned as familiars or used by the GM as low-threat enemies.

Appendix C lists monstrous grafts that can be harvested from monsters and surgically implanted onto any character. Any character can apply and use these grafts, but this appendix is chiefly referenced by alchemists and necromancers.

Appendix D introduces Siegeball, a full-contact sport for your fantasy campaign setting.

Finally, an unlisted appendix provides a custom 5th Edition character sheet.

APPENDIX A: VARIANT RULES

Roleplaying games have a storied tradition of home rules concocted by GMs and players to mold the game to their preferences. Sometimes, these home rules are so prevalent that they become baked into later editions, whereas other times, they're mere quality of life improvements. This chapter presents a selection of variant rules that you can introduce in your game, plucked from the most popular and functional home rules. Each addresses a common complaint by players or GMs, and all are completely optional. Feel free to use them in conjunction with any other rules modifications you desire.

Quality of Life

The following variant rules are employed by good and merciful GMs the world over.

REROLL FOR HIT POINTS

If you opt to roll for hit points when gaining a level, you can reroll 1s on Hit Dice. You can reroll again if the new roll is also a 1 until you get a different number.

IGNORE AMMUNITION

You don't have to keep track of nonmagical ammunition, such as arrows and crossbow bolts.

IGNORE FOOD

Except in cases where the narrative emphasizes survival as a key element, you don't have to keep track of food and water.

STREAMLINED TREASURE

Instead of recording varying amounts of copper, silver, and platinum coinage, and making exhaustive lists of nonmagical treasure, you can convert all of your treasure directly into gold pieces. You can choose to keep certain items, such as diamonds and other gemstones, in their original form to serve as material components for spells.

TAKE TEN

If you have the luxury of taking as long as you need to accomplish a task without being threatened or distracted, you can "take ten." Doing so requires ten minutes longer than the ability check would normally take, but allows you to use your passive score for the ability check instead of rolling. As a reminder, your passive score equals 10 + all modifiers that normally apply to the check, adding 5 for advantage and subtracting 5 for disadvantage. The GM says whether you can take ten on any individual check; for example, socially interacting with a creature might not always be applicable.

ALTERNATE SPELLCASTERS

CLASS	INTELLIGENCE	WISDOM	CHARISMA
Mage Hand Press Classes			
Investigator	—	Arbiter	Factotum
Martyr	Apologist	—	Prophet
Necromancer	—	Resurrectionist	Ghoul
Warmage	—	Battlepriest	Firebrand
Witch	Maledictor	Shaman	—
Core Classes			
Bard	Chronicler	Skald	—
Cleric	Archivist	—	Evangelist
Druid	Haruspex	—	Totemist
Paladin	Inquisitor	Templar	—
Ranger	Explorer	—	Drifter
Sorcerer	Magus	Mystic	—
Warlock	Cultist	Medium	—
Wizard	—	Oracle	Magician

CHOOSE TO FAIL

You can choose to miss any attack roll or fail any ability check or saving throw you make without rolling.

SUMMONING INITIATIVE

When a spell or feature says that you roll initiative for a creature under your control, you can choose for that creature to take its turn immediately after yours, instead of rolling for initiative separately.

Alternate Spellcasters

Many times, a character concept will come to mind that fits the features and traits of a class, but not the ability scores central to that class. For example, a bard whose inspiration stem from study and learning rather than music or charm, or a paladin whose fervor and zeal are tempered by a lifetime in service to their cause. Such characters might favor abilities contrary to those primary to their spellcasting ability score, and can use this variant rule to retrofit their mechanical elements to meet their narrative needs.

You can exchange your character's spellcasting ability score for another one. Any class feature which uses the spellcasting ability score is similarly switched. Doing so not only influences the character's mechanics, but also changes the class's name into something more suited to its variant magical origins, as shown on the Alternate Spellcasters table on the previous page.

Level Zero

Many adventures begin from the premise that the player characters are average commoners until events of the plot drive them to heroism. Despite the storytelling advantages and the popularity of this general plot, it's quite challenging to implement. Even first level characters are assumed to already have heroic dispositions and extraordinary skills: fighters are exceptional in their fighting skills, rogues are exceptional thieves, and clerics are exceptional priests. Use this variant rule to present truly unremarkable zeroth-level characters.

Your character has a race and background, but no class levels. At 0th level, your proficiency bonus is +1 and you have a number of hit points equal to 4 + your Constitution modifier (minimum of 1 hit point). You have no Hit Dice.

When you gain 100 experience points, you advance to 1st level. Your character's hit points improve according to your class.

The Coin

Players rightfully become frustrated when their d20 rolls fall just short of meeting the number required for most of a gaming session. To remedy this common inconvenience, you can introduce this variant rule.

The players have a special coin they can choose to flip before or after they make an ability check, attack roll, or saving throw. Any player can use the coin. On tails, add a +1 bonus to the roll. On heads, add a +4 bonus to the roll.

Once this coin is flipped, it's given to the GM, who can use it at any time to help a roll made by a monster or NPC, passing it back to the players once it has been flipped.

Luck Pool

Few things are more frustrating to players than rolling terribly when their characters are in life-or-death combat with a lich, only to suddenly roll 20s when engaged in mundane History or Perception checks. Use this variant rule to "bank" good rolls for when they matter.

When you roll a 20 on the d20 for an ability check outside of combat, you can ask the GM to store the roll in your Luck Pool for later. The GM should typically approve only if the check was trivial with a relatively low DC. If the GM approves, you gain a point in your Luck Pool, which you can spend at any time to replace a d20 roll with a 20 instead of rolling it. Replacing an attack roll with a 20 in this way doesn't result in a critical hit. At the end of the gaming session, all points in your Luck Pool are lost.

Round-Table Initiative

Keeping track of a proper initiative order can be tedious. Because initiative orders are basically random, players can't easily plan out their moves during the preceding turn and the GM can outright forget turns. To remedy this, in-person games can use this variant rule.

Players roll initiative as normal and the GM rolls once for each group of monsters. The highest initiative goes first, proceeding around the table in the direction (clockwise or counterclockwise) that arrives most quickly at the player with the second highest initiative. The GM counts as a player at the table for the purposes of initiative, and monsters act when the GM takes their turn. If the GM chooses, a secondary group of monsters can act between two players at the far end of the table.

Speed Dice

By the time the cleric has finished rereading their prepared spell cards, figured out exactly where to move, cast two spells, and asked the GM for clarification on a trivial detail, everyone else at the table has fallen asleep in their chairs. You can encourage faster play with larger groups and foster more attentive players with this variant rule.

If a player decides on their action, bonus action, and movement, and rolls all the relevant dice in under a minute, they can add a d6 to the first damage roll they make on their turn. Time spent describing actions to the GM, as well as the GM's responses, do not count against this time. In-person games can pass around a 1-minute countdown timer with initiative, whereas turns in online games can be timed by the GM. An oversized d6 used for the damage roll can help remind players about the damage bonus.

Campfire Stories

Along their journeys, the heroes will often stop, light a campfire, and rest. Such a respite isn't just to rest the body, but to pacify the mind. Dungeoneering is dangerous, stressful work, after all, and spending some time relaxing among their allies goes a long way to keeping the heroes healthy and sane. Use this variant rule to capitalize on this time to flesh out character backstories.

When you take a long rest, the GM can call for campfire stories. You can opt to tell a story from your character's past (told from your character's perspective) to the other players at the table. Other players can respond with a story from their characters' pasts. Each character who participates gains inspiration. If you already have inspiration, you regain all expended Hit Dice instead.

