The Ultimate ADVENTURER'S Handbook



The Ultimate
ADVENTURER'S
Handbook





Credits

Project Lead: Benjamin Huffman
Writing & Design: Benjamin Huffman, Ross Leiser
Additional Writing & Design: Willy Abeel, Leon Barillaro, Lyde Van Hoy, Amber Litke, Proxy Bacchus Quick, Tyler "Walrock" Reed, Sean vas Terra, Matthew Whitby, Jasmine Yang
Editing: Ken Carcas, Reed Dorsey, Lore Evans, Benjamin Huffman, Ryan Langr, Eli Scovill, Alan Tucker

Layout & Graphic Design: Nathanaël Roux — barkalotdesigns.com
Cover Artist: Daniel Comerci – danielcomerci.com
Interior Artists: Kathryn Abbett, Daniele Ariuolo, Armando Ayala, Tamás Baranya, Emmanuel Bou Roldan, Matt Bulahao, Mantas Butkus, Tony "MrKrane" Carter, Claudio Casini, Fil Cieplak, Daniel Comerci, Eduardo Comettant, Anthony Cournoyer, Samantha Darcy, Blake Davis, Drbjr, Gary Dupuis, Rui Ferreira, Felipe Gaona, Bob Greyvenstein of Elite Design Elements © Rising Phoenix Games, Rick Hershey, Dean Hoyt, Forrest Imel, El-Que Illustration, Evangelia Kaliva, Vagelio Kaliva, Tze-Chiang Lim, Enmanuel Lema Martinez, Ramon Lucha (ramonlucha.com), Indi Martin, Matt Morrow, Brett Neufeld, Maria Isabel Rauber Neves, Jonathan Reincke, Roselysium, Nathanaël Roux, Sheperd, Spelljammer, Dean Spencer, Wilder Surge, Peter Temesi, Lawrence van der Merwe, Douglas Wright, Emily Young.
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Introduction

This book, *The Ultimate Adventurer's Handbook*, has been a long time coming. When Ross and I first started *The Complete Handbook* series in 2018 I knew I wanted to end it with a big finale though I didn't know exactly what that would look like. It looks like this — one of the most massive expansions to 5e ever published on the DMsGuild or elsewhere.

Contained within this book are all 48 archetypes originally published in earlier entries in the series plus 42 new archetypes. Each official D&D class has a total of 6 archetypes while the DMsGuild classes featured in the book each get 4 new archetypes. All those archetypes are in addition to eight races, dozens of feats, and hundreds of spells and magic items. Ross and I were excited to invite several exceptionally talented game designers to join us for this series' swan song , whose efforts helped to branch the book in new and exciting directions.

Whether you've been a fan of this series since the start or you're just coming in for *The Ultimate Adventurer's Handbook*, thank you for allowing us to be a part of your games. It's an honor.

—Benjamin Huffman

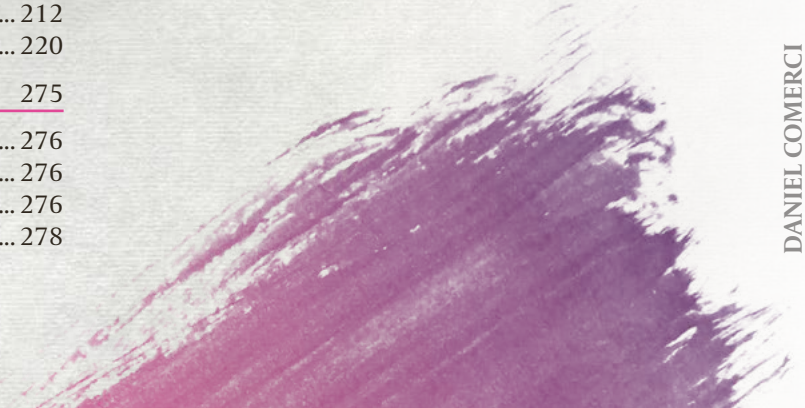
Using This Book

This book contains a huge variety of new content that we've endeavored to make as simple to use in your campaign as possible. We recommend that it may be valuable to players to review the Rules to Remember section in the introduction of *Xanathar's Guide to Everything*.

We use notations throughout *The Ultimate Adventurer's Handbook* to indicate which book a spell or other mechanic can be found in. Those notations are:

Book Notations

Notation	Book
UAH	*The Ultimate Adventurer's Handbook*
XGE	*Xanathar's Guide to Everything*
TCE	*Tasha's Cauldron of Everything*



DANIEL COMERCI





Chapter 1: Character Races

The myriad peoples that populate the D&D multiverse display a vast diversity. Introduced in this chapter are eight new playable character races that can be used alongside those found in the *Player's Handbook* and other sources. Ask your DM which of the following new races are allowed in your campaign:

Beastfolk are a diverse people that exhibit a combination of bestial and humanoid traits. Though they often live on the outskirts of larger societies, their ability to speak with animals allows them to survive and thrive.

Grimalkin are a race of house cat-like humanoids who live in itinerant communities after being expelled from the Feywild and Shadowfell for taking a war of pranks too far.

Half-dwarves are the children of human and dwarven parents. Too eager to embrace change for dwarves and too unyieldingly stubborn for humans, half-dwarves struggle to fit into either society.

Kilnkin are a race of alchemically powered clay people. Each kilnkin's natural talents reflect the primary materials used in their creation.

Lemurians were once a human civilization but generations in the Deep Ethereal, working reality-shaping magic, left its mark.

Oculi are telepathic, human-shaped eyeballs that secret their hive-mind colonies deep within mountains, and asexually mitose to create new types of oculi to serve the watch's needs.

Ratters are short-lived and excitable rat-like humanoids with an insatiable curiosity. They tend to live in close-knit family groups in the sewers beneath large cities, but can be found everywhere they aren't supposed to be able to get into.

Saurians are an ancient race of dinosaur-folk who claim to have once ruled the world. Today, what remains of their empire is in ruins and they must choose between clinging to the traditions of the past or forging a new future for their people.

Each of the new races presented here have exclusive feats that can be found in Chapter 4 of this book.

Beastfolk

One general law, leading to the advancement of all organic beings, namely, multiply, vary, let the strongest live and the weakest die.

—Charles Darwin, *The Origin of Species*

Beastfolk is a catchall term for a collection of humanoid peoples, each of which bear a strong resemblance to an animal. Due to the dizzying variety of animals in the world, and beastfolk that take after them, beastfolk as a whole have few common bonds. They may form small communities, particularly if they all resemble the same animal, but most often live on the edges of civilization, interacting only with those who possess the insight to see beastfolk are at least as much human as they are animal.



Fur & Feather

Every beastfolk resembles an anthropomorphic animal of one kind or another. The ratio of humanoid to bestial qualities varies between beastfolk but they are always recognizable as a hybrid between beast and humanoid. Beastfolk can stand anywhere from three and a half feet to seven feet tall with their height being influenced by the size of the beast they take after. They likewise weigh anywhere from 60 to 300 pounds.

Beastfolk may be covered in fur, feathers, scales, or skin. They often share the eye coloration and shape of the animal they resemble. Depending on their breed traits, a beastfolk may have wings, claws, gills, or even more exotic physical features.

Born & Raised

The majority of beastfolk are born as beastfolk. Members of beastfolk families all typically resemble the same species of animal. These beastfolk sometimes form isolated settlements that have little, if any, contact with other humanoid races. Many beastfolk who are born to the race identify strongly with the animal they resemble and so mistrust beastfolk who resemble that animal's natural predators and other humanoids.

Cursed & Broken

Some rare beastfolk are unfortunate souls who were cursed to the shape. Whether they transgressed against the gods, crossed a foul-tempered spellcaster, or provoked a curse from a sorcerous relic, these beastfolk began their life as something else. Often the animal they resemble is some cruel or ironic reference to the circumstances surrounding their curse. For example, a gluttonous noble may be transformed into a pig beastfolk, a soldier who abandons their military post may be cursed to become a chicken beastfolk, and a cold-hearted assassin might be turned into a serpent beastfolk.

DRBJR

Why They Adventure

Beastfolk who take up a life of adventuring do so to survive. Beastfolk are often treated poorly by other humanoids, giving them few options for making a living that don't involve risking their lives. Those who live alone in the wilderness might take up adventuring because the natural resources or security of their homeland are threatened.

Beastfolk who are cursed to the form may have been adventurers before they took on their bestial appearance. Regardless of when or how, many of these beastfolk's adventuring careers revolve around looking for a way to reverse the curse and return to their old selves. Rarely, over the course of adventuring the beastfolk grows accustomed to their new shape and abandons or even rejects attempts to return them to their old form.

In a party, those traits that set beastfolk apart from other humanoids become their greatest assets. In the crucible of a danger filled dungeon, beastfolk quickly earn the trust and friendship that so often eludes them.

Beastfolk Names

Beastfolk names vary by their background. Beastfolk cursed to their form typically keep their old names, though some take on a new one to mask their true identity. Those born as beastfolk have a personal name and a community name. Their personal name is given to them by their parents at adolescence and reflects a notable physical characteristic, hobby, or habit. The community name is the name of the settlement or region where the beastfolk was born.

Personal Names: Brownfeather, Cheeks, Chirp, Finder, Fullbelly, Growler, Hunter, Knuckles, Redfur, Shadow, Strongtail, Swift, Tails, Tusk

Community Names: Baratok, Bluestones, Cloakwood, Erie, Greensea, Ironwood, Lammania, Moonshae, Styrnia, Taer Valaestas, Tethir, Whitewater

Beastfolk Traits

You share the following traits with other beastfolk.

Ability Score Increase. Increase one ability score of your choice by 2 and a different ability score of your choice by 1.

Age. Beastfolk age as humans do, reaching maturity in their late teens and rarely living beyond a century.

Alignment. Beastfolk are more likely to follow their instincts before any law or code of ethics. As a result, they are typically chaotic and more often neutral than evil or good.

Size. Beastfolk come in all sizes. You can choose to be Medium or Small.

Speed. Your base walking speed is 30 feet.

All Creatures Under the Sun. Choose a beast that you resemble. You have 3 breed traits of your choice that are representative of that animal.

Beastkin Tongue. You can speak with beasts of the type you resemble, and similar creatures, as if under the effect of the *speak with animals* spell. For example, if you are a lion beastfolk you can speak with lions and other cats, whereas if you are an owl beastfolk you can speak with owls and other birds of prey.

Languages. You can speak, read, and write Common. Born beastfolk speak humanoid languages with difficulty and often unintentionally intermix it with beastial squeaks and snarls. Cursed beastfolk speak humanoid languages as naturally as they did prior to their transformation.

Chimerakin

When a beastfolk begins to manifest characteristics of two or more beasts, rather than just one, other beastfolk are likely to label them a chimerakin. This label means ostracization from any beastfolk community the chimerakin encounters, including their family. Other than the distinction in social standing, there is no difference between a beastfolk and a chimerakin (except that chimerakin can speak with two or more types of animals with their Beastkin Tongue trait).

With your DM's permission when you make your beastfolk character, you can roll a d100 to determine whether or not you are chimerakin. If you roll the number 13, the breed traits you select with your All Creatures Under the Sun trait do not have to be representative of a single creature. Otherwise, beastfolk with the Beast Whisperer feat are often accused of having chimerakin blood while those with the Extra Breed Traits feat are nearly universally condemned as chimerakin.

Breed Traits

Choose and gain three of the following traits. Each trait can only be selected once.

Adept Climber. You have proficiency in your choice of the Athletics or Acrobatics skill. You have a climbing speed equal to your walking speed.

Beast of Burden. You count as one size larger than you are for the purposes of what size creature can use you as a mount and whether or not you are affected by the heavy weapon property.

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

Burrowing. While you have two free hands you have a burrowing speed of 15 feet.

Camouflage. You have proficiency in the Stealth skill. In addition, choose one terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark. While you are in that terrain, you have advantage on Dexterity (Stealth) checks made to remain unseen.

Darkvision. Accustomed to life underground or beneath the night sky, you have superior vision 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.

Echolocation. As a bonus action on your turn you can emit a shriek inaudible to creatures without this trait. Until the end of your next turn you have blindsight up to 30 feet away while you are not deafened.

Extra Arms. You have one or more additional sets of arms. These additional arms can lift and manipulate objects weighing up to your Strength ability score but cannot properly wield shields or weapons with the heavy property.

High Flyer. You have a flying speed equal to your base walking speed. You cannot fly while you are carrying more than half of your maximum carrying capacity. While flying you make attack rolls and ability checks with disadvantage, cannot maintain concentration on spells, and cannot cast spells.

Jumper. You have proficiency in your choice of the Athletics or Acrobatics skill. Your jump distance is tripled.

Keen Senses. You have proficiency in the Perception skill. In addition, choose one sense: hearing, sight, smell, taste, or touch. You have advantage on Wisdom (Perception) checks that utilize that sense.

Kin to Beasts. You have proficiency in the Animal Handling skill. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

Longstrider. Your base walking speed increases by 5 feet.

Natural Armor. When you aren't wearing armor, your AC equals 13 + your Constitution or Dexterity modifier. You can still use a shield and gain this benefit.

Natural Talent. Beasts of the earth, sky, and sea have talents as varied as their shapes. You have proficiency in one skill of your choice.

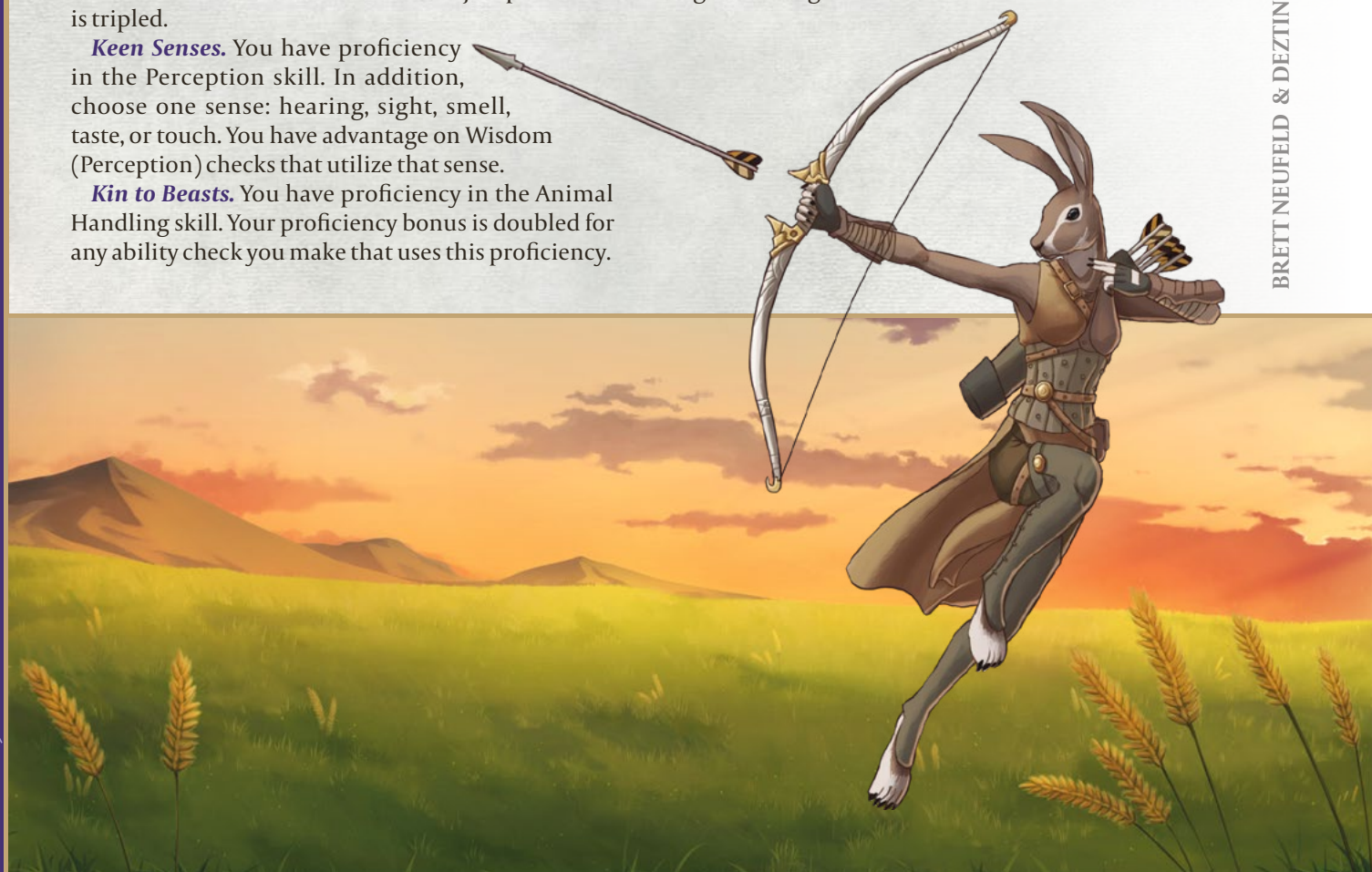
Natural Tools. The natural features of your body function as any one tool kit of your choice that weighs 10 pounds or less. You are proficient with the chosen tool kit.

Natural Weapon. You have a natural weapon, chosen when you gain this trait, which you can use to make unarmed strikes. This natural weapon could be a bite, claw, quill, or other offensive appendage. When you make an unarmed strike and choose to use your natural weapon, you use your choice of Strength or Dexterity for the attack roll. If you hit, you deal damage equal to 1d4 + your Strength or Dexterity modifier. You select the damage type of your natural weapon when you take this trait: bludgeoning, piercing, poison, or slashing.

Powerful Build. You are considered one size larger for the purposes of determining carrying capacity and the weight you can push, drag, or lift.

Scalekin. You have a swimming speed equal to your walking speed and can breathe in air and water.

Wild and Free. You have advantage on saving throws against being charmed.



BRETT NEUFELD & DEZTINIE

Grimalkin

Whenever the grimalkin caravans come to town, all the casinos hire extra muscle to keep a special eye on those tricky fey cats. Their good fortune seems an awful lot like cheating. Or maybe it's their cheating that looks an awful lot like good fortune?

—Victor, *thief*

The grimalkin were once a people divided. There were grimalkin native to the Feywild and grimalkin native to the Shadowfell. The two sides were locked in a war which, for grimalkin, meant an endless parade of usually harmless, often elaborate, and occasionally cruel pranks. As the war dragged on from decades to millennia, denizens of the Shadowfell and the Feywild conspired with one another for a way to be rid of these nuisances for good. Eventually an agreement was struck and the grimalkin were driven from the Shadowfell and the Feywild and a curse was laid over their race that only so many could gather in each of those realms at a time. Although annoyed at having to endure the consequences of forced relocation, the grimalkin were quite pleased with the dramatic extent of the reaction their warring had elicited in others.

Fancy Felines

In appearance, grimalkin are nearly indistinguishable from a large, bipedal house cat. They usually stand slightly below 3 feet tall and weigh no more than 30 pounds and have a tail about a third again of their size in length. When they lived in other realms, their coats were more uniform but today, breeding between the two groups has caused any number of fur patterns to manifest. A grimalkin's eyes are usually green, purple, or golden.

Despite how easily they can pass themselves off as house cats, grimalkin rarely do so unless it's part of a prank or gambit. When dealing with members of other races, grimalkin tend to wear an excessive amount of clothing and accessories, as if that were the proof necessary to show they are indeed a race of people and not an animal. Grimalkin fashion is considered garish and mismatched by most other races.

Cat Caravans

Grimalkin are widely mistrusted by other peoples and thus often live in their own itinerant communities. These communities can be as small as a couple of families in a few wagons to dozens of families in nearly a hundred wagons. Traveling from settlement to settlement, grimalkin take work as couriers, entertainers, and farmhands. They also make money grifting and practicing hedge magic.

When the grimalkin were exiled from the Feywild and Shadowfell, they brought with them the many strange customs they had developed in those alien places. Although they came together as one people, they had two distinct cultures based on their prior plane of origin.



TZE-CHIANG LIM

After a few generations, these customs mingled and now would seem out of place even if they were to return to their distant homes. Most of these idiosyncratic customs are based around death or self-expression. For example, during card games, they always deal a hand for the most recently deceased mutual acquaintance they all share and they believe it is bad luck to dance and play a musical instrument simultaneously.

Curiouser and Curiouser

The grimalkin have a legend that a particularly clever member of their own kind will one day discover a way to lift the curse limiting the number of their kind that can enter the Feywild and Shadowfell. This legend inspires some grimalkin to split away from their caravans to search for sources of magical power or curry favors from powerful wizards or interplanar beings.

Grimalkin are a curious people as a rule. They travel the world in caravans with their families, but occasionally find something in the world that captures their attention and decide that they can't leave it until they've discovered everything there is to know about it. Some grimalkin may even inadvertently become adventurers as they wander too far from their traveling caravans and never find their way back again.

Grimalkin Names

A grimalkin's name consists of as many as four parts, depending on their parentage and family history. Those grimalkin with ancestors from the Feywild use their personal name, their mother's personal name, their father's personal name, and "...of the Shine." Grimalkin with ancestors from the Shadowfell use their personal name, their father's personal name, their mother's personal name, and "...of the Gloom." Grimalkin who do not know their parents do not include their parent's personal names as part of their full name but may still choose to associate themselves with a historical conclave of grimalkin if they wish. There is a movement among younger grimalkin to abandon references to the old war altogether and drop both epithets from their names.

Female Names: Blythe, Cady, Corliss, Demelza, Godiva, Idina, Matilda, Nara, Radella, Rowena, Sabella, Zelda.
Male Names: Alder, Arundel, Beldon, Colbert, Dayton, Digby, Erskine, Kenelm, Methra, Nedes, Oswin, Seabert, Tostig.

Grimalkin Traits

Your grimalkin character has the following racial traits.

Ability Score Increase. Your Dexterity, Intelligence, and Charisma scores increase by 1.

Age. Grimalkin are considered adults at age 6, elders by age 28, and rarely live past 50 years of age.

Alignment. Grimalkin are fiercely independent and willful. They are almost always chaotic. Grimalkin tend to be self-serving but not to the extent that they are cruel. Most are neutral.

Size. Grimalkin are usually just shy of 3 feet tall and weigh about 30 pounds. Your size is Small.

Speed. Your base walking speed is 25.

Catlike. You have advantage on ability checks made to trick others into believing you are just a house cat.

Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. Accustomed to the perpetually twilit forests of the Feywild or the lightless skies of the Shadowfell, you have superior vision 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.

Mischievous Talent. You gain proficiency with one of the following skills of your choice: Acrobatics, Deception, Insight, Perception, or Stealth.

Steal Fortune. When a creature you can see within 30 feet makes an ability check, attack roll, or saving throw, you can use your reaction to give that roll disadvantage. When you do, one ability check, attack roll, or saving throw of your choice that you make within the next minute gains advantage. 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. To others, the grimalkin dialect of Common sounds all the same, but to a grimalkin, the Feywild and Shadowfell dialects are almost completely separate languages.



TZE-CHIANG LIM

Half-Dwarf

We spent all day and all night trying to dig those villagers out of the collapsed mine. When the rest of us passed out from exhaustion she just kept at it. By the time I woke up, they were all free and she hadn't broken a sweat.

—Chando, *half-orc retired adventurer*

Half-dwarves, known as muls on some worlds, are the rare offspring between human and dwarven parents. Dwarven culture is conservative and implicitly forbids relationships between dwarves and other races, so most half-dwarves are born in times of social upheaval or as the result of a secret romance. Half-dwarves raised among dwarves are social pariahs, seen by their community as a living embodiment of the consequences of breaking with tradition. Raised among humans, half-dwarves experience prejudice and stereotypes related to their dwarven heritage.

Born Outsiders

To humans, half-dwarves look like dwarves. To dwarves, half-dwarves look like humans. Half-dwarves stand between 4 and a half to 5 and a half feet tall and weigh around 200 pounds. They aren't as stocky as dwarves but have a broader stature and more muscular physique than humans. Half-dwarves exhibit a range of skin tones and hair colors, but have notably thick and full hair.

Half-dwarves have experimental senses of fashion, taking dwarven and human traditions and blending them. Novel hairstyles and colors, or ways of wearing facial hair and jewelry are things that half-dwarves do to create their own identity. These styles are rarely subdued and cause half-dwarves to stand out in a crowd.

Iconoclasts and Innovators

Routinely reminded by humans and dwarves alike that they have no unique culture of their own, half-dwarves are often rebels and revolutionaries. This manifests in a variety of ways, from forsaking the local religious customs, to experimenting in new forms of art, to advocating for vast and dramatic political changes. If proponents of the status quo suggest they shouldn't even exist, half-dwarves have no reason to embrace the cultural institutions that stand against them. This tendency to align against tradition means half-dwarves often participate in countercultural movements and befriend other social misfits.



BLAKE DAVIS

Half-Dwarf Names

Half-dwarves tend to use either human or dwarf names. Those raised in human communities are usually given dwarven names and those raised in dwarven communities usually given human names.

Half-Dwarf Traits

Your half-dwarf has some of the natural fortitude and traits dwarves possess but also shares qualities with other half-dwarves that set them apart from their stockier kin.

Ability Score Increase. Your Constitution score increases by 2, and one ability score of your choice increases by 1.

Age. Half-dwarves mature at the same rate as humans reaching adulthood around their second decade of life. They tend to live to around 200 years old.

Alignment. Half-dwarves can be of any alignment. Half-dwarves raised in dwarven communities tend to be chaotic as they are perceived as outsiders and identify closely with defying social customs and expectations.

Size. Half-dwarves are slightly smaller than humans, ranging from four and a half to five and a half feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your dwarf heritage, you have superior vision 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.

Tireless. When you finish a short rest, you can choose to lose up to one of your levels of exhaustion and regain half your maximum hit points. You can't use this feature again until you finish a long rest.

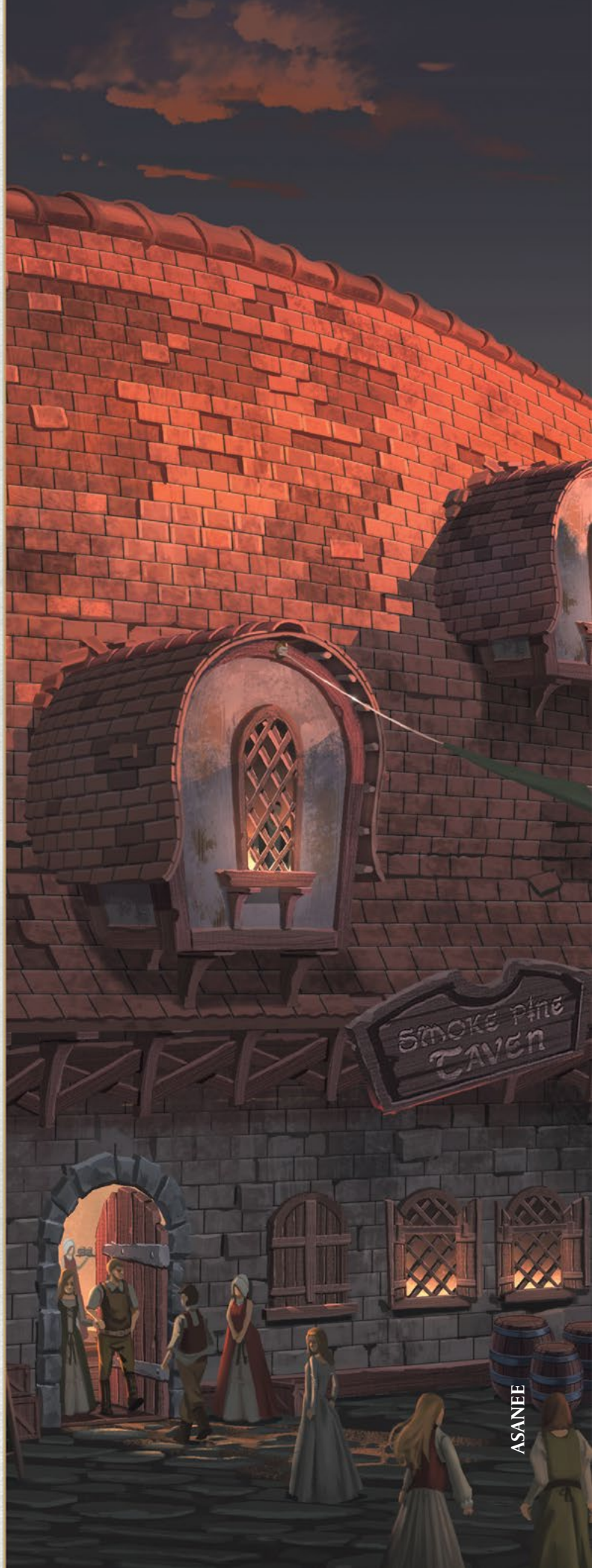
Tool Proficiency. You gain proficiency with a tool set of your choice. Half-dwarves have all the raw talent of their dwarven kin without being bound by tradition to apply it to only a handful of endeavors.

Languages. You can speak, read, and write Common and Dwarvish. Half-dwarves speak common and other languages without the harsh accent of the dwarves.

Muls?

On some worlds half-dwarves are more commonly known as muls, an epithet which is believed to have been derived from the dwarven word for "strength", mul-zhennedar.

The word mul can be pronounced MULL or MOOL but is sometimes pronounced in an intentionally inflammatory fashion as MULE.



Kilnkin

I'd believed the rasapota, as the kilnkin call themselves, were only legends. As I traversed that secluded valley with its majestic river I discovered how wrong I was. Their civilization, long hidden, had flourished in the shadows of the mountains.

—Darius Stryx, *cartographer*

On the banks of a mystic river, in a region secluded from the outside world, there is a clay that can be shaped, fired, and filled with an alchemical concoction that transmutes these raw materials into new life. The people created in this way, the kilnkin, are deeply religious. Pottery, alchemy, and a cultural system that divides individuals into castes form the basis of their society. As a rule, kilnkin are calm and peaceful; but when the situation demands it, they are capable of great feats beyond the physical and mental limitations of most other humanoids.

Forged in Fire

The mystical and alchemical processes that allow kilnkin to gain sentience require specific dimensions: all kilnkin are exactly 5 feet tall and weigh 150 pounds upon creation. Their bodies are predominantly made of red, blue, or yellow clay. Their eyes burn with the ongoing alchemical fire that animates them, and their bodies are covered in indentations of runic patterns, within which flows metallic liquids.

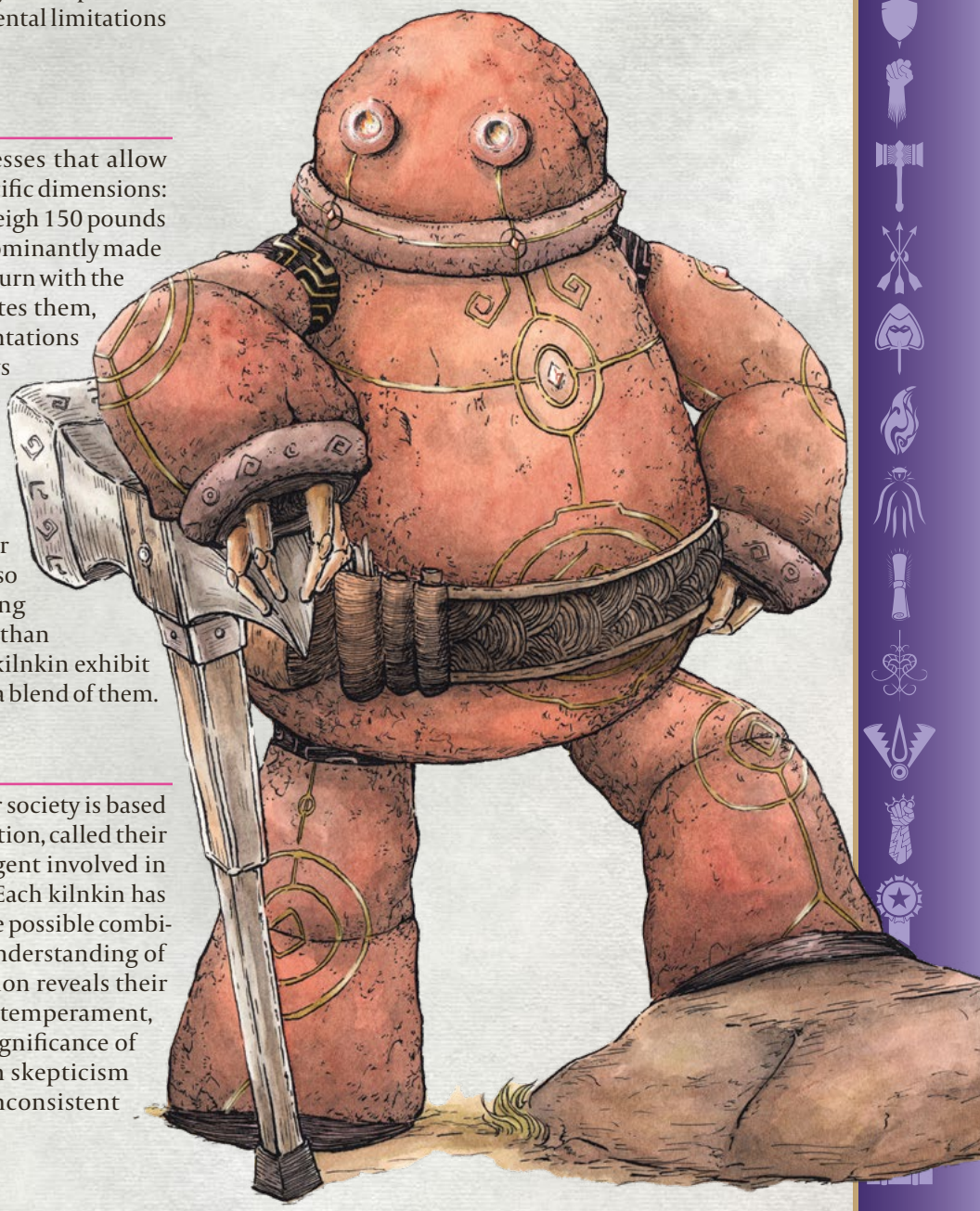
After the sentience of a kilnkin is catalyzed, they are free to modify their bodies as they wish. Kilnkin often create ornamental pottery to adorn themselves with and paint their bodies in bright colors. Kilnkin can also modify their body by incorporating clays and alchemical reagents other than those they were created with. These kilnkin exhibit a patchwork of colors or, more rarely, a blend of them.

Mote & Anima

The role of individual kilnkin in their society is based on the primary clay used in their creation, called their mote, and the primary alchemical agent involved in their animation, called their anima. Each kilnkin has a mote and an anima for a total of nine possible combinations. In the traditional kilnkin understanding of the world, an individual's combination reveals their duty to kilnkin society, personality, temperament, and destiny. This emphasis on the significance of mote and anima adds to the kilnkin skepticism of other peoples, who are seen as inconsistent and unpredictable.

Alchemical Adventurers

Kilnkin rarely leave the safety and serenity of their enclave. In the past, meetings with the wider world worked out poorly for the philosophically minded kilnkin, causing them to become insular and distrustful of other peoples. This history means that kilnkin who become adventurers are often outsiders or outcasts among their own people. More rarely, a kilnkin elder will empower a younger kilnkin to leave the community to strike out into the world for resources, intelligence gathering, or some other mission. Kilnkin that leave the safety of their people for any reason must perform a special purification ritual before they are allowed to return to their own kind.



TZE-CHIANG LIM

Kilnkin Names

Kilnkin are not given names in their youth and instead are referred to as "child" with whatever descriptors are necessary to differentiate them from other young kilnkin. Once they reach maturity, kilnkin name themselves.

Adult Names: Arsixsixy, Bezalel, Chappie, Daimajin, Galatea, Kaddish, Prometheus, Pulgasari, Saint

Kilnkin Traits

All kilnkin share the following traits.

Ability Score Increase. Kilnkin are a diverse people with natural strength and talents dictated by their mote and anima. One ability score of your choice that is increased by your mote or anima subrace increases by an additional 1.

Age. Kilnkin reach maturity quicker than many other races, reaching full maturity at the age of 5. The oldest kilnkin rarely live beyond 100 years.

Alignment. A traditional people, most Kilnkin are lawful. They tend towards good or neutral.

Size. What variation exists between the kilnkin is entirely dependent on their dress, behavior, and body modifications. The alchemical process that animates them requires all kilnkin to stand exactly 5 feet tall and weigh 150 pounds. Your size is Medium.

Speed. Your basic walking speed is 30.

Alchemical Resilience. Your alchemical physiology renders you exceptionally hardy to many dangers. You have resistance against poison damage and have advantage on saving throws against poison. Additionally, you are immune to disease.

Exceed Mortal Limits. As a bonus action on your turn, you can cause the alchemical processes animating you to grant you the ability to exceed mortal limitations. For the next minute, you ignore the effects of any exhaustion levels you have. At the end of this minute, you gain a level of exhaustion. Once you use this trait, you must finish a short or long rest before you can use it again.

Progenitor's Expertise. You have proficiency with alchemist's supplies and potter's tools. Your proficiency bonus is doubled for any ability check you make that uses either proficiency.

Languages. You can speak, read, and write Common and Primordial.

Subraces. Each kilnkin is an intersection between their primary material components, represented by their mote subrace, and those of their primary animating alchemical substance, represented by their anima subrace. Choose one mote subrace and one anima subrace.

Mote of Might

Your body is made of a rust colored clay. According to kilnkin custom, this mote indicates you could best serve society as a warrior or hunter.

Ability Score Increase. Your Strength score increases by 1.

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

Exceeding Strength. When you use your Exceed Mortal Limits trait, your Strength score increases by 4 to a maximum score of 22 for the next minute.



TZE-CHIANG LIM

Mote of Finesse

Your body is made of a dusty blue clay. According to kilnkin custom, this mote indicates you could best serve society as an artisan or scribe.

Ability Score Increase. Your Dexterity score increases by 1.

Fleet of Foot. Your base walking speed increases to 35 feet.

Exceeding Dexterity. When you use your Exceed Mortal Limits trait, your Dexterity score increases by 4 to a maximum score of 22 for the next minute.

Mote of Vigor

Your body is made of a dull yellow clay. According to kilnkin custom, this mote indicates you could best serve society as a laborer.

Ability Score Increase. Your Constitution score increases by 1.

Kilnkin Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Exceeding the Constitution. When you use your Exceed Mortal Limits trait, your Constitution score increases by 4 to a maximum score of 22 for the next minute.

Anima of Reason

You are animated by the golden fire of reason. According to kilnkin custom, this anima indicates you could best serve society as an educator or innovator.

Ability Score Increase. Your Intelligence score increases by 1.

Bonus Proficiencies. You have proficiency in any two skills of your choice.

Exceeding Intelligence. When you use your Exceed Mortal Limits trait, your Intelligence score increases by 4 to a maximum score of 22 for the next minute.

Anima of Acuity

You are animated by the silver fire of acuity. According to kilnkin custom, this anima indicates you would best serve society as a mediator or historian.

Ability Score Increase. Your Wisdom score increases by 1.

Flash of Intuition. When you make an ability check you can use your reaction to spark a flash of intuition, giving you advantage on the ability check. Once you use this trait, you can't use it again until you finish a short or long rest.

Exceeding Constitution Explained

When your Constitution is temporarily increased by your Exceeding Constitution, your hit point maximum increases by an amount equal to your level times the increase to your Constitution modifier caused by the increase to your Constitution score, and you gain a number of temporary hit points equal to twice your level. You lose all temporary hit points gained this way after 1 minute.

Exceeding Wisdom. When you use your Exceed Mortal Limits trait, your Wisdom score increases by 4 to a maximum score of 22 for the next minute.

Anima of Charm

You are animated by the copper fire of charm. Your duty to kilnkin society is to serve as an ambassador or community leader. According to kilnkin custom, this anima indicates you would best serve society as an ambassador or community leader.

Ability Score Increase. Your Charisma score increases by 1.

Bonus Languages. Choose any three languages. You can read, write, and speak those languages.

Exceeding Charisma. When you use your Exceed Mortal Limits trait, your Charisma score increases by 4 to a maximum score of 22 for the next minute.



TZE-CHIANG LIM

Lemurian

"The memory of the Lemurian race was not as yet fully evolved, and they were without language, although they could communicate with each other by a species of thought transference. Lemurian man had 'imbibed the physical and chemical forces inherent in lifeless things,' and had but to look at objects to judge their weight-bearing capacity. Thus he could build and erect without recourse to the arts of engineering, and could lift enormous weights by the exercise of will-power alone. Will-power, was, indeed, the particular quality in which the Lemurians were transcendent."

—Lewis Spence, *The Problem of Lemuria: The Sunken Continent of the Pacific*



Once upon a time, Lemuria was the envy of all its neighbors. With advanced theories of magic and the resources to turn those sophisticated concepts into practical applications, the people of Lemuria were free from the mundane business of making a living to pursue personal interests and relationships. Raiders came to their shores and crashed uselessly against the walls of their great cities, eager to access the network of interconnected magical items that ensured Lemuria's ongoing prosperity. After hundreds of years of increasing isolation, the people of Lemuria grew weary of the world and decided to leave it.

A Whiter Shade of Pale

There are two physical features that set lemurians apart from many of the other races in the worlds of D&D: their skin is devoid of pigment and they have a third eye above the center of their brow. Lemurian hair is silver, gray, or white. Their eyes can be nearly any color. In lemurian culture there is a belief that eye color says a lot about one's personality similar to the astrology practiced by other races.

Perhaps owing to the relative scarcity of food stuffs in the ethereal realm, lemurians have slight builds. They stand between 4 feet and 5 feet tall and weigh 65 to 85 pounds. Lemurians who pass their adolescence in the material realm stand a bit taller and broader than those raised in the ethereal.

Intangible Exodus

When lemurians left the Material Plane, they took the land they lived on with them. The ritual they performed shifted their entire continent into the Border Ethereal. For a time they continued to travel between their new home and their old. When they desired greater isolation they worked new rituals to push their home into the Deep Ethereal.

The story of Lemuria ends there. Surviving lemurian records state that as their people continued to advance in arcane lore and its practical uses they began to fade out of existence. This phenomena became known as "Ascension" and the majority of lemurians pursued it until only a fraction of the people remained that once made up the great civilization. Some still haunt the forgotten ruins of Lemuria but others have wandered back into the Border Ethereal or even crossed over into the Material Plane.

Jonathan Reincke

Haunting the Border

Since the fall of Lemuria, lemurians have formed tribes and migrated back from the Deep Ethereal to the Border Ethereal. Each tribe has developed its own customs to honor their ancestors and placate the odd denizens of the Ethereal Plane. Lemurian tribes treasure artifacts from Lemuria and hold them with great reverence. At times, conflicts over the possession of these artifacts escalates into war between lemurian tribes.

Much of what lemurians know about the Material Plane comes from what they have observed by looking through the border or have talked about with ghosts or other creatures who can pass between the planes easily. Lemurians are curious, observant, and can be obsessive about their interests and uncovering secrets. Lemurians prefer to watch situations unfold from a distance and only get involved once they feel confident they have all the information they need to make an informed decision or take decisive action.

Out of the Ethereal

Lemurians share some of the reasons members of other races become adventurers and are also powerfully motivated by curiosity. Those who have only recently made their way to the Material Plane are eager to see as much of this vibrant world as they can. Lemurians who've been in the Material Plane for some time might be interested in finding ancient artifacts that connect them to the history of Lemuria and its people.

Lemurian Names

In Lemuria it was common practice to name newborns after mystic principles and theories that were relevant to the parents' hopes for the child. Although few lemurians know the full significance of these words today, by tradition this naming convention has continued on. Lemurians use the name of their tribe as their surname with most tribes being named after the cities of Lemuria.

Male Names: Ananke, Asha, Barbelo, Eveko, Gnostikos, Kensho, Kismet, Luminatio, Ma'at, Revelate, Wyrd

Female Names: Abjarua, Barbelo, Laima, Moirai, Ousia, Orgone, Pleroma, Prajna, Punya, Samsara, Satori, Wuwei

Tribe Names: Gondwana, Kerguelen, Laurasia, Pannotia, Rodinia, Kenor, Nena, Vaalbara, Zeaia

Lemurian Traits

Your lemurian character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 1, and your Intelligence score increases by 2.

Age. Lemurians reach maturity slower than humans, not reaching adulthood until the age of 30. If they remain in the Ethereal Plane they live to nearly 300 years old but lemurians who venture out of the Border Ethereal into the Material Plane typically do not live longer than 200 years.

Alignment. Lemurians are reserved by nature and rarely interfere in the struggles of others. Most lemurians are lawful neutral or neutral.

Size. Lemurians are slightly shorter and significantly slighter than humans. They stand between 4 and 5 feet tall and weigh between 65 to 85 pounds. Your size is Medium.

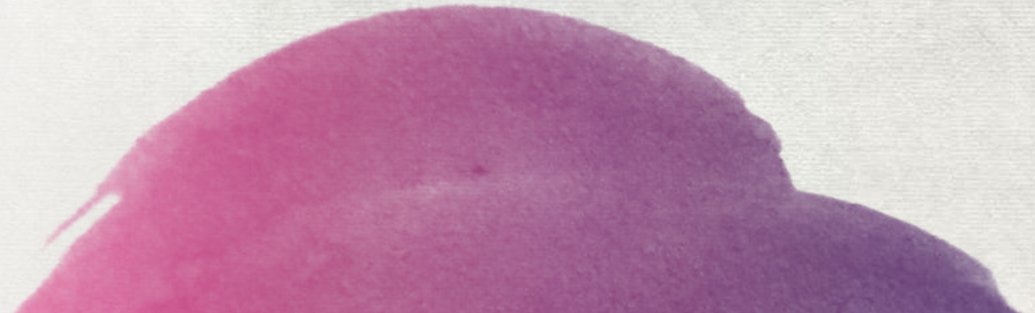
Speed. Your base walking speed is 30.

Ethereal Step. As a bonus action, you become partially ethereal until the start of your next turn. While partially ethereal, you have resistance to nonmagical damage, you have a flying speed equal to your base walking speed, and you can move through occupied spaces. If you end your turn in an occupied space, you are shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are moved. Once you use this trait, you must finish a short or long rest before you can use it again.

Third Eye. You have a third eye above the middle of your brow. You have advantage on saving throws against being blinded.

Vision Beyond Sight. You can take an action on your turn to open your third eye to vision beyond sight for one minute. While your third eye is open, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. You are immune to being blinded while this ability is in use. If you were blinded before engaging this ability, that condition ends immediately. Once you use this trait, you must finish a long rest until you can use it again.

Languages. You can speak, read, and write Common. When lemurians left the Material Plane hundreds or thousands of years ago, an earlier form of Common was spoken. Today lemurians continue to use many of the words, phrases, and linguistic rules of that older version of the language which sounds distinctly odd to those who speak the Common of modernity.



Oculus

"When we advanced deep into that cave system, we thought we were going to fight a beholder...what else were we to expect when that villager who hired us told us they saw an eye monster come from the mountain? When we got into that huge cavern, though, there must have been hundreds of them, what I could only describe as human-sized and -shaped eyes, and even weirder...they welcomed us with tea."

—Flop McBurrough, *when interviewed about his adventuring party's first encounter with oculi*



Oculi are telepathic humanoids whose bodies are entirely made up of a single eye, though they are shaped as most other bipedal humanoids are with arms, legs, a neck, and a head. Each oculi has a single pupil that can be moved anywhere on the surface of its body, allowing it to see at any angle.

All Seeing Eyes

Oculi do not have bodily orifices, such as ears, mouths, noses, or others. They experience taste, sound, and smell through a shallow and near-imperceptible membrane that surrounds their bodies, detecting and interpreting subtle stimuli. Oculi feed by absorbing nutrients through this membrane from bacteria and other microorganisms. An oculus can also "eat" more traditional foodstuffs by slowly absorbing the nutrients through contact with its membrane.

Each oculus has a uniquely colored iris surrounding its large pupil, often with a myriad of intertwining colors. Other than body size and shape, these unique irises are the only way to tell individual oculi apart.

An oculus, while aware of bodily harm, does not experience pain as other creatures do. When an oculus's body has sustained enough damage, it will immediately enter a repair state that acts similarly to another creature's unconscious state.

Watchful Hive

Oculi tend to live in underground cave systems in which they carve out structures to use as homes and defensible positions. Due to their ability to telepathically communicate near-instantaneously, a group of oculi, called a watch, develops a sort of hive mind. This hive mind allows them to be efficient and unified in purpose, helping the watch to create elaborate and highly functional structures with incredible efficiency.

When living in large groups, oculi very rarely venture from their cave system. They are a self-reliant species that neither depends on nor offers aid to other races. They are aware of the value of gold and treasures for the purposes of the rare interaction or trade with other cultures, but have no use for such things within a watch.

Intelligent Design

Oculi live extremely long lives when undisturbed, and reproduce asexually when a watch determines more members are needed. This reproduction occurs as a mitosis lasting nearly a century, during which the "parent" decides the evolutionary form its offspring will take. In this way, a watch can regulate a balance of the roles required by oculus society.

RUI FERREIRA

Oculus Names

Oculi typically do not have personal names as each oculus sees itself primarily as an extension of its watch, rather than an individual. When an oculus leaves its watch, though, and learns to live as an individual, it tends to adopt a name from the first culture it encounters. This name might not even be one used by other creatures; it might just be a pleasant-sounding name of an object.

Oculus Traits

As an oculus, you have the following traits.

Ability Score Increase. Your Intelligence score increases by 2.

Age. Oculi reach maturity only a few days after their mitosis is complete, and can live for nearly 2000 years.

Alignment. As creatures of a heavily structured and deeply self-reliant culture, most oculi are lawful neutral.

Size. Oculi can range from 4 feet to nearly 6 feet tall, depending on their evolutionary function, and weigh an average of 140 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Darkvision. 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.

Eye Open. Oculi do not need to sleep, but must enter a resting state for 8 hours to benefit from a long rest. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as though you were awake.

Oculus Perception. Whenever you make a Wisdom (Perception) check using sight, you add double your proficiency bonus to the check, even if you are not normally proficient.

Telepathy. You can speak telepathically to creatures within 60 feet of you. For a creature to understand your telepathy, you must share a language. You perform the verbal components of spells by broadcasting them to all creatures within range of your telepathy.

Languages. Oculi can't physically speak, but communicate telepathically. They can "speak," read, and write Common and one other language of your choice, usually the language of a society near to the watch into which you were born.

Subrace. Three main evolutionary functions of oculi make up oculus society: the Oculus Adjudicate, the Oculus Inquisitive, and the Oculus Vigilant. Choose one of these subraces.

Oculus Adjudicate

An oculus adjudicate is the type of oculus most friendly or neutral visitors will meet upon discovering a watch. They are the builders and primary decision-makers of oculus society. They are the most common type of oculus for the purposes of construction and diplomacy. Oculus adjudicates tend to be taller and spindlier than the other oculus forms.

Ability Score Increase. Your Wisdom score increases by 1.

Evolutionary Builder. You have proficiency with your choice of mason's tools or tinker's tools.

Judging Eye. You are proficient in the Insight skill. You add double your proficiency bonus to Wisdom (Insight) checks you make to determine if a creature is lying.

Oculus Inquisitive

An oculus inquisitive's primary role is to venture to the world outside the watch, discovering uninhabited cave systems to which a watch can expand, checking for outside threats, and keeping peace with neighboring societies. Most cultures consider oculus inquisitives to be the primary form of oculi since they are the form most commonly seen on the surface world. Oculus inquisitives tend to be smaller in stature than the other evolutionary forms, but are well built for travelling long distances.

Ability Score Increase. Your Charisma score increases by 1.

Evolutionary Explorer. You have proficiency with your choice of calligrapher's supplies or navigator's tools.

Inquisitive Eye. You are proficient in the Investigation skill. You add double your proficiency bonus to Intelligence (Investigation) checks you make to find traps and secret passages.

Oculus Vigilant

The oculus vigilant's duty is the protection of the watch. They tend to be found most commonly standing guard at the defensible locations and parapets oculi build when carving into a cave system, and as such are rarely seen outside a watch. Unlike the other oculus forms, oculus vigilants are large and bulky creatures with a thick membrane that hardens into plates as the oculus ages. This gives the oculus vigilant the appearance of wearing armor, especially near the end of its natural lifespan. These plates, however, are not stuck in place, and the oculus vigilant can move them at will in order to feed and position its pupil.

Ability Score Increase. Your Strength score increases by 1.

Evolutionary Warrior. Your hit point maximum increases by 1, and increases by 1 again whenever you gain a level.

Ratter

"Don't go in the bloody sewers, boy! Those stinkin' ratters are hungry, and right vicious! They nearly took me gods-accursed arm! And I only have the one left! ...On secon' thought, go right ahead, maybe then you'll stop terrorizin' me lawn..."

—Old Man Jenkins, *the accidental discoverer and namer of the ratters, to a neighborhood ruffian, just outside the entrance to the sewers of Waterdeep*

Ratters are a miniscule, rodent-like people that live in groups called infestations, often inhabiting the sewers beneath heavily populated cities. Their metabolisms are just as quick as their minds, creating a ravenous hunger in most ratters for both food and knowledge. This curiosity and peckishness combined with their flexible bodies means that if there's a place a ratter shouldn't be, they probably found a way to get in.

Sewer Critters

Ratters have large, rounded ears, beady eyes that range from light brown to deep black, and pointed snouts ending in inquisitive pink noses and elongated fore-teeth. Their fur comes in a variety of understated colors such as grey, black, brown, white, or any combination thereof. This fur is long and fluffy when clean, but will often appear matted, unkempt, or even spiky due to a lack of grooming habits and a tendency to live in filth.

The bushiness of their fur belies the lithe bodies underneath. Ratters are deceptively slim and highly flexible, with loose joints that allow them to squeeze into seemingly impossible gaps. They also have broad, pointed claws on the tips of their fingers and toes, which are ideal for climbing or burrowing in soft earth. Lightweight, flexible, and capable of slipping or scraping through tight spaces, ratters have little trouble infiltrating food stores and getting into other places they aren't wanted.



Live Fast, Die Young

As intelligent creatures, ratters are acutely aware of just how short their twenty-year lifespans are as compared to those of other humanoids. Ratters despise wasting time. They speak quickly, think quickly, and take action quickly, without dwelling on the consequences or any other "wasteful" thoughts. They take offense, often violently, to any action or custom they deem to be a waste of their time, such as smalltalk, waiting in lines, or dealing with bureaucracy; ratters will usually put their quick minds to work finding a creative way around such pointless obstructions.

Most organized societies consider ratters to be loathsome pests and will go to great lengths to keep an infestation out of their sewers. For their part, ratters harbor a much more powerful dislike, and sometimes even hatred, of these longer-lived races; they're viciously jealous of creatures with greater lifespans, especially elves. Compared to other races that seem to have all the time in the world, ratters find it incredibly unfair to have been given so little time.

A ratter's short life also sparks within them a fundamental desire to continue to have an impact after they're gone, to leave a legacy behind. While many ratters believe their legacies are completed simply by surviving to continue their lines, others are dissatisfied at the idea of using their limited time only for the purpose or procreation. These ratters yearn to accomplish greater feats, and some, seeking something new they can contribute to their infestations, turn their minds to gaining and utilizing knowledge. Painfully aware of how limited their time is, these scholarly ratters blaze through texts and tomes, desperate to discover some lost lore such as the secret to attaining immortality, or to find an adventure that will be sung of in taverns across the world—anything that will keep their memory alive throughout the eons.

Family Matters

Ratters understand just how little time they have with their family members, so they cherish these bonds deeply while they can. Mother ratters tend to give birth to several litters per year, each litter containing six to ten pups, causing ratter infestations to expand rapidly. Quick to form attachments, ratters tend to consider the rats, mice, and other rodents of the sewers to be family, too, often treating them as siblings or beloved pets. Whether this behavior is due to similarity of appearance or of circumstance is unknown, but the attachments formed are fierce, and ratters even develop ways to communicate with their smaller, subterranean fellows.

Unfortunately, the ratters' high birth rates, huge families, and fast metabolisms can quickly combine to cause food shortages within an infestation, eventually forcing the family to the point of desperation. Ratters' terrible hunger, when left unsatisfied for extended periods, begins to drive them mad, until they must either leave the infestation on a blind and perilous search for food, or begin feeding upon each other. Most ratters that survive to reach adulthood bear numerous scars, afflictions, and diseases due to the feeding frenzies they've battled through down in the sewers. Even this violent cycle of starvation and madness cannot break a loyal ratter's family bonds, however. After a frenzy has abated, the remaining members of the infestation quickly make amends, their devotion running deep enough to survive the carnage.

Ratter Adventurers

Most often, a ratter becomes an adventurer after their hunger drives them from their infestation, and once their faculties return, they find themself completely lost in a place they don't recognize. Occasionally, a ratter infestation will be discovered and routed by the authorities of the city that lies atop the infestation's sewer dens, causing much of the family to become separated or slain. And once in a great while, a ratter may be so grievously wounded during a feeding frenzy that their familial bonds snap, causing them to leave the infestation of their own accord.

Ratters hunger for a social group nearly as much as they do for food, and they find it hard to resist the urge to find a replacement for the family they lost. Most often, this is achieved by stumbling onto an adventuring group. Thanks to their capacity for deep familial bonds and their extreme impatience, ratters tend to make themselves into fiercely loyal, if often troublesome, members of these parties.

Though their instincts and physical attributes naturally lead many ratters to become rogues, the more scholarly ratters who pursue knowledge tend to follow the path of wizardry. However, it isn't uncommon to find ratter fighters traveling with adventuring groups, their bellicose inclinations and violent experiences having inspired them to master weaponry.

Ratter Names

Ratters are often named in the Ratter language, which is comprised of clicks, chitters, squeaks, and emphatic full-body movements that indicate tone. Since most creatures find it difficult to recreate the language precisely, and ratters are generally too impatient to teach them, a ratter is often forced to adopt a name that can be more easily pronounced by their companions.

Most ratters, snickering to themselves over their own creativity, will use an onomatopoeia or verb from the Common language, but with a letter missing. Ratters place no stock in surnames, but when forced to present one, they will often make it an homage to — or parody of — the city of their birth.

Ratter Names: Bit, Burro, Clim, Cratch, Creech, Hitter, Ibble, Iss, Munc, Queak, Runch, Stel, Swip, Tab

Ratter Surnames: Alwayssummer, Baldursdoor, Brassburgh, Darkmade, Deepwater, Helmholder, Homeunder, Lentilkeep, Neverday, Shallowpuddle, Thampvolo, Zarunyan

Ratter Traits

Your ratter character has the following common traits all ratters share.

Ability Score Increase. Your Dexterity, Constitution, and Intelligence scores each increase by 1.

Age. Ratters reach adulthood after only 2 to 3 years, and don't generally live much longer than 20 years, their extreme metabolic rate aging them much more quickly than most other humanoids.

Alignment. Due to their impatient personalities and the fact that their monstrously fast metabolisms make them almost constantly hungry, ratters have little to no regard for societal conventions, niceties, or anything else they deem to be a waste of their short time to live. They usually take what they want without asking, especially when what they want is food, and they often resort to violence if something or someone is preventing them from grabbing it. Most ratters tend to be chaotic, if not also evil.

Size. Ratters range from 2 to 3 feet tall, and weigh an average of about 30 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Darkvision. You can see in dim light within 30 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.

Bite. Your sharp, pronounced foreteeth are a natural weapon, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Impatient Mind. When you resolve the Research downtime activity, described in Chapter 2 of *Xanathar's Guide to Everything*, you roll the Intelligence check for the Research Outcomes table twice, gaining the results of both rolls.

Loquela Rattus. You have the ability to communicate in a limited manner with rats and similar rodents. Such creatures can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Rodent Nimbleness. You can move through the space of any creature that is of a size larger than yours. Additionally, you are considered one size smaller for the purpose of squeezing into narrow holes and passages.

Vermin Infiltration. Due to your light weight, quick mind, and specialized claws, you can get inside almost any place you choose. You have a climbing speed of 25 feet, and a burrowing speed of 5 feet. You can only use this burrowing speed to tunnel through soft dirt or mud, and the tunnel quickly collapses after you pass through.

Languages. You can speak, read, and write Common and Ratter.



DOMINICK

Saurian

"Did not learned men, too, hold, till within the last twenty-five years, that a flying dragon was an impossible monster? And do we not now know that there are hundreds of them found fossil up and down the world? People call them Pterodactyles: but that is only because they are ashamed to call them flying dragons, after denying so long that flying dragons could exist."

—Charles Kingsley, *The Water Babies*

Like their behemoth kin, the saurians are relics of an ancient time and unknown to nearly all inhabitants of the worlds of D&D. As a people, saurians struggle to uphold time honored traditions while they maintain the ruins of their once opulent city states. Individually, each saurian must decide for themselves if they will maintain their culture in its long decline or leave their ancestral home to find a new life.

Kin to Behemoths

Saurians tower over other humanoid races. The size of the saurian race is proof, saurians say, of their mandate of rulership over the younger races and their connection to the primordial origins of the world. When their foot falls shake the earth and echo off the hills, even the skeptical are inclined to give their point consideration. Their appearance is further evidence of their ancient and titanic origins. All saurians resemble the behemoths commonly believed by scholars to have ruled the world in prehistoric times. Different saurian subraces resemble different species of behemoths but all are covered with a scaled or feathered hide, possess large black eyes, and have a tail.

The End of an Era

The reign of the saurians was long but so far in the distant past that none but their own scholars even recall the details of it. In the modern age, saurians remain in ancient, gilded cities deep in the forgotten places of the world. Hidden away in these lands lost to time, saurians remain committed to the culture and traditions of their ancestors. Even as their numbers grow fewer with each passing decade, saurians still look to the past rather than embrace the future.

In that bygone age, the saurian people ruled sprawling empires from capitols littered with gold and precious gems, enlightened by the doctrine of their religious philosophy, and pioneered a great number of the mundane and mystical arts practiced today. At least, that's what the saurians claim. With their numbers shrinking since before recorded time, some saurians embrace a fatalistic stance that their race was born dying.

Breaking With Tradition

Saurians are an isolationist and monocultural people and have been for the length of recorded history. When a saurian becomes an adventurer, they leave the highly structured society they come from and embrace a world of dizzying freedom. A saurian might take this dramatic leap because they reject the caste they've been born into, they've committed a great crime, or they're the last survivor of a once great city-state. Whatever the reason, saurians typically know little of the customs of other people and often struggle to adopt new ways of thinking.

Saurians serve adventuring parties well as historians. Saurians are long lived as individuals and, collectively, look to the past for answers to present challenges. A saurian might recall the details of how a great force of evil was contained or defeated long ago, or remember the solution to an ancient riddle.



TZE-CHIANG LIM

Saurian Names

Every saurian is given a personal name at birth. In adolescence the saurian is taught the personal names of all of its ancestors and these form the saurian's extended name. Saurians traditionally greet others by announcing their personal name and as much of their extended name as they can remember. Between saurians it is considered rude to list a longer extended name than someone older or in a higher social status.

Ankylos Names: Bhatha, Bhima, Charma, Gada, Gadadhar, Khethah, Laguda, Sainya
Deinony Names: Babila, Javana, Pathika, Rajaduta, Rewa, Turanya, Vanik, Yathu
Plesios Names: Aayaata, Annapurna, Karshakka, Maalaakaara, Ogha, Puura, Riddhi, Samudra
Pteradas Names: Aakaash, Aksha, Daksha, Pataga, Silpa, Vihaga, Yantram, Yukti
Sarchos Names: Dawati, Hantaram, Makara, Nakra Raja, Peck, Tanupa, Udadhi, Urmi
Triceras Names: Acharya, Agamya, Aparavid, Chanaakya, Gyana, Itihaasa, Katha, Vidvat
Tyrannos Names: Abhiraj, Adhip, Bhayan, Mahesh, Mahiipat, Rajaan, Upadravin, Virochan



Saurian Traits

Your saurian shares an inheritance of traits and abilities with other saurians, passed down by your ancestors since time immemorial.

Age. Saurians mature slower than humans do, reaching maturity at the age of 100, and can live up to a thousand years.

Alignment. Saurians are creatures of habit and custom and are almost always lawful. Saurians have an even temperament and a dislike for trouble, making them disinclined toward good or evil.

Size. Saurians are between 6 to 8 feet tall and weigh between 350 and 450 lbs. A saurian's size varies by subrace with Pteradas being the smallest and lightest, Plesios being the tallest, and Ankylos being the heaviest. Your size is Medium.

Speed. Your base walking speed is 30.

Intimidating Size. You have advantage on Charisma (Intimidation) checks made against creatures of your size and smaller.

Long Memory. You have proficiency in the History skill.

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

Languages. You can speak, read, and write Common and Draconic. The saurian dialect of Draconic is obvious to other speakers of the language and unless you learn Draconic again from another source, your speech in Draconic will always be notable for its saurian idiosyncrasies.

Subrace. Saurian society is divided into castes primarily determined by a saurian's subraces. Ankylos are expected to become a member of the military or city guard. Deinony serve their people as ambassadors and traveling merchants. Plesios are depended on as farmers and explorers of saurian society. Pteradas are known for their creativity and expertise as artisans. Sarchos are found almost exclusively in coastal cities and often make up whatever naval forces a saurian city-state has. Triceras are encouraged to become scholars and bureaucrats. Tyrannos are the leaders of saurian society, as likely to be feared as they are admired.

Ankylos

By tradition, the ankylos are the military caste of saurian society. Ankylos are introduced to fighting in small groups as a competitive team sport for the entertainment of other saurians. As ankylos age, they take on roles in the city guard, in militaries, or as bodyguards and warriors.

These combat roles well suit the ankylos, who are the heaviest among saurian kind and possess both natural weapons and defense. Along their back the ankylos

TZE-CHIANG LIM

have contiguous bone plates that create a shell and their tail ends in a club formed from a dense nodule of the same bone plates.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Club Tail. You have a club tail which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the damage normal for an unarmed strike.

Heavy. You have advantage on saving throws against being moved and knocked prone.

Natural Armor. You have a bone plated back you can use to intercept attacks when you have no better shield on hand. While you aren't using a shield, you gain a +1 bonus to your AC.

Slow. Your base movement speed decreases to 25 feet.

Deinony

With their heightened speed and relatively smaller frame, the deinony serve saurian society as ambassadors, merchants, and rangers. In ancient eras the deinony would travel from one saurian city-state to another delivering their ruler's lists of demands, requests, or peace offerings. It has been centuries since two great saurian city-states have been close enough for such a relationship so deinony today serve as the primary face of saurian society to the outside world, if the outside world knows of saurians at all.

To the unfamiliar eye, a deinony might look like a particularly feral lizardfolk. To those who are familiar with both races the deinony's size, protruding nose, and dagger-sized talons on their feet make the two impossible to confuse.

Ability Score Increase. Your Strength, Dexterity, and Charisma scores increase by 1.

Clawed Toe. You have dagger-like claws at the end of your feet that you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Clever. You have a natural talent for providing openings and advantages for others. On your turn, you can use a bonus action to take the Help action. Once you use this trait, you can't use it again until you finish a short or long rest.

Raptor Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Plesios

Plesios form the bulk of the agricultural caste of saurian society. Plesios are naturally gifted at tending the land and the sea and are taught horticulture and herbalism at a young age. Many plesios become farmers but some rare few serve their communities as druids or rangers instead.

Plesios are the tallest of the saurian owing in no small part to their sizeable neck. Plesios stand nearly 8 feet tall on average with their neck comprising about 2 feet of that height. Despite lacking any external gills, plesios are equally at home above and below water. Their skin produces an oily sheen when they remain out of water for extended periods of time.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Darkvision. Accustomed to darkened waters, you have superior vision 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.

Aquatic. You have a swimming speed equal to your base walking speed and you can breathe air and water.

Catch of the Day. When you are near a body of water you can spend 10 minutes fishing. You catch 10 fish which function identically to the berries created by the spell, *goodberry*. Once you use this trait, you can't use it again until you finish a long rest.

Pteradas

In saurian society, pteradas make up the artisan caste. In a culture that changes as slowly as saurian society does, pteradas are given a limited freedom to innovate and experiment with new forms of art and thinking. In practical roles, pteradas become artists, philosophers, and inventors.

Physically the pteradas are the smallest and lightest of all saurians. Their relatively spry stature allows them to use their wings, a membrane between the bottom of their palms and their top of their hips, to fly. Their heads are long and angular, due to their pronounced beaks.

Ability Score Increase. Your Strength score increases by 1, and your Dexterity score increases by 2.

Flight. You have a flying speed of 30 feet. You can't fly using this trait if you are carrying more than half your total carrying capacity. While flying in this way you cannot make attack rolls, cast spells, or maintain concentration on spells you had previously cast.

Tool Proficiency. You have proficiency with one tool kit of your choice.

Sarchos

Sarchos occupy a precarious position in saurian society. It's an accepted fact that sarchos were one of the youngest of the saurian races and their unique gifts leave them ill-suited for landlocked settlements. While historically the sarchos made up the bulk of saurian city-state's navies, today few such city-states exist and those that do are hard pressed to muster enough members to call it a "navy." As a result, sarchos are largely forgotten by other saurians or sometimes even viewed as suspicious outsiders. In the rare saurian city-states that have long and proud naval traditions, the sarchos are still accepted as members of society, but often take roles that keep them at sea.

Sarchos have long snouts, a thick scaled hide, short powerful legs, and long tails. While their gait on land could be described as awkward, they swim with the grace of a sea serpent, using their tails to propel themselves forward. Sarchos are sometimes mistaken for large crocodiles by humanoids unfamiliar with saurians.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

At Home in Water. Your base movement speed decreases to 25 feet, but you have a swimming speed of 30 feet.

Hold Breath. You can hold your breath for up to your Constitution modifier in hours (minimum 1).

Powerful Jaws. Sarchos have powerful jaws they can use to grapple and control enemies with in combat. When you make a grapple attempt, you can use your mouth instead of a free hand. If you do, and you successfully grapple a creature, that creature takes piercing damage equal to your Strength modifier (minimum 1).

Scaley Hide. Whenever you finish a short or long rest, you gain temporary hit points equal to your Constitution modifier (minimum 1).

Triceras

Triceras are regarded as gifted scribes and ritualists and make up the majority of the scholar caste in saurian society. As such, triceras are called on to remember the customs and traditions of the past as well as interpret and implement the application of historical laws. Triceras fulfill their function as members of the scholar caste by serving as judges, priests, and lorekeepers.

The most striking physical characteristic of the triceras is their forehead which forms an elevated ridge that separates the front of their skull from the back. Three horns protrude from the front facing side of that ridge. A short central horn sits directly above the triceras' beak and two longer horns grow above and on either side of the central horn.

Ability Score Increase. Your Strength and Intelligence scores increase by 2.

Living Fossil. Your proficiency bonus is doubled when you make Intelligence (History) checks.

Tricorn Headbutt. You have three horns on your head that you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Ritualist. Choose any 1st-level spell with the ritual tag. You can cast this spell as a ritual. Intelligence is your spellcasting ability for this spell.

Tyrannos

Along with the blood of the mythical Tyrant King, the tyrannos inherit the birthright of leadership and form the ruling caste of saurian society. Historically, the tyrannos proved their worth as rulers by launching extended military campaigns against one another. As the numbers of their subjects dwindled, the efficacy of such campaigns became unsustainable. Traditional tyrannos do little today but rule over the decaying ruins of their once great society while enterprising tyrannos may attempt to start trade with the wider world. Tyrannos are given a wide berth in terms of the functional roles they play in society but most often act as politicians, rulers, and merchants.

The tyrannos are easily identified by their large heads, which they claim are a result of their superior intellect and political prowess, as well as their short arms, which everyone else should be careful never to call attention to.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Carnivorous Bite. You have rows on rows of sharp teeth which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 2d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Small Arms. You have disadvantage on attack rolls with heavy weapons.

Tyrant King. You have proficiency in the Intimidation skill.

Terrifying Roar. You can use your action to roar with rage, shocking your inferiors into submission. When you do, all creatures within 30 feet must succeed on a Wisdom saving throw or be frightened until the end of your next turn. The DC for this saving throw is equal to 8 + your Charisma modifier + your proficiency bonus. After you use your terrifying roar, you can't use it again until you finish a short or long rest.

DANIEL COMERCI





Chapter 2: Adventuring Paths

Here you will find a massive expansion of character options to use when making your next D&D character. Each class in the *Player's Handbook*, as well as the Artificer class from *Tasha's Cauldron of Everything*, gets six new archetypes in this chapter. Spellcasting classes also receive new spells on their spell lists. Classes are listed alphabetically.



Artificer

The artificer class receives additional spells in its spell list.

At 3rd level, an artificer gains the Artificer Specialist feature. The following options are available to an artificer, in addition to those offered in *Tasha's Cauldron of Everything*: Cognician, Demolitionist, Mechanic, Oozologist, Scrapper, and Transmortalist.

Additional Artificer Spells

The spells in the following list expand the artificer spell list in *Tasha's Cauldron of Everything*. The list is organized by spell level, not character level, and a spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses. The descriptions for each of these spells can be found in Chapter 4: Feats & Spells.

Cantrips (0 Level)

Arcing arrow (transmutation)
Build weapon (conjuration)
Rime strike (evocation)
Silent steps (illusion)
Speak true (abjuration)
Vortex dart (evocation)

1st Level

Build ray pistol (conjuration, ritual)
Build shock baton (conjuration, ritual)
Dazzling pop (illusion)
Deploy personal barrier (conjuration)
Throw voice (illusion, ritual)

2nd Level

Build plasma blade (conjuration, ritual)
Deploy velocity shield (conjuration)

3rd Level

Build acid spewer (conjuration, ritual)
Find vessel (conjuration)

4th Level

Deploy shock shield (conjuration)
Guardian of civilization (transmutation)
Invisible weapon (illusion)

5th Level

Giantize (transmutation)
Shoulder cannon (conjuration)

Cognician

Cognicians are artificers who have specialized in the creation of helms that enhance cognitive abilities and awaken latent psionic powers. Using these cerebral helms, a Cognician can reach beyond their natural mental abilities and learn to encroach on the minds of others. Cognicians are fascinated by crystals and rare minerals, the key magical components of their helms.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with jeweler's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Cognician Spells

Beginning at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Cognician Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Cognician Spells

Artificer Level	Spell
3rd	*comprehend languages, sleep*
5th	*detect thoughts, Tasha's mind whip* [TCE]
9th	*clairvoyance, intellect fortress* [TCE]
13th	*confusion, phantasmal killer*
17th	*synaptic static* [XGE], *telekinesis*

Cerebral Helm

At 3rd level, you create a helm beset with gems, prisms, and glass that enhances your natural cognitive abilities. This helm counts as a spellcasting focus for your artificer spells. While you are wearing this helm, you know a number of the following cantrips your choice up to your Intelligence modifier (minimum one cantrip) *guidance*, *mage hand*, *message*, *mind sliver* [TCE], and *prediction* [UAH]. If the cantrip is normally not on the artificer spell list, it counts as an artificer spell for you.

When you finish a long rest, you can replace any number of cantrips from this list with an equal number of cantrips from this list.

If you ever lose your cerebral helm, you can create another one with 8 hours of work and 10 gp of materials. Creating a new cerebral helm causes the old one to immediately and permanently cease functioning.

Psionic Amplification

Starting at 5th level, when you cast an artificer spell that deals damage, you can choose to change the damage to psychic. In addition, when you deal psychic damage with an artificer spell, you can choose one target to take additional psychic damage equal to your Intelligence modifier (minimum 1).

Parallel Processing Power

At 9th level, you're able to make certain upgrades to your cognition enhancing helm. While you are wearing it, you gain the following benefits:

- You have resistance to psychic damage.
- You are immune to any effect that would sense your emotions or read your thoughts.
- When you fail a Constitution saving throw to maintain concentration on a spell, you can use your reaction to reroll the saving throw and use the second result.
- You can use a bonus action to refract your will and focus through the crystalline lenses of the helm. For the next 10 minutes, you cannot lose concentration on a spell as the result of taking damage and you can concentrate on a maximum of two artificer spells, instead of one. During this time, if you cast a third artificer spell that requires concentration, you decide which of the other two to end your concentration on. Once you use this bonus action, you can't use it again and you lose all other benefits granted by this feature until you finish a long rest.

Surpass Cognitive Potential

At 15th level, the cumulative effect of wearing your cerebral helm has left you permanently cognitively enhanced. You gain the following benefits:

- Your Intelligence ability score increases by 2, to a maximum of 22.
- You can use a bonus action and expend a spell slot to increase your cerebral capacity even further. When you do, your proficiency bonus increases by an amount equal to half the level of the spell slot expended, rounded up, for 1 minute. At the end of the minute, you gain a level of exhaustion.



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Demolitionist

Demolitionists are explosive experts who specialize in the deft application of magical incendiaries. In times of war, they are valued as bombardiers and grenadiers who can set traps, break down fortifying barriers, and dispatch large groups of enemies. In times of peace, they can clear land for the creation of mines and settlements or efficiently break down decaying structures to make room for new construction.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with potter's tools. If you already have this tool proficiency, you gain proficiency with another type of artisan's tools of your choice.

Demolitionist Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Demolitionist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Demolitionist Spells

Artificer Level	Spells
3rd	*fog cloud, ice knife*[XGE]
5th	*knock, shatter*
9th	*fireball, stinking cloud*
13th	*sickening radiance*[XGE], *vitriolic sphere*[XGE]
17th	*cloudkill, synaptic static*[XGE]

Explosive Charges

At 3rd level, you learn how to produce magical explosives. When you finish a long rest, you can use potter's tools or tinker's tools to magically create a number of explosive charges equal to half your artificer level, rounded up. When you finish your next long rest, any charges you have cease functioning.

As an action, you can expend and throw one of your charges to a point you can see within 60 feet of you. When you do, you decide its type, choosing from one of the options on the Explosive Charges table. When the charge detonates, it explodes in a 10-foot radius sphere centered on the point to which you threw it. Any creature within the sphere that isn't behind full cover must make a Dexterity saving throw against your spell save DC. Each creature that failed its saving throw, as well as any structure and object that isn't being worn or carried, takes 2d6 force damage. A creature that succeeds on its saving throw takes half damage. The explosion emits a thunderous boom audible out to a range of 300 feet.

If you have no charges, you can use potter's tools or tinker's tools as an action and expend a spell slot to magically create a number of charges equal to the level of the expended spell slot.

The damage of your explosive charges increases by 1d6 when you reach certain levels in this class: 9th (3d6), 15th (4d6), and 20th (5d6).

Explosive Charges

Charge Type	Effect
Force Grenade	The charge detonates on impact.
Proximity Mine	The charge can be thrown only to a point on a solid surface, onto which the charge adheres until it detonates or deactivates. The next time a creature other than you or another thrown charge comes within 10 feet of the charge, it detonates. The charge deactivates after 1 hour or when you use your action to touch the charge and deactivate it. If you use this action, you regain the expended charge.
Timed Detonation	The charge can be thrown only to a point on the ground. When you throw the charge, it detonates after 1 minute. At the start of your turn, you can choose for the charge to detonate early. Before it detonates, any creature that can touch the charge can use its action to throw the charge to a different point on the ground within 60 feet of it.

Bombs Away

Starting at 5th level, when you use your action to create one or more explosive charges or to throw an explosive charge, you can immediately throw one as a bonus action. This bonus charge must be a Force Grenade.

Modified Charges

Starting at 9th level, when you use your action to throw an explosive charge, you can choose to apply one of the following modifications to it.

Flash Boom. The charge's explosion deals radiant damage instead of force, and requires a Constitution saving throw instead of Dexterity. If a creature fails its saving throw against the charge, it is blinded and deafened until the end of your next turn. Once a creature makes a saving throw against this modification, it has advantage on further saving throws made against this modification for 10 minutes.

Heavy Ordnance. The charge's explosion deals double damage to objects and structures, has a radius of 20 feet, and is audible out to a range of 600 feet.

Incendiary Powder. The charge's explosion deals fire damage instead of force damage, gains a bonus to its damage roll equal to your Intelligence modifier, and ignites any flammable objects in the area that aren't being worn or carried.

Glorious Grenadier

Starting at 15th level, when you finish a short rest, you can use potter's tools or tinker's tools to magically create a number of explosive charges up to your Intelligence modifier (minimum 1).

Additionally, whenever you cast an artificer spell that deals damage in a sphere, you deal an additional 1d6 damage to each creature that takes damage from the spell this turn.



FORREST IMEL

Mechanic

A Mechanic specializes in the creation and repair of automotive vehicles that can be used in nearly any environment. They believe that living mounts such as horses will be obsolete in the near future, given the innovations occurring with black powder weapons and the creation of magical implements of warfare, so they seek to solve the problem before it begins. When given the time and option, these artificers create rides customized to their clients' needs and senses of style.

Tools of the Trade

When you adopt this specialization at 3rd level, you gain proficiency with smith's tools and all air, land, and water vehicles.

Mechanic Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Mechanic Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Mechanic Spells

Artificer Level	Spells
3rd	*longstrider, Tenser's floating disk*
5th	*find steed, gust of wind*
9th	*find vessel* [UAH], *stinking cloud*
13th	*dimension door, find greater steed* [XGE]
17th	*control winds* [XGE], *far step* [XGE]

Mechanical Marvel

At 3rd level, you learn how to create magical vehicles that can be used to navigate many kinds of terrain. Using smith's tools or tinker's tools, you can take an action to magically create a Medium or Large vehicle in the space of a willing creature within 5 feet of you that is Large or smaller. The creature can immediately mount the vehicle if it is no larger than the vehicle.

Once you create a vehicle with this feature, you can't do so again until you finish a long rest or until you expend a spell slot to create another one. You can have only one vehicle from this feature at a time; if you create a new vehicle with this feature while you already have one, the previous vehicle disappears.

The vehicle is a magical object. It has AC equal to 12 + your Intelligence modifier and a number of hit points equal to 10 times your artificer level. It is immune to poison damage and psychic damage. If it is forced to make an ability check or saving throw, treat all of its ability scores as 10 (+0). If the *mending* spell is cast on

it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or if you dismiss it as an action.

Only one creature can ride the vehicle at a time. The rider can use half its speed to dismount the vehicle, exiting into an unoccupied space within 5 feet of the vehicle. On a subsequent turn while the vehicle has no rider, a creature no larger than the vehicle within 5 feet of the vehicle can use half its speed to mount it. If an effect causes the vehicle to move against the rider's will or knocks the vehicle prone, the rider must succeed on a DC 10 Dexterity saving throw or fall out of the vehicle, landing prone in a space within 5 feet of it. The rider also falls out of the vehicle in this way if the rider is knocked prone.

When you create the vehicle, you determine its appearance and decide which type it is, choosing from the options on the Mechanical Marvels table.