Swift Potions

Wise adventurers stock up on *potions of healing* before heading off on a dangerous expedition, but experienced players know that such potions are mostly useless during combat unless someone is actively dying. To make potions a little more useful, use this variant rule: you can drink a *potion of healing* as a bonus action, instead of as an action. Administering a potion to another creature still requires an action.

d6 Death Saving Throws

A dying character is circling the drain of imminent death, yet death always arrives slowly, if at all. To ratchet up the tension around death saving throws, use this variant rule.

Instead of rolling a d20 for death saving throws, roll 3d6. Each 6 rolled on a die counts as a success and each 1 counts as a failure; as normal, you die if you accumulate 3 failures and you stabilize if you accumulate 3 successes. If you gain your third failure and third success at the same time, you stabilize.

Near-Death

Even when the narrative would demand otherwise, the dice can turn foul and brave adventurers can lie dead, long before their time. Use this variant rule to give players some additional control over death.

When you die in combat, the GM asks you whether you'd like to instead survive and continue your character's story. If you choose to, you instead suffer a grievous, permanent wound and stabilize. The GM decides the severity and effects of the wound. For instance, your character might lose an entire leg as a minotaur rips you casually asunder, or you might lose one eye (or even both) to a wickedly-aimed spell. This wound can later be magically remedied through a *regenerate* spell, patched through the use of monstrous grafts, or simply endured through the use of aids like wheelchairs and crutches.

Junk Economy

This variant rule offers a convenient excuse as to why players and GMs alike can avoid the most tedious parts of adventuring. During the course of a standard adventure, the GM assumes that the characters strip all unremarkable treasure, such as the weapons of fallen enemies and particularly nice furniture. This treasure is sold to cover the characters' lifestyle expenses, including food, accommodations, and travel. Unless something noteworthy to the story happens, these interactions and sales should go completely unstated and provide no meaningful income to the characters.

Pets

Some characters will spontaneously acquire one, two, or a dozen small pets throughout the course of an adventure. Use this variant rule to guide and encourage their adoption habits.

If you purchase a trained Tiny beast or train a wild one to be friendly to you, you can adopt it as a pet. The time required and difficulty of training a pet varies by the type of beast, as determined by the GM. With the GM's permission, pets might also include creatures of other types, such as monstrosities and fey creatures.

Your pets act independently of you, but always obey your commands. When you roll initiative, you can temporarily dismiss your pets, moving them to a safe pocket dimension or a nearby but safe location. As an action, you can cause one or more of your pets to reappear in any unoccupied space within 30 feet of you. In combat, your pets each take a turn immediately after yours instead of rolling for initiative. A pet can't attack, but it can take other actions as normal.

Alternate Inspiration

Few GMs have the bandwidth to keep track of everything, and one of the first elements to fall off their plate is giving out inspiration. Use any of the following variant rules to streamline inspiration and keep it actively used in the game.

FREE INSPIRATION

You get inspiration at the start of every gaming session. The GM can still award inspiration as normal throughout the session.

PLAYER-CLAIMED INSPIRATION

Write down your personality traits, ideals, bonds, and flaws on index cards. Whenever you do something in keeping with one of these cards, you reveal it with a flourish and claim inspiration. The GM doesn't approve the inspiration; the claim acts on the honor system, or can be rejected by the other players with a majority vote if you make a claim in bad faith.

The GM can still award inspiration as normal throughout the session.

FLASHBACK INSPIRATION

You can expend inspiration to recall a short scene from the past that influences the present. Perhaps you purchased the right item for this occasion, or arranged a carriage to arrive at precisely this moment. You can't change or remove elements of a scene—for example, flashing back to poisoning a city guard's drink, thereby killing them—but you can introduce new elements that weren't there moments ago.

APPENDIX B: FAMILIARS

Sorcerers, wizards, warlocks, and most of all witches, are inseparable from their familiars. Their second set of eyes and willing set of claws makes them indispensable for any good spellcaster. While many spellcasters opt to summon inconspicuous familiars, like cats, frogs, and owls, even more gather their focus while conjuring to bring forth creatures from the farthest reaches of the multiverse or to bestow sentience on an inanimate object.

Death Snail

A death snail is formed from a vile concoction of forest troll bone meal, giant eagle blood, and goblin bone meal, enclosed in a hollowed-out efreet horn, and sealed shut with an ettercap tongue. The resulting monstrosity possesses a dull intelligence, but its only impulse is to slay all creatures other than its master.

DEATH SNAIL

TINY MONSTROSITY, NEUTRAL EVIL

Armor Class 14 (natural armor)
Hit Points 11 (2d4 + 6)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (−2)	16 (+3)	10 (+0)	11 (+0)	6 (−2)

Damage Resistances fire
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages —

CHALLENGE
1/4 (50 XP)

ACTIONS

Leech. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 4 (1d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Flying Book

Little can be said about the flying book that is not readily apparent. Though it is indistinguishable from an arcanist's spellbook while motionless, this animated arcane tome can flutter through the air at a moment's notice, using its cover as rudimentary wings. Flying books are playful, and enjoy the sensation of being written in.

FLYING BOOK

TINY CONSTRUCT, UNALIGNED

Armor Class 13 (natural armor)
Hit Points 2 (1d4)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (−4)	15 (+2)	11 (+0)	1 (−5)	4 (−3)	1 (−5)

Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —

CHALLENGE
0 (10 XP)

Antimagic Susceptibility. The flying book is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the flying book must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the flying book remains motionless, it is indistinguishable from a normal book.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

FRIGHT

SMALL UNDEAD, CHAOTIC NEUTRAL

Armor Class 12
Hit Points 21 (6d6)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	14 (+2)	10 (+0)	10 (+0)	9 (–1)	14 (+2)

Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —

CHALLENGE
1 (200 XP)

Incorporeal Movement. The fright 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.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Fright

Hauntings can often be attributed to the usual spectral suspects: ghosts, specters, shadows, and poltergeists. But benign hauntings, where a restless spirit merely plays tricks on the living, are usually caused by a fright. These spirits tend to be the artifacts of children or entertainers, clinging to the afterlife for company and a semblance of affection, and are as such preoccupied with fun. They never willingly harm others when they haunt a house, and they will serve any master that conjures them, if only for the sake of inclusion.

I've arranged all of my stone familiars into a little petting zoo!

GREP

TINY MONSTROSITY, NEUTRAL

Armor Class 15 (natural armor)
Hit Points 19 (6d4 + 4)
Speed 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	18 (+4)	13 (+1)	13 (+1)	15 (+2)	10 (+0)

Skills Perception +4, Sleight of Hand +6, Stealth +6
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands Common and Undercommon but can't speak

CHALLENGE
1 (200 XP)

Ambusher. The grep has advantage on attack rolls against any creature it has surprised.

Keen Hearing and Smell. The grep has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Mimicry. The grep can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

MOCK

TINY MONSTROSITY (SHAPECHANGER), NEUTRAL

Armor Class 11
Hit Points 18 (4d4 + 8)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	14 (+2)	4 (–3)	13 (+1)	6 (–2)

Skills Stealth +5
Damage Resistances acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages —

CHALLENGE
1/4 (50 XP)

Shapechanger. The mock can use its action to polymorph into an object or back into its true, amorphous form. It can only take the appearance of Tiny objects and prefers the form of gold coins and jewels. Its statistics 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.

Adhesive (Object Form Only). The mock adheres to anything that touches it. A creature that picks up the mock can't drop it unless the creature succeeds on a DC 9 Strength check, made with disadvantage. The mock can only adhere to one creature at a time. The mock has advantage on attack rolls against any creature adhered to it.