Mechanical Marvels

Vehicle	Effect
Motor Bike (Land)	While a creature is riding this vehicle, it has a walking speed of 60 feet.
Wall Crawler (Land)	While a creature is riding this vehicle, it has a climbing speed of 30 feet. It can use this climbing speed to move up, down, and across vertical surfaces.
Wave Skimmer (Water)	While a creature is riding this vehicle, it has a swimming speed of 30 feet. It can use this swimming speed only to move across the surface of liquids.

Mounted Gun

Starting at 5th level, each time you create a vehicle with your Mechanical Marvel feature, you can choose for it to have a mounted gun. The mounted gun is a magical simple ranged weapon with a normal range of 60 feet and a long range of 150 feet that deals 1d8 piercing damage and that doesn't require ammunition. A creature riding the vehicle can make attacks with the mounted gun as part of the Attack action, and uses its choice of Dexterity or Intelligence for the attack and damage rolls.

While you're riding the vehicle, when you take the Attack action or cast a cantrip with a casting time of 1 action, you can make an additional attack with the mounted gun as a bonus action this turn.



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Mechanical Masterwork

At 9th level, the list of vehicle types you can choose from when creating a vehicle is expanded. To create one of the vehicles in the Mechanical Masterworks table below when your use of Mechanical Marvel is expended, you must expend a spell slot of 3rd level or higher, instead of a spell slot of any level.

Mechanical Masterworks

Vehicle	Effect
Deep Diver (Water)	While a creature is riding this vehicle, it has a swimming speed of 40 feet, it can breathe underwater, and it can use a bonus action to switch on or off a magical light that creates bright light in a 30-foot cone originating from the vehicle.
High Flyer (Air)	While a creature is riding this vehicle, it has a flying speed of 30 feet and can hover.
Lightning Engine (Land)	While a creature is riding this vehicle, it has a walking speed of 90 feet, it spends no extra movement using its walking speed through difficult terrain, and opportunity attacks made against it or the vehicle have disadvantage.

Marvelous Mechanic

Starting at 15th level, you can now have a number of vehicles up to half your artificer level. If you create a vehicle beyond this number, you choose one of your older vehicles to disappear.

As an action, you can touch a vehicle you created and cause it to disappear to regain the use of your Mechanical Marvel feature.

Oozologist

Artificers experiment with many odd phenomena, but few stranger than the study of sentient oozes. Oozologists, as these artificers are known, discover the secret to creating their own domesticated ooze, as well as methods to modify their pet slime using syringe-tipped vials of alchemical concoctions. When oozologists aren't busy with the relatively mundane effort of creating new forms of docile oozes, they pursue more esoteric goals like completely transforming their own bodies into slime (then back again, if they're lucky).

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Oozologist Spells

Beginning at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Oozologist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Oozologist Spells

Artificer Level	Spell
3rd	*grease*, *Tasha's caustic brew* [TCE]
5th	*hold person*, *Melf's acid arrow*
9th	*slow*, *vampiric touch*
13th	*freedom of movement*, *vitriolic sphere* [XGE]
17th	*hold monster*, *stolen life* [UAH]



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Domesticated Ooze Companion

At 3rd level, your experimentation has borne fruit in the form of a domesticated ooze. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Domesticated Ooze stat block, which uses your proficiency bonus (PB) in several places. The domesticated ooze is a malleable, translucent blob, but you otherwise choose its appearance; this has no effect on the domesticated ooze's statistics.

In combat, the ooze shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the ooze can take any action of its choice, not just Dodge.

If you spend a minute treating your ooze with alchemist's supplies, it regains 2d6 hit points. If it has died within the last hour, you can use your alchemist's supplies as an action to revive it, provided you are within 5 feet of it and you expend a spell slot. The ooze returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new domesticated ooze if you have alchemist's supplies with you. If you already have an ooze from this feature, the first one immediately perishes. The ooze also perishes if you die.

Ooze Injectables

Also at 3rd level, you can spend 1 minute using alchemist's supplies to create and administer an injectable dose that transforms the nature of your domesticated ooze. After being administered, the domesticated ooze remains affected by the injectable for 8 hours or until you use this feature again, whichever comes first.

Ferno Injection. Your domesticated ooze gains resistance to fire damage. In addition, when it deals damage with its striking pseudopod attack, it deals fire damage instead of acid damage and this damage gains a +2 bonus.

Glacia Injection. Your domesticated ooze gains resistance to cold damage. In addition, when it deals damage with its striking pseudopod attack, it deals cold damage instead of acid damage and the target's speed is reduced by 10 feet until the end of its next turn.

Lectra Injection. Your domesticated ooze gains resistance to lightning damage. In addition, when it deals damage with its striking pseudopod attack, it deals lightning damage instead of acid damage and the target can't use reactions until the start of its next turn.

Kaichu Injection. The size of your domesticated ooze increases to Large and its current and maximum hit points increase by twice your artificer level. Additionally, the reach of its pseudopod attacks increases to 10 feet.

Domesticated Ooze

Medium ooze

Armor Class 13
Hit Points 2 + your Intelligence modifier + five times your artificer level (the ooze has a number of Hit Dice [d8s] equal to your artificer level)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (**+3**)	8 (**−1**)	14 (**+2**)	8 (**−1**)	12 (**+1**)	4 (**−3**)

Saving Throws Str + 3 plus PB, Dex −1 plus PB, Con +2 plus PB
Skills Athletics +3 plus PB, Perception +1 plus PB, Stealth −1 plus PB × 2
Damage Resistances acid
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this distance), passive Perception 11 + PB
Languages — (understands your speech only)
Challenge —
Proficiency Bonus (PB) equals your bonus

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Transparent. Even when the domesticated ooze is in plain sight, it has advantage on Dexterity (Stealth) ability checks to hide if it hasn't moved or attacked this turn. If a creature tries to move into the domesticated ooze's space, the domesticated ooze can use its reaction to make one pseudopod attack against the creature.

Actions

Grasping Pseudopod. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d4 bludgeoning damage and the target must succeed on a Strength saving throw against your artificer spell save DC or be grappled by the domesticated ooze.

Striking Pseudopod. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d4 bludgeoning damage and 1d4 + PB acid damage.

Acidic Arcana

At 5th level, when you deal damage with an artificer spell, you can deal an additional 1d6 damage to one target. If the damage is acid, this additional damage increases to 2d6.

Stickier Slime

Starting at 9th level, when a creature within 5 feet of your domesticated ooze uses any movement, your domesticated ooze can use its reaction to make one pseudopod attack against that creature. In addition, a creature that ends its turn grappled by your domesticated ooze takes 1d4 acid damage.

Gelatinous Transformation

At 15th level, you discover methods to adapt many of the benefits of ooze physiology to your own anatomy. You gain the following benefits:

- You are immune to acid damage.
- You gain a climbing speed equal to your base walking speed.
- You gain blindsight out to a range of 60 feet.

In addition, you can use a bonus action to temporarily transform yourself into slime. While you are transformed into a slime, you can move through a space as narrow as 1 inch wide without squeezing. This transformation ends when you are reduced to 0 hit points or you use a bonus action on your turn to end it.

Scrapper

The scrapper moves with their eyes scanning the ground, ready to snatch any metals they can get their hands on. Everything can be made into anything, and the only limits are what they have on hand. They might not make the most durable of machinations, but their tools will last long enough to get the job done.

To the scrapper, scrapwork might be an artform, a necessity to survive, or both.

Scrapper's Tools

When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Additionally, your Magical Tinkering feature is more flexible if a little slipshod. It gains the following changes:

- The maximum number of objects you can affect with this feature at one time is doubled.
- You have access to a new magical property: The object turns into a mundane piece of adventuring gear of your choice worth 10 gp or less.
- The properties granted by your Magical Tinkering end after 24 hours.

Scrapper Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Scrapper Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Scrapper Spells

Artificer Level	Spells
3rd	*burning hands, Tenser's floating disk*
5th	*cordon of arrows, heat metal*
9th	*blinding smite, conjure barrage*
13th	*fabricate, sundering smite* UAH
17th	*conjure volley, shoulder cannon* UAH

Make It Work

By 3rd level, you've learned a few tricks to help you make the most out of scrap metal and other industrial refuse. Your carrying capacity is doubled and you have proficiency with improvised weapons.

In addition, you can spend 1 minute converting 10 lbs of mundane materials, such as armor and weapons, into a scrap slot. Doing so destroys the converted objects. You can have a maximum number of scrap slots at one time equal to your proficiency bonus.



On each of your turns you can use a bonus action and expend a scrap slot to gain a flexible benefit. Once before the start of your next turn you can add a bonus equal to half your proficiency bonus (rounded up) to an ability check, attack roll, or saving throw you make. Alternatively, if you are targeted by an attack you can add this bonus to your AC against that attack instead.

Extra Attack

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

Fuse Item

By 9th level, you've learned that more is more. When infusing an item, you can reinforce it by consuming a scrap slot, granting it your choice of one of the following effects:

- An infusion that would provide a numerical bonus increases that bonus by 1.
- An infusion that has charges increases its maximum charges by 1.
- If this infused item requires a creature to attune to it, this infused item doesn't count against the number of magic items to which that creature can be attuned. A creature can only be attuned to one infused item with this benefit.

You can only have two infused items reinforced in this way at a time. If you reinforce a new infused item, your choice of one of the previous reinforced items loses its benefit.

Scrapwave

At 15th level, your collection of junk has grown so much that it practically orbits you. As an action, you can make it do so, casting the *maelstrom* XGE spell without expending a spell slot. When you cast the spell with this feature, it counts as an artificer spell for you, scavenged metal swirls around you instead of water and it has the following changes:

- You are unaffected by the spell.
- The spell's area is centered on you, and remains centered on you as you move for its duration.
- Until the spell ends, you can use a bonus action and expend a scrap slot to cause the scrapwave to heat up until the start of your next turn. Until then, the spell deals an additional 2d8 fire damage when a creature fails its saving throw against it.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a 5th level spell slot to use it again.

Transmortalist

All artificers design and create new technologies, but few would go so far as to integrate experimental inventions into their own bodies. The Transmortalists would and do. These artificers craft modular pieces of technology that can be installed directly into their body, allowing them to push beyond their normal limitations. Part magical machinery, part humanoid, the Transmortalist doesn't just innovate on life changing technology, they also raise the question: at what point are they more magical machinery than mortal?

Bonus Proficiency

When you adopt this specialization at 3rd level, you gain proficiency in the Medicine skill if you don't already have it. If you already have this proficiency, you gain proficiency with one type of artisan's tools of your choice.

Transmortalist Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Transmoralist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Transmortalist Spells

Artificer Level	Spell
3rd	*detect magic, shield*
5th	*alter self, heat metal*
9th	*protection from energy, tongues*
13th	*freedom of movement, stoneskin*
17th	*creation, legend lore*

Self Reforged

Beginning at 3rd level, you learn how to modify your body with magical implants called modules. You learn three modules of your choice from the options presented at the end of this specialization. When you gain a level in this class, you can replace one module you know with a different module.

You can install two modules at a time. When you finish a long rest, you can replace any number of your installed modules with other modules you know. While a module is installed, you gain the benefits described and can surge it to gain an additional benefit. Once you have surged a module, you can't surge the same module again until you finish a long rest. You can use an action and expend a spell slot to regain the ability to surge a number of installed modules of your choice up to the level of the expended spell slot.

At higher levels, you learn additional modules and can have more modules installed simultaneously. You learn two additional modules at 5th level, and again at 9th and 15th level. You can have one additional module installed at 5th level (3 modules), and another at 9th (4 modules) and 15th level (5 modules).

Extra Attack
Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

Hot Swap
Starting at 9th level, when you finish a short rest, you can regain the ability to surge all your modules. If you do, you can also replace any number of installed modules with an equal number of other modules you know. Once you use this feature, you can't do so again until you finish a long rest.

Performance Test
Starting at 15th level, you can use a bonus action to enter a state of heightened arcane power for 10 minutes. During this time, you gain the following benefits:

- All modules you know are installed.
- You can surge modules any number of times.
- Your weapon attacks deal additional force damage equal to your Intelligence modifier (minimum +1).

When these benefits end, you choose which five modules remain installed and regain the ability to surge all of your modules. Once you use this feature, you can't do so again until you finish a long rest.



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Magical Modules
The modules are presented in alphabetical order. If a magical module has prerequisites, you must meet them to learn it. You can learn the module at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Additional Appendage Apparatus
You have two additional arms that function just as your normal prehensile limbs do. Additionally, you have a climbing speed equal to your walking speed.

Surge. You can use a bonus action to make one weapon attack or take the Use an Object action.

Aerial Environment Adaptor
Your jump distances are tripled and taking damage from falling does not knock you prone.

Surge. You can use an action to gain a flying speed of 30 feet for 1 minute.

Aquatic Environment Adaptor
You can breathe air and water and gain a swimming speed of 30 feet.

Surge. You can use a bonus action to enhance your mobility for the next minute. During this time, your movement doesn't provoke opportunity attacks and your swimming speed increases to 60 feet.

Arcane Amplification Unit
When you install this module, choose any one cantrip from the wizard spell list. While this module is installed, you can cast this cantrip as though you know it, and it counts as an artificer spell for you.

Surge. When you expend a spell slot to cast an artificer spell, you can cause the spell to be cast at one level higher than the expended spell slot (to a maximum of 6th level).

Armored Chassis Installation
When you install this module, choose a set of armor within 5 feet of you. You incorporate this armor into your body and can don or doff it as a bonus action on each of your turns. While doffed, the armor remains under your skin and is not able to be detected except by magic. You are considered proficient with this armor.

Surge. You can use your reaction when you take damage other than psychic damage to gain a bonus to your AC equal to your proficiency bonus against the triggering attack and gain a number of temporary hit points equal to your artificer level. You lose all temporary hit points gained from this module after 1 minute.

Eldritch Armament Upgrade
Prerequisite: Weapon Integration Unit, 9th level

While you have this module installed, the weapon you incorporated with your Weapon Integration Unit module deals an additional 1d4 force damage.

Surge. As a bonus action, you can cause the weapon you incorporated with your Weapon Integration Unit to flood with eldritch energy for 1 minute. During this time, the weapon deals an additional 1d8 force damage.

Holographic Remodeling Projection Suite
You can cast *disguise self* at will, without expending a spell slot or providing verbal components.

Surge. You can use an action to cast the *invisibility* spell targeting yourself without expending a spell slot or providing verbal and material components. For the next 10 minutes, you can cast the spell in the same way any number of times.

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

Surge. You can use a bonus action to temporarily enhance your physicality for the next minute. During this time, you count as one size larger when determining who you can grapple and who can grapple you.

Mobility Enhancing Exoskeleton
Your base walking speed increases by 10 feet.

Surge. You can use a bonus action to take the Dash action and enhance your mobility for the next minute. During this time, you can use a bonus action on each of your turns to take the Dash action.

Ocular Improvement Implants
You gain darkvision out to a range of 60 feet.

Surge. You can use an action to gain blindsight out to a range of 30 feet for the next minute.

Peerless Warrior Protocol Lorebase
When you install this module, choose one Fighting Style option of your choice from the fighter class. You gain the benefit of this fighting style while you have this module installed.

Surge. You can use a bonus action to access alternative combat methodologies. When you do, choose two Fighting Style options of your choice from the fighter class you don't have and gain the benefits of those fighting styles for the next 10 minutes.

Portable Barrier Installation
When you install this module, choose a shield within 5 feet of you. You incorporate this shield into your body and can equip it or take it off again on your turn with no action required by you. While unequipped, the shield remains under your skin and is not able to be detected except by magic.

Surge. You can use a bonus action to cause your shield to project a defensive field around you for 1 minute. During this time, you gain +1 bonus to your AC and you have resistance to force damage.

Skill Emulation Lorebase
When you install this module, choose a skill or tool kit. You are proficient in the chosen skill or with the chosen tool kit while this module remains installed.

Surge. As a bonus action, you can reconfigure your lorebase to replace the skill or tool kit you chose when you installed this module with a different skill or tool kit.

Vital Systems Redundancy Enhancement
While you have this module installed, your hit point maximum increases by an amount equal to your artificer level.

Surge. You can use a bonus action to regain a number of hit points equal to your artificer level + your Constitution modifier. When you do, you can also end one disease or poison affecting you.

Weapon Integration Unit
When you install this module, choose a weapon within 5 feet of you that isn't being worn or carried by another creature. You incorporate this weapon into your body and are able to call it to your hand or dismiss it again, no action required by you. While dismissed, the weapon is integrated into your body and is not able to be detected except by magic. You are considered proficient with this weapon.

Surge. You can use a bonus action to cause the weapon you incorporated with this module to surge with arcane power for 1 minute. During this time, the weapon deals an additional 1d4 force damage.



Barbarian

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those offered in the *Player's Handbook*: the Path of Blood, the Path of the Rune Warrior, the Path of the Skinchanger, the Path of the Stampede, the Path of the Sylvan Warden, and the Path of the War Chief.

Path of Blood

The Path of Blood teaches a barbarian to harness the innate power of blood, the essential conduit of life-force in mortal creatures. Such barbarians use their own blood, as well as the blood of their foes, to channel incredible destructive power. Deities and societies who partake in blood sacrifices often attract these barbarians.



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Bloodwork

Starting when you choose this path at 3rd level, your firsthand experience with the workings of blood and flesh allow you to assess a creature's vitality in an instant. You gain proficiency in the Medicine skill.

In addition, you can use a bonus action on each of your turns to choose a creature you can see and make a DC 10 Wisdom (Medicine) check. On a success, you learn that creature's current and maximum hit points.

Carnage

Also at 3rd level, when you use your Reckless Attack feature while raging, you can choose to bleed yourself to enhance your attacks. You lose hit points equal to your Constitution modifier (minimum 1), and each weapon attack you make on this turn deals extra damage equal to 1 + your Constitution modifier.

Scarification

At 6th level, the rituals of bleeding have toughened your body. When you roll a Hit Die to regain hit points, you use the highest number possible for the die.

Additionally, your hit point maximum can't be reduced.

Bloodseeker

At 10th level, you gain a keen sense for the presence of fresh blood, and the ability to seek out its source. You have advantage on Wisdom (Perception) checks and Wisdom (Survival) checks to detect or track creatures that do not have all of their hit points.

In addition, you can pursue wounded enemies with fluid grace. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

Intrinsic Power

Starting at 14th level, you can absorb the power contained in the blood of your fallen foes. As an action, you can absorb the latent mystical power within the blood of a creature within 5 feet who has died within the last 10 minutes. You gain a different benefit based on the creature type of the corpse:

Aberration or Fey. You have advantage on saving throws to avoid being charmed, frightened, or stunned. You gain resistance to psychic damage.

Beast or Monstrosity. Your base walking speed increases by 15 feet, and you have climbing and swimming speeds equal to your walking speed. You have advantage on Constitution saving throws.

Celestial or Fiend. You gain resistance to fire, poison, radiant, and necrotic damage.

Dragon. You can cast the *speak with animals* and *dragon's breath* XGE spells at will, as if you had used a 5th level spell slot. You can cast and concentrate on these spells even while raging.

Giant or Humanoid. Your Carnage feature deals twice as much damage.

This benefit lasts for 24 hours or until you use this feature again. This feature doesn't work on corpses that lack blood, including those of constructs, elementals, oozes, plants, and undead.

Path of the Rune Sage

Long ago, a tribe of barbarians stole the arcane secrets of giants: rune magic. The tribe started a tradition continued today by barbarians who follow the Path of the Rune Sage. Using eldritch symbols painted onto your body, you are capable of unleashing arcane spells. Tattooed symbols are even more powerful, altering and enhancing your ability to rage.

Rune Sages in their native land often serve as advisers, mystics, and historians. Some barbarians, however, see Rune Sages as ill omens and lightning rods for misfortune. Rune Sages are cast out from these cultures and unwelcome in their settlements.



Spellcasting

When you adopt this path at 3rd level, you gain the ability to cast spells using runes painted or tattooed on your body. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Preparing and Casting Spells. The Rune Sage Spellcasting table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these wizard 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.

You prepare the list of wizard spells that are available for you to cast by painting runes on your body, choosing from among the evocation and transmutation spells on the wizard spell list. When you do, choose a number of those spells equal to your barbarian level divided by 3 (rounded up) + your Intelligence modifier (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 7th-level barbarian, you have four 1st-level spell slots and two 2nd-level spell slots. With an Intelligence score of 16, your list of prepared spells can include 5 spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *burning hands*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent cleansing yourself of old runes and painting new ones on your skin: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Intelligence is your spellcasting ability for your spells since your runes need to be meticulously painted with knowledge and precision to produce arcane power. You use 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

Spellcasting Focus. You can use your painted and tattooed runes as a spellcasting focus for your wizard spells.

Rune Sage Spellcasting

Barbarian Level	Cantrips Known	Spell Slots per Spell Level			
		1st	2nd	3rd	4th
3rd	2	2	—	—	—
4th	2	3	—	—	—
5th	2	3	—	—	—
6th	2	3	—	—	—
7th	2	4	2	—	—
8th	2	4	2	—	—
9th	2	4	2	—	—
10th	3	4	3	—	—
11th	3	4	3	—	—
12th	3	4	3	—	—
13th	3	4	3	2	—
14th	3	4	3	2	—
15th	3	4	3	2	—
16th	3	4	3	3	—
17th	3	4	3	3	—
18th	3	4	3	3	—
19th	3	4	3	3	1
20th	3	4	3	3	1

Runic Tattooing

At 3rd level, you can tattoo a specific rune on your body to interweave its magic with your primal rage. Choose any 1st-level spell from the wizard spell list. You always have this tattoo spell prepared, and it doesn't count against the number of wizard spells you can prepare each day. You can cast and concentrate on this spell while you're raging, and casting it counts as making an attack for the purpose of maintaining your rage.

You tattoo yourself with more runes this way when you reach certain levels in this class, choosing spells of any school from the wizard spell list: a 2nd-level spell at 8th level, a 3rd-level spell at 14th level, and a 4th-level spell at 20th level.

Whenever you gain a level in this class, you can replace one of your tattoo spells with another spell of the same level from the wizard spell list.

Runic Resilience

At 6th level, you learn to use the power of your runes to protect yourself from spells. When you become the target of a spell, you can use your reaction and expend a spell slot to attempt to negate the spell's effects on you. If the spell slot you expended was of level greater than or equal to the level of the triggering spell, the spell has no effect on you. If the spell slot you expended was of a level lower than the triggering spell, make an Intelligence check. The DC equals 10 + twice the

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difference between the spell's level and the level of your expended spell slot. On a success, the spell has no effect on you.

For example, if a creature uses a 5th-level spell slot to cast *dominate person* on you and you expend a 1st-level spell slot, the DC for the Intelligence check would equal 18.

Runic Resonance

Starting at 10th level, your runes magically hum with arcane resonance for a short time after you cast a spell. Immediately after you cast a wizard spell of 1st level or higher, you can choose to gain resistance to a type of damage for 1 minute. If you made a damage roll as part of casting the spell, the resistance is to a type of damage the spell dealt (your choice if the spell dealt multiple damage types); otherwise, the resistance is to force damage.

This duration ends early if you drop to 0 hit points or die, or if you use this feature again.

Runic Rage

Starting at 14th level, while you're raging, you add your rage damage bonus to the damage rolls of your tattoo spells.

Additionally, when you cast a spell, you can expend a use of your rage to flood the spell with raging power. When you do, you add your rage damage bonus to the spell attack rolls and spell save DC of the spell for its duration.



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Path of the Skinchanger

You belong to an ancient line of barbarians who practice sacred hunts and rituals to adopt the shape of beasts. When you begin this path, you incorporate elements of the beasts you have hunted into your physical form when you rage. As you continue on the path, you learn to slip from your skin to that of a beast and grow to the size of nature's fiercest predators when you rage.

Sacred Hunt

When you choose this path at 3rd level, you learn a sacred hunting ritual that allows you to gain the abilities of beasts. With 1 hour of heavy activity, you can perform this ritual, choosing a natural weapon and your choice of two of the following benefits. Once the ritual is completed, you gain that natural weapon and those benefits while raging. When you perform this ritual again, you lose all benefits selected from your previous use of this feature.

Natural Weapon. You grow horns, tusks, sharpened teeth, or claws. This is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you use horns, tusks, or sharpened teeth this damage is piercing, if you use claws this damage is slashing.

Climber. You have a climbing speed equal to your base walking speed.

Darkvision. You have darkvision out to a range of 60 feet.

Gills. You can breathe in both air and water and have a swimming speed equal to your base walking speed.

Stride. Your base walking speed increases by 10 feet.

Venomous. When you deal damage with your natural weapons, you deal an additional 1d4 poison damage.

Skinchanging

At 3rd level, your ability to change your physical form improves. You can cast the *alter self* spell. Constitution is your spellcasting ability for this spell.

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

Shape of the Lesser Beast

Starting at 6th level, you gain the ability to turn into an animal shape. You can cast the *polymorph* spell on yourself without needing material components. When you cast the spell this way, you can only turn into a beast whose challenge rating is equal to or lower than half your level. Constitution is your spellcasting ability for this spell.

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

Primal Rage

At 10th level, when you enter a rage, you can choose to swell with primal fury. If you do, for the duration of your rage, your size increases by one category — from Medium to Large, for example. While your size is increased by this feature, your melee weapon attacks deal an additional 1d4 damage. Any equipment you are wearing changes to accommodate your new size.

Shape of the Greater Beast

Starting at 14th level, you can cast the *polymorph* spell on yourself without needing material components. You do not need to concentrate on this spell and can choose to end it at any time (no action required). When you cast the spell using this feature, you retain all of your barbarian class features while you are transformed. Constitution is your spellcasting ability for this spell.

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



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Path of the Stampede

There are few things in nature as pure as the adrenaline and ferocity of a wild stampede. Barbarians that embody the Path of the Stampede attempt to channel this spirit into their lives, running not through fear, but through rage. These barbarians are commonly found in nomadic tribes that follow the migrating herds of animals, using their raw strength to literally crush their enemies underfoot.

Thundering Stampede

Starting when you choose this path at 3rd level, your rage becomes fueled with the momentous force of a wild stampede. While raging, if you move at least 10 feet towards a creature before hitting it with a melee weapon attack, you can attempt to shove the creature as part of the same action. If the shove is successful, the creature takes 1d6 thunder damage. You can only use this feature once per turn.

Wild March

Also at 3rd level, you learn to push past the limits of your body and move farther than you would otherwise. You can use a bonus action on each of your turns to take the Dash action.

Run With The Herd

Starting at 6th level, the energy in your movement inspires your allies to new heights of their own speed. While raging, your speed increases by 10-foot, and at the start of each of your turns, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Constitution modifier (minimum of one creature). Those creatures gain a 10 feet bonus to their speed until the start of your next turn.

Unstoppable Momentum

At 10th level, you become virtually impossible to hold down, easily overcoming obstacles that would hinder most others. You can move across difficult terrain without spending additional movement, and you have advantage on saving throws and ability checks against any effect that would reduce your speed or impose the grappled or restrained conditions on you.

Incite Stampede

At 14th level, your ferocity whips your allies up into a frenzied stampede, trampling anyone in your paths. When you enter a rage, you can let loose a mighty roar, inspiring up to 10 creatures of your choice that can hear you into action. When you do, each chosen creature can use its reaction to move up to its movement speed and attempt to shove a creature within its reach.

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

Path of the Sylvan Warden

Some barbarians are not marked by their loyalty to kin or tribe but by their loyalty to land and beast. These barbarians take up the role of stewards and protectors of the natural world, fighting against those who would despoil it. Their admiration and emulation of the mysteries of nature allow them the ability to transform their rage into quietude and cast druidic spells.

Spellcasting

When you choose this path at 3rd level, you gain the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the druid spell list.

Cantrips. You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

Spell Slots. The Sylvan Warden 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.

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

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 conjuration and transmutation spells on the druid spell list.

The Spells Known column of the Sylvan Warden Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be a conjuration or transmutation 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 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 a conjuration or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells since you learn your spells through observation and emulation of the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.



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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Sylvan Warden Spellcasting

Barbarian Level	Cantrips Known	Spells Known	Spell Slots per Spell Level			
			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	9	4	3	—	—
13th	3	10	4	3	2	—
14th	3	10	4	3	2	—
15th	3	11	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

Quietude

Starting at 3rd level, you have learned to transmute your furious rage into unshakeable calm. Using a bonus action and expending a use of your rage, you enter quietude.

While in quietude, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on saving throws you make to maintain concentration on spells.
- When you deal damage with a druid spell, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to damage from spells.

Your quietude ends after 1 minute. It ends early if you are knocked unconscious, or if you haven't cast a spell or maintained concentration on a spell since your last turn. You can also end your quietude on your turn as a bonus action.

Barbarian class features that apply while you are raging also apply while you are in quietude.

The Calm in the Fury

Starting at 6th level, while in a rage or quietude, you can use a bonus action to switch to the other without expending an additional use of your rage. When you use this feature, your rage or quietude still ends 1 minute after you expended the use of your rage, if it doesn't end earlier.

Warden's Respite

Starting at 10th level, you gain the ability to lend a piece of your resilience to your allies. When you enter a rage or quietude, you create an aura that remains for 1 minute and extends 10 feet from you in every direction, but not through total cover. While within your aura, each creature of your choice gains resistance to bludgeoning, piercing, and slashing damage if you are in a rage or resistance to damage from spells if you are in quietude.

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

Font of Life

Starting at 14th level, you can channel your magic while in a rage or quietude to reinvigorate your allies. As an action, you can expend a spell slot to cast a curative magic over creatures within 15 feet of you. Choose one creature per level of spell slot expended. Each chosen creature ends one effect of its choice that blinded, deafened, paralyzed, or poisoned it, and either regains hit points equal to 1d12 + your Wisdom modifier (minimum 1) if you are in quietude, or gains temporary hit points equal to 1d12 + your Wisdom modifier (minimum 1) if you are in a rage.

Using this feature counts as making an attack for the purpose of maintaining your rage, and as casting a spell for the purpose of maintaining your quietude.

Path of the War Chief

While some barbarians prefer a life of savage solitude, others long for a tribe. Barbarians on the Path of the War Chief are leaders and warrior kings who can turn any scrappy group of companions into a tight-knit tribe. Inspiring their allies to victory with battle cries and war songs, War Chiefs lead every battle from the frontline.

Bonus Proficiency

When you adopt this path at 3rd level, you gain proficiency in one of the following skills of your choice: History, Intimidation, Performance, or Persuasion. Alternatively, you learn one language of your choice.

Tribal Leader

At 3rd level, you learn to bolster the resolve of your allies, and crush that of your enemies, with battle cries. You learn two battle cries of your choice, which are detailed under Battle Cries below. You learn an additional battle cry of your choice at 6th, 10th, and 14th level. Each time you gain a barbarian level, you can replace one battle cry you know with a different one.

You can issue one of your battle cries as an action on your turn. When you do, you choose a creature other than yourself within 30 feet of you that can hear you as the target for the battle cry. That target gains the effect of the chosen battle cry.

As part of the bonus action you use to enter a rage or as a bonus action while raging, you can issue a battle cry.

War Song

At 6th level, you augment your rage with a tribal song or chant that inspires greater power in your allies' attacks. While raging, when a friendly creature other than you within 30 feet of you hits with an attack, the attack gains a bonus to its damage roll equal to half your rage damage bonus. A creature must be able to hear you to gain the benefits of this feature.

Commanding Presence

At 10th level, you gain a supernatural ability to influence and inspire obedience in others. You can cast the *command* and *suggestion* spells without providing material components. Constitution is your spellcasting ability for the spells.

Once you cast *suggestion* with this feature, you can't cast either spell with this feature again until you finish a short or long rest.

Chieftain's Voice

Starting at 14th level, your voice booms with such incredible authority that even those who cannot hear it are compelled to listen. If a creature is deafened, it can still hear you when you speak, as well as when you make any noise, for the purpose of your Path of the War Chief features.

Additionally, the range of your War Song increases to 60 feet, and when you issue a battle cry, you can choose a creature within 60 feet that can hear you as the target for the battle cry's effects.

Battle Cries

The battle cries are presented in alphabetical order.

Bolstering Yip. Until the start of your next turn, the target has advantage on saving throws against being charmed or frightened.

Cautionary Bellow. The target has advantage on the first Strength, Dexterity, or Constitution saving throw it makes before the start of your next turn.

Challenging Call. If the target chooses to move on its next turn, it must use its movement to move closer to you. This battle cry has no effect on a creature immune to being charmed.

Defensive Holler. The first attack made against the target before the start of your next turn is made with disadvantage.

Empowering Howl. The first time the target hits with a weapon attack before the start of your next turn, it gains a bonus to the damage roll equal to your Constitution modifier (minimum 1).

Hastening Whoop. The target can use its reaction to move up to half its speed. If this movement provokes an opportunity attack, the attack roll is made with disadvantage.

Infuriating Bark. The target has disadvantage on attack rolls against targets other than you until the start of your next turn. This battle cry has no effect on a creature immune to being charmed.

Inspiring Roar. The first time the target makes an attack roll or ability check before the start of your next turn, it can roll a d4 and add the number rolled to the attack roll or ability check.

Invigorating Shout. The target gains temporary hit points equal 1d6 + your Constitution modifier (minimum 1). It loses any of these remaining temporary hit points at the start of your next turn.

Maddening Ululation. The target has advantage on the first melee weapon attack it makes before the start of your next turn, and the first attack made against it before then by a creature other than you is made with advantage. This battle cry has no effect on a creature immune to being charmed.

Terrifying Shriek. The target can't willingly move closer to you during its next turn. This battle cry has no effect on a creature immune to being frightened.



FORREST IMEL



Bard

The bard class receives additional spells in its spell list.

At 3rd level, a bard gains the Bard College feature. The following options are available to a bard, in addition to those offered in the *Player's Handbook*: College of Beasts, College of Canticles, College of Drama, College of Fortune, College of Pantomime, and College of Puppetry.

Additional Bard Spells

The spells in the following list expand the bard spell list in the *Player's Handbook*. The list is organized by spell level, not character level, and a spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses. The descriptions for each of these spells can be found in Chapter 4: Feats & Spells.

Cantrips (0 Level)

Fool's gold (conjuration)
Illusory feint (illusion)
Misfortune's mark (divination)
Pitifulness (enchantment)
Speak true (abjuration)
Stupefying strike (enchantment)

1st Level

Power chord (evocation)

2nd Level

Emboldening march (enchantment)
Enfeebling dirge (enchantment)
Horror story (illusion)
Ward against spells (abjuration)
Ward against weapons (abjuration)

3rd Level

Bestow blessing (evocation)
Find vessel (conjuration)
Hastening minuet (enchantment)
Holy hymnal (enchantment)
Misplace aggression (enchantment)
Pleonexia's panoply of personas (transmutation)
Tale of courage (illusion)

4th Level

Sticks to snakes (transmutation)
War story (illusion)

5th Level

Tale of hope & woe (illusion)

6th Level

Aura of silence (illusion)
Ghostwalk (transmutation)

7th Level

Mob mentality (enchantment)
Sensory deprivation (necromancy)
Wall of wonder (illusion)

8th Level

Tale of legend (illusion)

9th Level

Mass awaken (transmutation)
Seal fate (divination)

College of Beasts

Far from a traditional college, bards of the College of Beasts have a powerful, inherent bond to the natural world. Through song or personality, you befriend and charm all kinds of animals, easily making lifelong companions amongst the wild lands of the world.

Many bards discover on their own that they have a natural aptitude for these abilities, though sometimes the arts employed by this college are formally taught. Wood elves, forest gnomes, and circles of druids are especially keen to pass on knowledge of the College of Beasts, as such bards make stalwart allies in defending the natural order.

Beast Whisperer

Starting when you join the College of Beasts at 3rd level, you gain proficiency in the Animal Handling skill. Your proficiency bonus is doubled for any ability check you make using this skill.

In addition, you know the ways and thoughts of beasts as if they were your own. You always benefit

from the effects of the *speak with animals* spell, and you have advantage on any ability check you make to persuade a beast to share information or to do a favor for you, given that the beast isn't hostile to you or any of your companions.

Tiny Companion

Also at 3rd level, you gain the services of a tiny beast companion, tamed by your wits or music, and bound to you by magic. You can cast the *find familiar* spell as a ritual. When you do, it counts as a bard spell for you, it doesn't require material components, and it conjures a beast rather than a celestial, fey, or fiend. A familiar conjured this way also gains the following traits:

Bardic Companion. While your familiar is riding a creature, such as on the creature's shoulder or in its pocket, the effects of your Bardic Inspiration are improved on that creature. You can give such a creature a Bardic Inspiration die even if the creature is further than 60 feet from you and can't hear you. Additionally, when such a creature uses a Bardic Inspiration die you gave it, it adds your Charisma modifier to the result of the roll.

Empowered. The familiar's hit point maximum increases by an amount equal to twice your bard level + your Charisma modifier, and it gains a bonus to its AC and to any saving throw it makes equal to your proficiency bonus.

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

Animal Allies

Starting at 6th level, wild creatures know you as a friend, and will jump to your aid. You learn the *conjure animals* and *summon beasts* [TCE] spells, which count as bard spells for you and don't count against the number of spells you know. You can also cast either spell once with this feature without expending a spell slot or requiring material components, and you regain the ability to do so when you finish a long rest.

Call Familiar

Also starting at 6th level, if your familiar has perished or is simply elsewhere, you can instantly call it to your side. As an action, you can expend a use of your Bardic Inspiration to cause your familiar to appear in your space as though you had cast *find familiar* as a ritual.

Mighty Companion

Starting at 14th level, when you cast *find familiar* as a ritual, you can communicate telepathically with the familiar and perceive through its senses (as described in the spell) as long as it is on the same plane as you, instead of only when it is within 100 feet of you. The conjured familiar also gains the following traits:

Improved Bardic Companion. If the familiar is riding a creature when you cast a bard spell that targets only a single creature and that doesn't have a range of Self, you can choose that creature as the spell's target, ignoring the spell's range and any requirement the spell has of you being able to see the target or the target being able to hear you.

Helpful Distraction. When the familiar takes the Help action to aid a friendly creature in making an ability check or attack roll, the creature also adds your Charisma modifier to the affected roll.

Soulbound. When a creature uses a Bardic Inspiration die you gave it, the familiar regains hit points equal to the result of the Bardic Inspiration die roll. If this healing would restore the familiar above its hit point maximum, it gains temporary hit points equal to the surplus.



PATRICIA SMITH

College of Canticles

Most bards are content to amuse and entertain, but those in the College of Canticles lend their musical talents to the worship of the gods. These bards spread divinely inspired dogma and lead hymns, borrowing a measure of their god's power to bolster their allies. While clerics may be the face of religious institutions, rarely are they as successful at winning converts as bards of this college.

Joyful Noise

When you join the College of Canticles at 3rd level, you can speak, read, and write Celestial and you can use holy symbols as a spellcasting focus for your bard spells.

Channel Divinity

Also at 3rd level, you gain the ability to channel divine energy through enthusiastic worship, using that energy to fuel magical effects. You start with one such effect, Celestial Song, and gain another at 6th level.

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.

If your Channel Divinity effect requires saving throws, the DC equals your bard spell save DC.

Beginning at 14th level, you can use your Channel Divinity twice between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Celestial Song

As an action, you sing a song of worship for the divine that empowers your allies and enfeebles certain outsiders. Choose any number of creatures within 30 feet who can hear you to gain temporary hit points equal to 1d6 + your Charisma modifier. Fiends and undead can't be chosen and, instead, must succeed on a Constitution saving throw or take radiant damage equal to 1d6 + your Charisma modifier. For the next minute, you can use a bonus action on each of your turns to repeat this effect. If you end a turn without repeating the effect, your Celestial Song ends.

Any remaining temporary hit points granted by this ability are lost when your Celestial Song ends.

Hallowed Inspiration

At 3rd level, while a creature has one of your Bardic Inspiration dice, it has resistance to necrotic and radiant damage.

In addition, when a creature with one of your Bardic Inspiration dice deals damage with a weapon attack or spell, it can roll and expend the Bardic Inspiration die to change the damage type to radiant and deal bonus damage to one target of the attack or spell equal to the result of the die.

Divinity School

Starting at 6th level, choose one of the cleric class' divine domains. You gain the 2nd level Channel Divinity option of that divine domain. Your bard level counts as your cleric level for the purpose of your domain's Channel Divinity.

Additionally, you learn the domain spells of your chosen divine domain when you reach certain bard levels. When you gain this feature, you learn each of the spells a cleric of your chosen divine domain would gain at 1st, 3rd, and 5th level. Once you reach 7th and 9th level in this class, you learn the spells a cleric of the same divine domain would gain at that level. Each of the domain spells counts as a bard spell for you and doesn't count against the number of bard spells you know.

Consecrated Choir

Starting at 14th level, when you use the Celestial Song option when using your Channel Divinity, friendly creatures within 30 feet who can hear you can use their reaction to join in. For each creature that joins in, roll an additional 1d6 for the healing and damage caused by the song, to a maximum of 3d6 additional dice.

While your Celestial Song persists, each time you use a bonus action to repeat the healing and radiant damage, friendly creatures within 30 feet who can hear you can use their reaction to join in.



BRETT NEUFELD

College of Drama

Bards of the College of Drama, usually referred to as actors, dedicate their lives to the stage, whether that stage be within a grand palace or on a wooden box on the side of a dirt road. They train to portray any character through deft costuming and impeccable impressions. They don't just tell tales, but delight audiences by performing them as one-man shows or as an ensemble with other bards of the college. These actors develop special techniques for drawing crowds and feeding off their audience's energy, becoming popular attractions in nearly any settlement they visit.

While near universally beloved by the common folk and community leaders, actors are regarded with some contempt by bards of other colleges, who see actors as attention-seeking narcissists who are either unwilling or unable to share the stage. An actor who arrives in a town where another bard is performing is often in for some not-so-good-natured competition.

Method Actor

Starting when you join the College of Drama at 3rd level, you gain proficiency in the Performance skill and with disguise kits, and you can use your voice as a spellcasting focus for your bard spells. Any spell you cast using your voice as a spellcasting focus gains a verbal component if it doesn't already have one.

Additionally, you can perfectly mimic the voice, speech, and mannerisms of any creature you've observed and heard speak for at least 1 minute.

Starring Role

Also at 3rd level, whenever you make an ability check, attack roll, or saving throw, you can expend one use of your Bardic Inspiration to roll your Bardic Inspiration die and add it to the result. You can choose to do so after you roll, but before the DM tells you whether you succeed or fail.

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

Magnetic Presence

Starting at 6th level, you learn special techniques that allow you to draw the attention of others:

- Whenever you speak, you can cause your voice to boom up to five times as loud as normal.
- You can cast the *enthrall* spell once without expending a spell slot. You regain the use of this ability whenever you expend a spell slot of 3rd level or higher to cast a bard spell or when you finish a long rest.
- As an action, you can cause light to shine down upon you. Bright white light shines within a 5-foot radius, 20-foot-high cylinder centered on you, with dim light shining a further 5 feet beyond the radius. The cylinder remains centered on you as you move. The light disappears when you become incapacitated or when you choose to dismiss it on your turn (no action required).

Take a Bow

Starting at 14th level, you can bask in the adoration of your fans and allies. When a friendly creature sees you reduce a hostile creature to 0 hit points or cast a spell of 6th level or higher, you can use your bonus action this turn to take a bow. When you do, you regain one expended use of your Bardic Inspiration.



FORREST IMEL

College of Fortune

Bards of the College of Fortune prefer games with high stakes to soaring songs. These bards, sometimes called card sharks or high rollers, entertain with their rarely surpassed talent for games of skill and chance. Inside the casino or out, these bards push their luck to the breaking point and then a bit further.

Bards in this college have a reputation as instigators that isn't entirely justified. High rollers don't go looking for trouble, they just have a habit of provoking fellow party members into taking long shots that don't always pan out. Despite that, no bard has a better chance of helping their companions clutch victory from the jaws of defeat than a card shark. The smart bet is always on the bard of the College of Fortune.

Gambler's Conceit

When you join the College of Fortune at 3rd level, you gain proficiency with all gaming sets and your choice of one of the following skills: Deception, Insight, Perception, or Sleight of Hand.

In addition, you can use a gaming set (see "Equipment" in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your bard spells.

Push Your Luck

Starting at 3rd level, you impart your affinity for risky wagers to your compatriots when you inspire them. After a creature you inspired rolls a Bardic Inspiration die, it can choose to roll an additional die of the same type (a d6 if your Bardic Inspiration die is a d6, for example). If the additional die result is lower than the Bardic Inspiration die, the roll loses the benefit of the Bardic Inspiration die. If the additional die result is equal to or higher than the Bardic Inspiration die, add the result of both dice to the roll and the creature gains temporary hit points equal to the total of both dice. In either case, the Bardic Inspiration die is lost.

Pocket Ace

At 6th level, when you complete a long rest, roll a die of the same type as your Bardic Inspiration die (a d8 if your Bardic Inspiration die is a d8, for example) and record the result as your pocket ace. After a creature you inspired rolls a Bardic Inspiration die, but before it chooses to use your Push Your Luck feature, you can exchange the result of its Bardic Inspiration die with your pocket ace. When you do, the Bardic Inspiration die result becomes your new pocket ace. You must choose to replace the result before the DM announces if the roll succeeds or fails.

In addition, you can expend your pocket ace at any time to add its result to one of your own attack rolls, ability checks, or saving throws.

High Roller

At 14th level, when a creature with one of your Bardic Inspiration dice makes an ability check, attack roll, or saving throw and rolls a 20 on the d20, you regain one expended use of your Bardic Inspiration feature. When a creature with one of your Bardic Inspiration dice makes an ability check, attack roll, or saving throw, and rolls a 1 on the d20, that creature can expend the Bardic Inspiration die to roll the d20 again and must use the new result.



DANIEL COMERCI

College of Pantomime

Bards of the College of Pantomime, called mimes, are performers who believe that the purest form of entertainment does not require sound, but only immaculate use of facial expressions and body language. Mimes train to perfect this art of silent performance, and most take oaths to speak as little as possible and thereby make their craft and their life indistinguishable. A sufficiently skilled mime can even ascend their pantomime into minor reality warping, whether it be to eschew the verbal components of spells or to create invisible magical constructs with which they and others can interact.

As such a mime, other bards may consider your artform strange, but they cannot help but recognize and respect your skill, understanding just how difficult it is to master your craft and the extraordinary commitment it takes. Those who do not dedicate their lives to performance, however, will often view you as a distracting and somewhat silly oddity, though the novelty of your craft in comparison to other bards will likely turn some heads.

Silent Treatment

Starting when you join the College of Pantomime at 3rd level, you are able to communicate your meaning through gestures, facial expressions, and body language. As long as a creature can see you, you can communicate simple ideas and phrases to it without speaking. You do not need to share a language with the creature for it to understand you this way, but it must understand at least one language.

Additionally, you can ignore your Bardic Inspiration's requirement that a creature must be able to hear you as long as it can see you, and you can ignore the verbal components of your bard spells. If a bard spell you cast would normally require you to speak for its effect, such as the *suggestion* spell, a target can still be affected by the spell as long as it can see you, it speaks at least one language, and you add a somatic component to the spell in the form of gestures, facial expressions, and body language.

Pantomime Tricks

Also at 3rd level, you learn pantomime tricks that are given substance by your bardic magic. You learn two pantomime tricks of your choice, which are detailed below. You learn two additional tricks of your choice at 6th level, and one additional trick at 14th level. Each time you gain a level in this class, you can replace one pantomime trick you know with a different one.

Some of your pantomime tricks require your target to make a saving throw to resist the trick's effects. The saving throw DC is equal to your spell save DC.



Box Trap. As an action, you can expend one use of your Bardic Inspiration and mime creating a box with your hands to magically trap a Large or smaller creature you can see within 30 feet of you in an invisible box until the start of your next turn. The box is a cube large enough to encapsulate each space the target occupies, and its sides are solid planes of force. When a creature attempts to pass through one of the cube's sides, it must succeed on a Strength saving throw or take force damage equal to a roll of your Bardic Inspiration die. A creature's speed becomes 0 until the start of your next turn if it takes force damage from this trick.

Empty Calories. Over the course of 1 minute, you can expend a use of your Bardic Inspiration and mime cooking and serving a meal to magically create invisible food. Roll your Bardic Inspiration die. A single creature can eat the meal, which has no taste but grants the creature temporary hit points equal to the result and enough nourishment to sustain it for a single day. If the meal isn't consumed within 10 minutes, it is lost.

Imaginary Weapon. As a bonus action, you can expend one use of your Bardic Inspiration and mime holding a fearsome weapon to magically create an invisible simple melee weapon in your hand that lasts for 1 minute or until it leaves your hand. You are proficient

DOUGLAS WRIGHT

with the weapon, which has the light property, deals force damage, and uses your Bardic Inspiration die as its damage die. You use your Charisma for the invisible weapon's attack and damage rolls, instead of your Strength.

Rope Pull. As an action, you can expend one use of your Bardic Inspiration and mime twirling and throwing a rope to attempt to magically lasso a creature or object you can see within 60 feet of you with an invisible rope. If the target is Large or smaller, it must make a Strength saving throw. On a failure, roll your Bardic Inspiration die and the target is knocked prone and pulled a number of feet straight toward you up to 5 times the result.

If the target is Huge or larger or affixed to a creature or object of that size, roll your Bardic Inspiration die. You pull yourself a number of feet straight toward it up to 5 times the result.

Slippery Terrain. As an action, you can expend one use of your Bardic Inspiration and mime slipping around on ice to magically make the ground in a 10-foot radius around you incredibly slick for 1 minute or until you lose concentration (as though concentrating on a spell). The ground in the area becomes difficult terrain, and whenever a creature other than you walks into a space in the area for the first time each turn, it must succeed on a Dexterity saving throw or take bludgeoning damage equal to your Bardic Inspiration die and be knocked prone. The area does not follow you as you move.

Unseen Shield. When you are hit by an attack, you can use your reaction and expend one use of your Bardic Inspiration to place your hands out in front of you and magically block the attack with an invisible plane of force. Roll your Bardic Inspiration die and add the result to your AC until the start of your next turn, including against the triggering attack.

Trust Bridge. As an action on your turn, you can expend a use of your Bardic Inspiration and mime the construction of one end of a rope bridge to magically extend an invisible plane of force that is 5 feet wide straight out in front of you for 1 minute. The bridge's length can be a number of feet up to 5 × your bard level. Both ends of the bridge must connect to solid ground, otherwise the trick fails. For the duration, the bridge can be walked on as though it were flat ground, though it can only support a single creature at a time. Roll your Bardic Inspiration die. Once that number of creatures crosses the bridge, the bridge disappears.

Windy Day. As an action on your turn, you can expend a use of your Bardic Inspiration and mime walking against a strong wind to magically create an immense current of invisible wind in your space for 1 minute or until you lose concentration (as though concentrating on a spell). As you move, the wind accompanies you. When you make a ranged attack or a creature makes a ranged attack against you, you roll your Bardic Inspiration die and subtract the result from the attack roll. The wind also hedges out vapor, gas, and fog that can be dispersed by a strong wind.

Master Mime

Starting at 14th level, whenever you roll your Bardic Inspiration die for a pantomime trick, you can roll the die twice and use either result.

College of Puppetry

Bards of the College of Puppetry specialize in entertaining with puppets and marionettes. Not content to master exclusively mundane skills on their subject of interest, these bards, called puppet masters, learn to create their own animated marionette companion. Every companion is painted and decorated unique to its puppet master — most are whimsical, some are intimidating, and others are unsettling.

Puppetcraft

When you join the College of Puppetry at 3rd level, you gain proficiency with painter's supplies, weaver's tools, and woodcarver's tools.

In addition, you can use a puppet or the control rod of a marionette as a spellcasting focus for your bard spells.

Animated Marionette

At 3rd level, you have learned to create a puppet companion. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the animated marionette stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance, which has no effect on its game statistics.

In combat, the animated marionette shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you use a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. You must be holding the marionette's control rod to use a bonus action to command it. If you are incapacitated, the marionette can take any action of its choice, not just Dodge.

If the *mending* cantrip is cast on it and it has at least 1 hit point, it regains 2d6 hit points. If it has died within the last hour, you can use your woodcarver's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The animated marionette returns to life after 1 minute with all its hit points restored

While the animated marionette has one of your Bardic Inspiration dice, you can use your reaction to roll and expend the die when a creature within 30 feet of the marionette makes an ability check, attack roll, or saving throw. When you do, add the result of the Bardic Inspiration die to the roll. You can choose to use this ability after the d20 is rolled but must use it before the DM declares whether the roll was a success or a failure.

When you expend a spell slot of 6th level or higher to cast a bard spell and your animated marionette has less than three uses of its tangled thread action, it regains one use of the action.

At the end of a long rest, you can create a new animated marionette if you have your woodcarver's tools with you. If you already have an animated marionette from this feature, the first one immediately perishes. The marionette also perishes if you die.

Master of Puppets

Starting at 6th level, while a creature who is not immune to being charmed has its movement speed reduced to 0 by your animated marionette's tangled thread, you can use a bonus action on your turn to command the creature to take one of the actions in its stat block or the Dash or Help action. When you do, the reduced movement speed condition ends and the creature immediately uses its reaction to take the commanded action targeting a creature or creatures of your choice if applicable.



Animated Marionette

Tiny construct

Armor Class 13 + PB (natural armor)
Hit Points 1 + your Charisma modifier + four times your bard level (the marionette has a number of Hit Dice [d6s] equal to your bard level)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	12 (+1)	8 (−1)	8 (−1)	13 (+1)

Saving Throws Dex +3 plus PB, Cha +1 plus PB
Skills Acrobatics +3 plus PB, Performance +1 plus PB
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses passive Perception 9
Languages understands the languages you speak
Challenge —
Proficiency Bonus (PB) equals your bonus

False Appearance. While the animated marionette remains motionless, it is indistinguishable from an ordinary puppet.

Magic Weapons. The marionette's weapon attacks are magical.

Actions (Requires your Bonus Action)

Pummel. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + PB bludgeoning damage.

Tangled Thread (3/Day). One creature the animated marionette can see within 60 feet must succeed on a Strength saving throw against your spell save DC or its speed is reduced to 0 for 1 minute. The target can make this saving throw again at the end of each of its turns, ending the effect on itself on a success.

Storm of Strings

Starting at 14th level, when you command your animated marionette to use its Tangled Thread action, you can choose to target all creatures of your choice within 30 feet of the animated marionette, instead of one creature within 60 feet. Once you do, you can't use this feature again until you finish a long rest.

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Cleric

The cleric class receives additional spells in its spell list.

At 1st level, a cleric gains the Divine Domain feature. The following options are available to a cleric, in addition to those offered in the *Player's Handbook*: Commerce, Darkness, Infernal, Love, Prophecy, and Time.

Additional Cleric Spells

The spells in the following list expand the cleric spell list in the *Player's Handbook*. The list is organized by spell level, not character level, and a spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses. The descriptions for each of these spells can be found in Chapter 4: Feats & Spells.

Cantrips (0 Level)

Fortify (abjuration)
Give life (transmutation)
Prediction (divination)
Righteous reproach (evocation)
Speak true (divination)
Warding bolt (abjuration)

1st Level

Contaminate food and drink (transmutation)
Embrace destiny (divination)
Fertility rites (abjuration, ritual)
Last rites (evocation, ritual)
Oath-sealing covenant (divination, ritual)

2nd Level

Skull servant (necromancy, ritual)
Throat rend (necromancy)
Ward against spells (abjuration)
Ward against weapons (abjuration)

3rd Level

Bestow blessing (evocation)
Guiding weapon (divination)
Holy hymnal (enchantment)
Part and parcel (conjuration)
Premonition (divination)
Weave necrosis (necromancy)

4th Level

Curse ward (abjuration, ritual)
Duel of destiny (abjuration)
Sticks to snakes (transmutation)

5th Level

Dusk (necromancy)

6th Level

Aura of silence (illusion)
Divine conduit (transmutation)
Geotag (divination)
Investiture of darkness (transmutation)
Investiture of light (transmutation)
Mass command (enchantment)
Zone of communication (divination, ritual)

7th Level

Heroes' ward (abjuration)
Prayer of aid (divination)
Prophesied strike (divination)
Sensory deprivation (necromancy)

8th Level

Cataclysmic failure (divination)
Divine avenger (conjuration)
Intuition (divination)

9th Level

Epidemic (necromancy)
Seal fate (divination)
Weapon of god (evocation)

Commerce Domain

The Commerce domain values trade, proper management of resources, and entrepreneurship above all else, believing a healthy economy is the best path to create a more perfect world. Gods of commerce and trade—including Gond, Kol Korran, and Waukeen—promote enterprise and the development of marketable crafts and skills. Some clerics of this domain, however, eschew the worship of gods to instead focus their faith on the almighty coin, believing that wealth is the best resource for enacting lasting change and living long, happy, and healthy lives.



Regardless of what gods, or lack thereof, clerics of this domain worship, they are always on the hunt for the best deal, and travel the planes marketing their talents as healers and appraisers. In larger cities, temples of Commerce are often found offering a variety of services: from the standard spellcasting services of healing and revival, to the exchange of goods and coin, to the selling of magical tinctures, to high-risk venture capitalist groups in which others can invest their money.

Domain Spells

You gain domain spells at the cleric levels listed.

Commerce Domain Spells

Cleric Level	Spells
1st	*comprehend languages, identify*
3rd	*locate object, zone of truth*
5th	*part and parcel* [UAH], *tongues*
7th	*Leomund's secret chest, locate creature*
9th	*greater restoration, raise dead*

Blessings of Commerce

When you choose this domain at 1st level, you gain the *mending* cantrip if you don't already know it, and you can use a money pouch or coin purse as a holy symbol.

Instant Gratification

Also starting at 1st level, you can bypass the lengthy process of haggling for mundane items and wealth by converting goods to coins and vice versa. As an action, you can use this feature for one of the following effects:

- You magically transform a nonmagical object you're touching into its monetary worth in coins. For example, a mundane longsword you transform this way becomes 15 gp.
- You magically transform a number of coins you're touching into a nonmagical object worth an amount equal to or less than the net value of the coins you transform. For example, you can transform 2 or more cp into an ink pen, or at least 1,500 gp into a set of plate mail.

This feature has no effect on objects or coins belonging to an unwilling creature.

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: Irrefusable Offer

Starting at 2nd level, you can use your Channel Divinity to bribe a creature into changing the way it attacks. When a hostile creature you can see within 30 feet makes an attack against you or one of your allies, you can use your reaction to cause 5 gp to appear at the creature's feet. If the creature can see the gold, it changes the target of the attack to another target of your choice within range of the attack, other than itself. If there are no other valid targets within range, the creature loses the attack.

This feature has no effect on creatures that are immune to the charmed condition, or that place no value in gold or money, such as creatures of Intelligence 4 or lower.

Liquid Assets

Once you reach 6th level, whenever you cast a spell requiring a specific material component with an indicated cost, you can expend a number of coins you possess with net worth equal to half the indicated cost, instead of presenting the component.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Adventure Capitalist

Starting at 17th level, you can use your Instant Gratification an unlimited number of times.

PETER TEMESI

Additionally, as an action, you can magically transform a number of coins you're touching into a potion you've tasted worth an amount equal to or less than the net worth of the coins you transform. You use half the minimum values (rounded up) in the Magic Item Rarity table in Chapter 7 of the *Dungeon Master's Guide* to determine how much a potion of a given rarity is worth. For example, you can transform 51 or more gp into a potion of uncommon rarity, such as a *potion of greater healing*.

This feature has no effect on objects or coins belonging to an unwilling creature.

The number of existing potions you created with this feature cannot exceed your Wisdom modifier (minimum 1). If you create a potion beyond this number, another potion of your choice that you created this way expires and becomes inert.

Darkness Domain

Gods of darkness and shadow — such as Set, Shar, and the Raven Queen — are not often depicted in the best light, being associated with terror, desolation, and unending night. Dwelling in their gloomy, often lightless realms, these deities don't tend to attract many followers. So when a cleric chooses to devote their life to the service of one of these gods, they are imbued with great power over the shadows, becoming able to cause fear in the hearts of mortals. These gods teach their followers to think like the forces of evil in order to slay and conquer them, countering dark powers with their own black gifts.

While some clerics of the Darkness Domain are evil fearmongers, most instead make it their mission to rehabilitate the image of their deity through acts of heroism using their shadowy powers, becoming dark champions that bring comfort to innocents in the darkest of nights.



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Domain Spells
You gain domain spells at the cleric levels listed.

Darkness Domain Spells

Cleric Level	Spells
1st	*arms of Hadar, cause fear* XGE
3rd	*darkness, shadow blade* XGE
5th	*fear, summon shadowspawn* TCE
7th	*Evard's black tentacles, shadow of Moil* XGE
9th	*dusk* UAH, *enervation* XGE

Umbral Vision
When you choose this domain at 1st level, you gain darkvision out to a range of 60 feet. If you already have darkvision, the range of your darkvision instead increases by 30 feet.

Once you reach 6th level in this class, magical darkness no longer impedes your darkvision.

Tendril of Darkness
Also at 1st level, you gain the ability to use your shadow as a weapon, channeling fear and despair into those you strike with it. This shadow whip counts as a simple melee weapon, though only you can use it. It has the finesse and light properties, as well as 15 feet of reach. It deals 1d8 psychic damage on a hit, including your Strength or Dexterity modifier as normal. You must have a free hand to make attacks using your shadow whip.

When you hit a Large or smaller creature with an attack using your shadow whip, you can attempt to drag the target toward you. The creature must succeed on a Strength saving throw against your spell save DC or be pulled to the nearest unoccupied space to you.

You can attempt to pull a creature this way 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: Grasping Shadows
Starting at 2nd level, you can summon shadow energies that constrict a creature, using your Channel Divinity. As an action, choose a creature you can see within 60 feet. That creature must succeed on a Strength saving throw or become restrained for 1 minute. The target makes the initial saving throw with disadvantage if it's within an area of dim light or darkness. As an action during each of its turns, an affected creature can repeat the saving throw, freeing itself on a successful save.

Channel Divinity: Torrent of Gloom
Starting at 6th level, you can use your Channel Divinity to dim the world around you.

As a bonus action, you present your holy symbol, coating a 30-foot radius sphere centered on you with shadow for 1 minute. The sphere stays centered on you as you move. Within the sphere, areas of normally bright light become dim light, areas of normally dim light become darkness, and areas of normally darkness become magical darkness.

You can dismiss the sphere early by using a bonus action on your turn.

Divine Strike
At 8th level, you gain the ability to infuse your weapon strikes with the trauma of the void, the existential dread of being alone and lost in the dark. 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 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Champion of the Void
At 17th level, *maddening darkness* XGE is added to the cleric spell list for you, and surrounding shadows twist and quiver around you, creating a terrifying visage for your enemies to behold. When a creature other than one of your allies starts its turn within 5 feet of you, it must succeed on a Wisdom saving throw against your spell save DC or become frightened of you until the end of its turn. A creature has disadvantage on this saving throw if you're within an area of dim light or darkness.

A creature that succeeds on this saving throw is immune to this feature for 24 hours.

Infernal Domain
The Infernal Domain, as the name suggests, stems from the very depths of the Nine Hells. Cultists have always flocked to Asmodeus and archdevils, siphoning away their power with fervent faith or the promises of countless souls. The constant for any cleric of the Infernal Domain is that everything has a cost, and they are equipped to tempt you towards paying any cost no matter how dear.

Not all clerics who walk this infernal path are evil. Some actively seek out wrong-doers and ensure their swift delivery to the Nine Hells, though others are driven solely by their self-interest. Regardless of their moral position, these clerics are typically lawful individuals, modeling their methodology on the letter-of-the-law approach the Nine Hells is so infamous for.

Domain Spells

You gain domain spells at the cleric levels listed.

Infernal Domain Spells

Cleric Level	Spells
1st	*bane, oath-sealing covenant* [UAH]
3rd	*alter self, locate object*
5th	*bestow curse, revivify*
7th	*compulsion, wall of fire*
9th	*geas, infernal calling* [XGE]

Devil in the Details

When you choose this domain at 1st level, you learn how to speak, read, and write Infernal, and you gain proficiency in one of the following skills of your choice: Insight, Deception, or Persuasion.

Diabolical Temptation

Also at 1st level, you learn how to lure others into deals with sickly sweetness, catching more souls with honey than blood, as the old fiendish saying goes. As an action, one humanoid you can see within 30 feet of you that can see, hear, and understand you must succeed on a Wisdom saving throw against your spell save DC or become magically charmed for 8 hours. The creature undertakes to perform any services you ask of it in a friendly manner, to the best of its ability in order to please you.

After the charmed condition ends on a creature, the creature realizes that you used magic to influence its mood and becomes hostile toward you. If the target suffers any harm or receives instructions that are suicidal or that conflict with the creature's normal desires, the charm automatically ends. If you use this feature to charm a creature while you already have a creature charmed by this feature, the charmed condition ends on the previously targeted creature.

Once used, you cannot use it again until you finish a long rest, unless you expend a spell slot of any level to do so again.

Channel Divinity: Infernal Contract

Starting at 2nd level, when you and another creature come to a verbal or written agreement, you can perform a 1 minute ritual and use your Channel Divinity to bind the agreement as an infernal contract. This agreement must include the object, currency, or service you will provide the creature.

Upon providing the creature with the terms of the contract, a coin bearing the profile of the creature appears in your palm. This coin, called a soul token, can be spent for fleeting power. You can only gain one soul token from a creature but you can have any number of soul tokens at one time. As an action, you can expend a soul token you have on your person to gain one of the following effects of your choice:

- You gain 1d10 temporary hit points.
- You grant an unconscious creature you can see 1d4−1 successful death saving throws.
- You place a small curse on a creature you can see within 30 feet until the start of your next turn. During that time, when the creature makes an attack roll or saving throw it must roll a d4 and add or subtract (your choice) the result from the attack roll or saving throw.
- For the next hour, whenever you make a Charisma check when interacting with fiends, your proficiency bonus is doubled if it applies to the check.



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Faustian Boon

At 6th level, you learn the means by which to grant your allies infernal boons, though at a cost. As a bonus action, you can choose one the following effects to bestow on a willing creature that you can see other than yourself within 60 feet:

- You grant the creature advantage on the next attack it makes and allow it to reroll 1 of the damage dice, however until the end of its next turn, attack rolls against it have advantage.
- You grant the creature an AC bonus equal to your Wisdom modifier (minimum +1) that lasts until the start of your next turn. However, the creature's speed is halved for the same duration.
- You cause the creature to regain 1d8 + your spell casting modifier hit points, however the next attack it makes deals less damage equal to the hit points restored.
- The creature regains an expended spell slot of your choice that is 1st level or higher. The spell slot can't be higher than 5th level or of a level higher than your highest level spell slot. When the creature uses the regained spell slot to cast a spell, each target of the spell gains a +4 bonus to its AC against the spell's attacks and has advantage on any saving throw it makes against the spell.

Once you bestow one of these effects on a creature, you can't bestow that effect again until you finish a long rest.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Soul Broker

Starting at 17th level, you know the deals made in the Nine Hells better than most and can strike a bargain with death itself for your personal gain. When a creature dies within 60 feet of you, you can use your reaction to bargain for its soul.

When you do, the creature is returned to life with its maximum hit points reduced by half and an equal number of current hit points. When you revive a creature in this way, you can choose to charm it, causing it to obey your verbal commands. After 1 minute has passed, the charmed condition ends and the creature immediately dies unless it was targeted by a spell or other effect that could return it to life, such as the *revivify* spell. If a creature is targeted by such a spell, the charmed condition immediately ends and its maximum hit points are no longer reduced.

Once you use this feature, you can't do so again until you finish a long rest.

Love Domain

Gods of love represent the concept in all its varied forms; altruism, family, fertility, passion, and romance. Some gods, such as Chauntea, Eldath, Arawai, and Dionysus place an emphasis on one of these facets over others. Other gods, including Lliira, Sune, Boldrei, Aphrodite, and Hathor, give all of these concepts equal importance. Followers of these gods serve as matchmakers and midwives for their communities. Some are called to serve as diplomats or peacekeepers, believing that love really can conquer all. It is rare for the clergy of gods of love to take vows of celibacy as part of their initiation.

Domain Spells

You gain domain spells at the cleric levels listed.

Love Domain Spells

Cleric Level	Spells
1st	*charm person, cure wounds*
3rd	*calm emotions, enthrall*
5th	*sending, tongues*
7th	*compulsion, locate creature*
9th	*dream, Rary's telepathic bond*

Blessings of Love

When you choose this domain at 1st level, you become proficient in your choice of two of the following skills: Insight, Performance, or Persuasion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

In addition, you learn the *friends* cantrip if you don't already know it. It counts as a cleric spell for you.

Channel Divinity: Amorous Armor

Starting at 2nd level, you can use your Channel Divinity to exude an aura of goodwill and love.

As an action, you project respect and admiration for 1 minute. All creatures within 30 feet of you who can see and hear you have disadvantage on attack rolls against you. A creature is not subject to this effect if it is immune to being charmed. This effect ends early on a creature if you make an attack against it, deal it damage, or force it to make an ability check or saving throw.

Channel Divinity: Change of Heart

Starting at 6th level, you can use your Channel Divinity to woo others even when it seems your charms are failing. It can be used in two circumstances.

When a creature succeeds on a saving throw against a charm effect caused by you, you can use your reaction to force the creature to reroll the saving throw and use the second result.

Alternatively, when you make a Charisma ability check, you can use your reaction to reroll the ability check. You can wait until after the DM declares whether the original result was a success or not and you must use the second result, even if it is lower.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Sermon of Love

At 17th level, you can channel pure passion when you speak. As an action, you can command each creature within 60 feet who can hear you and shares any language with you to treat others kindly. When you do, each target must succeed on a Wisdom saving throw or be charmed by you and all other creatures targeted by this ability. This charmed effect lasts for 8 hours or until the creature takes damage from you or any of your allies.



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Prophecy Domain

Clerics of the prophecy domain may worship any god or no god at all. Their oracular burden isn't tied to the portfolio of a specific deity. Instead their faith in the divine order of the universe manifests as prophetic vision. This blessing is intertwined with a curse. All oracles and prophets labor under an affliction that debilitates them physically in some way even as it empowers them spiritually.

Domain Spells

You gain domain spells at the cleric levels listed.

Prophecy Domain Spells

Cleric Level	Spells
1st	*embrace destiny* [UAH], *guiding bolt*
3rd	*detect thoughts*, *see invisibility*
5th	*bestow curse*, *premonition* [UAH]
7th	*arcane eye*, *foreshadow* [UAH]
9th	*commune*, *dream*

Bonus Cantrip

When you choose this domain at 1st level, you gain the *guidance* cantrip if you don't already know it.

Oracle's Burden

Starting at 1st level, you gain one of the following burdens.

Clouded Eyes. Your eyes are clouded and milky. You are permanently blind, but have blindsight to a distance of 30 feet. At 11th level, the distance of your blindsight increases to 60 feet.

Venerable. Your oracular visions only came with advanced old age. Your hit point maximum decreases by 1 and decreases by 1 again whenever you gain a level in this class. Your spell save DC and spell attack modifier for cleric spells each increase by 1.

Withered Hand. You have a withered hand. You have disadvantage on any weapon attacks made with that hand and cannot carry a shield with it. When you roll a 1 on a damage die for a spell attack with a cleric spell, you can reroll the die. You must use the new roll, even if the new roll is a 1.

Channel Divinity: Prophetic Vision

Starting at 2nd level, you can use your Channel Divinity to look into the near future and see the shape of things to come. As a bonus action, you roll a d20 and record the result. Within the next hour, you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this foretold roll. You must choose to do this before the affected roll is made. Once the foretold roll is used, it is lost.



Cryptic Advice
Starting at 6th level, you can use a bonus action to give a piece of cryptic advice to a creature who can hear you that you share a language with. Once within the next hour, after that creature makes an attack roll, ability check, or saving throw, it can recall your cryptic advice to reroll the die, using the second result instead. It must choose to do this after it rolls but before the DM declares whether the result is a success or a failure.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1), and you regain all of your expended uses when you finish a long rest.

Potent Spellcasting
Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Soothsaying
Starting at 17th level, when you cast the *guidance* cantrip, the casting time is 1 bonus action, the range is 30 feet, and it does not require your concentration.

Time Domain
One of the central tenets of existence is the inexorable passage of time — the succession of past, present, and future that guides and governs a mortal's perception of life. To some, time is an enemy, one they have either conquered or been defeated by. To others, it is a comfort, a promise of new experiences or a distance from others.

Gods of the Time domain may not experience time as mortals do, but they understand what its passage represents and the necessity of its continued flow. Clerics of these deities can manipulate the flow of time in minor ways, and have the responsibility to use these abilities to further the intentions of their god, which often include ensuring time flows unhindered and that irresponsible beings do not seek to enforce their will on its passage.

Deities of this domain include Amaunator, Labelas, Aureon, Chronos, the Norns, Huh, and Father Time.

Domain Spells
You gain domain spells at the cleric levels listed.

Time Domain Spells

Cleric Level	Spells
1st	*expeditious retreat*, *oscillating chronology*[UAH]
3rd	*fortuity conflux*[UAH], *hold person*
5th	*haste*, *slow*
7th	*abeyed discharge*[UAH], *death ward*
9th	*far step*[XGE], *hold monster*

Blessings of Time
When you choose this domain at 1st level, you are bestowed additional time. For every 2 years that pass, your body ages only 1 year. In addition, you are immune to being magically aged.

Sacred Seconds
Also at 1st level, you gain the ability to manipulate seconds of time to avoid danger and make opportunities for yourself. You can use a bonus action on your turn to take the Dash, Disengage, or Dodge action a number of times equal to your proficiency bonus.

You regain all expended uses when you finish a long rest.

Channel Divinity: Chronal Flux
Starting at 2nd level, you can grant your allies precious time when it matters most.

You can use a bonus action to expend a use of your Channel Divinity, choosing a creature you can see within 30 feet and blessing it with spare time. Once within the next minute, the creature can use its bonus action to make one weapon attack or to take the Dash, Disengage, Dodge, Help, Hide, Search, or Use an Object action.

Moment of Intercession
Beginning at 6th level, you can delay an enemy's action to give others the opportunity to react. When a hostile creature takes an action, you can use your reaction to force it to make a Wisdom saving throw. On a failed save, the creature's turn immediately ends. The described action does not immediately happen, but

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instead occurs at the start of the creature's next turn before it takes its turn. If the action had a specific target that is no longer in range, the creature can choose a new target for the action. On a successful save, the creature can take the action that turn but must choose a new target, if the action requires targeting a creature.

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

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Hallowed Synchrony

At 17th level, your faith empowers you to halt the very flow of time. You can cast *time stop* without expending a spell slot. When you cast *time stop* using this feature, you can choose a number of creatures you can see up to the number of turns you rolled. Each of the chosen creatures takes one of the additional turns in your stead, following the rules described in the *time stop* spell. You choose the order in which the additional turns are taken.

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





Druid

The druid class receives additional spells in its spell list.

At 2nd level, a druid gains the Druid Circle feature. The following options are available to a druid, in addition to those offered in the *Player's Handbook*: the Circle of the Bond, the Circle of the Branch, the Circle of Cataclysm, the Circle of Community, the Circle of Spirit, and the Circle of Succulents.

Additional Druid Spells

The spells in the following list expand the druid spell list in the *Player's Handbook*. The list is organized by spell level, not character level, and a spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses. The descriptions for each of these spells can be found in Chapter 4: Feats & Spells.

Cantrips (0 Level)

Fortify (abjuration)
Give life (transmutation)
Prediction (divination)
Root snare (conjuration)
Silent steps (illusion)
Speak true (divination)
Warden's rebuke (evocation)

1st Level

Altruistic sacrifice (necromancy)
Contaminate food and drink (transmutation)
Embrace destiny (divination)
Fertility rites (abjuration, ritual)
Make camp (abjuration, ritual)
Nocturnal transformation (transmutation)
Subdue beast (enchantment)

2nd Level

Corrode metal (transmutation)
Elemental spike (evocation)
Ward against weapons (abjuration)

3rd Level

Create bog (transmutation)
Premonition (divination)

4th Level

Sticks to snakes (transmutation)

5th Level

Flaming vortex (evocation)

6th Level

Eruption (evocation)
Forecast (divination, ritual)
Geotag (divination)
Investiture of voltage (transmutation)
Verdant ward (abjuration)

7th Level

Charm crowd (enchantment)
Elemental ruination (transmutation)
Heroes' ward (abjuration)
Monster bond (divination)
Prophesied strike (divination)

8th Level

Cataclysmic failure (divination)
Coldsnap / heatwave (transmutation)
Intuition (divination)

9th Level

Epidemic (necromancy)
Mass awaken (transmutation)
Seal fate (divination)

Circle of the Bond

Druids of the Circle of the Bond feel a greater connection to beasts than they do other sapient life. Many wish to eschew the complexities and complications of living within a society and interacting with humanoids for the quiet simplicity offered by beasts, while others have experienced tragedy or betrayal at the hands of their peers, and seek comfort in an animal companion. Regardless of the reasons you joined this circle, you have formed a magical partnership with a beast, a deep bond that interlocks your minds and souls.

Animal Companion

At 2nd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

You call forth an animal from the wilderness to serve as your faithful companion. You choose your companion from among the following animals: an **ape**, a **black bear**, a **boar**, a **giant badger**, a **giant weasel**, a **mule**, a **panther**, or a **wolf**.

Your animal companion becomes subject to the rules of your Companion's Bond (described below). You can have only one animal companion at a time.

If your animal companion has died within the last hour, you can use an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The companion returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can call a new animal companion from among the available options. It is subject to the rules of your Companion's Bond, and you lose your previous animal companion if you have one, the former companion returning to the wilds. You also lose your animal companion if you die.

Companion's Bond

Starting at 2nd level, your animal companion changes in the following ways while it is linked to you.

The companion loses its Multiattack action, if it has one.

The animal companion is friendly to you and your companions, and it obeys your commands. In combat, the companion acts on your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action unless you use an action to telepathically command it to take an action in its stat block or the Help action, or your bonus action to telepathically command it to take any other action. You can't use your action and bonus action to command your animal companion on the same turn. If you are incapacitated, the companion can take any action of its choice, not just Dodge.

The weapon attacks in your animal companion's stat block count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If your animal companion has an effect that causes a target to make a saving throw, the effect uses your spell save DC, unless the beast's DC was already higher.

If your animal companion is large enough, you can use it as an independent mount, though you still determine its actions (the Mounted Combat rules appear in Chapter 9 of the *Player's Handbook*).



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Your animal companion has abilities and game statistics determined in part by your proficiency bonus. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

When the animal companion becomes subject to the rules of this feature, it gains proficiency in two skills of your choice. It also becomes proficient in your choice of Dexterity, Constitution, or Wisdom saving throws, and your choice of Strength, Intelligence, or Charisma saving throws.

For each druid level after 2nd, your animal companion gains an additional Hit Die and increases its hit points accordingly.

Keeping Track of Proficiency

When you gain your animal companion at 2nd level, its proficiency bonus matches yours at +2. As you gain levels and increase your proficiency bonus, remember that your companion's proficiency bonus improves as well, and is applied to the following areas: Armor Class and damage rolls, as well as to any skills, saving throws, and attacks it's proficient with.

Instinctive Coordination

Starting at 6th level, you can use your bonus action to telepathically command your animal companion to take an action in its stat block or any other action.

Additionally, you gain the ability to use the magic of your Wild Shape to affect your animal companion. As a bonus action, you can expend a use of your Wild Shape for one of the following effects. You can end the effect on your turn as a bonus action.

Enlarge. Your animal companion's size increases by one category for a number of hours equal to half your druid level, rounded down. For example, if it was Medium, it becomes Large. It has advantage on Strength ability checks and saving throws for the duration.

Heal. Your animal companion can immediately expend any number of its Hit Dice. For each Hit Die expended this way, you roll the die and add your animal companion's Constitution modifier to it. It regains hit points equal to the total.

Morph. You transform your animal companion into an **ape**, a **black bear**, a **boar**, a **giant badger**, a **giant weasel**, a **mule**, a **panther**, or a **wolf** for a number of hours equal to half your druid level, rounded down. When you do, it retains its hit points, Hit Dice, and personality, and is still subject to all of the rules of Companion's Bond.

Primal Bond

Starting at 10th level, magic flows freely through the bond you share with your animal companion. Each time you cast a spell of 1st level or higher, choose one of the following benefits for your animal companion:

- It gains a number of temporary hit points equal to your Wisdom modifier (minimum 1).
- The first time it hits with an attack before the end of the turn, it gains a bonus to the attack's damage roll equal to your Wisdom modifier (minimum 1).

Instinctive Evolution

Starting at 14th level, when you use the bonus action granted by your Instinctive Coordination, you can instead expend two uses of your Wild Shape for the following effect. You can end the effect on your turn as a bonus action.

Evolve. You transform your animal companion into a beast you've seen before with a challenge rating as high as your druid level divided by 3 for a number of hours up to half your druid level, rounded down. When you do, the transformation follows the rules of your Wild Shape (you ignore the Max. CR column of the Beast Shapes table), though your animal companion is still subject to the rules and benefits of Companion's Bond.

Circle of the Branch

The Circle of the Branch is made up of sages and warriors who believe that the greatest wisdom is found in the stillness of plants, especially long-lived trees. Seeking to achieve a modicum of their groves' enlightenment, these druids magically fuse bark from sacred trees into their flesh, assuming arboreal forms that they use to protect and learn from the ancient forests of the multiverse. Often referred to as barksleeves, these defenders emphasize violence only in defense of self or of primordial grove, preferring the stillness of peace and mutual growth to the tragedy of cutting down something of great potential.

Sylvan Warrior

When you join this circle at 2nd level, you learn the *shillelagh* cantrip. If you already know it, you instead learn a different druid cantrip of your choice.

Additionally, as a bonus action, you can grow thick bark on your forearms and shins. While you have this bark, your Armor Class can't be less than 13 + your Dexterity modifier, and you can use your bark-covered limbs as a natural weapon. You are proficient with this natural weapon, which is a melee weapon that deals 1d4 bludgeoning damage. Your natural weapon is a valid target for the *shillelagh* cantrip. You can revert your forearms and shins to their normal forms as an action on your turn.

Primeval Guardian

Starting at 2nd level, you can root yourself into the ground and assume a tree warrior form. As part of casting *shillelagh* targeting your natural weapon, you can expend a use of your Wild Shape to magically assume this form, which lasts for a number of minutes equal to half your druid level. After this time, you revert to your normal form unless you expend another use of your Wild Shape to renew the duration. The duration ends early, causing you to revert to your normal form, if you fall unconscious, drop to 0 hit points, die, or use your bonus action to end it.