False Appearance (Object Form Only). While the mock remains motionless, it is indistinguishable from an ordinary object.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 3 (1d6) acid damage. If the mock is in object form, the target is subjected to its Adhesive trait.

MOON JELLY

TINY BEAST, UNALIGNED

Armor Class 11
Hit Points 1 (1d4 – 1)
Speed 0 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	13 (+1)	8 (–1)	2 (–4)	11 (+0)	3 (–4)

Senses darkvision 60 ft., passive Perception 10
Languages —

CHALLENGE
0 (10 XP)

Bioluminescence. The moon jelly sheds dim light in a 10-foot radius.

Water Breathing. The moon jelly can only breathe underwater.

Grep

A grep is an underground scavenger, known for using its keen vision, acute hearing, and silent flight to trick and steal from travelers, hoarding its possessions in well-hidden troves. Arcanists use greps as messengers and scouts, but they excel as retrievers; a grep can be given the name of an important object and sent to find it, returning a short time later with its prize.

Mock

The diminutive relative of the mimic, the mock is a tiny shapechanger that replicates small, valuable objects to lure in its victims. In the desert, a mock might take the form of a canteen of precious water, and in a dungeon, it may replicate a sizable jewel or a spare gold piece. If an adventurer is caught by surprise, a mock is just as dangerous as its larger relatives, for it can hide in far less conspicuous places.

Moon Jelly

Though incapable of surviving on land, moon jellies are favored for their bioluminescence by witches that intend to explore deep underwater.

PET ROCK

TINY ELEMENTAL, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 5 (1d4 + 3)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	1 (–5)	16 (+3)	1 (–5)	5 (–3)	1 (–5)

Damage Vulnerability thunder
Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious
Senses passive Perception 7
Languages —

CHALLENGE
0 (10 XP)

False Appearance. The pet rock is indistinguishable from an ordinary rock with a face drawn on it.

Just a Rock. The pet rock counts as an object for the purposes of spells and magical effects. Additionally, the rock can't take actions that aren't specified in its statistics, and its speed can't be increased.

RAG DOLL

TINY CONSTRUCT, NEUTRAL GOOD

Armor Class 11
Hit Points 2 (1d4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	12 (+1)	10 (+0)	3 (–4)	5 (–3)	16 (+3)

Skills Persuasion +3, Stealth +3
Damage Vulnerabilities fire
Damage Immunities poison; bludgeoning from nonmagical weapons
Senses darkvision 60 ft., passive Perception 7
Languages —

CHALLENGE
0 (10 XP)

False Appearance. While the rag doll remains motionless, it is indistinguishable from a normal stuffed toy.

Mimicry. The rag doll can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

ACTIONS

Headbutt. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Pet Rock

Widely considered to be the perfect familiar, requiring no food or water and possessing extremely high natural defenses, a pet rock can be conjured by most spellcasters. Though it doesn't act with any agility (indeed, it doesn't move at all), it can make a formidable weapon when thrown.

Rag Doll

Crudely constructed but oddly endearing, rag dolls are constructs formed from children's toys, stuffed with soft material and adorned with smiling faces. Besides being generally comforting to have around, spellcasters favor rag dolls as familiars for their soft construction and inconspicuous nature; nobody questions a discarded doll, after all.

Tin Soldier

Full of ticking clockwork, sprockets, and other gizmos, tin soldiers are mechanical creations fashioned by arcanists as servants and messengers. With some patience and skill, almost anyone can build a tin soldier, but spellcasters have long devised methods to conjure them wholesale from the Plane of Law's excess energies.

Winter Wolf Pup

When fully grown, a winter wolf is an apex predator of the snow, a terror of teeth and fur, stalking the tundra in packs. But before they develop their fearsome freezing breath, winter wolf pups are far more amicable (perhaps because they have yet to realize the scope of their own might), and will dutifully follow a master that feeds them well and treats them with respect.

TIN SOLDIER

TINY CONSTRUCT, LAWFUL NEUTRAL

Armor Class 14 (natural armor)
Hit Points 7 (2d4 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	12 (+1)	12 (+1)	5 (–3)	10 (+0)	10 (+0)

Skills Perception +2
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 12
Languages —

CHALLENGE
1/8 (25 XP)

False Appearance. While the tin soldier remains motionless, it is indistinguishable from a normal toy.

Formation. The tin soldier has advantage on attack rolls when it is within 5 feet of another tin soldier.

ACTIONS

Bayonet. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Rifle (Recharge 6). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

WINTER WOLF PUP

SMALL MONSTROSITY, NEUTRAL EVIL

Armor Class 13 (natural armor)
Hit Points 7 (2d6)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	12 (+1)	11 (+0)	4 (–3)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +3
Damage Resistances cold
Senses passive Perception 13
Languages —

CHALLENGE
1/8 (25 XP)

Snow Camouflage. The pup has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

YARN GOLEM

TINY CONSTRUCT, CHAOTIC NEUTRAL

Armor Class 12
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	10 (+0)	1 (–5)	10 (+0)	8 (–1)

Damage Resistances piercing
Senses passive Perception 10
Languages —

CHALLENGE
0 (10 XP)

False Appearance. While the golem remains motionless, it is indistinguishable from a normal ball of yarn.

Mutable Form. Whenever a spell or effect would alter the golem's form, the effect works as normal, except that the new form is always made out of a tangle of yarn.

ACTIONS

Tangle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* If the target is Medium or smaller, it is grappled (escape DC 12). The yarn golem can only grapple one creature at a time.

Yarn Golem

The greatest of golems are formed of clay, stone, and iron, but the least of them are constructed of yarn. Balled and sewn into a vaguely humanoid shape, yarn golems are among the first animated objects that arcanists learn to create, practicing with them obsessively until they master the basics and move onto more rigid materials. Yarn golems are friendly and playful, but risk foolishly unraveling themselves if they catch on sharp objects.

APPENDIX C: MONSTROUS GRAFTS

Adopting the fearsome claws of a monstrosity or the scorching breath of a dragon is an unusual but surefire way to gain an advantage over one's foes. However, many find the practice of Xenoalchemy, or Graftworking—which involves surgically attaching monstrous parts onto a humanoid body—distasteful, if not outright revolting. This fringe science, obsessed with the appendages and organs of monsters, can replace the limbs of amputees, grant adventurers the uncanny ability to see in the dark, and empower them with unconventional weapons and senses.

Harvesting a Graft. Grafts are harvested from the fresh corpses of monsters, slain within the last 48 hours or preserved by *gentle repose* or a similar spell. Harvesting a graft from a corpse takes 10 minutes. Only one graft can be harvested from each corpse. If the graft is too large or too small for the target creature, it is alchemically enlarged or reduced to fit. You can't harvest grafts from Tiny creatures or from Gargantuan creatures.

Different types of monstrous grafts can only be harvested from monsters with specific properties, as specified in the graft's Donor section.

Attaching a Graft. Attaching a graft for the first time is a laborious surgical procedure, normally removing an original body part. This procedure takes one hour and requires a healer's kit, alchemist's supplies, and a knife (or a facility with access to such tools), as well as someone with proficiencies in these tools or with the Medicine skill to perform the operation. A monstrous graft is permanent until replaced with another graft.

This surgery is intensive and necessitates recovery time. When you finish installing a monstrous graft into your body, you lose half your current hit points and all of your Hit Dice. For 24 hours after installation, you can't use the graft's abilities, as you adjust to its presence. Replacing a graft or adding a new graft in its body slot takes only 30 minutes. You still lose half your hit points when replacing a graft, but you don't lose Hit Dice.

Body Slots. Each graft takes up one of the following slots: Arms, External, Head, Internal, or Legs. You can't have more than one graft in the same slot. For instance, if you already have an arm graft, you must remove it before you can attach a different arm graft.

Cost. Not all grafts can be easily obtained, but when grafts can be purchased, suggested prices are shown on the Graft Cost table below. Most of these can be acquired at even cheaper rates if one is willing to track down a disreputable establishment specializing in dealing grafts and accept the risks inherent to an unsanitary operation.

GRAFT COST

Graft	Cost
Amphibious Adaption	400 gp
Arcane Synapses	1,000 gp
Beast's Hide	250 gp
Bestial Weapons	200 gp
Charging Hooves	350 gp
Climbing Apparatus	1,250 gp
Darkvision	300 gp
Draconis Fundamentum	1,000 gp
Dragon's Hide	2,250 gp
Energetic Suture	500 gp
Fiend's Hide	1,500 gp
Heart of Steel	2,250 gp
Horns	350 gp
Indiscernible Anatomy	1,250 gp
Leaping Legs	400 gp
Olfactory Implants	200 gp
Oversized Arms	1,500 gp
Prehensile Tail	350 gp
Regenerating Marrow	500 gp
Replacement	400 gp
Stench	400 gp
Tentacles	500 gp
Venom Sac	350 gp
Voice Box	150 gp
Webspinner Apparatus	500 gp

Grafts

The following monstrous grafts are listed alphabetically.

AMPHIBIOUS ADAPTATION

DONOR: Any creature with the Amphibious trait
SLOT: Head

You have grafted the gills of an aquatic creature to your neck, allowing you to breathe both air and water. Additionally, you attach minimal fins and gain a swimming speed equal to your walking speed.

ARCANE SYNAPSES

DONOR: Any creature with the Innate Spellcasting trait
SLOT: Head

You have stolen a bit of arcane potential from a creature by inserting some of its nerves into your brain. You learn one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for this cantrip.

By harvesting a second creature, you can improve this graft and learn an additional wizard cantrip of your choice.

BEAST'S HIDE

DONOR: Beast of Large size or larger
SLOT: External

You have transplanted the thick (and possibly furry) hide from a wild beast onto your body. Your Armor Class equals 13 + your Dexterity modifier.

BESTIAL WEAPONS

DONOR: Beast, Dragon, or Monstrosity with Bite or Claw attack
SLOT: Arms or Head

You have surgically implanted either the teeth or claws from a monster into yourself, which are natural weapons that you can use to make unarmed strikes. By harvesting a second creature, you can improve this graft to gain both the claws and teeth.

You can use Dexterity instead of Strength for the attack rolls of your unarmed strikes made using your teeth or claws. If you hit with them, you deal damage equal to 1d6 + your Strength or Dexterity modifier (as appropriate to the attack roll), instead of the bludgeoning damage normal for an unarmed strike. Your claws deal slashing damage and take up the Arms slot, whereas your teeth deal piercing damage and take up the Head slot.

CHARGING HOOVES

DONOR: Any creature with a Charge trait or a Gore or Hooves attack
SLOT: Legs

You have replaced your legs with those of a creature known for running down its foes. Once on each of your turns, when you move at least 15 feet in a straight line, you can move up to 10 additional feet in that direction without spending additional movement.

CLIMBING APPARATUS

DONOR: Beast, Humanoid, or Monstrosity with a climbing speed
SLOT: Legs

You have replaced or complemented your limbs with those of a climbing creature. You gain a climbing speed equal to your walking speed.

DARKVISION

DONOR: Any creature with darkvision
SLOT: Head

You have replaced your own eyes with those of a monster with keen nightvision. You gain darkvision, the ability to 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.

DOPPEL-BLOODED

DONOR: Any creature with the shapechanger tag
SLOT: Internal

You transform your appearance for up to 1 hour. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this ability to become quadrupedal, for instance.

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

DRACONIS FUNDAMENTUM

DONOR: Dragon, Humanoid, or Monstrosity with a Breath Weapon

SLOT: Internal

You have installed the mighty source of breath weapons into yourself, and as an action on your turn, you can exhale a wave of energy. Each creature in a 15-foot cone must make a Dexterity saving throw (DC equals 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d6 damage for each point of your proficiency bonus, or half as much damage on a successful one. The breath weapon's damage type is the same as the donor's breath weapon.

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

DRAGON'S HIDE

DONOR: Dragon of Large size or larger

SLOT: External

You've transplanted the scaly, diamond-like hide of a dragon onto your body. Your Armor Class equals 17. You also gain resistance to one of the following damage types to which the donor dragon was immune: acid, cold, fire, lightning, or poison damage. You can only install this graft if you are proficient with heavy armor.

ENERGETIC SUTURE

DONOR: Celestial, Dragon, Elemental, Fey, or Fiend with immunity or resistance to acid, cold, fire, lightning, poison, or thunder damage

SLOT: External

You have managed to capture the essence of extraplanar resistance to magic. You gain resistance to one of the following damage types to which the donor was immune or resistant: acid, cold, fire, lightning, poison, or thunder.

FIEND'S HIDE

DONOR: Fiend of Medium size or larger

SLOT: External

You have transplanted the supernaturally tough hide of a fiend onto your body. Your Armor Class equals 15 + your Dexterity modifier (maximum 2).

HARVESTING EXTRAPLANAR CREATURES

Harvesting grafts from extraplanar creatures is extremely difficult, as these creatures typically return to their home plane once slain. However, it is possible to harvest grafts from a celestial, elemental, fey, or fiend if it is first affected by a *planar binding* spell, and then slain, harvested, and its graft surgically attached before the spell ends.

HEART OF STEEL

DONOR: Any construct

SLOT: Internal

You have replaced your heart with the core from a construct. As a result, you can ignore the effects of 1 level of exhaustion, and you only need to rest for 4 hours to gain the same benefit that a human does from 8 hours of rest.

HORNS

DONOR: Any creature with a Gore, Horns, Ram, or Tusk attack

SLOT: Head

You attach a sturdy pair of horns or tusks onto your body, which are a natural weapon that you can use to make unarmed strikes. If you hit with them, you

OTHER MONSTROUS GRAFTS

Other monsters might have organs, weapons, or abilities that are well suited to becoming a graft that is not included on this list. In this case, the GM decides what type of graft can be harvested, what body slot it takes up, and the special effects it confers.

deal damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Your horns deal the same type of damage as the donor (usually bludgeoning or piercing damage).

Additionally, if you move in a straight line for 10 feet immediately before hitting a creature with your horns, that creature must make a Strength check contested by your Strength check. If you succeed, the creature is knocked prone.

INDISCERNIBLE ANATOMY

DONOR: Aberration of Medium size or larger
SLOT: Internal

You have spliced aberrant genetics into your body, which have subsequently altered the placement and composition of your internal organs. Any critical hit against you becomes a normal hit.

LEAPING LEGS

DONOR: Any creature with the Pounce or Standing Leap trait
SLOT: Legs

You have replaced or modified your legs with the muscular limbs of a bounding creature. Your jump distance doubles. Additionally, you can jump your full distance with or without a running start.

OLFACTORY IMPLANTS

DONOR: Any creature with the Keen Smell or Keen Hearing and Smell trait
SLOT: Head

You have replaced or modified your nose with that of a creature with keen smell. You have advantage on Wisdom (Perception) checks that rely on smell.