You undergo the following changes while in your tree warrior form; otherwise, all of your statistics remain the same:

- Your size becomes Large, unless it was already larger.
- Any speed you have becomes 5 feet, unless the speed was lower.
- Your reach increases to 15 feet.
- Your natural weapon attacks deal an extra 1d6 damage.
- You gain temporary hit points at the start of each of your turns equal to half your druid level. When you revert to your normal form, you lose any temporary hit points you have from this feature.



RAMON LUCHA

Greenspeaker

At 6th level, you gain the ability to converse with plants. Plants can understand your speech, and you gain the ability to decipher their rustles and various pollen and oil excretions. Most plants lack the intelligence to convey or understand sophisticated concepts, but a friendly plant can relay what has happened near it recently, or where any edible fruits and vegetables could possibly be found within 1 mile of it. This ability doesn't grant you friendship with plants, though you can combine this ability with gifts or favors as you would any nonplayer character to encourage friendliness.

Extra Attack

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

Ironwood Warrior

At 10th level, the bark you grow on your limbs becomes thicker and more resilient. While you have bark from your Sylvan Warrior feature, your Armor Class can't be less than 15 + your Dexterity modifier, and bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3.

Primeval Champion

At 14th level, you can spend two uses of your Wild Shape when assuming your tree warrior form to flood it with primordial power. If you do, you gain the following additional benefits while in your tree warrior form for the duration:

- Your size becomes Huge, unless it was already larger. If there isn't enough room to accommodate the full size of your form, you become the maximum size possible in the space available.
- Your reach increases to 30 feet.
- Your natural weapon attacks deal a further 1d6 damage, to a total of 2d6 extra damage.
- When an ally starts its turn within 30 feet of you, it gains temporary hit points equal to half your druid level. A creature other than you must be below half its hit point maximum to benefit from this ability, and this ability has no effect on undead and constructs.
- The ground within 30 feet of you is difficult terrain for your enemies.
- Your weapon attacks deal double damage to objects and structures.

Circle of Cataclysm

Druids in the Circle of Cataclysm embody the most destructive manifestations of nature's power. Channeling the untamed might of natural catastrophes such as earthquakes, tsunamis, and volcanoes, these spellcasters destroy their enemies with none of the subtlety typical of druids. Members of this circle see themselves as agents of the end times, heralds of ruination, and deliverers of nature's judgment.

Cataclysmic Font

When you choose this circle at 2nd level, you are infused with the terrible strength of nature. You are a font of destructive energy waiting to be unleashed. You have a pool of cataclysmic energy represented by a number of d4s equal to your druid level.

When you cast a druid spell of 1st level or higher that deals damage, you can spend a number of these dice up to the spell's level. When you do, roll the spent dice and add them to the initial damage dealt by the spell.

You regain all of the expended dice when you finish a long rest.

Rubble and Ruin

Starting at 6th level, damage from your druid spells is doubled against objects and structures.

Potent Cantrip

At 10th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against one of your druid cantrips, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Catastrophic Damage

At 14th level, when you roll damage for a druid spell, you can use your reaction and expend a use of your Wild Shape to reroll a number of the damage dice up to your Wisdom modifier (minimum 1). You must use the new rolls.



DANIEL COMERCI

Circle of Community

Druids of this circle recognize communication and symbiotic relationships as the most powerful forces in nature. Countless sapient species and monsters, each with their own tradition and culture, have achieved more than they might ever have through cooperation and community. It is this innate sense of togetherness that druids of this circle thrive on. A community is only as strong as its weakest link, and a Druid of Community makes it their goal to empower their companions to survive and thrive as one.

Home Is Where The Hearth Is

When you choose this circle at 2nd level, you learn the *create bonfire* XGE cantrip. When you cast this cantrip, it does not require concentration but ends early if you cast it again. If you already know *create bonfire*, you learn another cantrip of your choice from the druid spell list.

Voice of the Community

Also starting at 2nd level, you can use your action and expend a use of your Wild Shape to inspire your community to rally together around a common goal. Your rally lasts for 10 minutes and affects you and each creature of your choice within 30 feet that can hear you, but it ends early if you become unconscious or die. When you start a rally, choose one of the following effects:

Prose of Vitality. When you begin the rally, you create a pool of a number of d6s equal to 1 + half your druid level. An affected creature can use its bonus action and expend a die from the pool to roll the die and regain a number of hit points equal to the total.

Speech of Urgency. Each affected creature gains a +1 bonus to its AC. Additionally, when an affected creature starts its turn within the rally, it can use its bonus action this turn to take the Disengage or Hide action.

Uproar of Ferocity. Any weapon attack an affected creature makes as part of the Attack action scores a critical hit on a roll of 19 or 20 on the d20. Additionally, when an affected creature scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Circle Spells

At 3rd level, you not only empower your community, but are empowered by your community in turn. This sense of a greater communal purpose puts you in touch with nature in a way other druids aren't, and grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Community Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



VAGELIO KALIVA

Circle of Community Spells

Druid Level	Spells
3rd	*aid, calm emotions*
5th	*beacon of hope, Leomund's tiny hut*
7th	*aura of purity, death ward*
9th	*circle of power, Rary's telepathic bond*

Community Outreach

Starting at 6th level, when you begin a rally with your Voice of the Community, you can cast *create bonfire* as part of the same action. When you cast the spell this way, the bonfire can't be placed in an occupied space, and the rally also extends in a 30-foot radius around the bonfire. As a bonus action on your turn while the bonfire persists, you can move the bonfire 60 feet to a different unoccupied space you can see.

Encouraging Respite

Starting at 10th level, you can create an improvised shelter for you and your community. You can perform a 10 minute ritual, at the end of which a campsite is magically created in a 30 foot radius around you. Choose up to 10 friendly creatures in the radius when the camp appears. The campsite comes with the following effects:

- The campsite creates a bedroll for you and each of the chosen creatures, as well as 1 gaming set of your choice.
- If any creature other than one of the chosen creatures enters the campsite, a bell-like sound will ring in the head of you and the chosen creatures, which awakens them if sleeping.
- The camp and those inside it are impervious to nonmagical weather or climate effects of your choice.
- Creatures outside the area have disadvantage on ability checks to perceive or find the camp, unless you choose otherwise.
- The campsite includes 1 meal for you and each of the chosen creatures. Each of these meals provides enough nourishment to sustain a creature for one day.

The campsite disappears when you dismiss it, when you and each of the chosen creatures are no longer in its radius, or after 8 hours. When it disappears, each object created by this feature disappears and the space returns to its original state before the campsite was made, leaving no trace of your site having been there.

Pillar of the Community

Starting at 14th level, you inspire your community with complex moral stories. When you begin a rally with your Voice of the Community and cast *create bonfire* as part of the same action, you can imbue your campfire with a different rally effect from the one you chose for yourself. Creatures that are within range of both rallies gain the effect of both. Additionally, when your movement or you moving your bonfire causes a friendly creature to no longer be within the radius of your rally, the creature can use its reaction to move up to its speed. The creature must end this movement within the radius of one of your rallies, if able.

If the original bonfire created alongside your rally is destroyed, the next campfire you make with the *create bonfire* spell can produce either of the rally effects you chose when you began the rally.

Circle of Spirit

Druids of the Circle of Spirit are the shamans and spirit-talkers of the Old Faith. While other druids turn their focus to the emulation of the natural world or beasts, shamans learn to commune with the spirits and ethereal beings that remain hidden from mortal senses. Not satisfied by merely peering into the invisible realm, shamans learn to call spirits from it, channeling their power and using it as their own.

Shamanic Vision

Starting at 2nd level, you gain proficiency with the Perception skill if you don't already have it.

In addition, you can use an action to attune yourself to the invisible world. When you do so, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. This shamanic sight remains for 1 minute. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Spirit Door

Starting at 2nd level, you can use a bonus action and expend a use of your Wild Shape to channel a spirit of your choice for a number of hours equal to half your druid level (rounded down). While you channel the spirit, you gain its corresponding benefits and its spells count as druid spells for you based on your level.

Chieftain. You can add half your proficiency bonus, rounded down, to any Persuasion, Insight, and History ability checks you make that don't already include your proficiency bonus.

Warrior. You can add half your proficiency bonus, rounded down, to any Athletics, Acrobatics, and Intimidation ability checks you make that don't already include your proficiency bonus.

Trickster. You can add half your proficiency bonus, rounded down, to any Deception, Sleight of Hand, and Stealth ability checks you make that don't already include your proficiency bonus.



ERIC LOFGREN

Chieftain Spirit's Spells

Druid Level	Spell
2nd	*command, heroism*
3rd	*calm emotions, zone of truth*
5th	*spirit guardians, tongues*
7th	*aura of life, aura of purity*
9th	*dream, tale of hope and woe* [UAH]

Warrior Spirit's Spells

Druid Level	Spell
2nd	*ensnaring strike, wrathful smite*
3rd	*magic weapon, warding bond*
5th	*fear, elemental weapon*
7th	*death ward, staggering smite*
9th	*primordial weapon* [UAH], *steel wind strike* [XGE]

Trickster Spirit's Spells

Druid Level	Spell
2nd	*disguise self, Tasha's hideous laughter*
3rd	*invisibility, suggestion*
5th	*major image, nondetection*
7th	*confusion, greater invisibility*
9th	*mislead, modify memory*

Spirit Walks With You

Starting at 6th level, you can use a bonus action to use your Spirit Door feature without expending a use of your Wild Shape. When you do, you regain your highest level expended spell slot of 5th level or lower. Once you use this feature, you can't use it again until you finish a long rest.

Invisible World Attunement

Starting at 10th level, when you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

Additionally, when a creature attacks you, your inability to see it doesn't grant it advantage on the attack roll.

Ethereal Body

Starting at 14th level, you can use your action to cast the *etherealness* spell without expending a spell slot. Once you use this feature, you can't use it again until you finish a long rest.

Circle of Succulents

There is one goal for druids of the Circle of Succulents: survive. They don't necessarily aim to defeat unnatural forces in the world, but rather to outlast them, as the toughest plants in nature commonly do. These druids typically hail from warmer climates, where succulents are common.

Shifting Resources

When you choose this circle at 2nd level, you are able to strengthen your wild shape forms with the energy you have stockpiled. When you use your action to wild shape, you can expend Hit Dice to grant your wild shape form temporary hit points. For each Hit Die expended, roll the die and add your Constitution modifier to the result (minimum of 1). You gain temporary hit points equal to the total.

Tough As Nails

Also at 2nd level, your wild shape forms become as durable as the plants you adore. While you are transformed by Wild Shape, you gain a bonus to your AC equal to half your proficiency bonus.

Additionally, your beast forms exhibit sharp needle-like barbs. Immediately after a creature makes a melee attack against you, it takes 1d4 piercing damage. This piercing damage is considered magical for the purposes of overcoming resistance and immunity to nonmagical damage. This damage increases by 1d4 at 5th level (2d4), 11th level (3d4) and 17th level (4d4).

Spell Stockpile

At 6th level, you gain the ability to stockpile resources for a later date. Each time you regain spell slots when you finish a long rest, you can stockpile one spell slot at the highest level you had remaining before the long rest. If the spell slot was higher than 5th level, you stockpile it as a 5th level spell slot. The stockpiled spell slot is lost when you use it to cast a spell or you use this feature to stockpile a new spell slot.

Hard To Kill

At 10th level, your natural resilience extends to the point of defying death. You can go without food, water, and sleep for 30 days at a time without suffering exhaustion or death. Also, when you are reduced to 0 hit points but not killed outright, you can use your reaction and expend a spell slot to drop to a number of hit points equal to 5 × the level of the expended spell slot instead.

Resource Grind

At 14th level, your ability to gather resources accelerates. When you finish a long rest, you replenish all of your Hit Dice instead of half and you can stockpile two of your remaining spell slots instead of one.



DEAN SEPNCER & RUSLAN



Fighter

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in the *Player's Handbook*: the Armiger, the Combat Medic, the Crusader, the Gladiator, the Gunslinger, and the Seafarer.

Armiger

Armigers take pride in their armor and learn to use it to deflect attacks that might otherwise prove lethal. Masters of defense, these fighters create, mend, and maintain their own shields and suits of armor. Where many warriors enter battle hoping to make quick work of their enemies, Armigers focus on outlasting their foes rather than quickly dispatching them.



DEAN SPENCER

Fighting Style

When you choose this archetype at 3rd level, you gain a defensive combat specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Interception. When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

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.

Ironclad

Also at 3rd level, you are practiced in the discipline of creating and maintaining armor. You gain proficiency with leatherworker's tools, smith's tools, and weaver's tools.

In addition, your ability to get the most out of your armor is represented by a pool of d6s equal to your fighter level. When you take damage other than psychic while you are wearing armor, you can roll one of these dice and reduce the damage you take by the result (to a minimum of 0).

You regain all expended dice in this pool when you finish a long rest.

Defensive Fighting
Starting at 7th level, you get a special reaction in addition to your normal reaction. You can use this special reaction only to make an opportunity attack or use a reaction granted by one of your Fighting Styles, and you can't use it on the same turn that you use your normal reaction. Once you use this special reaction, you can't use it again until the start of your next turn.

Mithrilclad
Starting at 10th level, the dice granted by your Ironclad feature become d8s. You also gain an additional fighting style of your choice from those listed at 3rd level for this archetype.

Ringing Rebuke
Starting at 15th level, when you use your Ironclad dice to reduce damage from a melee attack, the attacker takes bludgeoning damage equal to the result of the die.

Adamantclad
Starting at 18th level, the dice granted by your Ironclad feature become d10s.

Additionally, when you finish a short rest, you can choose to regain half your level in expended dice from your Ironclad feature. Once you regain dice in this way, you can't do so again until you finish a long rest.

Combat Medic
A Combat Medic knows how to create carnage as well as any other fighter, but also learns to deal with the aftermath. These fighters know how to quickly assess a situation to determine where they are most needed, and how to use materials on hand for feats of medical skill that save lives.

Medical Training
When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make using the skill.

Battlefield Medicine
At 3rd level, you learn to treat wounds and ailments quickly and efficiently. Your medical expertise is represented by a pool of d6s. The number of dice in this pool equals your fighter level.

As an action, you can heal a willing creature within your reach, spending dice from the pool. The maximum number of dice you can spend at once equals half your fighter level. Roll the dice you spend, add them together, and restore a number of hit points equal to the total + your proficiency bonus.

Alternatively, you can expend two of the dice from the pool to end one effect imposing the paralyzed, poisoned, or stunned condition on the target.

This dice pool regains one expended die whenever you finish a short rest, and all expended dice when you finish a long rest.

Doctor of War
Starting at 7th level, when you expend dice from your Battlefield Medicine pool as part of your action, you can make one weapon attack as a bonus action.

Triage Expert
At 10th level, you become an expert at quickly analyzing battlefield scenarios and maneuvering yourself to the places you're most needed. You can give yourself a bonus to your initiative rolls equal to your proficiency bonus, and you can take the Dash action as a bonus action on your turn.

Battlefield Surgery
Starting at 15th level, whenever you finish a short rest, your Battlefield Medicine dice pool now regains a number of expended dice equal to your proficiency bonus.

Additionally, you can use your action and expend three of the dice from the pool to return a creature within 5 feet of you to life with 1 hit point, provided the target has died within the last minute. A creature returned to life this way gains one level of exhaustion.

Angel of Mercy
Starting at 18th level, you excel at dodging attacks while you're focused on triage. When you end your turn without having made more than one attack roll or forced a creature to make a saving throw this turn, attacks made against you have disadvantage until the start of your next turn.



RICK HERSHEY

Crusader

Archetypal Crusaders faithfully execute the will and enforce the ideologies of their deities, their martial prowess augmented by divine magic. Crusaders specialize in abjuration and evocation magic to better protect the allies of their god and destroy their god's enemies. A crusader's greatest ambition is to build an army of faithful devotees and bring the word of their deity to all.



Spellcasting

When you reach 3rd level, you augment your martial prowess with divine manifestations of your faith by casting spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the cleric spell list.

Additionally, choose a Divine Domain from among those available to the cleric class. Your choice affects the spells that you prepare, as well as features you gain later from this archetype.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

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

You prepare the list of cleric spells that are available for you to cast, choosing from among the abjuration and evocation spells on the cleric spell list. When you do, choose a number of those spells equal to your fighter level divided by 3, rounded up. The spells must be of a variety for which you have spell slots.

For example, if you are a 7th-level fighter, you have four 1st-level spell slots and two 2nd-level spell slots. Your list of prepared spells can include 3 spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Domain Spells. Each domain has a list of spells — its domain spells — that you gain at certain fighter levels shown in the Crusader Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells since your spells come from your devotion to your deity. You use Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus. You can use a holy symbol (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your cleric spells.

Crusader Spellcasting

Fighter Level	Cantrips Known	Spell Slots per Spell Level			
		1st	2nd	3rd	4th
3rd	2	2	—	—	—
4th	2	3	—	—	—
5th	2	3	—	—	—
6th	2	3	—	—	—
7th	2	4	2	—	—
8th	2	4	2	—	—
9th	2	4	2	—	—
10th	3	4	3	—	—
11th	3	4	3	—	—
12th	3	4	3	—	—
13th	3	4	3	2	—
14th	3	4	3	2	—
15th	3	4	3	2	—
16th	3	4	3	3	—
17th	3	4	3	3	—
18th	3	4	3	3	—
19th	3	4	3	3	1
20th	3	4	3	3	1

Crusader Domain Spells

Spell Level	Fighter Level Gained
1st	3rd
2nd	7th
3rd	13th
4th	19th
5th	—

Channel Divinity

At 3rd level, 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: Silence Heathens and an effect determined by your Divine Domain's 2nd-level feature. Your fighter level counts as your cleric level for the purpose of your domain's Channel Divinity.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest before you can use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your spell save DC.

Starting at 15th level, you can use your Channel Divinity twice between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Silence Heathens

As an action, you present your holy symbol and speak a prayer censoring your foes. Each enemy within 10 feet of you that can see or hear you must make a Charisma saving throw. If the creature fails its saving throw, it is silenced for 1 minute. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effects on a successful save.

A silenced creature can't produce verbal sounds or provide the verbal components for spells. Any feature that requires it to speak or otherwise make verbal sound is unusable while it is silenced.

Channel Divinity: March to War

Starting at 7th level, you can guide your compatriots through the worst terrain and toward your divine calling, using your Channel Divinity. As an action, choose a number of willing creatures within 30 feet of you that you can see up to your Wisdom modifier (minimum 1). You and each of the chosen creatures ignore difficult terrain and gain the benefits of the *water walk* spell for 1 hour. The duration ends early if you become unconscious or die, or if you choose to end it (no action required by you).

Glorious Bastion

Starting at 10th level, battling in your deity's name increases your divine resilience. When you take the Attack action and hit one or more creatures with weapon attacks, you have advantage on the next saving throw you make against one of those creatures' effects before the start of your next turn.

Divine Surge

Starting at 15th level, when you use your Action Surge, you burst with a corona of your deity's power. Enemy creatures within 10 feet of you each take 2d8 radiant damage, and you and allied creatures within 10 feet of you each regain 2d8 hit points.

Deity's Chosen

At 18th level, you gain your Divine Domain's 17th-level feature.



DEAN SPENCER

Gladiator

You've turned life or death combat into a form of entertainment. While other fighters focus on honing their skills to get the job done, gladiators combine martial prowess with crowd-pleasing. The only thing you love more than a good fight is a big audience cheering you on. You've learned to challenge your opponents to one-on-one combat and leverage your natural showmanship for advantage in combat.

Entertainer

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Athletics, Intimidation, Performance, or Persuasion. Additionally, you learn one language of your choice.

Mano-a-Mano Mark

Starting at 3rd level, you can issue a challenge to a foe that makes it hesitate to engage your allies. When you hit a creature with a weapon attack, you can mark the creature for 1 minute. This effect ends early if you attack another creature, become incapacitated or die, or someone else marks the creature.

If the creature makes an attack against a creature other than you, you have advantage on all weapon attacks against the creature until the end of your next turn. Additionally, you gain a special reaction that you can use once each round to make one weapon attack against the marked creature when it moves out of your reach or attacks a creature other than you. You cannot use this special reaction and your normal reaction on the same turn.

Roar of the Crowd

Starting at 7th level, when you take the Attack action on your turn, you can use a bonus action to showboat for your allies. When you do, choose a number of hostile creatures within 15 feet up to the number of friendly creatures within 15 feet. The chosen creatures must succeed on a Wisdom saving throw (DC = 8 + your Charisma modifier + your proficiency bonus) or take psychic damage equal to 1d6 + your fighter level.

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

Build the Heat

Starting at 10th level, when you deal damage to the target of your Mano-a-Mano Mark, you roll twice and use the higher result. When the target of your Mano-a-Mano Mark deals damage to a creature other than you, it rolls the damage twice and uses the lower result.

Big Finish

Starting at 15th level, when you deal damage to a creature with a weapon attack and its remaining hit points immediately afterward are equal to or less than your fighter level + your Charisma score, you learn that fact and can choose to reduce the creature's hit points to 0.

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

Signature Move

Starting at 18th level, you have mastered a signature move that entertains any audience and dispatches your opponents with brutal efficiency. When you learn this feature, name your signature move and determine what it looks like. As an action on your turn, you can use your signature move.

When you use your signature move, you do the following in any order:

- Move up to twice your base walking speed. During this movement, your jumping distances are tripled.
- Gain temporary hit points equal to your fighter level + your Charisma score.
- Take the Attack action. Your final weapon attack as part of the Attack action has advantage and deals additional damage equal to your Charisma score.

You can use your signature move once. You regain its use when you roll initiative.

Gunslinger

You are one of a rare new breed of fighters in the world. Gunslingers master the use of firearms as they wrestle with their place in society, wander the world, and settle personal grudges. These fighters use new technology to do battle, but the reasons they fight are timeless. Gunslingers live by a code, though whether that code gives them free reign to terrorize the local town or demands they protect it at all costs depends on the path they choose for themselves. When you live and die by the gun, you're a gunslinger.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with one gaming set of your choice and with tinker's tools. In addition, you learn one language of your choice.

True Grit

At 3rd level, a life of getting by depending on no one but yourself has given you a deep reserve of grit. You have a number of grit points equal to 1 + your proficiency bonus. You can expend a grit point to power deeds (special abilities gunslingers learn), including the following:

Fan the Hammer. Once per turn when you make a ranged weapon attack with a six shooter and miss, you can expend 1 grit point to make another attack with a six shooter as part of the same action.

Fast Hands. You can expend 1 grit point when you take the Attack action to ignore the loading property of black powder weapons this turn.

Iron Sights. You can expend 1 grit point before you make a ranged weapon attack using a black powder weapon to gain advantage on the attack roll.

You regain an expended grit when you score a critical hit using a black powder weapon. You regain all expended grit points when you complete a short or long rest.

Wild Stallion

Starting at 7th level, you can perform a 10-minute ritual to cast the *find steed* spell. Charisma is your spellcasting ability for this feature.

Sown Oats

Starting at 10th level, your maximum number of grit points increases by 2. In addition, you have to make a hard choice about which side of the law you fall on. You must choose to gain the Black Hat or White Hat deed.

Black Hat. When you make a Deception, Intimidation, or Stealth ability check, you can spend 1 grit point to gain advantage on the roll.

White Hat. When you make an Investigation, Insight, or Persuasion ability check, you can spend 1 grit point to gain advantage on the roll.

Trick Shot

Starting at 15th level, when a creature you can see makes a ranged weapon attack, you can use your reaction to shoot the attack out of the air. When you do, make a weapon attack with a black powder weapon. If your result is greater than the triggering attack result, the triggering attack misses.

Deadeye

Starting at 18th level, weapon attacks you make with a black powder weapon score a critical hit on a roll of 19 or 20 on the d20.



DANIEL COMERCI

End of the Road

Starting at 18th level, you gain a new deed based on your choice of Sown Oats deed. If you chose Black Hat, you gain the Hero Stopper deed. If you chose White Hat, you gain the Villain Dropper deed.

Hero Stopper. When you score a critical hit with a black powder weapon, you can expend 1 grit point to roll your attack's damage dice three times and add them together, instead of twice as normal for a critical.

Villain Dropper. When you score a critical hit with a black powder weapon, you can expend 1 grit point. If you do, all attacks against that creature before the start of your next turn have advantage.

Seafarer

The seafarer has gone by many a name, depending on the nature of their time upon the sea. Mariner, bluejacket, sea dog—all of these hearty sailors are tied together by a life on the waters and the trials it puts one through. The seafarer is not always the most practiced fighter, but what they lack in expertise they make up for in camaraderie. A sailor knows how to bond with their fellow crew to finish a task, and their shanty songs keep morale high through even the roughest battle.

Sailor's Life

When you choose this archetype at 3rd level, you gain proficiency with water vehicles and navigator's tools. In addition, you have a swimming speed equal to your walking speed and you can hold your breath for twice as long as normal.

Sea Shanties

Starting at 3rd level, you can sing sea shanties to spur your allies into rhythmic cooperation. As a bonus action, you can start a shanty which lasts for 1 minute, or until your concentration is broken (as if concentrating on a spell) or you stop singing (no action required). When you do, and at the start of each of your turns while you are singing, each friendly creature within 30 feet of you that can hear you can use its reaction to join in. A creature that joins your shanty, whether by singing, drumming an accompanying beat, or moving in step with the rhythm, gains the benefits of the shanty until the start of your next turn.

Whenever you start a shanty, you choose which of the following songs to sing.

Dead Man's Folly. A song of avoiding trouble and following orders. Each creature participating in this shanty has advantage on Strength saving throws and a +1 bonus to attack rolls against a target if a friendly creature that isn't incapacitated is within 5 feet of the target.

Roll the Tide Along. A song of moving forward under any circumstances. Each creature participating in this shanty has advantage on Dexterity saving throws and cannot be knocked prone or pushed against its will.

Drunken Sailor's Morning. A song of enduring pain and consequences. Each creature participating in this shanty has advantage on Constitution saving throws and gains temporary hit points equal to your fighter level each time it joins the shanty.

Forget Not Your Mates. A song of recalling past friends and experiences. Each creature participating in this shanty has advantage on Intelligence saving throws and reduces the damage it takes from spells by an amount equal to your proficiency bonus.

Blood Red Sirens. A song of working through oncoming terrors. Each creature participating in this shanty has advantage on Wisdom saving throws and is immune to the charmed and frightened condition while participating.

Haul, Ye Wayfarers. A song of camaraderieship and shared labor. Each creature participating in this shanty has advantage on Charisma saving throws and a +1 bonus to AC if it is within 5 feet of another friendly creature that isn't incapacitated.

Once you use this feature to sing a shanty, you can't use it again until you finish a short or long rest. You can use this feature twice between short or long rests starting at 15th level.

Sound of the Sea

Starting at 7th level, you gain proficiency in the Performance skill and your proficiency bonus is doubled for any ability check you make using that skill.

In addition, when you make a Constitution saving throw to maintain concentration on a sea shanty, you can add a bonus equal to your Charisma modifier (minimum +1) to the roll.

Working Song

Starting at 10th level, when a creature, including yourself, is participating in your sea shanty, it can add a bonus equal to your Charisma modifier (minimum +1) to an attack roll, damage roll, or saving throw it makes. Once it adds this bonus to a roll, it cannot do so again until the start of its next turn.

Deep Lungs

Starting at 15th level, the range of your Sea Shanties increases to 60 feet. In addition, you can hold your breath for a number of hours equal to your Constitution modifier (minimum 1).

Anchoring Bonds

Starting at 18th level, you can use a bonus action while concentrating on a sea shanty to allow each creature participating in your sea shanty to make one melee weapon attack against a creature within range or move up to half its speed (no action required by the participant).

You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses when you finish a long rest.



FORREST IMEL

Monk

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in the *Player's Handbook*: the Way of Internal Alchemy, the Way of Kabuki, the Way of the Peaceful Warrior, the Way of the Presence, the Way of the Tattooed Temple, and the Way of Thorns.

Way of Internal Alchemy

Monks following the Way of Internal Alchemy use a mystical practice to transmute their ki that mirrors traditional alchemy. Along with practicing traditional and internal alchemy, these monks subscribe to a life philosophy that emphasizes harmony and spontaneity. Some practitioners ingest alchemical reagents designed to extend their lives or enhance their mystical powers.

Alchemical Cauldron-Body

Starting when you choose this tradition at 3rd level, you learn a special meditative practice that allows you to refine your ki. When you regain your expended ki at the end of a short or long rest, divide your ki points into two pools: bright ki and dim ki. Unless a feature or ability specifies it requires a dim ki or a bright ki, you can spend either to activate the ability.

Additionally, some of your ki features gain additional benefits depending on the type of ki used to activate them.

Flurry of Blows. When you use bright ki to activate this feature and you miss with at least one of the attacks, you can make one additional unarmed strike as part of the same bonus action. When you use dim ki to activate this feature, each creature hit by one of these unarmed strikes cannot take reactions until the start of its next turn

Patient Defense. When you use dim ki to activate this feature, you also roll your Martial Arts die and gain that many temporary hit points. You lose any remaining temporary hit points granted by this feature after 1 minute.

Step of the Wind. When you use bright ki to activate this feature, you can use a bonus action to take the Disengage and Dash action instead of having to choose just one.



FORREST IMEL

Bonus Proficiency
At 3rd level, you gain proficiency with alchemist's supplies.

Imbalance Enemy
At 6th level, when you deal damage to a creature with an unarmed strike or monk weapon, you can spend 1 ki point to afflict the creature with an energy imbalance for 1 minute.

If you spent dim ki, while the creature is imbalanced and uses any of its movement on its turn, it has disadvantage on all ability checks and attack rolls it makes until the end of its turn.

If you spent bright ki, while the creature is imbalanced, it has disadvantage on all ability checks and attack rolls it makes on its turn until it has used all of its movement.

The creature can use an action on its turn to end the energy imbalance early, taking 1d6 + half your monk level damage when it does so. This damage is necrotic if you spent dim ki or radiant if you spent bright ki.

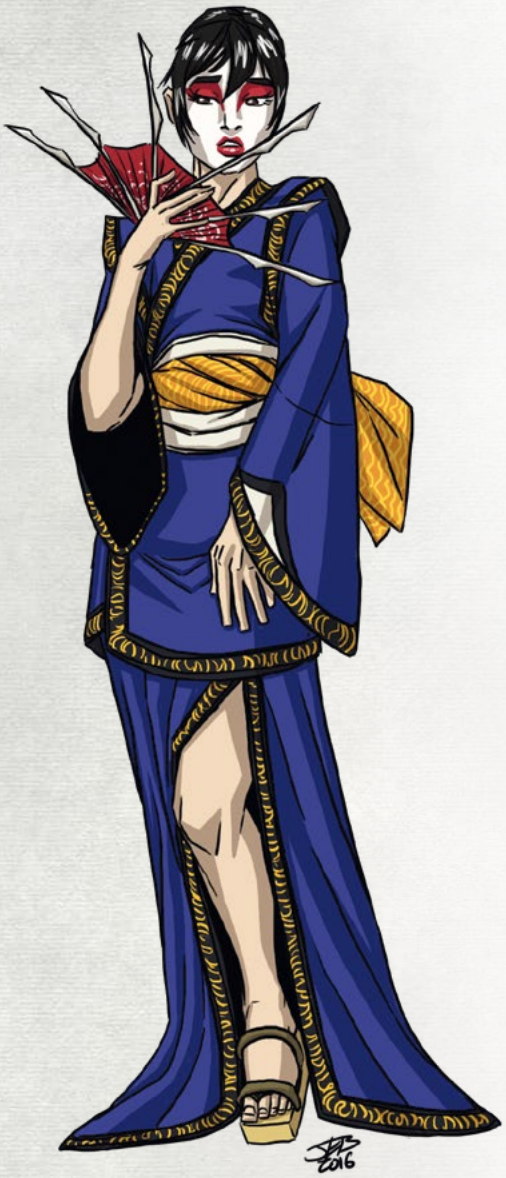
Breath Mastery
At 11th level, your spiritual essence has been refined to the degree that you need only suspire the pure energy of the multiverse. While you have 1 or more ki points, you have a flying speed equal to your walking speed and you do not need to breathe.

Perfect Balance
At 17th level, you have learned to temporarily enter a state of total alchemical balance. As a bonus action on your turn, you can enter this state for 1 minute. While in a state of alchemical balance, the first time you spend ki each turn, you gain 1 ki point. If you spend a bright ki, you gain a dim ki. If you spend a dim ki, you gain a bright ki. After you use this feature, you cannot use it again until you complete a long rest.

Way of Kabuki
The Way of Kabuki is not practiced or taught in a stationary monastery, but in traveling theater troupes that seek to delight, awe, and shock audiences with bizarre, over-the-top performances. Monks of this tradition wear gaudy, avante-garde costumes with mask-like face paint, and utilize exaggerated movements and sounds to put on dance-dramas featuring outlandish humor and often ribald scenarios. They use stage names, and many actor monks go through several over the span of their career, reinventing themselves as they see fit, or as offended nobles and politicians demand retribution for perceived insults.

Despite its appearance of irreverence and iconoclasm, the Way of Kabuki is rooted in a long tradition of honor and respect for the art and magic of showmanship and fellow actors. Performer monks too old to continue traveling, or wanting to use a new stage name, take on an apprentice and teach them the art of kabuki, eventually passing their moniker to the young performer in elaborate ceremonies called *shumei*. This young monk then spends their life continuing the legacy of the name, and eventually passes it to an apprentice of their own.

Theater Training
When you choose this tradition at 3rd level, you gain proficiency in your choice of one of the following skills: Acrobatics, Insight, Performance, or Sleight of Hand. Alternatively, you can choose to gain proficiency with disguise kits or an instrument of your choice.



JACOB BLACKMON

Spellcasting

Also at 3rd level, you tap into the enthralling magic of performance, allowing you to cast spells. See Chapter 10 in the *Player's Handbook* for the general rules of spellcasting, and chapter 11 for the bard spell list.

Cantrips. You learn two cantrips of your choice from the bard spell list. You learn another bard cantrip of your choice at 10th level.

Spell Slots. The Kabuki 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 spell slot of the spell's level or higher. You regain all of your expended spell slots when you finish a long rest.

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

The Spells Known column of the Kabuki Spellcasting table shows when you learn more bard spells of 1st level or higher. Each of these spells must be an enchantment or illusion 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.

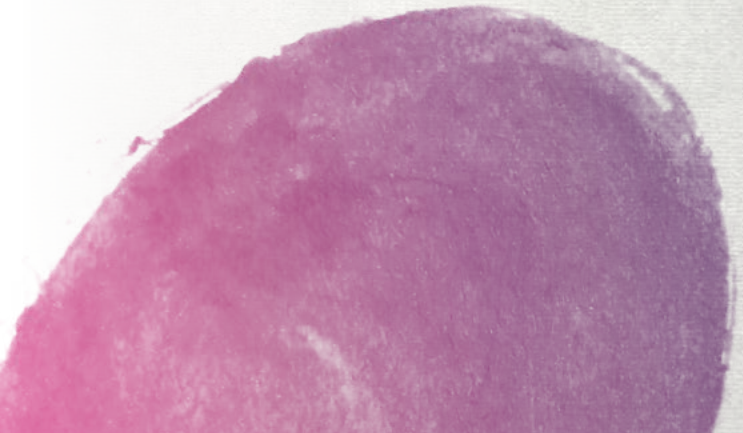
The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one bard spell you know with another spell from the bard spell list. The new spell must be of a level for which you have spell slots, and must be an enchantment or illusion spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your bard spells, since the effectiveness of your magic depends on your ability to understand your audience's proclivities as you perform. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom when setting the saving throw DC for a bard 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



Kabuki Spellcasting

Monk Level	Cantrips Known	Spells Known	Spell Slots per Spell Level			
			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	9	4	3	—	—
13th	3	10	4	3	2	—
14th	3	10	4	3	2	—
15th	3	11	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

Outlandish Showman

Starting at 6th level, you can use your ki to enliven your performances. You gain the following benefits.

Ki-Fueled Flourish. When you make a Charisma (Performance) check, you can spend 1 ki point to gain advantage on the roll.

Projection Specialist. You can spend 1 ki point as an action to make your voice boom up to three times as loud as normal for 10 minutes. You can end this effect at any time (no action required by you).

Distracting Defense. When you use your Patient Defense, you can spend an additional 1 ki point to engage in a distracting performance. If you do, until the start of your next turn, when an enemy makes an attack against a creature within 5 feet of you, it makes the attack roll with disadvantage if it can see or hear you. This ability has no effect on a creature that is immune to being charmed.

Performance Arts

At 11th level, you gain the ability to combine your magic with your martial skills, creating a grander show. Casting a cantrip with a casting time of 1 action counts as taking the Attack action for the purpose of your Martial Arts' bonus action attack and using your Flurry of Blows.

Additionally, when you cast a spell of 1st level or higher with a casting time of 1 action on your turn, you

can spend 1 ki point and use your bonus action to gain a bonus to your AC until the start of your next turn. The bonus is equal to the spell's level.

Consummate Performer

Starting at 17th level, you learn to use your audience's delight to fuel your spiritual power. When you use your action to cast a bard spell of 1st level or higher, you can use your bonus action this turn to bask in your audience's energy. When you do, you regain a number of your expended ki points equal to the spell's level. At least one other creature must have seen or heard you cast the spell for you to use this feature.

Way of the Peaceful Warrior

Monks of the Way of the Peaceful Warrior understand that violence is sometimes necessary to accomplish objectives, but far prefer to disarm their opponents than maim or kill them. They believe in mercy and redemption, and will always try to guide those they meet to a better path, to a higher road. These monks excel at diffusing tense situations and resolving conflicts with the fewest possible injuries and casualties.

Give Peace a Chance

Starting when you choose this tradition at 3rd level, you can use your ki points for a variety of effects:

- You can spend 2 ki points to cast *calm emotions.* Wisdom is your spellcasting ability for the spell.
- When you hit a creature with a melee attack using a monk weapon or an unarmed strike, you can spend 1 ki point to attempt to disarm the target. The target must succeed on a Strength saving throw or drop an object of your choice that it's holding.
- When you end your turn in combat without having dealt damage to a creature, you can spend 1 ki point to gain temporary hit points equal to your monk level.

Additionally, when you hit a creature with a monk weapon or unarmed strike, you can choose to have the attack deal no damage, but still apply the attack's other effects.

Fist of Mercy

Starting at 6th level, when you would reduce a hostile creature to 0 hit points with a monk weapon or unarmed strike, you can choose to reduce it to 1 hit point instead. If you do, the creature becomes charmed by you for 10 minutes. While it is charmed this way, it can't make attacks or cast harmful spells, and you have advantage on Wisdom (Insight) checks you make involving the creature.

This effect ends early if it is in any way harmed by you or your companions. When the charmed condition ends, the creature chooses whether to remain friendly to you based on how you and your companions treated it while it was charmed. Once you use this feature, you must finish a short or long rest before you can use it again.

Pacifist's Rebuke

Starting at 11th level, you can use your reaction to deflect or parry the blow when you are hit by a melee attack. The damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0 and the attacker is within your reach, you can spend 2 ki points to quickly strike the attacker's pressure points as part of the same reaction. If you do, the attacker must succeed on a Constitution saving throw or have disadvantage on attack rolls for 1 minute. As an action, the creature can repeat the saving throw, ending the effect on itself on a successful save.

Aura of Tranquility

Starting at 17th level, you learn to manifest your will for peace as an aura around yourself. As an action, you can spend 3 ki points to create this 30-foot radius aura centered on you. The aura stays centered on you as you move. You and each other creature inside the aura has disadvantage on attack rolls and resistance to all damage.

The aura lasts for 1 minute. It ends early if you cause a creature to take damage or if you choose to end it on your turn as a bonus action.

Way of the Presence

You follow a monastic tradition that teaches you to harness the energy field created by and connecting all living things. While monks of this tradition refer to this field as The Great Presence, it is known by many names, such as the Weave, the Life Wind, and the Force. Using your ki, you tap into The Great Presence to affect your body and the world around you. Some Presence monasteries teach their acolytes to seek enlightenment by forgoing their earthly attachments and moving past emotion, while others train their acolytes to use emotional extremes as fuel for their powers, to utilize any and all means to attain their goals and grasp their destiny.

No matter which path you choose to follow, all aspects of the Presence are available for you to explore, and your mystic training gives you greater understanding of the workings of the multiverse.

JENNIFER S. LANGE



Acolyte of the Multiverse

When you choose this tradition at 3rd level, you learn to see how all aspects of the multiverse are connected. You gain proficiency in the Arcana skill, and can use Wisdom, instead of Intelligence, for ability checks you make using the skill.

Disciple of the Presence

Also at 3rd level, you learn magical disciplines that utilize the bonds that connect all things. A discipline requires you to spend ki points each time you use it.

You know the Presence Attunement discipline and two other presence disciplines of your choice, which are detailed in the "Presence Disciplines" section below. You learn an additional presence discipline of your choice at 4th, 5th, 6th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level. Each discipline is classified as Dark, Light, or Neutral, which are referenced by later Way of the Presence features. You can learn any presence discipline, regardless of its classification.

Whenever you gain a level in this class, you can replace one presence discipline you know with a different discipline.

Casting Presence Spells. Some presence disciplines allow you to cast spells. See Chapter 10 of the *Player's Handbook* for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it. Wisdom is your spellcasting ability for your presence discipline spells.

Once you reach 7th level in this class, you can spend additional ki points to increase the level of a presence discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as *cure wounds* does. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 7th-level monk and use Presence Heal to cast *cure wounds*, you can spend 3 ki points to cast it as a 2nd-level spell (the discipline's base cost of 2 ki points plus 1).