OVERSIZED ARMS

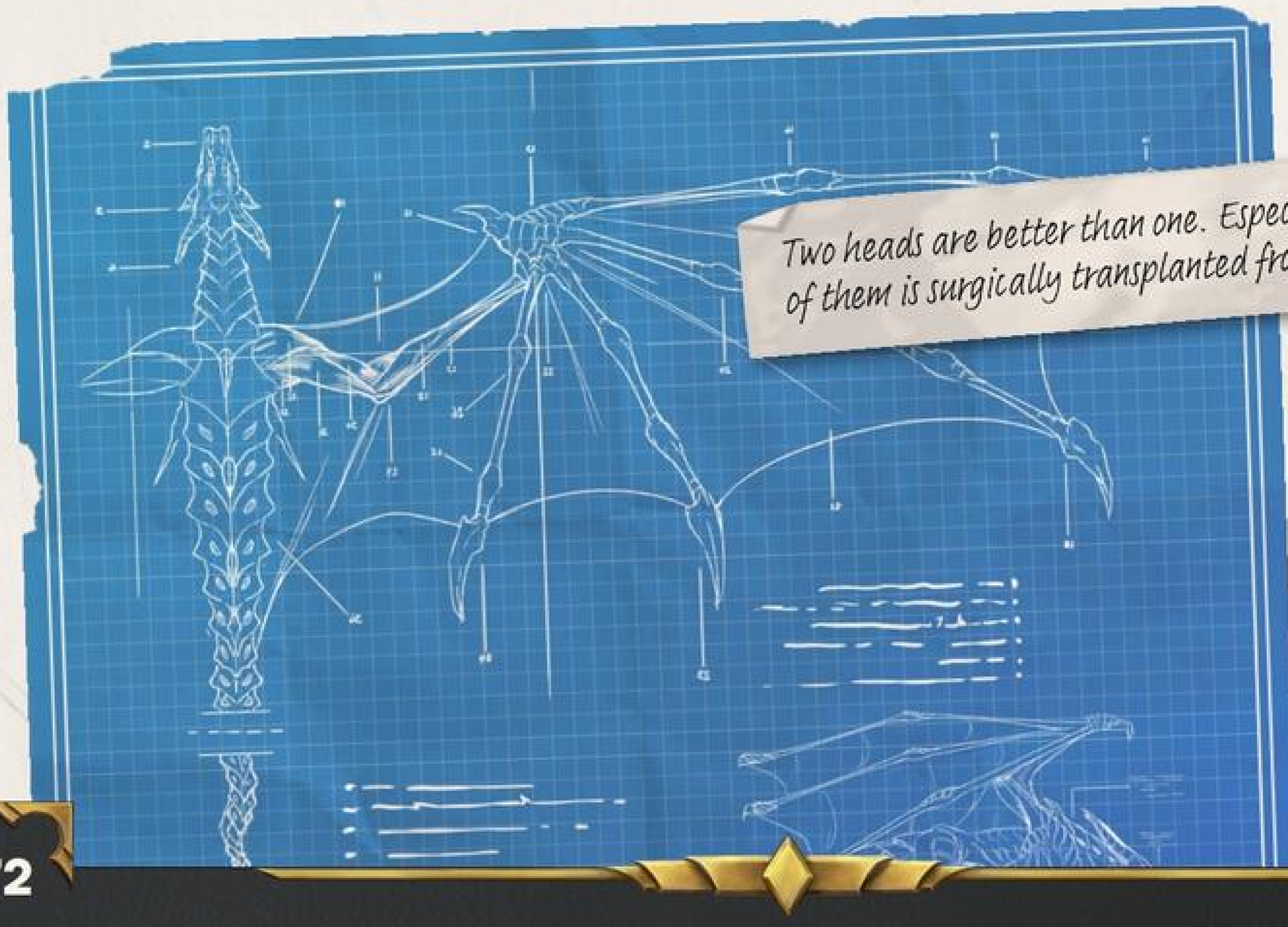
DONOR: Giant
SLOT: Arms

You have replaced your arms with a giant's massive limbs. The reach of your melee attacks increases by 5 feet, unless the attack is made with a weapon that already has the Reach property. If you are Small, you can wield heavy weapons with which you are proficient without penalty. Additionally, you have advantage on Strength checks and saving throws you make to maintain your grip on objects.

PREHENSILE TAIL

DONOR: Any creature with a Tail attack
SLOT: External

You surgically attach a muscular, prehensile tail, which is a natural weapon that you can use to make unarmed strikes. You can use Dexterity instead of



Two heads are better than one. Especially if one of them is surgically transplanted from a dragon.

Strength for the attack rolls of your unarmed strikes made using your tail. If you hit with it, you deal bludgeoning damage equal to 1d6 + your Strength or Dexterity modifier (as appropriate to the attack roll), instead of the damage normal for an unarmed strike.

Additionally, you can hold and manipulate objects and weapons with your tail, but you can't make attacks with weapons held by your tail or wield a shield with your tail and gain its benefits.

REGENERATING MARROW

Donor: Any creature with the Regeneration trait
Slot: Internal

You have replaced your bone marrow with that of a regenerating creature. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your Constitution modifier.

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

REPLACEMENT

Donor: Any
Slot: Any

One or more of your organs or limbs has been replaced with a part harvested from a monster. A replacement can effectively solve any amputation or organ failure, but they can't return to life someone that has died; such work is solely the domain of necromancy. Replacement limbs can resemble the original limb, or can demonstrate obvious monstrous characteristics, depending on the donor. A replacement organ or limb takes up one body slot relevant to it; for example, a troll's hand takes the Arms slot and a replacement kidney takes up the Internal slot.

STENCH

Donor Type: Any creature with the Stench trait
Slot: Internal

As a bonus action, you can release a foul liquid contained within an organ taken from the donor creature. Each creature within 10 feet of you must make a Constitution saving throw (DC equals 8 + your Constitution modifier + your proficiency bonus) or be poisoned until the end of its next turn.

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

TENTACLES

Donor: Any creature with a Tentacles or Tendrils attack
Slot: Arms

You surgically replace or modify one or both of your arms with a flexible tentacle or tendril, which is a natural weapon that you can use to make unarmed strikes. You can use Dexterity instead of Strength for the attack rolls of your unarmed strikes made using your tentacle, and it has a reach of 10 feet. If you hit with it, you deal bludgeoning damage equal to 1d6 + your Strength or Dexterity modifier (as appropriate to the attack roll), instead of the damage normal for an unarmed strike.

Additionally, when you hit a target with your tentacle as part of the Attack action, you can use your bonus action to attempt to grapple the target.

VENOM SAC

Donor: Any creature with a natural weapon or trait that can deal poison damage or cause a creature to become poisoned
Slot: Internal

You have installed a gland that secretes poison from your body. As a bonus action, you can coat a weapon you are holding or a natural weapon, if you have one, in basic poison. The save DC for the poison equals 8 + your Constitution modifier + your proficiency bonus.

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

VOICE BOX

Donor: Any creature with the Mimicry trait
Slot: Head

You have augmented your own vocal folds with those of a creature that can mimic sounds. You can mimic any sounds you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check, contested by your Charisma (Deception) check.

WEBSPINNER APPARATUS

Donor: Any creature with a Web action
Slot: Internal

You have installed spinnerets from a spiderlike creature into your body, allowing you to produce webs. You can cast the *web* spell without using spell slots or spell components (DC equals 8 + your Constitution modifier + your proficiency bonus).

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

APPENDIX D: SIEGEBALL

People in every campaign world need some form of recreational pastime, apart from killing monsters and going on quests. Siegeball, a fantasy sport which originated on the /tg/ forums for 3.5 edition, is a perfect fit. It's fun, violent, complements all kinds of characters, and makes clever use of existing game mechanics.

THE GAME

Siegeball is a game played between two teams of five players each. Each team has a tower to defend from the other team. Players can't attack the towers directly, however. Instead, there is a single ball that can be used to knock the towers down. A team loses when their tower falls.

The Arena

The game is played in a walled, rectangular arena. Normally, this arena is 125 feet long by 45 feet wide (25 squares by 9 squares), though arenas of all sizes and shapes exist. Each team's tower, a 5-foot-diameter pillar made of wood or loose stone, is set up 15 feet from each end of the arena lengthwise. Towers have 15 hit points and can only be damaged by the impact of the ball.

At higher tiers of play, the tower has more hit points, increasing by 20 hit points when the players reach 5th level (35), 11th level (55), and 17th level (75).

The Ball

Central to the game of siegeball is the ball, an especially dense sphere of solid rubber or wrapped leather that is pursued by the players. The ball is astoundingly heavy, and players move it by attacking it. Though some arenas have players strike the ball with their hands or feet, players are usually given specially crafted bats for the tasks. In especially dangerous arenas, players can be given warhammers or mauls.

The ball has AC 8 and is immune to poison and psychic damage. It also has a pool of momentum points (described below), which determine how fast it is moving.

ATTACKING THE BALL

When you attack the ball, you can choose to hit it in one of the eight cardinal directions. Instead of dealing damage to the ball on a hit, you give the ball a number of momentum points equal to half the damage dealt, rounded down. As the ball moves in the chosen direction, it subtracts one momentum point for every 5 feet it moves until it stops. The ball can collide with walls, players, or towers.

COLLIDING WITH A WALL

If the ball collides with a wall, it bounces off at an angle corresponding to its direction and continues to move until it stops.

COLLIDING WITH A PLAYER

If you are not prone, you can use your reaction to hit the ball if it collides with you. To do so, make an attack roll targeting the ball. While moving, the ball has a bonus to its AC equal to its current momentum points. On a hit, roll damage as normal, remove the ball's current momentum points, and send it in a new direction. If you miss, the ball hits you, and you take damage equal to the ball's current momentum points and are knocked prone.

If you don't use your reaction to stop the ball, it rolls past you.

COLLIDING WITH A TOWER

If the ball collides with a tower, it deals damage to the tower equal to the ball's current momentum points and then stops.

PLAYING THE GAME

The game begins with a tip-off in the center of the arena. One player from each team makes an attack roll against the ball. The player with the higher attack roll successfully attacks the ball. Players begin in locations of their choice that are further than 10 feet from the ball and closer than 30 feet from the ball on their side of the arena.

Players act in initiative order. If preferable, the GM can choose for the teams to take turns acting, instead of keeping track of the players individually. The game ends when a tower is reduced to 0 hit points.

Siegeball Actions

In addition to attacking, dodging, shoving, and dashing, (and occasionally using an item forbidden by the referees), there are a few special actions that players of a siegeball game might take.

BLOCK

You dig in your heels and hold your ground. You have advantage on any ability check or saving throw you make to resist being moved against your will, and you can use your reaction to attack any ball that moves within 5 feet of you. Additionally, if the ball is within 5 feet of you, creatures you choose have disadvantage on attack rolls against it.

FOLLOW

When you take this action, choose a creature you can see within 10 feet of you. When that creature moves, you attempt to follow behind it, moving up to your speed, while remaining the same distance between yourself and the lead creature for the entire duration of the movement.

RETIRE

When you take this action, you remove yourself from the field and sit out the rest of the game. This may be useful to free yourself from danger, but you can no longer help your team. You can use this action to retire an unconscious player within 5 feet of you.

TACKLE

Performing a tackle is a special variant of shoving a creature, and can be taken in place of any attack you make with the Attack action on your turn. You make a Strength (Athletics) check with advantage contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which check to make). If you succeed, both you and the target are knocked prone in the target's space.

ATTACK A PLAYER (ILLEGALLY)

In most games, an attack can only be made when the referee isn't looking. When you make an attack against another player, make a Dexterity (Stealth) check or a Charisma (Deception) check, contested by the referee's passive Perception score (usually 14). On a success, you attack the player without consequence. On a failure, you are removed from the game for the following round, and reenter the game on a side of the arena near your tower. Shoving, tackling, and grappling don't count as attacks on other players.

In the cutthroat "Everything Goes" variant of siegeball, all attacks are legal and direct assaults against other players are even encouraged.

CAST A SPELL (ILLEGALLY)

When you cast a spell in an arena that doesn't allow magic, you can make a Dexterity (Stealth) check or a Charisma (Deception) check, contested by the referee's passive Perception score (usually 14). This roll has advantage if the target is within 5 feet of you, the effect of the spell doesn't include any large audio or visual cues (like certain illusion spells or spells like *gust of wind*), or the spell is cast without any components, such as via the sorcerer's Subtle Spell Metamagic. It has disadvantage if the target of the spell is more than 5 feet away from you and the effect of the spell has obvious audio or visual cues. On a success, you cast the spell without consequence. On a failure, you are removed from the game for the following round, and reenter the game on a side of the arena near your tower.

Generally, magical abilities that don't involve casting a spell, such as a paladin's Divine Smite, don't count as casting a spell. Inborn supernatural abilities like a dragonborn's Breath Weapon may or may not count as casting a spell, at the referee's discretion. Many more types of magic will be allowed in the "Limited Magic" variant of the game, and practically all spells and tactics are allowed with the lethal "Everything Goes" rules.

Standards of Play

Siegeball is a widely played sport and the exact rules and standards change wherever the game is played. The only universal rule of siegeball is that attacking your opponent's tower directly is prohibited. In most arenas, using magic and attacking players directly are also considered cheating (though this doesn't stop some witches and wizards from influencing the games anyway). However, other behaviors, like shoving opposing players or kicking dirt into their eyes, is tolerated and sometimes even encouraged.

In seedier games, siegeball is a violent, high-stakes competition with spellcasters on both sides attempting to secretly fix the game for their side, while the players try to disguise outright attacks on their opponents as legitimate maneuvers. Bets on siegeball games range from a few silver pieces to bags of gold, and games are particularly cutthroat when fortunes are on the line.

The GM decides the arena's standards of play, typically picking from among the following rules.

CONVENTIONAL

Only conventional siegeball weapons are allowed in this game, and all magic is disallowed. Attacks against other players and illegal magic are penalized by removing the offending players from the field. The entire team is disqualified if its players are removed from the field three times for breaking the rules, or if one of its players outright kills a member of the other team.

This is the dominant system of rules for the game, practiced in the most prominent siegeball arenas.

EVERYTHING GOES

Magic, deadly weapons, direct attacks on players, and even murder are allowed in the game. Arenas that play with these rules are deemed "Blood Arenas" by spectators, and their players (who are paid handsomely for surviving) are more like gladiators than professional athletes. Expect these arenas in drow cities and other evil locales.

EVERYTHING GOES (LIMITED)

Magic and direct attacks on other players are allowed, but only conventional siegeball weapons are allowed, and outright murder disqualifies a team. These rules are typically held in run-down arenas in less prosperous cities where new siegeball teams might just get their start.

ALL WEAPONS

Weapons of any variety can be used in this game, up to and including massive warhammers and greatswords, but no magic of any sort is allowed. Attacks against other players and illegal magic are penalized by removing the offending players from the field. The entire team is disqualified if its players are removed from the field three times for breaking the rules, or if one of its players outright kills a member of the other team.

This variant of the rules is similar to the conventional rules, but allows for spectacular and dangerous weapons (and, of course, more deadly "accidents"). Particularly ravenous crowds flock to these games for the fleeting chance of watching blood being spilled.