The maximum number of ki points you can spend to cast a spell this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Spells and Ki Points table.

Spells and Ki Points

Monk Levels	Maximum Ki Points for a Spell
7th–12th	3
13th–18th	4
19th–20th	5

Disciple's Decision

At 6th level, each follower of the Presence must choose an ideological path to follow on their journey to mystic mastery: Dark, Gray, or Light. Your choice grants you immediate benefits, and is used by later Way of the Presence features.

Dark. You embrace the path of emotion, training yourself to draw power from emotional extremes. You specialize in disciplines that harm and demoralize your foes. You learn the *shocking grasp* cantrip. Wisdom is your spellcasting ability for it, and casting *shocking grasp* counts as you taking the Attack action with an unarmed strike for the purpose of your monk features.

Gray. You seek balance between the two extremes of Dark and Light, choosing not to deny your emotions but also refusing to allow them to consume you. You specialize in both Dark and Light techniques, seeking greater understanding of the Presence through their interweaving. You learn one additional Dark discipline of your choice and one additional Light discipline of your choice. Neither discipline can have a level prerequisite.

Light. You embrace the path of logic, training yourself to suppress strong emotions and draw power from tranquility. You specialize in disciplines that aim to avoid conflict, but that bolster your allies if you must engage in violence. You learn the *guidance* cantrip. Wisdom is your spellcasting ability for it, and when you cast *guidance*, you can roll your Martial Arts die and gain that many temporary hit points.

Presence Adept

At 11th level, your efficiency with your presence disciplines increases, granting you a benefit depending on which path you chose as your Disciple's Decision. Each benefit reduces the ki point costs of certain types of disciplines. You can reduce the cost of disciplines with this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Dark. When you use a Dark or Neutral discipline, after you determine how many ki points you wish to spend for it, you can choose to reduce the discipline's ki point cost by 1 for this use.

Gray. When you use a Dark or Light discipline, after you determine how many ki points you wish to spend for it, you can choose to reduce the discipline's ki point cost by 1 for this use.

Light. When you use a Light or Neutral discipline, after you determine how many ki points you wish to spend for it, you can choose to reduce the discipline's ki point cost by 1 for this use.

Mystic Mastery

At 17th level, you attain mastery of your path's disciplines, granting you a benefit depending on which path you chose as your Disciple's Decision.

Dark. It costs you 1 fewer ki point to use Dark disciplines.

Gray. When you use a Dark or Light discipline, you can choose for this use of it to cost 1 fewer ki point. Once you use this ability, you can't use it again unless you use it to reduce the cost of a discipline of the other type.

Light. It costs you 1 fewer ki point to use Light disciplines.

Presence Disciplines

The presence disciplines are presented in the order of level requirement, and in alphabetical order within those categories. If a discipline requires a level, you must be at least that level in this class to learn the discipline.

Animal Bond (Neutral). You can spend 2 ki points to cast either the *animal friendship* or *beast bond* XGE spell. Once you reach 19th level in this class, you can cast either spell by spending 5 ki points. If you do, the spell can target monstrosities, in addition to beasts.

Aura Detection (Neutral). You can spend 2 ki points to cast either the *detect evil and good* or *detect magic* spell.

Battlemind (Light). You can spend 2 ki points to cast *heroism*.

Energy Absorption (Neutral). You can spend 2 ki points to cast *absorb elements* XGE.

Mental Whispers (Dark). You can spend 2 ki points to cast *dissonant whispers*.

Presence Attunement (Neutral). You can use your action to access minor presence powers. When you use this discipline, choose one of the following effects:

- For the next 10 minutes, you can hold your breath for three times as long.
- For 1 hour, you understand all spoken languages. This effect does not grant the ability to speak those languages.
- You cast the *mage hand* cantrip. When you cast the spell this way, you can spend 1 ki point to cause the hand to be invisible to other creatures for the duration.
- For 1 minute, you can use your Wisdom, instead of Strength, to calculate the height of your high jump and the distance of your long jump. For the

duration, whenever you would take damage due to falling, you reduce the damage by your monk level.

Presence Drain (Dark). You can spend 2 ki points to cast *drain* [UAH].

Presence Heal (Light). You can spend 2 ki points to cast *cure wounds*.

Presence Push (Neutral). As an action, you can spend 1 ki point and choose a creature or object you can see within 30 feet of you. If it is a creature, it must make a Strength saving throw. If the target fails its save or is an object, you push it up to 20 feet in a straight line away from you, plus an extra 10 feet for each additional ki point you spend. This discipline has no effect on a creature that is Huge or larger unless 5 or more ki points were spent to use it.

Presence Throw (Neutral). You can spend 2 ki points to cast *catapult* [XGE].

Reinforce Will (Light). You can spend 2 ki points to cast *bless*.

Weaken Will (Dark). You can spend 2 ki points to cast *bane*.

Weapon Throwing (Neutral). As a bonus action, you can spend 1 ki point to bond with a melee monk weapon you're holding for 1 minute. For the duration, the weapon becomes magical if it isn't already, gains the thrown (range 20/60) property, and returns to your hand immediately following each ranged weapon attack you make with it.

Conquer Emotion (Light, 7th Level Required). You can spend 3 ki points to cast *calm emotions*.

Invade Mind (Dark, 7th Level Required). You can spend 3 ki points to cast *mind spike* [XGE].

Mind Search (Neutral, 7th Level Required). You can spend 3 ki points to cast *detect thoughts*.

Mind Trick (Neutral, 7th Level Required). You can spend 3 ki points to cast *suggestion*.

Presence Blind (Light, 7th Level Required). You can spend 3 ki points to cast *blindness/deafness*. When you cast the spell with this discipline, it can't be used to deafen the target.

Presence Choke (Dark, 7th Level Required). You can spend 3 ki points to cast *throat rend* [UAH].

Presence Hold (Neutral, 7th Level Required). You can spend 3 ki points to cast *levitate* targeting a creature or object other than yourself.

Presence Grip (Neutral, 7th Level Required). You can spend 3 ki points to cast *hold person*.

Presence Sight (Neutral, 7th Level Required). You can spend 2 or more ki points to gain blindsight to a radius of 30 feet for 1 minute. For each additional ki point you spend, the radius increases by 10 feet for the duration.

Presence Whirlwind (Neutral, 7th Level Required). You can spend 3 ki points to cast *dust devil* [XGE].

See Truth (Light, 7th Level Required). You can spend 3 ki points to cast *see invisibility*.

Summon Darkness (Dark, 7th Level Required). You can spend 3 ki points to cast *darkness*.

Danger Vision (Light, 13th Level Required). You can spend 4 ki points to cast *premonition* [UAH].

Farsight (Neutral, 13th Level Required). You can spend 4 ki points to cast *clairvoyance*.

Hibernation Trance (Light, 13th Level Required). You can spend 4 ki points to cast *feign death*.

Mental Defense (Neutral, 13th Level Required). You can spend 4 ki points to cast *intellect fortress* [TCE].

Presence Deflection (Neutral, 13th Level Required). You can spend 4 ki points to cast *mage barrier* [UAH].

Presence Lightning (Dark, 13th Level Required). You can spend 4 ki points to cast *lightning bolt*.

Seed Paranoia (Dark, 13th Level Required). You can spend 4 ki points to cast *enemies abound* [XGE].

Summon Fear (Dark, 13th Level Required). You can spend 4 ki points to cast *fear*.

Summon Light (Light, 13th Level Required). You can spend 4 ki points to cast *daylight*.

Destroy Life (Dark, 19th Level Required). You can spend 5 ki points to cast *blight*.

Enhance Prowess (Neutral, 19th Level Required). You can spend 5 ki points to cast *freedom of movement*.

Honorable Combat (Light, 19th Level Required). You can spend 5 ki points to cast *duel of destiny* [UAH].

Presence Resilience (Light, 19th Level Required). You can spend 5 ki points to cast *aura of purity.*

Presence Storm (Dark, 19th Level Required). You can spend 5 ki points to cast *storm sphere* [XGE].

Way of the Tattooed Temple

Some monks treat their bodies as temples and adorn them with vivid art honoring their values. Practitioners of the Way of the Tattooed Temple ink their bodies as they reach milestones in their personal journey, infusing some of these tattoos with mystical energy that evokes magical properties from the ink. Although some look askance at the appearance of these monks, none doubt their supernatural power.

Inked

Starting at 3rd level, you gain proficiency with tattooist's tools. In addition, choose and gain two mystical tattoos, which are detailed under "Mystical Tattoos" below. You choose and gain an additional two mystical tattoos at 6th level and again at 11th level. Wisdom is your spellcasting ability for any spells you cast using your mystical tattoos.

When you gain a level in this class, you can choose one of your mystical tattoos and replace it with another mystical tattoo.

Tattooist's Tools

Tattooist's tools are artisan tools that can be purchased for 3 gp and weigh 3 lbs. Tattooist's tools include a set of needles, a pen, and a set of inks good for a dozen tattoos and are used to make permanent ink tattoos. If you have proficiency with tattooist's tools you are capable of using the tools and have some amount of artistic talent regarding tattooing. You can purchase enough ink for a dozen tattoos for 1 sp.

Living Canvas

Starting at 17th level, ink flows across your skin when you will it. When you complete a short or long rest you can choose a mystical tattoo. You gain this tattoo until you use this feature again.

Mystical Tattoos

When you gain a mystical tattoo, you tattoo yourself or instruct another to tattoo you.

Crane. You have a flying speed equal to your walking speed. This benefit only works in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. Additionally, you can use a reaction when you are falling and spend 1 ki point to cast the *feather fall* spell without material components.

Eye. You have advantage on saving throws against illusion effects. As a bonus action, you can spend 2 ki points to gain blindsight to a range of 30 feet for 1 minute.

Mandala. Your ki point maximum is increased by 1. At 11th level this bonus increases to 2. When you are reduced to 0 hit points, you can spend 1 ki point to automatically stabilize yourself before falling unconscious.

Mask. You can spend 2 ki points to cast *disguise self*. When you use this feature to cast the spell, its duration becomes 8 hours.

Monkey. You can use your Dexterity modifier, instead of your Strength modifier, for Athletics checks you make for grappling. When you take the Attack action, you can spend 1 ki point to make an additional attack as part of that action. This additional attack can only be used to grapple.

Mountain. You gain a +1 bonus to AC when you are unarmed, unarmored, and have no shield. When you take bludgeoning, piercing, or slashing damage, you can use your reaction and spend 1 ki point to gain resistance against the triggering damage.

Snake. You gain resistance to poison damage. When you deal damage with an unarmed strike, you can spend 1 ki point to deal an additional 1d8 poison damage.

Spider. You have a climbing speed of 30 feet. You can spend 3 ki points to cast the *web* spell without material components.

Sun. You gain resistance to radiant damage. Additionally, when you take damage, you can use your reaction and spend 1 ki point to cause light to erupt from your body. When you do, each creature within 5 feet of you must succeed on a Constitution saving throw or be blinded until the end of your next turn.

Tiger. You can choose to deal slashing damage, instead of bludgeoning damage, with your unarmed strikes. When you deal slashing damage with your unarmed strike, you can spend 1 ki point to deal an extra 1d10 damage.

Tree. You have advantage on saving throws against being knocked prone or being moved against your will. You can spend 2 ki points to cast the *entangle* spell.

Tsunami. You can breathe air and water and gain a swimming speed of 30 feet. Additionally, when you hit a creature with an unarmed strike, you can spend 1 ki point to attempt to knock the creature down. When you do, the creature must succeed on a Strength saving throw or fall prone.



JONATHAN REINCKE

Way of Thorns

Monks of the Way of Thorns embrace nature in all its aspects. They are at once in harmony with nature and ferocious guardians of its pristine condition. Monasteries of this tradition are sprawling gardens, where the monks learn to cultivate plants as beautiful as they are dangerous.

Herblore

Starting when you choose this tradition at 3rd level, you gain proficiency with herbalism kits and in one of the following skills or your choice: Nature or Survival.

Thorn Style

Starting at 3rd level, you learn the *druidcraft* and *thorn whip* cantrips, and can cast them without material components. Wisdom is your spellcasting ability for these spells. You can spend 1 ki point to cast one of these cantrips as a bonus action.

When you hit a creature with your *thorn whip*, it takes additional piercing damage equal to your Wisdom modifier (minimum 1).

Nature's Thicket

Starting at 6th level, you can harness the natural world to impede your foes and aid your allies. You can spend 2 ki points to cast the *spike growth* spell, without material components. When you do so, you can choose any number of creatures that you can see. Chosen creatures do not take damage from the spell and ignore the difficult terrain it creates. When a chosen creature starts its turn in the spell's area, it gains 2d4 temporary hit points. Chosen creatures lose any temporary hit points granted in this way when the spell ends.

Plantspeaker

At 11th level, you learn to tap into the flora around you for aid. You can spend 3 ki points to cast the *plant growth* or *speak with plants* spells.

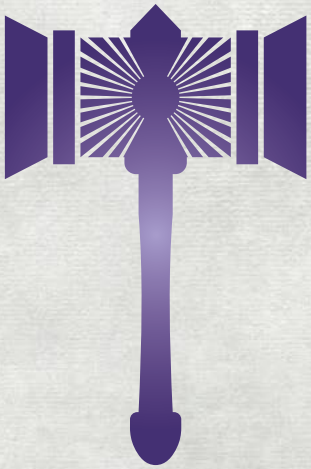
In addition, you can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. You also have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Wall of Roses

Starting at 17th level, you can spend 8 ki points to cast the *wall of thorns* spell. When you do, colorful flowers sprout along the wall and you can choose any number of creatures that you can see. Chosen creatures do not take damage from the spell and ignore the difficult terrain it creates. Additionally, each chosen creature regains 1d8 hit points when it starts its turn within 5 feet of the wall.



CLAUDIO CASINI



Paladin

The paladin class receives additional spells in its spell list.

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those offered in the *Player's Handbook*: Oath of Ancestors, Oath of Compassion, Oath of the Planes, Oath of Rebellion, Oath of Unity, and Oath of Vigilance.

Additional Paladin Spells

The spells in the following list expand the paladin spell list in the *Player's Handbook*. The list is organized by spell level, not character level, and a spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses. The descriptions for each of these spells can be found in Chapter 4: Feats & Spells.

1st Level

Altruistic sacrifice (necromancy)
Embrace destiny (divination)
Last rites (evocation, ritual)
Oath-sealing covenant (divination, ritual)

2nd Level

Vengeful smite (necromancy)
Ward against spells (abjuration)
Ward against weapons (abjuration)

3rd Level

Dispelling smite (abjuration)
Guiding weapon (divination)
Reaping smite (necromancy)

4th Level

Curse ward (abjuration, ritual)
Duel of destiny (abjuration)
Guardian of civilization (transmutation)
Sundering smite (evocation)

5th Level

Warding smite (abjuration)

Oath of Ancestors

The Oath of Ancestors is a commitment to those who came before you to carry their legacies into the future. Dwarven paladins who take this oath do so to honor the founders of their clan while elven paladins channel their grief for those who passed on. When communities abandon long held traditions, paladins who've sworn this oath remind them of the examples their honorable ancestors left behind. Sometimes called spectral knights, tomb guardians, or sin-eaters, paladins who swear this oath commune with their ancestors and pursue their ancestors' ideals in the material realm.

Tenets of Ancestors

The exact tenets of Ancestors changes based on the ancestors being honored but all who swear the oath abide by these core principles.

Remember the Dead. Remember those who have gone before you and passed on. Carry their memory in your mind and let those memories guide you.

Respect the Dead. Show deference to the resting places of the dead and follow the wishes of the departed.

Honor the Dead. Honor the dead with your actions. Let your righteousness be a reminder to others of their virtue and strength.

Death is Peace. The undead are an affront to the serenity of true death. Show the undead the mercy of ushering them into the next world as quickly as possible.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Ancestors Spells

Paladin Level	Spells
3rd	*unseen servant, false life*
5th	*gentle repose, see invisibility*
9th	*reaping smite*[UAH], *speak with dead*
13th	*death ward, guardian of faith*
17th	*contact other plane, raise dead*



JONATHAN REINCKE

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Ancestral Guidance. As a bonus action, you open your heart to the wisdom of your ancestors, using your Channel Divinity. Once within the next hour, you can heed the advice of your ancestors, adding a bonus to an ability check, attack roll, or saving throw. This bonus equals your Charisma modifier (minimum 1). You can choose to wait until after you roll the d20 to gain this benefit, but must decide before the DM says whether the roll succeeds or fails.

Peace with the Dead. As an action, you can call out to the undead and the dying and plead with your ancestors to bring them peace, using your Channel Divinity. Every creature with 0 hit points within 30 feet of you is automatically stabilized, and each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is pacified for 1 minute or until it takes damage.

While pacified, the undead can't take reactions and will only take its action to Help (if it has 3 or less Intelligence) or Dodge (if it has Intelligence 4 or more). While pacified, the undead see you as a friend and will seek to interpose themselves between your foes and you or, in the case of the less intelligent undead, spend their turn aiding you in whatever way they can. If an undead who would normally attempt to take the Help action cannot reach you or one of your enemies to do so, it instead takes the Dodge action.

Aura of Quietus

Starting at 7th level, you project an aura of finality. You know the current hit points of all creatures within 10 feet of you. Additionally, you and friendly creatures within this range have resistance to necrotic damage.

At 18th level, the range of this aura increases to 30 feet.

Peaceful Passage

At 15th level, when a creature within your Aura of Quietus is reduced to 0 hit points, you can use your reaction to usher its spirit into the next world. That creature cannot be raised as undead. Additionally, choose a creature within the aura and roll a d10. Add your Charisma modifier to the result, and the chosen creature regains that many hit points.

Ghostwalker

At 20th level you can spend your action to call your ancestors to manifest in your presence. When you do, the spirits of you and your allies' ancestors heed the call, appearing around you and joining you in battle. For the next minute you gain the following benefits:

» Your flesh turns to spirit. You gain resistance to bludgeoning, piercing, and slashing damage, and can move through objects and creatures. If you end your movement inside an object or creature, you take 1d8 force damage and are pushed to the nearest unoccupied space.
» Enemy creatures within 30 feet of you count all terrain as difficult terrain, as spectres clutch at them from the beyond.
» You deal an additional 1d6 necrotic damage when you deal damage to the enemy with the fewest remaining hit points within 30 feet of you.

Once you use this feature you can't use it again until you complete a long rest.

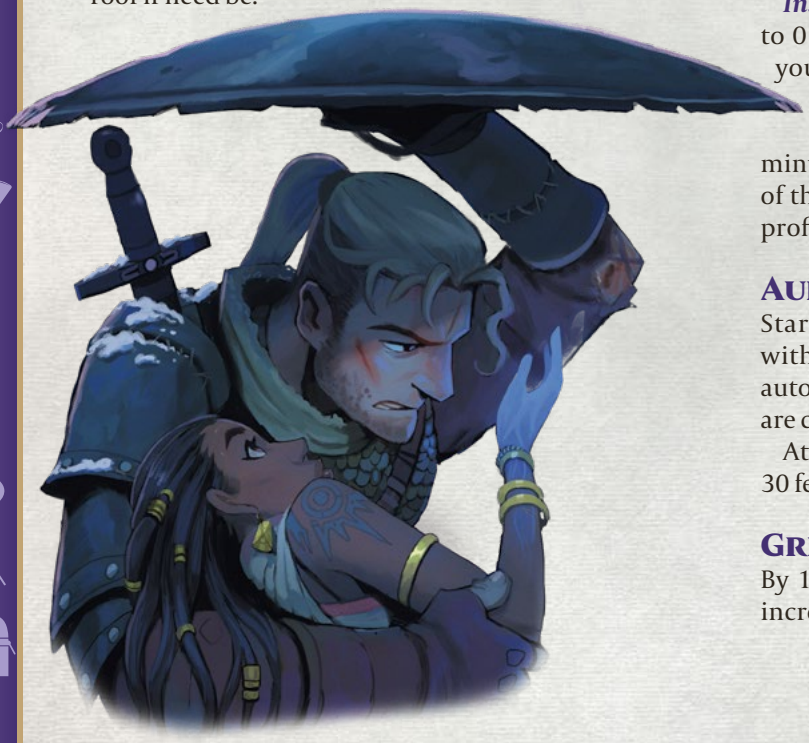
Oath of Compassion

Paladins swearing the oath of compassion believe that every foe can be made into a friend and that all friends are worth fighting for. Although this philosophy might seem at odds with their martial training, these paladins are not hopeless idealists. When the vulnerable are threatened, they act as a shield first and a sword second. If they can't parley an enemy out of violence, they'll seek to minimize and repair any damage caused by all involved parties.

Tenets of Compassion

Paladins who swear the Oath of Compassion pledge to open their hearts to enemies as easily as to friends. These paladins are not guided by naivety but an unflinching belief that every life matters.

Hospitality. Strangers are your friends. The homeless must be given shelter from the storm, under your own roof if need be.



Honor. Treat others with fairness, and lead by example. Do as much good as possible while causing the least amount of harm.

Protection. Repay violence with swift violence, so that the fewest may be hurt.

Redemption. Redemption is possible for all individuals. Foster and assist them in their journey.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Compassion Spells

Paladin Level	Spells
3rd	*healing word, sanctuary*
5th	*healing spirit*[XGE], *warding bond*
9th	*bestow blessing*[UAH], *life transference*[XGE]
13th	*guardian of faith, freedom of movement*
17th	*greater restoration, mass cure wounds*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Flood of Compassion. As an action, you can use your Channel Divinity to send out a flood of healing energy. When you do, choose a number of creatures other than you that you can see within 30 feet up to your Charisma modifier (minimum 1). Chosen creatures regain half your paladin level in hit points. Additionally, you can expend hit points from your Lay on Hands pool and select one of the chosen creatures to restore additional hit points to it or to cure poisons and diseases affecting it.

Inspiring Protector. When you reduce a creature to 0 hit points with an attack or spell, you can use your Channel Divinity to bolster the next attack of a friendly creature within 30 feet of you. The next time the target makes an attack in the next minute, it gains a bonus to the attack and damage rolls of the attack equal to your Charisma modifier + your proficiency bonus.

Aura of Compassion

Starting at 7th level, you and friendly creatures within 10 feet are immune to being poisoned and automatically stabilize when at 0 hit points while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Greater Healing

By 15th level, your healing abilities have become incredibly potent. When you would roll one or more

ANTHONY COURNOYER

dice to restore hit points to a creature with a spell, you can choose to instead use the highest number possible for a number of those dice up to your Charisma modifier (minimum 1).

Emissary of Protection

At 20th level, the number of hit points in your Lay on Hands pool increases to your paladin level × 10.

In addition, you have a special reaction, in addition to your normal reaction, that you can use to shield your allies from harm. When a creature you can see or hear takes damage, you can use your special reaction and spend any number of hit points from your Lay on Hands pool to reduce the damage taken by the same amount. Once you use this special reaction, you can't use it again until the start of your next turn.

Oath of the Planes

The Oath of the Planes binds a paladin to the fragile balance of good and evil in the multiverse. Unlike many Sacred Oaths, which commit paladins to narrow, unflinching ideals, this Oath implores them to view the greater tapestry. These paladins see that, just like the concept that light cannot exist without darkness, neither can the forces of good exist without the forces of evil; without the proper balance, the entirety of existence would unravel. To ensure this never occurs, these paladins—often called planeswalkers, gray knights, or portal knights — travel the planes of the multiverse, immersing themselves in dimensional magics and the boundaries of reality to maintain balance.

Tenets of the Planes

The tenets of the Oath of the Planes are often difficult for individuals to uphold. Despite the necessity, many paladins find it difficult to remain impartial, and even more difficult to leave the ones they love when they feel themselves shirking their duties. It can also be tragic for these paladins to actively support certain evils, and actively destroy certain good, in order to keep the multiverse in balance; it is far easier for them when evil threatens to overwhelm good. Due to the harshness of the tenets, most paladins who take this oath are lawful neutral in alignment.

No Good without Evil. Without evil, good cannot exist. Some forces of evil must be allowed, while some forces of good must be struck down if they threaten to overwhelm evil.

Travel the Planes. To understand the greater scope of the multiverse's balance, I travel the worlds within it. Remaining in one location causes me to lose perspective.

Objectivity. I remain impartial, placing the balance of the multiverse, and thereby everyone in it, over any individual attachment or life.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Planes Spells

Paladin Level	Spells
3rd	*alarm, detect evil and good*
5th	*misty step, rope trick*
9th	*blink, part and parcel* [UAH]
13th	*banishment, dimension door*
17th	*dispel evil and good, teleportation circle*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity Options.

Extradimensional Detention. You can use your Channel Divinity to temporarily trap a foe in an extradimensional space. As an action, you open a portal behind a hostile creature within 5 feet of you that is Large or smaller and attempt to push the creature into it. The target must succeed on a Strength saving throw or be trapped in the extradimensional space for 1 minute, or until you lose concentration (as though concentrating on a spell). During that time, it still takes its turns as normal, but it is unaffected by and can't affect events in the plane from which it was banished. At the end of each of the creature's turns, it can make a Charisma saving throw, escaping the extradimensional space on a success. When the creature escapes or the duration ends, the portal reopens on the space the creature previously occupied and the creature is expelled into the nearest unoccupied space.

Portal Strike. As an action, you can imbue one melee weapon you're holding with the ability to rip through dimensional boundaries, using your Channel Divinity. For 1 minute, your reach with the weapon increases to 30 feet, creating portals through which to strike the target as you attack. The portals close immediately following the attack. As long as you can see the target, attacks you make using the weapon ignore half and three-quarters cover.

Aura of Dimensionality

Starting at 7th level, you can exert a modicum of influence on the dimensional barriers within 10 feet of you. As a bonus action on your turn, you can use this influence for one of the following abilities:

Passageway. You open linked teleportation portals that remain open until the start of your next turn. Choose two unoccupied spaces on the ground that you can see within the aura. A circular portal, 5 feet in diameter, opens in each space. The portals are two-dimensional, glowing rings that float a few inches in



the air and are perpendicular to the ground. A ring is visible from only one side (your choice), which is the side that functions as a portal. Any Medium or smaller creature or object entering the portal exits from the other portal as if the two spaces were adjacent to each other; passing through a portal from the nonportal side has no effect, and Large and larger creatures can't fit through the portal. Ranged attacks can also pass through the portals.

Redirection. You prepare yourself to quickly open and then close smaller portals. When a creature you can see within your aura becomes the target of an attack, you can use your reaction to open two portals for the attack to pass through, potentially guiding the attack off target. Make a spell attack roll contested by the result of the triggering attack's roll. If you succeed, you choose a new target for the attack, which must also be within your aura, redirecting the attack through linked portals; you can cause a creature to attack itself this way if it is within your aura. Alternatively if you succeed, you can cause the attack to miss, redirecting it into empty space.

At 18th level, the range of this aura increases to 30 feet.

Gate Guardian

Starting at 15th level, when an attack, creature, or object you can see would pass through a portal created by the Passageway ability of your Aura of Dimensionality, you can use your reaction to close the portals, preventing the attack, creature, or object from passing through. An attack you prevent from passing through this way automatically misses.

Phase Shift

At 20th level, as an action, you can put yourself out of phase with reality, allowing you to open extradimensional portals with ease. For 1 minute, you gain the following benefits:

- Instead of moving normally on your turn, you can teleport to an unoccupied space you can see within 60 feet of you. If there is a willing creature within 5 feet of you that is your size or smaller, you can bring the creature with you when you teleport this way. You can't use this ability if you are incapacitated or your speed is 0.
- A creature native to a different plane of existence than the one it currently occupies has disadvantage on attack rolls it makes against you.
- Once per turn when you hit a creature with a melee weapon attack, you can force that creature to succeed on a Charisma saving throw against your spell save DC or be banished, as if under the effect of the *banishment* spell, until the start of your next turn.

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



GARY DUPUIS

Oath of Rebellion

The Oath of Rebellion is a righteous commitment to stamp out all tyranny, to uphold the ideals of liberty and free will. Sometimes called torchbearers, mob knights, or riot knights, paladins who swear this oath are champions of the common man, and scourges of all those who would oppress them. They believe that, if it is in the name of ending a dictator's rule, they can engage in any deception, treachery, and violence, proclaiming that freedom for all is worth any stain on their soul.

Tenets of Rebellion

Though specific tenets of the Oath of Rebellion can vary by paladin, the basic intents are the same. Due to the flagrant disregard for societal law and the demand for self-sacrifice in these tenets, most paladins of the Oath of Rebellion are chaotic good in alignment.

Suffer no Tyranny. I recognize tyranny in all its forms, and tolerate none of it. Dictatorship, hypocrisy, and corruption all must be expunged.

Ignite the Fire. No single ember can burn a castle to the ground, but many embers combine to create an inferno powerful enough to raze any fortress. I inspire the oppressed to join me in the fight for their freedom.

Never Back Down. No matter my own personal suffering or tragedy, I continue forward. I refuse to be struck down without accomplishing my mission.

Ends Justify Means. I will engage in murder, deceit, and treachery if it means that innocents can be free. I eat these sins in the name of liberty.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Rebellion Spells

Paladin Level	Spells
3rd	*disguise self, heroism*
5th	*enhance ability, pass without trace*
9th	*mass healing word, nondetection*
13th	*freedom of movement, Mordenkainen's private sanctum*
17th	*passwall, seeming*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity Options.

Incite Rebellion. As an action, you ignite a fire in the hearts of creatures surrounding you, using your Channel Divinity. Choose any number of other creatures within 30 feet of you that can see or hear you; each target gains temporary hit points equal to your Charisma modifier (minimum 1). Until a target loses all of its temporary hit points, it is immune to being frightened, and you have advantage on Charisma checks you make to incite it to action against a tyrant, oppressive state, or similar circumstance.

Unbreakable Spirit. When a creature you can see within 30 feet of you is reduced to 0 hit points, you can use your reaction to bolster that creature, using your Channel Divinity. The creature is instead reduced to 1 hit point. It then gains temporary hit points equal to your paladin level, and can rise to its feet if it was prone.



CRITICAL-HIT

Aura of Tenacity

Starting at 7th level, when you or a friendly creature within 10 feet of you starts its turn with no more than half its hit points remaining, it gains temporary hit points equal to your Charisma modifier (minimum 1).

At 18th level, the range of this aura increases to 30 feet.

Vive La Résistance

Starting at 15th level, when a creature other than you within 30 feet that you can see takes damage, you can use your reaction and expend hit points from your Lay on Hands pool to prevent some or all of the damage. When you do, you prevent an amount of damage equal to the number of hit points you spent from the pool. If you spend 10 or more hit points from the pool this way, the creature can use its reaction to make a weapon attack.

Avatar of Rebellion

At 20th level, as an action, you can become a conduit for the outrage of oppressed peoples throughout the multiverse, gaining the following benefits for 1 minute:

- You can't be grappled, incapacitated, or restrained, nor can you have your movement reduced in any way, other than by becoming unconscious due to having 0 hit points. If you are subject to one or more of these conditions when you use this feature, the condition immediately ends on you.
- Once, when you are reduced to 0 hit points, you can choose to be reduced to 1 hit point instead. You regain the use of this ability at the start of your next turn.
- When a creature casts a spell or uses an ability that would frighten or charm you or one of your allies within 30 feet of you, you gain advantage on attack rolls against that creature until the end of your next turn.

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

Oath of Unity

Paladins of the Oath of Unity fight for their companions. And in return, it is their companions' faith in them that powers their divine ability. Paladins of the Oath of Unity are never truly alone, not when the hopes and dreams of those around the world are riding on them.

Paladins who take this oath are often inspiring leaders and empowering teammates. After all, the more they do to support their companions, the stronger they become.

Tenets of Unity

The tenets of the Oath of Unity compel paladins to consider how every victory is won not by their own strengths alone but by the joined efforts of their companions and every ally they've made along the way.

Solidarity. Your greatest strength comes in lifting up others.

Trust. You trust your companions with your life. You must also be the kind of person they can trust in turn.

Teamwork. Your victories do not just belong to you; they belong to everyone who has helped you come this far.



DEAN SPENCER

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Unity Spells

Paladin Level	Spells
3rd	*compelled duel, heroism*
5th	*aid, enhance ability*
9th	*beacon of hope, haste*
13th	*aura of life, quarry's mark* [UAH]
17th	*dawn* [XGE], *tale of hope and woe* [UAH]

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Better Together. When you heal another creature, or cast a spell to grant another creature a bonus such as *aid* or *enhance ability*, you can use this Channel Divinity to enhance the first weapon attack you make in the next minute. If that attack hits, it is a critical hit.

Spirit Smite. When you deal damage to a creature, you can use your Channel Divinity to call upon your companions to donate energy to the cause. Each creature who can see or hear you can choose to lose a number of hit points in order to deal the same amount of extra radiant damage to the target. The maximum number of hit points a creature can donate is equal to that creature's level or challenge rating (minimum 1).

Power of Friendship

Starting at 7th level, you thrive with others beside you. When a friendly creature hits a target within 5 feet of you with an attack, you can use your reaction to make a melee weapon attack against the same target.

One For All

At 15th level, you are able to lend your energy to your companions' attacks. When a friendly creature you can see within 30 feet makes an attack against a creature, you can choose to gift your own vitality to enhance the attack. When you do, roll 1d12 and lose hit points equal to the result. The triggering attack deals an equal amount of bonus radiant damage. Once you use this feature, you can't do so again until the start of your next turn.

Hopes and Dreams

At 20th level, you can channel the hopes and dreams of those you fight for into a super powered version of yourself. This form looks different for every paladin, whether it manifests as glowing eyes, a change in hair color, or a cloak of stars.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- When a friendly creature other than you within 60 feet would be reduced to 0 hit points, it is reduced to 10 hit points instead. Each creature can benefit from this ability only once per transformation.
- You can target any creature you can see within 60 feet of you with your Lay on Hands feature.
- When you use your Divine Smite feature to deal damage to a target, each creature within 60 feet can use its reaction to make a weapon attack or cast a cantrip with a casting time of 1 action that makes a spell attack against the target.

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

Oath of Vigilance

Paladins who swear the Oath of Vigilance believe their highest calling is in service to others. Those who swear the Oath of Vigilance devote their lives to finding those worthy of protection and ensuring no harm comes to them. These paladins have as strict a moral code as any other but prize obedience to a righteous master above everything else. To them, any untoward actions taken in protecting their ward is justified.

Tenets of Vigilance

The tenets of the Oath of Vigilance vary by paladin, but all tenets revolve around protecting and honoring those the paladin deems worthy of their protection. Paladins who uphold these tenets are willing to sacrifice themselves for the sake of that which they safeguard, even abandoning their own dignity if it ultimately protects the name of their ward.

Defend the Greater Good. I place my life in the hands of someone greater than myself. I will defend those I deem morally greater than me to the death.

Absolved by Obedience. My own ability to comprehend is lesser than those I protect. I am absolved of my flaws by strict obedience to their directions.

Honor by Association. I am honored by my relationship with those I protect and, in turn, I must honor them by acting with integrity and respect.

Humility. When I find someone worthy of protecting I will make their will and life my priority. Through the advancement of their goals will I improve the world and be personally fulfilled.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Vigilance Spells

Paladin Level	Spells
3rd	*compelled duel, shield of faith*
5th	*aid, warding bond*
9th	*glyph of warding, life transference* XGE
13th	*duel of destiny* UAH*, stoneskin*
17th	*hallow, wall of force*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Safeguard Companion. As an action, you present your holy symbol and speak a prayer of warding, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature gains temporary hit points equal to your Charisma modifier + your paladin level. The creature loses any remaining temporary hit points after 10 minutes. While the creature has temporary hit points from this ability, it gains a +2 bonus to its AC.

Vow of Protection. As a bonus action, you can make a promise to safeguard a creature within 10 feet of you, using your Channel Divinity. For 1 minute, all attack rolls against that creature have disadvantage while you remain within 10 feet of it. This effect ends if you drop to 0 hit points or fall unconscious.

Tireless Sentinel

Starting at 7th level, your dedication to protection dissuades your foes from ignoring you. When you hit a creature with an opportunity attack, that creature has disadvantage on attack rolls against creatures other than you until the end of its turn.

Soul of Vigilance

Starting at 15th level, your guardianship of those under your Vow of Protection becomes nearly absolute. When you see a creature within 10 feet under your Vow of Protection take damage, you can use your reaction to move to any unoccupied space within 5 feet of the target of your vow and parry the brunt of the attack. When you do, the damage the creature takes is reduced by 1d10 + your Strength modifier + your paladin level.

Unflinching Guardian

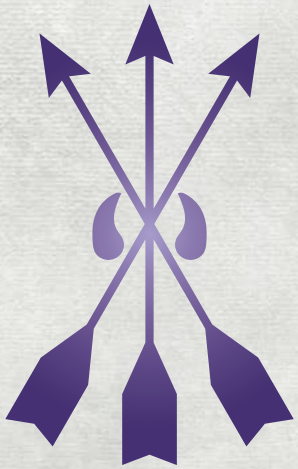
Starting at 20th level, you can assume responsibility for the protection of all your companions. Using your action, you exude a protective aura and focus your will against your enemies for 1 minute.

- When a friendly creature within 30 feet of you takes damage, that damage is reduced by your Charisma modifier (minimum 1).
- Whenever a creature under your Vow of Protection moves, you can choose to move an equal distance as long as you end the movement within 10 feet of the creature.
- You gain a special reaction you can use once each turn which you can take to use your Soul of Vigilance feature. You cannot use your reaction and this special reaction on the same turn.

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



MATT BULAHAO



Ranger

The ranger class receives additional spells in its spell list.

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those offered in the *Player's Handbook*: the Apex Predator, the Bounty Hunter, the Cronesguard, the Freerunner, the Geomancer, and the Spirit Guardian.

Additional Ranger Spells

The spells in the following list expand the ranger spell list in the *Player's Handbook*. The list is organized by spell level, not character level, and a spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses. The descriptions for each of these spells can be found in Chapter 4: Feats & Spells.

1st Level

Altruistic sacrifice (necromancy)
Cyclone strike (conjuration)
Make camp (abjuration, ritual)
Nocturnal transformation (transmutation)
Subdue beast (enchantment)

2nd Level

Billowing strike (conjuration)
Elemental spike (evocation)
Ward against weapons (abjuration)

3rd Level

Guiding weapon (divination)
Storm flurry (evocation)

4th Level

Quarry's mark (divination)
Sundering smite (evocation)
Thundering strike (evocation)

5th Level

Primordial weapon (transmutation)

Apex Predator

You may not have been raised by beasts, but you certainly act like it. An Apex Predator uses all weapons at their disposal, lashing out with their teeth and nails at any enemy foolish enough to fight them in melee. Their instinctual affinity for animals gives rise to spells that grant them control over beasts. Their emulation of predators gives them a heightened capacity for violence and intimidation.

Apex Predator Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Apex Predator Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Apex Predator Spells

Ranger Level	Spell
3rd	*subdue beast* [UAH]
5th	*animal messenger*
9th	*conjure animals*
13th	*dominate beast*
17th	*hold monster*

Savage Resilience

At 3rd level, your hit point maximum increases by 6 hit points. Whenever you gain a ranger level, your hit point maximum increases by an additional 2 hit points.



Tooth and Nail

At 3rd level, you learn to fight with your teeth and nails, which you can use to make unarmed strikes. If you hit, you deal piercing damage equal to 1d4 + your Strength modifier if using your bite or slashing damage equal to 1d4 + your Strength modifier if using your nails. This damage is in place of the bludgeoning damage normal for unarmed strikes.

Additionally, you can use a bonus action during each of your turns to make one unarmed strike.

Starting at 7th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Ferocious Mien

At 7th level, you gain proficiency in Intimidation if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

Bloodthirsty Assault

Starting at 11th level, when you deal damage with a weapon or unarmed strike and roll a 1 on a damage die, you can reroll the die and must use the new roll, even if the new roll is a 1.

Predator's Counter

Starting at 15th level, when a creature within 5 feet of you attacks you, you can use your reaction to lash out at them before they strike you. When you do, make an unarmed strike against the creature before determining whether its attack hits you. If your attack hits, the attack roll against you has disadvantage.

Bounty Hunter

Some rangers seek glory by hunting down the most dangerous creatures the multiverse has to offer; others take on the more practical tasks of capturing or eliminating criminals and other nuisances. A Bounty Hunter familiarizes themself with one particular creature at a time, mastering martial techniques for efficiently capturing or killing any bounty. The success of a Bounty Hunter rests on their employment of studious techniques for quickly becoming familiar with any unfamiliar quarry.

Bounty Hunter Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Bounty Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Bounty Hunter Spells

Ranger Level	Spells
3rd	*hunter's mark*
5th	*hold person*
9th	*slow*
13th	*quarry's mark* [UAH]
17th	*hold monster*

Dead or Alive

When you choose this archetype at 3rd level, you learn to narrow your focus to a particular creature, watching for its idiosyncrasies, tells, and habits. As a bonus action, you designate one creature you can see within 120 feet of you as your bounty. While a creature is marked as your bounty, you gain a bonus equal to your Wisdom modifier (minimum +1) to any ability check you make to track the creature, to detect if it is attempting to deceive you, or to determine if it is hidden or disguised and what it may have done to do so.

DANIEL COMERCI

The creature remains marked as your bounty until you use this feature to designate a different creature as your bounty, or if 24 hours pass without you seeing your bounty or finding a clue as to your bounty's whereabouts.

You can use this feature to designate a creature as your bounty once, and you regain your use of this feature when you finish a long rest, or if you or one of your companions reduces the bounty to 0 hit points or kills it.