LIMITED MAGIC

Some spells, specifically those which don't directly deal damage to members of the other team, are allowed. At least one player on each team is encouraged to know the spells *dispel magic* and *counterspell*. Attacks against other players and illegal

magic are penalized by removing the offending players from the field. The entire team is disqualified if its players are removed from the field three times for breaking the rules, or if one of its players outright kills a member of the other team. Teleporting another player mid-game across the continent, however, is allowed.

These rules are more common where magic is viewed more favorably as a civilized art, rather than as the trickery of elves and witches. Though the spectators might seem more refined at first glance, they are just as ravenous for the blood and conflict of a good siegeball game.

SIEGEBALL EQUIPMENT

In many ways, the game of siegeball is inseparable from the bats, clubs, and armor adopted by its players. While the game can certainly be played with bare fists, players everywhere don matching uniforms and unified sets of equipment. This sports gear varies from the heavy plate armor and greatswords of typical adventuring parties, to the siegeball padding and bats that the professional leagues have adopted as standard.

Armor

Because siegeball is a full-contact sport, most athletes rely on sturdy, dependable gear to achieve a long career. The specifics of siegeball gear may vary, but all are designed from the same framework as conventional armor, fitting hardened leather and metal plates strategically to mitigate impact. Chiefly, however, siegeball gear places a focus on mobility, and so tends to be lighter and more flexible than conventional armor, if not less protective.

Weapons

One of siegeball's biggest attractions is the bewildering variety of weapons used across the game. Some variants of the game allow all manner of lethal weapons, which increases this variety (as well as the danger posed to players) tenfold. But even in regulated games, where the types of weapons are more strictly controlled, siegeball allows for multiple weapon types, selected from among different types of bats, batons, and clubs.

Paint a sponsorship logo on your armor! +0 AC!

SIEGEBALL WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Simple Weapons				
Siege Bat	2 gp	1d6 bludgeoning	3 lb.	Finesse, two-handed
Siege Baton	1 gp	1d4 bludgeoning	2 lb.	Finesse, light
Martial Weapon				
Siege Club	1 gp	1d12 bludgeoning	6 lb.	Heavy, two-handed
Other				
Spiked Siegeball	2 gp	—	4 lb.	Special*

SPECIAL. The spiked siegeball deals double damage to creatures it hits.

SIEGEBALL ARMOR

ARMOR	COST	ARMOR CLASS (AC)	STRENGTH	STEALTH	WEIGHT
Light Armor					
Siegeball Gear	25 gp	12 + Dex modifier	—	—	12 lb.
Medium Armor					
Padded Siegeball Armor	50 gp	14 + Dex modifier (max 2)	—	—	18 lb.
Heavy Armor					
Spiked Gear	75 gp	16	Str 13	Disadvantage	35 lb.

OPPOSING TEAMS

The following teams are examples, useful for populating your tournaments and the rosters of scrimmage games. Statistics in **BLACK BOLD FONT** are found in the SRD, those in the **BLUE BOLD FONT** can be found among the Cohort stat blocks of the Captain class (without using the Cohort sections), and those in **GREEN BOLD FONT** can be found among the Thrall stat blocks of the Necromancer class.

ADVOCATES

Few teams are as terrifying as the Advocates, a trio of devils (a **PIT FIEND** and two **BONE DEVILS**) summoned up from the underworld by some bad actor to interfere in the Siegeball Championship. Thankfully, the terms of the Advocates' contract require that they are not allowed to outright kill their opponents, though they will take every opportunity to grievously injure or maim instead.

ARCHONS

One of the most popular teams in recent memory, the Archons consist almost entirely of elves (four **STALKERS**), with one exception: their heavy-set minotaur point man (using **VETERAN** statistics). In spite of this racial divide, their fans are a uniquely diverse faction, with humans, elves, orcs, dwarves, halflings, and gnomes throwing their support behind the star-studded team. The team's signature strategy of fast, coordinated strikes on the tower earned them a string of Championship wins, but it has been almost a decade since their last Siegebowl appearance, causing many to think that the team is afflicted with some sort of curse.

MANTICORES

Eternal rivals of the Archons, the Manticores (two **CHAMPIONS** and three **HUNTERS**) are fierce competitors and favor extremely defensive tactics, blocking as many shots as possible and strategically locking the opposing team on the far side of the field from their tower. This team has seen quite a few scandals in their time, from dirty players to allegations of *jax* abuse, but few of these ever amount to long-term issues for the team. Their fans are fervent supporters and will follow the team anywhere to see them win.

ORC-A-COLA OGRES

Sponsored by the incredibly popular drink, Orc-a-Cola, this team takes ample time before every match to promote their sponsor to the crowd. Though the Ogres are a competent team (four **BERSERKERS** and one **CHAMPION**, each with 14 Charisma), they are better showmen than players, and can curry ample favor from the audience and referees alike.

OWLBEARMEN

This small-town team (using the statistics of three **CHAMPIONS**, one commoner, and a **VETERAN**) is the very definition of an underdog, having few wins under their belt until a recent streak of victories that has gained them matchups with far more seasoned teams. To their credit, they handle themselves very well, even in such tough matches. Their titular mascot is the mythical owlbearman: half-owl, half-bear, and half-man, whose iconic hoot-owl-scream has enchanted audiences everywhere they travel.

PINKSKINS

The Pinkskins (five **BERSERKERS**) are an orcish team, whose naked, pot-bellied human mascot is simultaneously offensive to humans and halflings alike. Despite outcry from human spectators, the orcish team has showed no sign of changing its name, and the lack of Championship Committee intervention has led many to believe that some behind-closed-doors transaction has secured the team's identity.

ROTTERS AND BONE BRIGADE

It's a mystery how the necromancer Grach continues to be admitted into siegeball tournaments. Perhaps he charms the tournament runners, or perhaps he has financial leverage over numerous arena-owners. Regardless, Grach continues to enter teams in tournaments.

Grach (using **CULTIST** statistics) plays alongside the Rotters, his team of two **ZOMBIES** and two **FLESH GOLEMS**. The golems, named Dr. Stein and Franklin, are 10 feet faster than the speed listed in their statistics, for they are composed of body parts salvaged from deceased professional siegeball players.

His backup team, The Bone Brigade, is a team of three **SKELETONS** and two **BONE BEASTS** fitted with siegeball gear and bats. These skeletons are surprisingly coordinated, and the bone dogs are exceptionally fast, making them a difficult matchup for most teams. But if Grach thinks the Bone Brigade might lose, he can employ one additional trick: by having the Bone Brigade carry additional bones into the arena, he can animate three additional **SKELETONS**, as long as they aren't already animated at the start of the match. This loophole is plainly unfair for the opposing team, but (probably for the same reason Grach is allowed to compete in the first place) the loophole has never been changed.

TITANS

Boril and Dombd don't need other teammates to be a legendary duo: these two **STORM GIANTS** love nothing more than to travel to the land of puny folk and crush them in their games. Out of the interest of fairness, they never cast spells during matches, even when it would be allowed, but have few qualms about accidentally stepping on their opponents.

ARENAS

The arena is an altar of blood, sweat, and glory. It's where legends are crowned, and titans are brought to heel. The arena is the crucible, the ultimate trial, the final exam.

Every siegeball game is played in a walled arena of some sort, and while there is a competitive standard for arenas, remarkably few conform to its design. Instead, most arenas are reclaimed spaces: abandoned temples, deserted fields, city streets; anywhere that competitors can meet and set up towers. These unique arenas are constructed out of necessity, when no other arenas could be built, and other times out of hubris, in order to promote a unique spin on the game and draw in larger crowds.