Efficient Takedown

Starting at 3rd level, you learn to efficiently dispatch foes with swift strikes. When you take the Attack action on your turn, you can use your bonus action on the same turn to make a weapon attack. You don't add your ability modifier to the damage of this bonus attack unless the target is your bounty or that modifier is negative.

Live Capture

At 7th level, you become an expert at capturing enemies, instead of killing them. When you reduce a creature to 0 hit points with a weapon attack or spell, you can choose to knock the creature unconscious instead of killing it.

Additionally, when you hit a creature with the bonus action attack granted by your Efficient Takedown, you can choose for the attack to deal no damage to instead reduce the target's speed to 0 until the end of your next turn.



DEAN SPENCER

Bounty Agent

Starting at 11th level, you are able to find a creature no matter where it's hidden in the multiverse. You can designate a creature as your bounty with your Dead or Alive feature at any distance, given that you can see an accurate image of the creature within 30 feet of you. When you mark a creature as your bounty, it remains your bounty regardless of how long it has been since you last saw it or a clue of its whereabouts, until you designate a different creature as your bounty.

Additionally, each time you hit your bounty with an attack, it takes an extra 1d4 damage from the attack.

Know the Enemy

Starting at 15th level, you excel at anticipating the violent behaviors of your marks. When your bounty or a creature targeted with your *hunter's mark* or *quarry's mark* spell hits you with an attack, you can use your reaction to block the blow. When you do, the damage you take from the attack is reduced by 1d10 + your ranger level.

Cronesguard

Although hags have a reputation for villainy, they are powerful protectors of natural places and those who choose to live on the fringes of civilization. In this role, the Feywild natives sometimes forge an unusual alliance with rangers with similar interests. Cronseguard act as a hag coven's agents in lands beyond their reach and, in exchange, the coven lends the ranger a portion of their power. You have made such a pledge.

Cronesguard Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Cronesguard Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Cronesguard Spells

Ranger Level	Spell
3rd	*disguise self*
5th	*blur*
9th	*bestow curse*
13th	*polymorph*
17th	*animate objects*

Cronespeech

At 3rd level, you gain the ability to communicate telepathically with any creature with an Intelligence score of 6 or less within 60 feet, whether you share a language or not. You have advantage on Charisma checks you make to convince or influence such a creature.

Additionally, you can cast the *find familiar* spell without expending a spell slot. Once you cast the spell with this feature, you can't cast it again until you finish a long rest.

Dark Blades

Also at 3rd level, once per turn when you hit a creature with a weapon attack, you can choose to deal an extra 1d6 necrotic damage to the target.

This damage increases to 1d12 when you reach 11th level in this class.

Blessing of Mother Night

By 7th level, your actions have pleased the crones that watch over you and given them a reason to protect you. You gain resistance to necrotic damage and have advantage on saving throws against being frightened.



Additionally, you gain one eldritch invocation of your choice from among those available to the warlock class, using your ranger level as a warlock level for the purpose of meeting an invocation's prerequisites. If an invocation references your Charisma or Charisma modifier you can use your Wisdom or Wisdom modifier instead. Whenever you gain a level in this class, you can replace the chosen invocation with a different one.

Night Mother's Lullaby

Starting at 11th level, you can call upon the power of the crones to stop the flow of battle. You learn the *sleep* spell, which counts as a ranger spell for you.

When you cast *sleep*, you can channel the fey magic of your matrons. When you do, you can choose to use the maximum possible total on the dice instead of rolling to determine the total hit points of creatures the spell can affect. Once you use this ability, you can't use it again until you finish a long rest.

Heartstopping Horror

By the time you reach 15th level, you are as terrifying to a foe as any hag. When you would be hit by an attack, or targeted by the *magic missile* spell, you can use your reaction to bind your foe with dread magic. The attacking creature must succeed on a Wisdom saving throw against your spell save DC or the triggering attack (or *magic missile*) misses and the creature is stunned until the end of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain your expended uses when you finish a long rest.

CLAUDIO CASINI

Freerunner

Freerunners dedicate their lives to movement, seeing every obstacle in front of them as an opportunity for play. While most at home climbing and sprinting through sprawling metropolises, a Freerunner can jump and flip through any locale. Though many see these rangers as foolhardy show-offs, Freerunners understand that the art of parkour isn't about proving one's prowess, but about exulting in the joy of movement. Running upon the line between life and death makes them feel the most alive, and for them is the truest expression of freedom.

Freerunner Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Freerunner Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Freerunner Spells

Ranger Level	Spell
3rd	*feather fall*
5th	*spider climb*
9th	*haste*
13th	*freedom of movement*
17th	*far step*[XGE]

Hardcore Parkour

At 3rd level, your base walking speed increases by 10 feet.

Additionally, the world becomes your playground, allowing you to run and climb on every element of your surroundings. During your turn, you have the ability to move up, down, and across vertical surfaces while leaving your hands free. This benefit works only in short bursts; you fall if you end your turn without being on the ground or attached to a stable object and nothing else is holding you aloft. If you have a free hand and there is an available handhold in your space when you would begin falling at the end of your turn, you can use the free hand to catch yourself.

Momentum Strike

At 3rd level, you learn to use the kinetic energy of your movement to empower your attacks. If you move at least 20 feet immediately before making a weapon attack, the attack deals an additional 1d6 damage on a hit.

When you reach 11th level in this class, your base walking speed increases by a further 10 feet and the additional damage increases to 1d10.

Safety Roll

At 7th level, you learn to perform a roll that reduces impact. When you take damage of any type other than psychic, you can use your reaction to reduce the damage by an amount equal to half your ranger level + your Dexterity modifier.

Kinetic Precision

At 11th level, you develop an uncanny precision to complement your breakneck speed. If you move at least 40 feet immediately before making a weapon attack, you make the attack roll with advantage.



CLAUDIO CASINI

Fluid Movement

Starting at 15th level, you move with incredible grace and agility. You gain the following benefits:

- You can move through the space of any creature without restriction.
- Your movement doesn't provoke opportunity attacks.
- Moving through difficult terrain costs you no extra movement.
- It costs you only 5 feet of movement to stand up from being prone.
- You can use Dexterity, instead of Strength, when determining the maximum distance of your long jump and height of your high jump.

Geomancer

You have learned to tap into the mystical properties of the land, giving you greater and more flexible magic than other rangers. Geomancers have a deep connection to certain types of terrain but can access the magic inherent to any land they are in. Geomancers take great pride in their reputation as some of the greatest spellcasters among rangers.



Geomantic Resonance

When you choose this archetype at 3rd level, you learn a ritual that takes 1 hour to complete and counts as light activity for you. When you complete this ritual, choose a terrain type you have selected with your Natural Explorer feature or the terrain you're currently in (arctic, coast, desert, forest, grassland, mountain, settlement, swamp, or the Underdark). If you are not in a location that matches any of the terrain types, or you are in a location that could match multiple terrain types, your DM will decide which terrain your location counts as. Until you perform this ritual again, you are geomantically resonant with that terrain type.

Geomancer Magic

Starting at 3rd level, while you are geomantically resonant with a terrain type, you know additional spells depending on the type of terrain and your ranger level, as shown on the tables below. These spells count as ranger spells for you but don't count against the number of ranger spells you know.

Arctic

Ranger Level	Spell
3rd	*ice knife* XGE
5th	*hold person*
9th	*sleet storm*
13th	*ice storm*
17th	*cone of cold*

Coast

Ranger Level	Spell
3rd	*purify food and drink*
5th	*misty step*
9th	*water breathing*
13th	*freedom of movement*
17th	*maelstrom* XGE

Desert

Ranger Level	Spell
3rd	*create or destroy water*
5th	*dust devil* XGE
9th	*wall of sand* XGE
13th	*hallucinatory terrain*
17th	*insect plague*

DEAN SPENCER

Forest

Ranger Level	Spell
3rd	*goodberry*
5th	*barkskin*
9th	*plant growth*
13th	*guardian of nature* XGE
17th	*tree stride*

Grassland

Ranger Level	Spell
3rd	*beast bond* XGE
5th	*earthbind* XGE
9th	*speak with plants*
13th	*conjure minor elementals*
17th	*awaken*

Mountain

Ranger Level	Spell
3rd	*thunderwave*
5th	*spider climb*
9th	*meld into stone*
13th	*stoneskin*
17th	*wall of stone*

Settlement

Ranger Level	Spell
3rd	*charm person*
5th	*knock*
9th	*Leomund's tiny hut*
13th	*locate creature*
17th	*animate objects*

Swamp

Ranger Level	Spell
3rd	*entangle*
5th	*pass without trace*
9th	*create bog* UAH
13th	*blight*
17th	*contagion*

Underdark

Ranger Level	Spell
3rd	*snare* XGE
5th	*web*
9th	*enemies abound* XGE
13th	*greater invisibility*
17th	*cloudkill*

Invoke the Elements

Starting at 3rd level, your attacks are enhanced with the mystical elements of the land. The first time you deal damage with a weapon attack each turn, you deal 1d6 additional damage. The damage type of this additional damage depends on your geomantically resonant terrain type.

Invoke the Elements

Terrain Type	Damage Type
Arctic	Cold
Coast	Acid
Desert	Fire
Forest	Force
Grassland	Radiant
Mountain	Thunder
Settlement	Psychic
Swamp	Poison
Underdark	Necrotic

Geomantic Recovery

Starting at 7th level, you can regain some of your magical energy by communing with the mystical elements of your environment. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than a third of your ranger level, and none of the slots can be 6th level or higher. For example, as a 7th-level ranger, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

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

Strength of the Earth

Starting at 11th level, when you finish a long rest, you gain temporary hit points equal to twice your ranger level. Whenever you finish a short rest, you gain temporary hit points equal to your ranger level.

While you have temporary hit points granted by this feature, the additional damage from your Invoke the Elements feature increases to 2d6.

Geomantic Shield

Starting at 15th level, when you take damage of the type associated with your geomantically resonant terrain type or one of the terrain types you have selected with your Natural Explorer feature, you can use your reaction to gain resistance to that damage type until the start of your next turn. The damage type associated with each terrain type is identified on the table included in the Invoke the Elements feature.

Spirit Guardian

Some rangers turn to the primordial to protect their homes, bonding with an elemental spirit. Spirit Guardians entwine their essence with these totemic guardians, manifesting aspects of the spirits' powers, and becoming far more attuned to the denizens of the Elemental Planes.

Spirit Guardian Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Spirit Guardian Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Spirit Guardian Spells

Ranger Level	Spell
3rd	*unseen servant*
5th	*elemental spike* [UAH]
9th	*elemental weapon*
13th	*summon elemental* [TCE]
17th	*primordial weapon* [UAH]

Elemental Bond

When you choose this archetype at 3rd level, you learn to speak, read, and write Primordial. Whenever you make a Charisma check when interacting with elementals, your proficiency bonus is doubled if it applies to the check.

Additionally, your connection to the natural world causes you to bond with an elemental guardian spirit. Choose its elemental type: Boulderbear, Firecat, Riversnake, or Thunderbird. You gain that elemental type's Spirit Strike, as well as additional abilities it grants once you reach 7th level and 15th level in this class.

When you finish a long rest, you can choose for your guardian spirit to manifest as a different elemental type of your choice, replacing the abilities granted by its previous type with those of its new one.

Spirit Strike

Starting at 3rd level, you can have your guardian spirit harry creatures, imbuing your attacks against those creatures with elemental power. As a bonus action, choose one creature you can see within 60 feet of you. The next time you hit that creature with a weapon attack before the start of your next turn, the attack gains benefits based on your guardian spirit's elemental type.

Boulderbear. The target takes an additional 1d4 force damage, and its speed is halved until the start of your next turn as stone and dust impede its movements.

Firecat. The target takes an additional 1d4 fire damage, and it sheds bright light in a 10-foot radius and dim light for an additional 10 feet until the start of your turn as ethereal flames alight on its body. For the duration, the creature can't become invisible or hidden.

Riversnake. The target takes an additional 1d4 cold damage, and it suffers disadvantage on the first attack roll or ability check it makes before the start of your next turn as frost forms on its extremities.

Thunderbird. The target takes an additional 1d4 thunder damage, and you push it up to 10 feet in a straight line away from you as a boom of thunder audible to 300 feet knocks it back.

Elemental Aspect

At 7th level, an aspect of your guardian spirit's metaphysical body appears on you, granting you a feature based on your guardian spirit's elemental type.

Boulderbear. Whenever you finish a short or long rest, you gain temporary hit points equal to half your ranger level + your Wisdom modifier. Additionally, you have advantage on saving throws against disease and poison.

Firecat. Your base walking speed increases by 10 feet, and whenever a creature within 5 feet of you hits you with an opportunity attack, it takes fire damage equal to your proficiency bonus.

Riversnake. You can breathe in both air and water, and you gain a swimming speed equal to your base walking speed. Additionally, you can take the Disengage action as a bonus action on your turn.

Thunderbird. Your high and long jump distances are tripled. Additionally, the wind rises in your defense against distant attackers. After you end your turn, the next ranged weapon attack targeting you before the start of your next turn is made with disadvantage.

Guardian Spirit

Starting at 11th level, when you hit the target of your Spirit Strike with a weapon attack, your guardian spirit continues to harry the creature until the start of your next turn, warding your allies from the creature's

attacks. If the target makes an attack against a target other than you, you can use your reaction to make a weapon attack against it. If your attack hits, it gains the benefits of your Spirit Strike.

Elemental Vessel

At 15th level, you gain the ability to merge your physical form with your guardian spirit, transforming into it. As an action, you can transform into the physical manifestation of your guardian spirit for 1 minute.

Boulderbear. Your transformation has the statistics of an **earth elemental**, though with the appearance of a large bear made entirely of pieces of earth and stone.

Firecat. Your transformation has the statistics of a **fire elemental**, though with the appearance of a jungle cat made entirely of roaring flame.

Riversnake. Your transformation has the statistics of a **water elemental**, though with the appearance of a venomous snake made entirely of rushing water.

Thunderbird. Your transformation has the statistics of an **air elemental**, though with the appearance of a giant eagle made entirely of flashing storm clouds.

While you are transformed, the following rules apply:

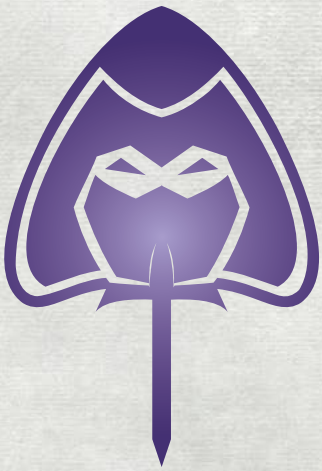
- Your game statistics are replaced by the statistics of your guardian spirit (earth elemental, fire elemental, etc.) but you retain your alignment, personality, and any ability score that is higher than the stat block's. You also retain all of your skill and saving throw proficiencies, as well as each feature and trait from your class, race, or other source (including special senses such as darkvision) and can use them if the new form is capable of doing so.
- When you transform, you assume your guardian spirit's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You choose whether your equipment falls to the ground in your space or merges into your new form. Equipment that merges with the form has no effect until you leave the form.
- The new form's weapon attacks are magical.

You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you drop to 0 hit points or die.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of 4th level or higher to use it again.



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Rogue

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*: the Apothecary, the Bouncer, the Paramour, the Phantom Thief, the Street Rat, and the Zealous Inquisitor.

Apothecary

You have trained in the science of chemistry and learned to make a variety of concoctions that heal and harm. You may specialize in cruel poisons and admixtures that debilitate your enemy, restoratives and drugs that empower your allies, or dabble in both. Apothecaries often learn their craft under a mentor or at an academic institution, but it's also possible to learn this science through books and experimentation.

Chemist

Starting at 3rd level, you gain proficiency with alchemist's supplies, the herbalism kit, and the poisoner's kit. Your proficiency bonus is doubled for any ability check you make that uses any of those proficiencies.

Craft Concoction

When you choose this archetype at 3rd level, you learn to craft poisons, tinctures, and admixtures from materials you have on hand.

Concoctions. You learn three concoctions of your choice, which are detailed under "Concoctions" below. You learn two additional concoctions of your choice at 9th, 13th, and 17th level. Each time you gain a rogue level, you can replace one concoction you know with a different one.

Doses. You can spend 1 minute crafting a dose of concoction you know with materials you have on hand. You can create up to 3 doses per day and regain all your expended doses when you finish a long rest. All concoctions become inert and have no effect after 24 hours. You can create an additional dose per long rest when you reach 9th (4 doses), 13th (5 doses), and 17th level (6 doses).

Saving Throws. Some of your concoctions require a creature to make a saving throw to resist the concoction's effects. The saving throw DC is calculated as follows:

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

Biochemical Lore

Starting at 9th level, when you are within 30 feet of a creature you can see, you know if it has vulnerability, resistance, or immunity to poison.

Preventative Measures

Starting at 13th level, you have resistance to poison damage and advantage on saving throws against being poisoned.

Cocktail Crafter

Starting at 17th level, when you finish a long rest, choose one concoction you know. You make a number of doses of that concoction equal to your Intelligence modifier (minimum 1). These do not count against the doses you can make until your next long rest.

Concoctions

The concoctions are presented in alphabetical order.

Black Tear Powder. You can blow a dose of this powder into the eyes of a creature within 5 feet with the Use an Object action. When you do, that creature must succeed on a Constitution saving throw or be blinded for 1 minute. The creature can repeat the saving throw

at the end of each of its turns, ending the blinded effect on a success.

Blisterskin Oil. You can throw a dose of this oil onto a creature within 5 feet with the Use an Object action. The creature takes 1d8 acid damage and an additional 1d8 acid damage at the start of each of its turns for the next minute. The creature can end this effect by using an action to clean the oil from itself.

Bitterbite Toxin. You can apply a dose of this toxin to a weapon with the Use an Object action. The next time this weapon deals damage, it deals extra poison damage. This extra damage is equal to your Sneak Attack damage. This destroys the dose of toxin. A weapon can only benefit from one dose of bitterbite toxin at a time.

Charming Philter. You can apply a dose of this philter to yourself or a target creature within 5 feet that you can see with the Use an Object action. For the next 10 minutes, when a creature that must breathe enters a space within 15 feet of the target, the creature must succeed on a Wisdom saving throw or be charmed by the target for the remainder of the duration of the philter. This effect automatically ends if the creature takes damage from the target or one of the target's allies. A creature affected by this concoction cannot cannot be affected again for 24 hours.

Flashfreeze Powder. You can blow a dose of this powder towards a creature within 5 feet with the Use an Object action. When you do, that creature must succeed on a Dexterity saving throw or take cold damage and have its movement speed reduced to 0 until the start of your next turn. This cold damage is equal to your Sneak Attack damage. If the creature succeeds on the saving throw, it takes half damage and its speed is unaffected.

Haste Tar. A creature can apply a dose of this tar to its gums with the Use an Object action. When it does, for the next minute, the creature adds half your proficiency bonus to its AC and can take the Attack (one weapon attack only), Dash, or Disengage action as a bonus action on its turn. After that minute, the creature gains a level of exhaustion.

Mule Mix. A creature can pinch a dose of this mix into its mouth with the Use an Object action. When it does, it has advantage on Strength saving throws, it deals an additional 1d4 damage when it makes weapon attacks that use Strength, and it is considered one size larger for determining carrying capacity and the weight it can push, drag, or lift. These effects end after one hour, at which time the creature gains a level of exhaustion.

Nervewrecker Toxin. You can apply a dose of this toxin to a weapon with the Use an Object action. The next time this weapon deals damage to a creature, the creature must succeed on a Constitution saving throw or be poisoned and take 1d10 poison damage at the start of each of its turns. The creature can repeat this saving throw at the end of each of its turns, ending this effect on a success.

Restorative Tonic. A creature can consume a dose of this tonic, or administer it to a willing or unconscious creature within 5 feet of it, with the Use an Object action. When a creature drinks this tonic, roll your Sneak Attack damage dice. The creature regains hit points equal to the result.



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Revenant's Resolve. A creature can consume a dose of this mixture with the Use an Object action. When it does, roll your Sneak Attack damage dice. The creature gains temporary hit points equal to the result, and for the next minute ignores the effect of any levels of exhaustion it has. After that minute, the creature gains a level of exhaustion.

Stonesleep Tincture. A willing creature can consume a dose of this tincture with the Use an Object action. When it does, the creature can choose to fall asleep at the end of any of its turns within the next minute. If it does, the creature is petrified for 8 hours. When this effect ends after 8 hours, the creature gains all the benefits of having finished a long rest and loses an additional level of exhaustion.

Sleeping Syrup. A creature can apply a dose of this syrup to food or drink with the Use an Object action. A creature that consumes the food or drink must succeed on a Constitution saving throw or gain a level of exhaustion. A creature that fails that saving throw must succeed on another Constitution saving throw after 1 minute has passed or become unconscious for 8 hours. When a creature uses its action to rouse the sleeping creature or the sleeping creature takes damage, the sleeping creature can make another Constitution saving throw, waking up on a success.

Smelling Salts. A creature can take the Use an Object action to administer a dose of these salts to itself or another creature within 5 feet of it. When it does, the creature affected can choose to wake up or end one effect causing it to be charmed, frightened, or stunned.

Tangle Root Toxin. You can apply a dose of this toxin to a weapon with the Use an Object action. The next time this weapon deals damage, the creature is inebriated for the next minute. While inebriated, it has disadvantage on Perception ability checks and the first time each turn it uses its movement, it must succeed on a Dexterity saving throw or fall prone and have its movement speed reduced to 0 until the end of its turn.

Waking Nightmare Acid. You can apply a dose of this acid to a weapon with the Use an Object action. The next time this weapon deals damage, the creature must make a Wisdom saving throw. If the creature fails, it is frightened and takes 1d6 psychic damage at the start of each of its turns for the next minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Universal Antidote. A creature can drink a dose of this antidote, or administer it to a willing or unconscious creature within 5 feet, with the Use an Object action. When it does, all poisons and non-magical diseases currently afflicting the creature immediately end. Additionally, for the next minute, the creature has resistance to poison damage and advantage on saving throws against poison.

Bouncer

Most rogues focus on the elegant arts of infiltration, trickery, and mind games, but as a Bouncer, you prefer the simple but effective techniques of the back alleys—using anything within your reach as a weapon, even your foes themselves. You rely more on brute strength and an ability to tie your opponents in knots than cunning, though you know better than to discard any natural advantages. Other rogues may think you lack guile, but you'd rather have a reputation for an iron fist than a silver tongue.

Back Alley Bruiser

When you choose this archetype at 3rd level, you augment your clandestine skills with the rough and tumble practices of the back alleys, learning to utilize everything around you to your advantage. You gain proficiency with the Athletics skill, medium armor, and improvised weapons.

You also gain an additional way to use your Sneak Attack; you can use your Sneak Attack against a creature when you make an attack with a melee weapon, even if it doesn't have the finesse property. All other rules of Sneak Attack still apply to you.

Anything at Hand

Starting at 3rd level, while you have a creature of your size or smaller grappled, you can use it as a melee improvised weapon. If the creature is the same size as you, you treat it as though it's a weapon with the two-handed property; otherwise, you can make the attack with only the hand you used to grapple the creature. When you do, you deal bludgeoning damage depending on the creature's size category, as shown in the Improvised Creature Weapons table. When you deal damage with a creature used as an improvised weapon, the target of the attack takes half the damage (rounded up), and the creature used as an improvised weapon takes an equal amount of bludgeoning damage. This damage is calculated before resistances, immunities, and other reductions to damage are taken into account.

Improvised Creature Weapons

Size Category	Damage Die
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Huge	2d10
Gargantuan	3d10



SAMANTHA DARCY

Barroom Brawler
Starting at 9th level, when you take the Attack action and make only grapple attempts, you can make a weapon attack as a bonus action this turn.

Menacing Glare
Starting at 13th level, you have a look in your eye that implies you can tie your opponents into knots. As a bonus action on your turn, you stare into the eyes of a creature you can see, and who can see you, within 30 feet of you. Make a Strength (Intimidation) check contested by the target's Wisdom (Insight) check. If you succeed, the creature is frightened of you for 1 minute, or until you use this feature on a different target. If a creature frightened this way ends its turn in a location where it doesn't have a direct line of sight to you, it regains its composure and is no longer frightened.

Once you use this feature on a creature, you can't use it on that creature again until you finish a long rest.

Ballroom Blitzer
Starting at 17th level, when you make an attack using a creature you have grappled, you can use your Sneak Attack even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

Paramour
Paramours are more interested in stealing hearts than gold pieces. These rogues wander from town to town and port to port having great love affairs and boisterous all-nighters, leaving a river of ex-lovers' tears in their wake. A rare callous few use their charming wiles to get what they want before leaving their doting admirers heartbroken, but most Paramours are sincere, if naive, in their pursuit of connection with others.

Hopeless Romantic
When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Deception, Insight, Perception, Performance, or Persuasion. Alternatively, you learn two languages of your choice.

Sweet Nothings
Also at 3rd level, you can embolden others by providing words of sweet encouragement and validation. You have a pool of soothing power that replenishes when you take a long rest. With that pool, you can grant a total number of temporary points equal to your rogue level × 5.

As a bonus action, you choose a creature within 30 feet that can hear you and draw power from the pool to give the creature a number of temporary hit points up to your rogue level. Alternatively, you can expend 10 temporary hit points from your pool to end the charmed or frightened condition affecting that creature.

Thief of Hearts
Starting at 3rd level, you can use an action to attempt to charm a humanoid who can hear you within 60 feet. When you do, the target must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be charmed by you for a number of hours up to your level in this class. While charmed by this feature, the creature attempts to ingratiate itself to you and treats you as a friend or, if you and your DM agree, a romantic suitor. The charmed condition ends early if you do anything harmful to the creature. How the creature feels about you after the charmed condition ends depends on how you treated it while it was charmed.

You can use this feature a number of times equal to your proficiency bonus, regaining any expended uses when you finish a long rest.

Language of Love
Starting at 9th level, you can communicate non-vocally, using body language, eye contact, and gestures, with any humanoid who speaks at least one language and can see you.

In addition, you can target a non-humanoid creature with your Thief of Hearts feature as long as it has an Intelligence greater than 3.

Jaded Jilter

Starting at 13th level, the trail of broken hearts you leave has left you immune to similarly insincere overtures. You are immune to being charmed and have resistance to psychic damage.

Honeyed Words

Starting at 17th level, you can use a bonus action to shower a humanoid who can hear you within 60 feet with flattery and honeyed words. That creature has disadvantage on saving throws it makes to resist being charmed by you until the end of its next turn. Once you use this bonus action, you must finish a short or long rest before you can use it again.

In addition, you can use an action and expend a use of your Thief of Hearts feature to replenish the pool of soothing power from your Sweet Nothings feature grants, up to its maximum.



Phantom Thief

Theft is not just an action or a living for the Phantom Thief — it's an art form. However nice the monetary reward may be, it is not as satisfying as a plan well designed and flawlessly executed. And the Phantom Thief's plan is infallible, why else would they send a calling card announcing it? While these rogues usually steal treasure, they have been known to take other things as well: people, hearts, and the occasional life.

Calling Card

When you choose this archetype at 3rd level, you gain the confidence to alert your targets to your imminent success. You can send a calling card to a creature, someone from whom you plan to take something. The calling card can be a literal card, a symbol, a singing telegram — anything that marks this heist as one of your own. A card can be designed in advance, so that it only takes an action to place it. When this calling card is placed, the target becomes warned. Additionally, choose a prize you plan to take from the warned target, which might be an object, a sum of gold, or some other tangible thing.

When a target is warned, the following is true:

- The target has advantage on Wisdom checks to detect you.
- You can use a bonus action on your turn to frighten the target for 1 minute. The target can use its action to end this effect early, provided it can't see you. Once you use this bonus action, you can't use it again until you give out another calling card.
- You can use your Sneak Attack against the target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

You can have one calling card out at a time. Your calling card ends after 24 hours or when you succeed in taking your prize, whichever comes first.

Once you warn a creature with a calling card, that creature becomes immune to the effects of your calling cards for 7 days.

Suited for the Job

At 3rd level, you gain proficiency with the disguise kit and two other sets of tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses your disguise kit proficiency.

You also gain a new way to use your Cunning Action feature. You can use your bonus action to don any disguise you have prepared.

Ace in the Hole

At 9th level, you're careful in your planning, even if your party may not be. If you have a calling card out,

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you can use a reaction when a creature starts its turn within 120 feet of you to stop the game and flash back to any moment between now and when you sent your calling card. During this flashback, you can take one full turn to set something up to help you in the present moment, such as planting a weapon or calling allies for help. Some actions taken in the flashback may require a successful ability check at the DM's discretion. You can't use a flashback to do something that contradicts events that have already happened.

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

Hole Carding

At 13th level, you gain more power over your warned target. You can cast the *scrying* spell on a warned target without providing material components. Once you cast the spell with this feature, you can't do so again until you finish a long rest.

Additionally, you and your party can't be surprised by your warned target or forces in its employ, such as henchfolk.

Full House

Starting at 17th level, your plans become extensive, and you can include the rest of the party. Whenever you use your Ace in the Hole feature, you can bring up to 5 other creatures with you on your flashback. Each other creatures gets one action or one bonus action, performed in the order you choose.

Street Rat

While it is not uncommon for a rogue to have the background of being an orphan in the streets, not all had to go through it alone. Street Rats are rogues who cultivated a friendship with a small pest that was just as unwanted by greater society as they were. They trained and loved this companion, caring for it as it took care of them. Many Street Rats train their vermin in performance for busking, and in thieving skills to steal food when the people around them aren't quite as generous with their coin.

As a Street Rat, you know that though life can be extremely difficult, you'll never have to go through it alone. After all, if even the lowliest and most despised of creatures have purpose, love, and hope, then so can we all.

Pest Performer

When you choose this archetype at 3rd level, you gain proficiency in the Animal Handling and Performance skills if you don't already have them. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.



JESHIELDS & BRETT NEUFELD

Sterling Vermin

At 3rd level, you bond with a creature of mighty loyalty and diminutive size: a sterling vermin. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the sterling vermin stat block, which uses your proficiency bonus (PB) in several places. Most sterling vermin are rats, mice, monkeys, cats, or hamsters, but your vermin can be any Tiny beast at your DM's discretion; its appearance and species have no effect on its game statistics.

In combat, the sterling vermin acts on your turn. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action unless you use a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the vermin can take any action of its choice, not just Dodge.

As long as your sterling vermin is alive, it regains all of its hit points whenever it finishes a short or long rest. If your sterling vermin has died within the last hour, you can use an action to revive it, provided you are within 5 feet of it. The vermin returns to life after 1 minute with all its hit points restored. You can use this action a number of times equal to half your proficiency bonus, rounded up, and you regain your expended uses when you finish a long rest.

If your sterling vermin has been dead for longer than an hour, you can perform an 8 hour ritual and expend 25 gp worth of food and shiny gifts to call a new vermin, bond with it, and train it. It can take the same form as your previous sterling vermin, or a different form of your choice.

Sterling Vermin

Tiny beast

Armor Class 13 + PB (natural armor)
Hit Points 2 + your Dexterity modifier + three times your rogue level (the street rat has a number of Hit Dice [d4s] equal to your rogue level)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (**−4**)	16 (**+3**)	14 (**+2**)	8 (**−1**)	12 (**+1**)	12 (**+1**)

Saving Throws Dex +3 plus PB, Con +2 plus PB
Skills Performance +1 plus PB, Sleight of Hand +3 plus PB, Stealth +3 plus PB × 2, Survival +1 plus PB
Condition Immunities charmed, frightened
Senses darkvision 60ft., passive Perception 11
Languages understands the languages you speak
Challenge —
Proficiency Bonus (PB) equals your bonus

Keen Sense. When you bond to the sterling vermin, choose two from hearing, sight, and smell. The vermin has advantage on Wisdom (Perception) checks it makes that rely on one or more of the chosen senses.

Vermin Nimbleness. The sterling vermin can squeeze through a space as narrow as three inches wide, and it can move through and occupy the space of any creature that is of its size or larger. It can attempt to hide even when it is obscured only by a creature that is at least one size larger than it. It has advantage on Dexterity (Stealth) checks it makes to hide within your clothing or packs, such as in a hood, pocket, or fold.

Clever Evasion. When the sterling vermin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It has advantage on Dexterity saving throws while it occupies the same space as a creature larger than it.

Relentless Curiosity. The sterling vermin's natural weapon counts as a set of thieves' tools for the purpose of disarming traps and picking locks. It adds its PB to any ability check it makes using its natural weapon as thieves' tools.

Magic Weapons. Once you reach 6th level in this class, the sterling vermin's natural weapon is magical.

Actions (Requires your Bonus Action)

Natural Weapon. *Melee Weapon Attack:* your Dexterity modifier + PB to hit, reach 5 ft., one target. *Hit:* 1d4 + PB damage. The damage type is bludgeoning, piercing, or slashing; you choose one of these damage types when you bond to the sterling vermin.

Pickpocket. The sterling vermin stows one object within or retrieves an object from a container within its reach that is worn or carried by another creature whose space the vermin occupies. It then makes a Dexterity (Sleight of Hand) check against the target's passive Perception score. On a success, the vermin completes the task undetected.

Cunning Vermin

At 9th level, you and your sterling vermin become a more adept pair. When you take the bonus action granted by your Cunning action to take the Dodge, Disengage, or Hide action, you can command your vermin to take an action as part of the same bonus action.

Additionally, when an attacker that your sterling vermin can see hits it with an attack, the vermin can use its reaction to halve the attack's damage against it.

Pet Peeve

Starting at 13th level, while your sterling vermin occupies the same space as another creature, attack rolls against the vermin are made with disadvantage.

Adventuring Company

At 17th level, you and your sterling vermin work as a seamless unit to bring down your foes. Once per turn when your sterling vermin hits a creature with a natural weapon attack, it adds your Sneak Attack damage dice to the damage of the attack if it had advantage on the attack roll. It doesn't need advantage on the attack roll if you were within 5 feet of the target, you aren't incapacitated, and it didn't have disadvantage on the attack roll.

Zealous Inquisitor

Deities enjoy having clerics, paladins, and crusaders spread their word and fight in their name, but these pious servants aren't always willing to tarnish themselves in their god's best interest. As a Zealous Inquisitor, you execute your deity's will without compunction—punishing sinners, silencing heretics, and striking down abominations.

Zealous Magic

When you reach 3rd level, your zealous devotion to your deity ignites in you a spark of divine magic, allowing you to cast spells. This magic, however, differs greatly from that of clerics and paladins, which is carefully cultivated over years of prayer and practice. Your magic is not as deep, but your passion for doing your deity's work and permanently silencing those who would speak against your god causes it to reignite much more quickly. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the cleric spell list.

Additionally, choose a Divine Domain from among those available to the cleric class. Your choice affects the spells that are available for you to learn.

Cantrips. You know two cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Zealous Inquisitor Spellcasting table shows how many spell slots you have. The table also shows what the level of those spell slots is; all of your spell slots are the same level. To cast one of your cleric 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.

For example, when you are 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell *command*, you must expend one of those spell slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the divination and enchantment spells on the cleric spell list, or from your Divine Domain's list of domain spells.



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The Spells Known column of the Zealous Inquisitor Spellcasting table shows when you learn more cleric spells of your choice of 1st level or 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 and must be a divination or enchantment spell of your choice, or a spell of your choice from your Divine Domain's list of domain spells. When you reach 7th level, for example, you can learn a new cleric spell, which can be of 1st or 2nd level.

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

Additionally, when you gain a level in this class, you can choose one of the cleric spells you know and replace it with another spell from the cleric spell list, which must also be of a level you can cast. The new spell must be a divination or enchantment spell, or a spell from your Divine Domain's list of domain spells, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your cleric spells, since your magical ability comes from the strength of your fervor and conviction to your deity. 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 cleric 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

Spellcasting Focus. You can use a holy symbol (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your cleric spells.

Zealous Inquisitor Multiclassing with Other Spellcasters

If you have both the Zealous Magic and Pact Magic class features, you determine your available spell slots for each class individually. For example, if you are a rogue 3/warlock 2, you would have three 1st-level spell slots.

Your Zealous Magic class feature otherwise interacts with the Spellcasting class feature the exact way that the Pact Magic class feature does, and you follow all of the other rules for multiclassing spellcasters, as detailed in chapter 6 of the *Player's Handbook*.

Judgment

Starting at 3rd level, you can cast divine judgment on your enemies, harnessing your zealous fervor. As a bonus action on your turn, you can cast judgment on a creature within 60 feet of you that you can see. The target suffers the following effects:

- It can't regain hit points or gain temporary hit points.
- It can't become hidden from or invisible to you, even by magical means.
- You have advantage on Intelligence (Investigation) and Wisdom (Insight) checks you make to interrogate the creature.

Your judgment lasts 1 minute. It ends early if you fall unconscious or die, if you choose to end it (no action required), or if you use this feature again.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a spell slot to use it again.

Zealous Inquisitor Spellcasting

Rogue Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	3	1	1st
4th	2	4	1	1st
5th	2	4	2	1st
6th	2	4	2	1st
7th	2	5	2	2nd
8th	2	6	2	2nd
9th	2	6	2	2nd
10th	3	7	2	2nd
11th	3	8	2	2nd
12th	3	8	2	2nd
13th	3	8	2	2nd
14th	3	9	2	2nd
15th	3	9	2	2nd
16th	3	10	2	2nd
17th	3	10	2	2nd
18th	3	10	2	2nd
19th	3	10	2	2nd
20th	3	11	2	2nd

None Expect It

Starting at 9th level, when you cast a spell that targets a creature on which you have your judgment cast, you can choose to impose disadvantage on any saving throw the creature makes against the spell this turn. If you do, your judgment ends at the end of the turn.

Divine Reward

At 13th level, your deity rewards you for the works you've performed in their name, allowing you to tap into the true divine power. Choose one 3rd-level spell from either the cleric spell list or from your Divine Domain's list of domain spells as this gift. You can cast your gift spell once without expending a spell slot. When you do, you must finish a long rest before you can do so again.

When you finish a long rest, you can spend 10 minutes in prayer entreating your deity to replace your gift spell with a different one of the same level from the cleric spell list or from your Divine Domain's list of domain spells.

At 19th level, you gain a 4th-level spell from either the cleric spell list or from your Divine Domain's list of domain spells that can be cast this way. You regain all uses of your Divine Reward when you finish a long rest. When you spend 10 minutes entreating your deity at the end of a long rest, you can replace one or both of your gift spells.

Silence the Heretics

Starting at 13th level, when you cast judgment on a creature, attacks you make against the creature before the end of the turn are made with advantage.

Divine Judge

Starting at 17th level, you regain the ability to cast judgment when you finish a short or long rest.



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Sorcerer

The sorcerer class receives additional spells in its spell list.

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those offered in the *Player's Handbook*: Arcane Prodigy, Astral Born, Cursed Existence, Greenheart, Oblex Impostor, and Reincarnated Warrior.

Additional Sorcerer Spells

The spells in the following list expand the sorcerer spell list in the *Player's Handbook*. The list is organized by spell level, not character level, and a spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses. The descriptions for each of these spells can be found in Chapter 4: Feats & Spells.

Cantrips (0 level)

Arcing arrow (transmutation)
Fortify (abjuration)
Illusory feint (illusion)
Mage ward (abjuration)
Prismatic bolt (evocation)
Rime strike (evocation)
Shadow knife (illusion)
Silent steps (illusion)
Speak true (abjuration)
Spell-shattering strike (evocation)
Warden's rebuke (evocation)

1st Level

Dazzling pop (illusion)
Drain (necromancy)
Oscillating chronology (transmutation, ritual)
Sleight of strike (illusion)
Throw voice (illusion, ritual)

2nd Level

Elemental spike (evocation)
Fortuity conflux (divination)
Throat rend (necromancy)
Ward against spells (abjuration)
Ward against weapons (abjuration)

3rd Level

Mage barrier (abjuration)
Pleonexia's panoply of personas (transmutation)
Shadow bow (illusion)

4th Level

Abeyed discharge (evocation)
Chaos weapon (transmutation)
Death burst (necromancy)
Invisible weapon (illusion)
Vampiric weapon (necromancy)

5th Level

Arcane redirection (abjuration)
Chaos wave (evocation)
Flexuous will (illusion)
Giantize (transmutation)

6th Level

Ghostwalk (transmutation)
Investiture of voltage (transmutation)
Mass blur (illusion)
Mind crush (enchantment)
Shadowmail (illusion)

7th Level

Charm crowd (enchantment)
Mob mentality (enchantment)
Sensory deprivation (necromancy)

8th Level

Agility (transmutation)
Mass invisibility (illusion)
Maximize/minimize (transmutation)
Mesomorph (transmutation)

9th Level

Orb of chaos (evocation)
Shadow armory (illusion)

Arcane Prodigy

From your first attempt at casting a spell, you displayed an exceptional aptitude for magic. Since that time, the more you tried to learn magic through rote memorization and practiced study, the less your innate talent shone through. Sorcerers who are arcane prodigies eventually discover it's better to let their natural genius guide their magic than relying on an academic

understanding. Arcane prodigies don't abandon the attempt to understand magic on a methodical level, but their prodigious talent for spellcasting relies on their unconscious grasp of the mystic laws that underpin all of existence.