The competition standard arena is 125 feet long by 45 feet wide (25 squares by 9 squares) with only minor variations in dimensions, turf, and slope. For more diverse arenas, you can apply one of the following traits.

d20	Arena	d20	Arena
1	Backstreet	11	Ice Level
2	Cemetery	12	Labyrinth
3	Conveyor Belts	13	Low Gravity
4	Courtyard	14	Misty Steps
5	Dragon's Lair	15	Mosaic Mayhem
6	Forcefield Field	16	Mudball
7	Foundry	17	Sidewinder
8	Grove	18	Underwater
9	Hilltop	19	Warship
10	Hooligans	20	Competition Standard

What fun! I think I'll build my own little arena in the Spire of Secrets, somewhere after the basilisk nests but before my sphere of annihilation collection. I'll fill it with all those wonderful deathtraps I couldn't fit anywhere else! Now, shall I have the poor adventurers play against indestructible golems or clones of themselves?

BACKSTREET

This arena is a city street that has been gated off for the event. Obstacles still abound in the street, and the hard, stone floor (as opposed to the more common grassy fields), means that the ball moves more smoothly, but so do your shoes. Players have disadvantage on ability checks and saving throws made against being knocked prone.

CEMETERY

Despite its profound disrespect for the dead, this arena is built on an entire graveyard. Stones have been piled up between some mausoleums and large monuments to form a perimeter around the field, but dozens of headstones still pose obstacles to the ball.

CONVEYOR BELTS

Dwarven innovation at its finest, this arena contains a series of hefty built-in conveyor belts. These belts move 5 feet twice every round: once on initiative count 20 and again on initiative count 10.

COURTYARD

This cramped arena is contained within the garden of a castle keep. Of course, it is a fitting locale for the king's private siegeball stadium, but is 60 feet long and 20 feet wide. Both towers are constructed to resemble statues of royal court attendees whom the king evidently despises.

DRAGON'S LAIR

This magical arena, overseen by hundreds of kobolds and a looming ancient red dragon, is marked out within the dragon's lair, directly atop its hoard. Towers are constructed of solid gold, and players will likely find the gold coin-laden slopes hazardous. Be warned: as much as the dragon enjoys his entertainment, he values his treasure more. Any player that pilfers even a single coin will be devoured on sight.

FORCEFIELD FIELD

The arena, conjured into being at the foot of a mage's tower, is intersected by shimmering walls of force. The ball can roll freely through these walls, but players must navigate their way around them. In some games, the mage will summon a minotaur into the maze as well, just to spice things up.

FOUNDRY

This arena is built above a large underground foundry. At regular intervals (at the beginning of every other round), two 15-foot-square grated vents on the field blast hot gas onto any creature standing atop them, dealing 3d6 fire damage.

GROVE

This ancient woodland grove has been converted into a siegeball arena (much to the chagrin of local druids.) The immense trees, roots, and vines make for an interesting, if difficult to traverse, arena.

HILLTOP

This arena is a field with a natural hill: there are two distinct planes and a slope between them running the arena's length. Moving the ball up the slope costs one additional momentum point and moving the ball down the slope awards it an extra momentum point.

HOOLIGANS

The rowdy crowd constantly throws refuse and obstacles at your team. If you begin your turn within 5 feet of an outermost wall, you move 5 feet slower on your turn. If you hit the ball while in that area, you take 1 bludgeoning damage from thrown bottles and rocks.

ICE LEVEL

Buckets of water have been thrown on the field and left to freeze overnight (or else instantaneously frozen with magic) to create an arena of slick ice. Players have difficulty gaining speed and coming to a stop on this surface; they can only move in increments of 10 feet, and might collide with obstacles (and take 1d6 bludgeoning damage) if they move too far. Players that take the Dash action must move the entire distance in a straight line.

LABYRINTH

This arena contains dozens of short walls, quartering it off into three large fields connected by short mazes. Though players can bound the walls without issue, the ball can only leap over these walls at ramps located at a few strategic points. Learning the most efficient paths through these mazes is not difficult, but choosing the right direction to avoid enemies is key to winning a game.

LOW GRAVITY

This entire arena is under the effects of a transmutation spell reducing the gravity within it. Players can jump twice as high and twice as far, and the ball gains an extra momentum point whenever it is hit.

MISTY STEPS

A huge fog bank (naturally or magically) blankets the entire arena. Players can only see up to half the field's length.

MOSAIC MAYHEM

The floor of this arena is a mosaic of large, colored tiles. Depending on the game, tiles of a certain color might trigger spectacular, crowd-pleasing traps, collapse into temporary pit traps (the floor raising back up after a few moments), or launch players into the air.

MUDBALL

Pits have been dug in this field and filled with mud, which counts as difficult terrain. Furthermore, the ball can sink to the bottom of these mud pits; it loses 1 momentum point when it enters a pit, and if it stops within one, it takes 2 momentum points to remove it.

SIDEWINDER

This arena is designed with a horseshoe layout in mind. The towers are actually close together, but a long wall of bars running almost the length of the field separates them. The players and audience can see through the bars (and small players might be able to squeeze through them) but the ball can't pass through.

UNDERWATER

Players are bestowed with a temporary version of the *water breathing* spell to play in this completely underwater arena. The rules for underwater combat apply in full. The ball has been made perfectly buoyant, so that it neither sinks nor floats when at rest. The towers, for their part, have been constructed from floor to ceiling. When a team hits their opponent's tower, their *water breathing* spells instantly wear off, forcing them to surface in order to gain the spell's effects again.

WARSHIP

This arena is actually the rolling deck of a massive warship. The audience of sailors crowds the edges, ensuring the ball doesn't fall off the ship. At the beginning of each turn, the ball gains a momentum point in a random direction.

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CHARACTER NAME

RACE/SUBRACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

CLASS

SUBCLASS

LEVEL

INSPIRATION

PROFICIENCY BONUS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

SPEED

CLIMB

SWIM

FLY

INITIATIVE

SIZE

SKILLS

EX

___ Acrobatics (Dex)

___ Animal Handling (Wis)

___ Arcana (Int)

___ Athletics (Str)

___ Deception (Cha)

___ History (Int)

___ Insight (Wis)

___ Intimidation (Cha)

___ Investigation (Int)

___ Medicine (Wis)

___ Nature (Int)

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___ Performance (Cha)

___ Persuasion (Cha)

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___ Stealth (Dex)

___ Survival (Wis)

SAVING THROWS

___ Strength

___ Dexterity

___ Constitution

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___ Wisdom

___ Charisma

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Light Armor

Medium Armor

Heavy Armor

Shields

Simple Weapons

Martial Weapons

Passive (Wisdom) Perception

HIT POINTS

TEMP HP

HIT DICE

MAX HIT POINTS

SUCCESS

FAILURE

MELEE ATTACK BONUS

ATTACKS

RANGED ATTACK BONUS

ATTACK	ATTACK BONUS	DAMAGE / NOTES

TOOLS, LANGUAGES, AND SENSES

PP

GP

SP

CP

CLASS FEATURES

INVENTORY

ABILITY USES

TOTAL

RACIAL TRAITS

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CLASS FEATURES

FEATS

BACKGROUND NOTES

MAGIC ITEMS

CAMPAIGN NOTES

SPELLCASTING ABILITY | SAVE DC | SPELL ATTACK BONUS

0 Cantrips

1 Spell Slots

PREP. | CONC.

2 Spell Slots

PREP. | CONC.

3 Spell Slots

PREP. | CONC.

4 Spell Slots

PREP. | CONC.

5 Spell Slots

PREP. | CONC.

6 Spell Slots

PREP. | CONC.

7 Spell Slots

PREP. | CONC.

8 Spell Slots

PREP. | CONC.

9 Spell Slots

PREP. | CONC.