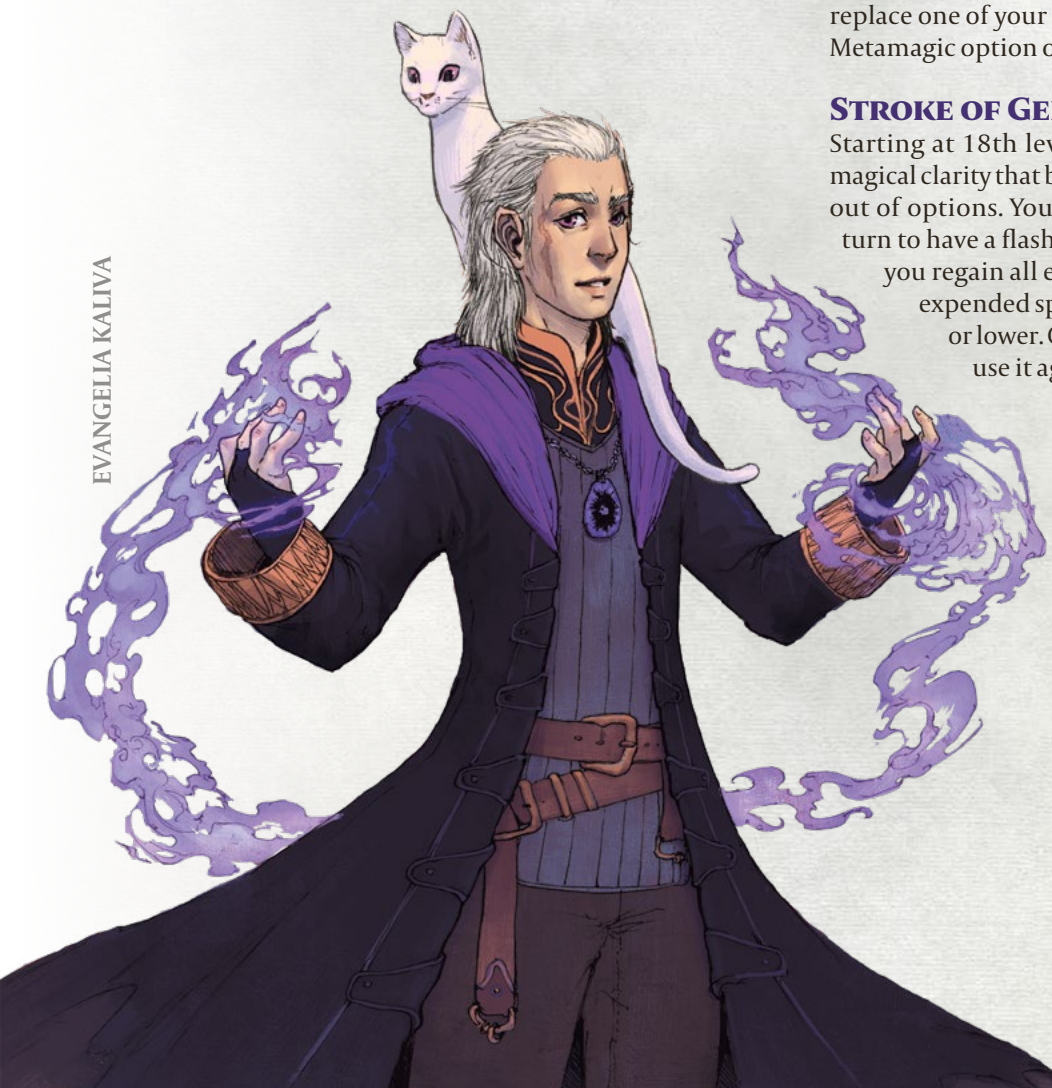
Alternative Spellcasting Ability

When you choose this sorcerous origin at 1st level, you can choose to use Intelligence, instead of Charisma, as your sorcerer spellcasting ability. If you choose to use Intelligence, all sorcerer features and Metamagic options that reference your Charisma modifier use your Intelligence modifier instead. You must make this choice when you gain this feature.

Arcane Magic

You learn additional spells when you reach certain levels in this class, as shown on the Arcane Spells table. Each of these spells counts as a sorcerer spell for you, but it 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 from the wizard spell list.



EVANGELIA KALIVA

Arcane Spells

Sorcerer Level	Spells
1st	*find familiar*
3rd	*misty step*
5th	*counterspell*
7th	*arcane eye*
9th	*contact other plane*

Rare Genius

At 1st level, you gain proficiency in the Arcana skill and Intelligence saving throws.

Metamagic Prodigy

At 6th level, you gain a pool of prodigy points equal to half your level in this class. You can spend prodigy points instead of sorcery points to activate Metamagic options. You regain all expended prodigy points when you finish a long rest.

Dynamic Metamagic

At 14th level, you learn an additional Metamagic option of your choice.

In addition, when you finish a long rest, you can replace one of your Metamagic options with another Metamagic option of your choice.

Stroke of Genius

Starting at 18th level, you experience moments of magical clarity that bring solutions just when you were out of options. You can use a bonus action on your turn to have a flash of magical genius. When you do, you regain all expended prodigy points and one expended spell slot of your choice of 5th level or lower. Once you use this feature, you can't use it again until you finish a long rest.

Astral Born

As an Astral Born, you draw your magic from the Astral Plane itself, a realm of dreams and thought that borders many others throughout the universe. Perhaps you were conceived in that realm, or your family heirloom is a gem designed to aid astral projection, or you were raised in the vicinity of a planar portal. Regardless of the reason, you find yourself able to tap into the Astral Plane's physics-defying properties to achieve what others can only dream of.

Metaphysical Being

Starting at 1st level, your physical form has adapted to the dreamlike expanse of the Astral Plane, causing you to shed some of your mortal limitations. You no longer need to eat or drink to sustain yourself and you gain resistance to psychic damage.

Spatial Shift

Also at 1st level, you channel the strange physics of the Astral Plane to bend space when you use your magic. Once per turn when you hit a creature with a spell attack, you can move it up to 5 feet in any direction.

Once you reach 2nd level in this class, you can expend any number of your sorcery points when you use this feature to increase the distance you move the creature by 5 feet for each expended sorcery point.

Planar Retreat

Beginning at 6th level, your connection to the Astral Plane allows you to instinctively retreat there in moments of great danger. When you would take damage, you can use your reaction to shift to a random but safe location in the Astral Plane, negating the damage. At the start of your next turn, you return to your previously occupied space unless it is now occupied, in which case you appear in the nearest unoccupied space to it.

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

Flight of Mind

At 14th level, you gain the ability to fly using only your thoughts, as if you were on the Astral Plane. You have a flying speed equal to your walking speed, and you add a bonus equal to your Charisma modifier to any saving throw or ability check to resist being moved against your will.

Astral Storm

At 18th level, you can use an action to become a conduit to the Astral Plane itself, unleashing a barrage of psychic wind and raw thought. When you do, each creature in a 60-foot cone in front of you must make an



Intelligence saving throw against your spell save DC. A target suffers 6d10 psychic damage on a failure, or half as much damage on a success. If a creature fails the save by 5 or more, it is also stunned for 1 minute as its mind becomes inundated with a deluge of emotions and lost memories. A stunned creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a long rest, unless you spend 6 sorcery points to use this feature again.

Cursed Existence

You or an ancestor were afflicted with a hereditary malediction, a horrible curse designed to cause misery. It may have been a punishment by a god for hubris, the work of a vengeful hag coven, or perhaps the result of a magical accident you happened to be caught in the middle of. No matter how the curse came to afflict you or your family line, you have discovered a method of accessing its powers, using it as a font of magical power.

Some who become sorcerers through harnessing the power of their curse have discovered how to entirely suppress their curse's magicks until such time as they want to afflict others with its properties, while others always suffer a modicum of its effects. The most common types of curses are transfigurements, the loss of physical health, and the sapping of fortune.

Most people dread the cursed, fearing that the curse will pass to them through association with the afflicted. As a cursed sorcerer, it is your choice whether those fears are confirmed.

Curse Magic

You learn additional spells when you reach certain levels in this class, as shown on the Curse Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

When 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 from the accursed spell list, found in Chapter 3: Classes of the DMsGuild.

Curse Spells

Sorcerer Level	Spells
1st	*evil eye* [UAH]
3rd	*blindness/deafness*
5th	*bestow curse*
7th	*polymorph*
9th	*bestow malediction* [UAH]

Vile Affliction

At 1st level, you are afflicted with a grievous curse, but you have learned to suffer the curse's effects only when you want to make use of its power. Choose the nature of your curse from the following options.

Mutation. You were once horrifically imbued with monstrous properties, which may have caused a complete transformation or may have only manifested under certain conditions, such as being exposed to the light of a full moon. As an action, you can use the magic of your curse to transform yourself, gaining the following changes:

- You gain a +1 bonus to each ability check, attack roll, and saving throw you make that uses Strength, Dexterity, or Constitution.
- You suffer a −1 penalty to each ability check, attack roll, and saving throw you make that uses Intelligence, Wisdom, or Charisma.
- You have disadvantage on Constitution saving throws you make to maintain concentration.
- After at least 1 minute has passed, you can end the transformation on yourself as an action.

When you reach certain levels in this class, both the transformation's bonus and penalty increase: 9th level (+2/−2) and 17th level (+3/−3).

Sickly. Your body was robbed of strength and vitality, causing you to almost constantly be sick and weak. Once during each of your turns when a spell you cast damages a creature that isn't an undead or construct, you can cause the creature's hit point maximum to be reduced by an amount equal to half the damage it took from the spell. It suffers the reduction until it finishes a long rest. When you do, you have disadvantage on Constitution saving throws and can't regain hit points until the end of your next turn.

Unlucky. You once suffered misfortune in all aspects of life, in which anything that could go wrong seemed to always do so. When a creature you can see within 60 feet of you makes an ability check or attack roll, you can use your reaction to roll a d6 and subtract it from the creature's result. When you do, subtract 1d6 from the next ability check, attack roll, or saving throw you make within the next minute. You can't use this ability again until a minute has passed or you subtract the die from one of your own rolls.

Curse Infusion

Starting at 6th level, once during each of your turns when you cause one or more creatures to make a saving throw against a spell you cast, you can spend a number of sorcery points equal to the spell's level (1 sorcery point if the spell is a cantrip), to infuse the spell with the debilitating power of your curse. When you do, choose one ability. Each creature that fails its saving

EKATERINYA VLADINAKOVA

throw against the spell this turn also has disadvantage on the next ability check or attack roll it makes using the chosen ability before the start of your next turn.

Blessing in Disguise

At 14th level, you gain an additional benefit based on the curse you chose as your Vile Affliction. Any spell you learn through this feature counts as a sorcerer spell for you.

Mutation. You learn the *alter self* spell. It doesn't count against the number of sorcerer spells you know, and you can cast it at will, without expending a spell slot.

Sickly. You learn the *ray of enfeeblement* spell. It doesn't count against the number of sorcerer spells you know, and you can cast it at will, without expending a spell slot. Additionally, when you use your Vile Affliction, you can choose for the creature's hit point maximum to be reduced by an amount equal to the damage it took from the spell, instead of by half the damage.

Unlucky. You learn the *bane* spell. It doesn't count against your number of sorcerer spells you know, and you can cast it at will, without expending a spell slot. Additionally, when you use the reaction granted by your Vile Affliction, you can choose to roll a d10, instead of a d6. If you do, you subtract 1d10 from your next ability check, attack roll, or saving throw within the next minute, instead of 1d6.



Curse Bombardment

Starting at 18th level, you can flood your enemies with the horrific energies of your curse. As a bonus action, you can spend 5 sorcery points to cause a creature you can see within 30 feet of you to have disadvantage on all saving throws until the end of the turn.

Greenheart

Born to a dryad parent, infused with the eldritch power of an enchanted forest you were raised in, or influenced by a primal enchantment in your mother's womb, the magic of the natural world runs through you. Unlike druids, you did not choose your connection to the natural world; the natural world chose its connection to you. Greenheart sorcerers often have dark brown and bright green features, and smell of the native flora of their homelands. Sorcerers of this origin are exceptionally resilient and observant of their surroundings.

Alternative Spellcasting Ability

When you choose this sorcerous origin at 1st level, you can choose to use Wisdom, instead of Charisma, as your sorcerer spellcasting ability. If you choose to use Wisdom, all sorcerer features and Metamagic options that reference your Charisma ability modifier use your Wisdom modifier instead. You must make this choice when you gain this feature.

Greenheart Magic

You learn additional spells when you reach certain levels in this class, as shown on the Greenheart Spells table. Each of these spells counts as a sorcerer spell for you, but it 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 from the druid spell list.

DANIEL COMERCI

Greenheart Spells

Sorcerer Level	Spells
1st	*goodberry*
3rd	*spike growth*
5th	*aura of vitality*
7th	*guardian of nature*[XGE]
9th	*greater restoration*

Verdant Soul

Starting at 1st level, your hit point maximum increases by 2, and increases by 2 again whenever you gain a level in this class.

Once you reach 2nd level in this class, when you expend sorcery points you regain 2 hit points for every sorcery point you spent.



VAGELIO KALIVA

Strength of Oak

At 6th level, you can tap the endless resilience of the natural world to shake off debilitating effects. After you make a saving throw, but before the DM declares whether it's successful or not, you can use your reaction and spend 1 sorcery point to roll 1d6 and add it to the result.

Root & Leaf Speech

At 14th level, you learn the *speak with plants* spell. It is a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Additionally, you can use an action and spend 3 sorcery points to cast the *speak with plants* spell. When you cast the spell this way, moving through difficult terrain does not cost you extra movement for the duration of the spell.

Greenblood

Starting at 18th level, you can use a bonus action on each of your turns to convert vitality into sorcery points. When you do, reduce your current hit points by 6 and regain 1 expended sorcery point.

Oblex Impostor

For most of your existence, you believed yourself to be a normal humanoid. You may have begun to smell of sulfur that you could never clean off, had more trouble seeing at a distance but greater ease seeing in dark spaces, and discovered that you have a bit more respect for how dangerous fire can be, but otherwise everything seemed normal and everyone around you soon got used to your quirks.

One day, though, you were injured and discovered that what lies beneath your false skin is not musculature, bones, or blood, but living slime. You aren't who you believed yourself to be; you're an ooze simulacrum created by an oblex and imbued with the memories and personality of a creature the oblex drained, made for the purpose of hunting the memories of others for the oblex's continued sustenance. After the discovery, you managed to break the tether attaching you to your creator without being destroyed yourself, and have begun exploring the properties of your new form. Your innate magic comes from being a memory-eating ooze, and you may have begun adventuring to take vengeance on your creator or to discover what happened to your original self.

Oblex Spawn

Starting at 1st level, you count as being an ooze, in addition to any other creature type you have. You have blindsight to a range of 60 feet, but are blind beyond this radius. If you take fire damage, you can't regain hit points until the end of your next turn.

Eat Memories

Also starting at 1st level, you can consume the memories of other creatures. As an action, you can attempt to eat the memories of a creature you can see within 30 feet of you. The target must make a Wisdom saving throw against your spell save DC. Constructs, oozes, plants, and undead automatically succeed on the saving throw. On a failed save, the creature becomes memory drained until it finishes a short or long rest or until it benefits from a *greater restoration* or *heal* spell.

While memory drained, the target must roll a memory drain die—which is a d4—and subtract the number rolled from any ability check or attack roll it makes. At the end of each of its turns, a memory drained creature can repeat the saving throw, ending the memory drain early for itself on a successful save.

Additionally, when you memory drain a creature, you gain the ability to speak, read, and write each language the creature does until you memory drain a different creature. You retain the creature's languages even after the memory drain effect has ended for it.

Once you memory drain a creature, you can't use this feature again until you finish a long rest, or until you expend a spell slot to use it again.

The memory drain die increases in size when you reach certain levels in this class: to a d6 at 6th level, d8 at 14th level, and d10 at 18th level.

Picky Eater

Starting at 6th level, when you memory drain a creature, you can spend 2 sorcery points to probe the creature's mind for a specific memory. You learn which skills and tools the creature is proficient in, as well as what spells it knows if any. Choose one of the following effects:

- You specify an event that you believe the creature experienced and that lasted no longer than 10 minutes. If the creature has a memory of the event, you gain the memory as though you lived through it.
- You gain proficiency in one skill or tool in which the creature is proficient until you use this feature to gain a new proficiency.
- You learn one spell the creature knows that is of a level you can cast. As long as you know it, it counts as a sorcerer spell for you, and doesn't count against the number of sorcerer spells you know. You lose the spell if you use this feature to learn a new spell.



GARY DUPUIS

Sulfurous Clone

Also at 6th level, you learn to manipulate your biology to create slime clones of your own. Over the course of 1 minute, during which you must maintain your concentration (as though concentrating on a spell), you extrude a piece of yourself into an unoccupied space within 5 feet of you. It coalesces into an exact duplicate of yourself or of a Medium or smaller creature who you've memory drained in the last 24 hours. For all practical purposes, this slime clone is you, meaning you occupy your space and its space simultaneously and it uses your statistics. It appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The slime clone moves as you choose during your turn, and you can cast spells, take actions, use reactions, and use your racial traits and class features from the slime clone's position.

The slime clone is tethered to you by a strand of slime that can extend up to 120 feet away from your body. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between you and the clone. The clone collapses into a pool of inanimate slime if the tether is severed, you dismiss the clone as an action, or if you drop to 0 hit points or die. When you take damage, you can choose to dismiss the slime clone (no action required).

You can't have more than one slime clone at a time.

Gelatinous

At 14th level, you gain greater control of the ooze that makes up your body. You can move through a space as narrow as 1 inch wide without squeezing.

Additionally, whenever your slime clone would take damage, you can use your reaction to dismiss it, preventing you from taking the damage.

Elder Oblex

Starting at 18th level, you can now have a number of slime clones up to your Charisma modifier (minimum two). When you use the reaction granted by your Gelatinous feature, you can dismiss any number of your slime clones.

Reincarnated Warrior

Some legends are so widespread and revered that they will forever live on. Heroic warriors, in particular, capture the hearts and minds of the common folk, spurred by the songs and tales of bards across the world. Whether you know it or not, you are the soul of such a warrior born anew. You have a natural affinity for the tools of battle, and never feel more alive than when your blade is locked against another.

Unlike your first life, though, you have an innate magic born of the adoration of generations who have repeated your legend. You can channel this magic through your weapons and combine it with your martial prowess.

If you are aware of your reincarnation, a doubt may haunt your thoughts: Why now? Why after all this time have you been given new physical form? Perhaps a new destiny awaits you that requires a legend of your magnitude, and your legacy will ever grow.

Soul of Endurance

Starting at 1st level, your body and soul sing when you are engaged in battle, granting you immense resilience. You gain the following benefits:

- While you wear no armor or you are under the effects of the *mage armor* spell, you can use your Charisma modifier, instead of your Dexterity modifier, to calculate your Armor Class. You can use a shield and still gain this benefit.
- Whenever you would take damage while you are conscious and within 5 feet of a hostile creature, you reduce the amount of damage you take by 1. The reduction increases when you reach certain levels in this class, increasing to 2 at 5th level, 3 at 10th level, 4 at 15th level, and 5 at 20th level.



DEAN SPENCER

Martial Inheritance

Also starting at 1st level, you are supernaturally talented with martial implements. You are proficient with all melee weapons and with shields.

Once you reach 2nd level in this class, you can spend 1 sorcery point as a bonus action to make a weapon you're holding a conduit for your magic for 10 minutes or until it leaves your hand. For the duration, you can use the weapon as a spellcasting focus for your sorcerer spells, and it is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Warrior's Resolve

Starting at 14th level, when you take damage that reduces you to half your maximum hit points or less, you can use your reaction to regain half of your expended sorcery points. When you do, the damage reduction granted by your Soul of Endurance is doubled for 1 minute.

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

Legendary Prowess

Starting at 18th level, you can use your magic to fuel a furious flurry of strikes. When you take the Attack action on your turn, you can expend up to 5 sorcery points to make an equal number of additional melee weapon attacks as part of that Attack action. Each attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



Warlock

The warlock class receives additional spells in its spell list.

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those offered in the *Player's Handbook*: the Archmage, the Crone, the Great Trickster, the Icebound, the Librarian, and the Titan.

The warlock class also gains new options when selecting a Pact Boon and choosing an Eldritch Invocation. These expanded options are detailed after the new archetypes.

Additional Warlock Spells

The spells in the following list expand the warlock spell list in the *Player's Handbook*. The list is organized by spell level, not character level, and a spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses. The descriptions for each of these spells can be found in Chapter 4: Feats & Spells.

Cantrips (0 Level)

Bloodletting bite (necromancy)
Death shroud (necromancy)
Illusory feint (illusion)
Misfortune's mark (divination)
Pitifulness (enchantment)
Project fear (illusion)
Shadow knife (illusion)
Silent steps (illusion)

1st Level

Contaminate food and drink (transmutation)
Corpse mask (transmutation)
Curse shock (necromancy)
Drain (necromancy)
Evil eye (necromancy)
Forsaken chains (evocation)
Nocturnal transformation (transmutation)
Sleight of strike (illusion)
Throw voice (illusion, ritual)

2nd Level

Hex bolt (necromancy)
Skull servant (necromancy, ritual)
Throat rend (necromancy)
Wave of agony (necromancy)

3rd Level

Hex storm (necromancy)
Misplace aggression (enchantment)
Shadow bow (illusion)

4th Level

Death burst (necromancy)
Foreshadow (divination)
Vampiric weapon (necromancy)

5th Level

Bestow malediction (necromancy)
Devilsight (transmutation)
Dusk (necromancy)
Flexuous will (illusion)
Stolen life (necromancy)

6th Level

Bloodseize (transmutation)
Ghostwalk (transmutation)
Investiture of darkness (transmutation)
Investiture of voltage (transmutation)
Mind crush (enchantment)
Shadowmail (illusion)

7th Level

Charm crowd (enchantment)
Elemental ruination (transmutation)
Mob mentality (enchantment)
Sensory deprivation (necromancy)

8th Level

Create vampire (necromancy)

9th Level

Seal fate (divination)
Shadow armory (illusion)
Spell void (necromancy)

The Archmage

Your patron is an incredibly powerful magical practitioner — such as Blackstaff, Elminster, Fistandantilus, Gromphe Baenre, Mordenkainen, or Vecna — one whose skill and strength in the arcane arts has made them tantamount to a god. Such a mage may require minions to aid them in unlocking the great secrets of the multiverse, or perhaps they just need a subject for their eldritch experiments.

No matter your patron's motivations, you have convinced them to take you on as an apprentice, being granted access to a modicum of their knowledge and power.

Expanded Spell List

The Archmage 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.

Archmage Expanded Spells

Spell Level	Spells
1st	*magic missile, shield*
2nd	*Nystul's magic aura, Tasha's mind whip* [TCE]
3rd	*Leomund's tiny hut, Melf's minute meteors* [XGE]
4th	*Mordenkainen's faithful hound, Otiluke's resilient sphere*
5th	*Bigby's hand, Rary's telepathic bond*

Arcane Apprentice

At 1st level, you can choose to use Intelligence, instead of Charisma, as your warlock spellcasting ability. If you choose to use Intelligence, all warlock features and Eldritch Invocations that reference your Charisma modifier use your Intelligence modifier instead. You must make this choice when you gain this feature.

Additionally, you learn the *detect magic* and *identify* spells. They count as warlock spells for you, and don't count against the number of warlock spells you know. Unless you learn either spell from another source, you can only cast it as a ritual.

Archmage's Excess

Also starting at 1st level, your patron allows you to siphon off their excess reserves of magical power. As an action, you can regain one of your expended warlock spell slots. Once you use this feature, you must finish a long rest before you can use it again.

Eldritch Efficiency

At 6th level, your patron teaches you how to use your reserves of magical power with greater finesse. As a bonus action, you expend one of your warlock spell slots to gain a number of temporary lower-level warlock spell slots with total level equal to the spell slot expended. For example, if you expend a 3rd-level spell slot this way, you can gain three 1st-level spell slots or one 1st-level and one 2nd-level spell slot.

You lose a temporary spell slot when you expend it or when you regain your expended warlock spell slots at the end of a short or long rest.

Magic Resilience

Starting at 10th level, when you fail a saving throw you make against a spell or other magical effect, you can choose to succeed instead. If you use this feature to succeed on a saving throw against a spell that allows you to take half damage on a success, you instead take no damage from the spell.

Once you use this feature, you must finish a short or long rest before you can use it again.



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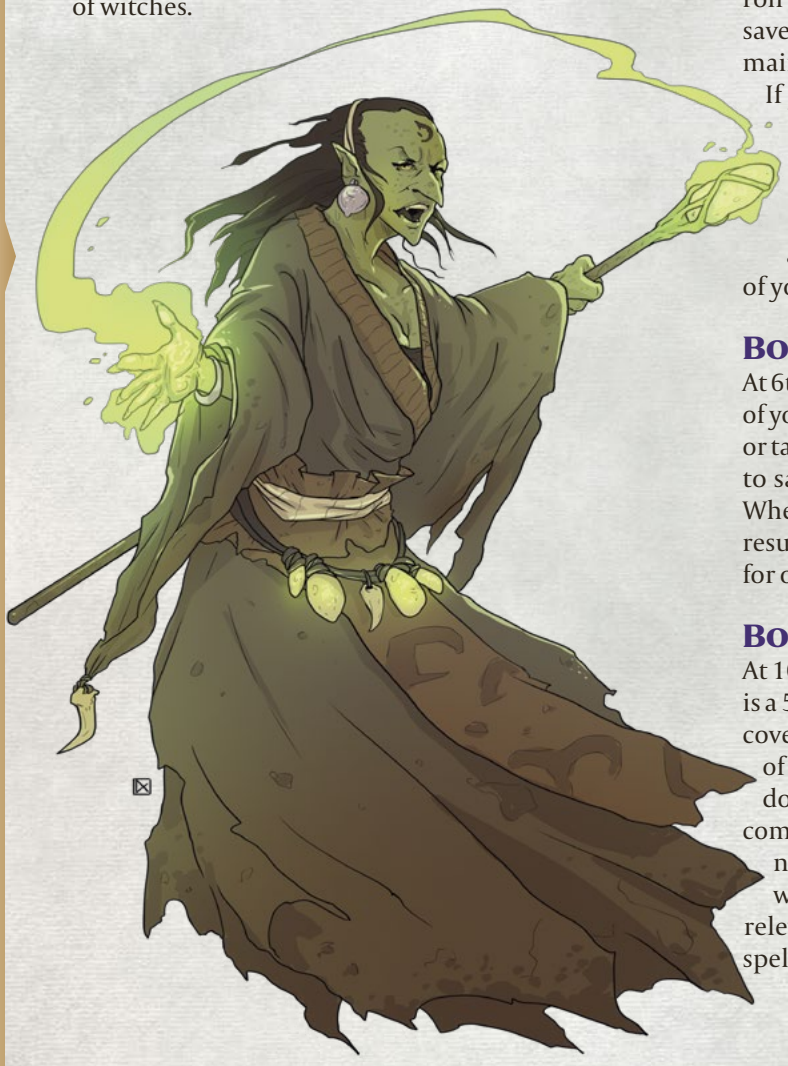
Archmage Arcanum

Starting at 14th level, your patron allows you to draw further from their knowledge and magical power. When you finish a long rest, you can choose to replace one of your arcanum spells with a different spell of the same level from either the warlock or wizard spell list. A wizard spell you choose this way counts as a warlock spell for you until you choose to replace it.

Additionally, as an action, you can regain the use of your 6th- or 7th-level arcanum spell. Once you regain the use of an arcanum spell this way, you must finish a long rest before you can use this ability again.

The Crone

Your patron is an elder force of the Feywild that veers capriciously between her maternal and destructive instincts. Such a creature smothers those she holds dear with doting attention and rejects those set against her with ruthless cruelty, often vacillating between these extremes seemingly without prompt. You have chosen a spiteful and suffocating patron, one whose nature you find yourself mimicking more and more. Beings of this sort include Aradia, mother of witchcraft; Baba Yaga, the evil woman; and Hecate, queen of witches.



Expanded Spell List

The Crone 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.

Crone Expanded Spells

Spell Level	Spell
1st	*cure wounds, sleep*
2nd	*blindness/deafness, enhance ability*
3rd	*bestow blessing* [UAH], *bestow curse*
4th	*conjure woodland beings, locate creature*
5th	*contagion, hallow*

Bind Coven

Starting at 1st level, you learn a ritual that allows you to create a coven by mystically binding you and up to 12 other willing creatures of your choice within 30 feet. This ritual takes 1 hour to complete.

When you cast a warlock spell, you can choose a willing member of your coven within 120 feet. That member of your coven can use its reaction to deliver the spell as if it had cast the spell, targeting itself if the range of the spell is Self. If the spell requires an attack roll or saving throw, it uses your spell attack or spell save DC. If the spell requires concentration, you must maintain concentration on the spell.

If you perform the ritual again, the bonds of your previous coven are destroyed.

Mother Tongue

At 1st level, you have the ability to comprehend and verbally communicate with hags and members of your coven even if you don't share a language.

Bond of Blood

At 6th level, when you deliver a spell through a member of your coven that causes a creature to regain hit points or take damage, that member of your coven can choose to sacrifice its own lifeblood to empower the spell. When it does, it rolls and expends a Hit Die, adding the result to the hit points regained or to the damage dealt for one target of the spell.

Bond of Spirit

At 10th level, you gain a special coven spell slot, which is a 5th level spell slot. You or another creature in your coven within 120 feet of you can cast a spell you know of 5th level or lower, expending the coven spell slot to do so. The creature does not need to provide material components for the spell unless those material components have a cost associated with them. It uses your warlock spell save DC and spell attack modifier if relevant and it must maintain concentration on the spell if the spell requires concentration.

DANIEL COMERCI

If you expended your coven spell slot to cast a spell, you regain it when you finish a long rest. If any other member of your coven expended your coven spell slot to cast a spell, you regain it when you finish a short or long rest.

Bond of Flesh

Starting at 14th level, you can use a bonus action on your turn to chain the resilience of your coven to one another. When you do, you and each member of your coven within 120 feet of you that has at least 1 hit point share a pool of common hit points for 1 minute. This pool of hit points equals the total of all affected coven members' current hit points with maximum hit points equal to the total of all affected coven members' maximum hit points.

At the end of the minute, or when the common current hit point pool is reduced to 0 hit points, this effect ends. When the effect ends, each affected coven member's current hit points equals 1 + the remaining current hit points in the pool divided evenly between all coven members.

The Great Trickster

You have pledged your allegiance to a spirit of mischief who delights in misdirection and misappropriation. Despite an irredeemable reputation, such patrons are not necessarily evil or even selfish. Some tricksters use pranks to teach others important moral lessons or commit lesser wrongs to serve the greater good. Most, however, are motivated primarily by their own entertainment and self-satisfaction. And selfishness. Beings of this sort include Anansi, Eshu, Huehuecoyotl, Loki, Pan, and Sun Wukong.

Spellswipe

Starting at 1st level, as a reaction when you see a creature within 60 feet of you cast a spell, you can expend a spell slot to try to steal the spell. If the spell slot you expended was equal to or higher than the spell's level, its spell fails and instead produces a momentary harmless sensory effect of your choosing.

In addition, you can add the spell to your spell vault. You can have a number of spells in your spell vault equal to your Charisma modifier (minimum 1). If adding a new spell to your spell vault would cause you to exceed this maximum, choose one spell from your spell vault to lose. All spells in your spell vault count as warlock spells you know, and don't count against the number of warlock spells you know.

As a final benefit of this feature, you can cast a spell from your spell vault without expending a spell slot. When you do, you lose the spell from your spell vault immediately after you cast it. Once you cast a spell this way, you must finish a long rest before you can do so again.



Thieves Cant

Your connection to an entity of mischief personified allows you to understand 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.

Trick is Trade

Also starting at 1st level, you can use a bonus action on your turn to magically conjure a disguise kit, forgery kit, or thieves' tools. You add your proficiency bonus to ability checks that use the conjured tool kit if you aren't already proficient with it. This tool kit remains until you use this feature again to conjure another tool kit.

GARY DUPUIS

Steal Fortune

Starting at 6th level, when a creature you can see within 30 feet makes an ability check, attack roll, or saving throw, you can use your reaction to give that roll disadvantage. When you do, one ability check, attack roll, or saving throw of your choice that you make within the next minute gains advantage. Once you use this trait, you can't use it again until you finish a short or long rest.

Skeleton Key

Starting at 10th level, you have advantage on saving throws against being restrained and ability checks made to escape a grapple. Additionally, you can cast the *knock* spell at will, without expending a spell slot.

Two Steps Ahead

Starting at 14th level, you can't be surprised. When you roll for initiative, you can use your reaction to position yourself for an ambush. When you do, you gain a +20 bonus to your initiative roll, you have truesight out to a range of 120 feet and turn invisible until the end of your next turn, and can immediately teleport to any unoccupied space within 120 feet. Once you use this feature, you must finish a long rest before you can use it again.

The Icebound

You have made your pact with an entity that rules desolate tundras, ancient glaciers, and frozen mountain peaks, or even a portion of the Frostfell, the Quasi-Elemental Plane of Ice. The magic granted by your patron allows you to call upon the power of inhospitable places where the ice never melts and the frost expands to bury the frozen corpses of those foolish enough to brave its blizzards. Such beings — like Auril the Frostmaiden, the Ice Prince Cryonax, or legendary white dragons like Ingeloakastimizilian, better known as "Icingdeath" — seek to expand their arctic domains to freeze and rule the entirety of the planes they occupy, and will often recruit warlock minions to aid them in their conquest.



DEAN SPENCER

Expanded Spell List

The Icebound 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.

Icebound Expanded Spells

Spell Level	Spells
1st	*fog cloud, ice knife* XGE
2nd	*gust of wind, Snilloc's snowball swarm* XGE
3rd	*sleet storm, slow*
4th	*ice storm, Otiluke's resilient sphere*
5th	*cone of cold, control winds* XGE

Bonus Cantrips

At 1st level, you learn the *gust* XGE and *ray of frost* cantrips. They count as warlock spells for you, but they don't count against your number of cantrips known.

Decree of Frost

Also starting at 1st level, you can utter a chilling word to call upon your patron's arctic power. As an action, choose a point you can see within 60 feet of you. You infuse the area in a 10-foot-radius sphere centered on the point with bitter cold. If this radius overlaps with a body of water or similar liquid, the surface freezes up to 1 foot thick, harmlessly shunting creatures that would intersect with this surface to the top of the ice. Each surface within the sphere becomes difficult terrain for each creature other than those you choose. If a creature suffers a critical hit or fails a Dexterity saving throw while affected by this difficult terrain, it slips and falls prone.

The sphere remains for 1 minute, after which any ice or frost created by this feature begins to naturally melt. Once you use this feature, you can't use it again until you finish a short or long rest.

Circle of Icicles

At 6th level, you deepen your connection to your patron, gaining resistance against cold damage and the ability to summon shards of frozen ice. As a bonus action, you can conjure a circle of icicles that point away from you and rotate menacingly around you. The number of icicles is equal to your proficiency bonus. The icicles remain for 1 minute, until they are all expended, or until you use a bonus action to dismiss them.

Once on each of your turns when you deal damage with an attack or spell, you can expend and launch a number of the icicles up to half your proficiency bonus at one creature that was dealt damage by the attack or spell. For each icicle, make a melee spell attack against the target. On a hit, the creature takes 1d12 cold damage.

Once you conjure icicles with this feature, you can't do so again until you finish a short or long rest.

Aurora Cloak

Starting at 10th level, when you become the target of an attack but before the attack roll is made, you can use your reaction to sheathe yourself in a cloak of dancing, magical lights. When you do, roll on the following table to determine the cloak's effects.

Aurora Cloak

d6	Effects
1	After the attack hits or misses, you become invisible for 1 minute, or until you attack or cast a spell.
2	Your cloak reflects the attack, and the attacking creature instead makes the attack against itself.
3	You can teleport to a location you can see within 30 feet. If you are still within the attack's range after the teleportation, the attacker has disadvantage on the roll; otherwise, the attacker can choose a new target for the attack.
4	You immediately conjure 2 icicles, as though conjured with your Circle of Icicles feature.
5	Until the end of the triggering attacker's turn, you have resistance to one of the damage types dealt by the attack (your choice). On your next turn, the first attack you make creates a phantom replica of the triggering attack, dealing an additional 1d6 damage of the chosen type to the target on a hit.
6	Your cloak attempts to freeze the attacker in ice. The attacker must succeed on a Constitution saving throw against your spell save DC or lose the attack and become restrained until the start of its next turn.

You can use this feature a number of times equal to half your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

Permafrost Prison

Starting at 14th level, you can call upon your patron's power to encase a creature in magical ice that will never naturally melt. As an action, you cause ice to erupt around a creature you can see within 60 feet of you and attempt to imprison it. The target must succeed on a Dexterity saving throw against your spell save DC or become restrained for 1 minute.

A creature restrained by this feature, or a creature within 5 feet of it that isn't restrained, can use its action to attempt to free the restrained creature. It must make a Strength saving throw against your spell save DC. After three successful saving throws, the creature is freed. If the creature remains restrained by the ice for the full minute, the ice seals around its entire body, permanently paralyzing the creature and rendering it unable to breathe, eat, drink, or use any of its senses other than sight until the paralyzed condition ends on it.

Once you use this feature, you can't use it again until you finish a short or long rest if the target succeeded on the initial saving throw; otherwise, you can't use this feature again until you finish a long rest.

The Librarian

You have made a pact with an enigmatic being that collects knowledge above all else. Whether it is a dragon with an unusual hoard, a fiendish purveyor of dark secrets, or the second face of a god of knowledge, your patron desires to know everything—and maybe, so do you. Your pact grants you the chance to learn far beyond your mortal scope, and as long as you seek what your patron does not yet know, such knowledge will remain within your reach.

Expanded Spell List

The Librarian 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.

Librarian Expanded Spells

Spell Level	Spells
1st	*detect magic, identify*
2nd	*detect thoughts, silence*
3rd	*detect past* [UAH], *speak with dead*
4th	*arcane eye, divination*
5th	*legend lore, skill empowerment*

Sworn Scholar

At 1st level, you can choose to use Intelligence, instead of Charisma, as your warlock spellcasting ability. If you choose to use Intelligence, all warlock features and Eldritch Invocations that reference your Charisma

modifier use your Intelligence modifier instead. You must make this choice when you gain this feature.

In addition, you learn one language of your choice and become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.

Meticulous Chronicling

Also starting at 1st level, you create a grimoire of all knowledge with your patron's guidance. The grimoire weighs 10 lbs and its contents shift depending on the topic you choose to research when opening it.

When you finish a rest during which you spent at least 1 hour consulting your grimoire, you can choose any one language and one skill. Until you consult the grimoire again, you can speak, read, and write the chosen language and are proficient in the chosen skill.

Additionally, the grimoire contains a wealth of information regarding the process of scribing scrolls. While you have possession of your grimoire, you can create spell scrolls in half the time and at half the cost. In addition, you can create a spell scroll for any spell that is of a level you can cast with your pact magic spell slots, even if you don't know it and the spell isn't on the warlock spell list. You can cast any spell from a spell scroll as if it were on the warlock spell list.

If your grimoire is destroyed or lost, you can replace it with 8 hours of writing and 25 gp worth of paper and magical inks. When you do, your old grimoire turns to dust.



Librarian's Favor

Starting at 6th level, your patron's favor allows you to navigate the hallowed silence of halls of knowledge. You gain resistance to thunder damage and can ignore the verbal components of spells you cast.

Voracious Learner

At 10th level, your proficiency bonus is doubled for any ability check you make using the skills you gained proficiency in with your Sworn Scholar and Meticulous Chronicling features.

In addition, you can read all written languages. When you read a book, scroll, or other text that would normally take you longer than 1 hour to read completely, it only takes you 1 hour to read it completely.

Thirst for Knowledge

Starting at 14th level, you can snatch magic out of the air and add it to your personal library. When a creature you can see within 60 feet casts a spell, you can use your reaction to interrupt it. If the spell is 5th level or lower, the spell fails and you immediately scribe a spell scroll containing the spell. If the spell is 6th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the spell fails and has no effect.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a use of one of your arcanum spells to use this feature again.

The Titan

Your patron is a being of unfathomable size, age, and strength, such as an astral dreadnought, an empyrean, a kraken like Slarkrethel, or a tarrasque. Titans such as these are quasi-deities created by gods, whether through the union of two deities, being manufactured on a divine forge, constituting from blood spilled from a god, or becoming manifested through divine will. Most often, the creators of a titan come to see it as a threat and imprison it with the intention of one day unleashing it on their enemies.

A titan who seeks a pact with a warlock is usually one who desires escape from its imprisonment, most often to take vengeance on its creator. However, captivity and solitude may instead cause madness to bloom in the titan, who may seek escape so that it can consume all of existence. In exchange for the breaking of its chains, the titan grants the warlock increased size and strength, often accompanied by its horrible hunger.

DEAN SPENCER

Expanded Spell List

The Titan 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.

Titan Expanded Spells

Spell Level	Spells
1st	*absorb elements*[XGE], *earth tremor*[XGE]
2nd	*enhance ability, enlarge/reduce*
3rd	*erupting earth*[XGE], *slow*
4th	*giant insect, stoneskin*
5th	*destructive wave, giantize*[UAH]

Gigantic

At 1st level, your patron grants you greater size and strength. If you are Medium or smaller, your size permanently increases by one category, multiplying your weight by 8. You choose how your dimensions alter to accommodate your new size and weight. When you gain this feature, your equipment and anything you're wearing or carrying grows to match your new size, but their statistics and value are otherwise unchanged. Each magic item you attune to also grows to accommodate your new size, where applicable, and returns to its normal size if you break your attunement with it.

Additionally, you can choose to use Strength, instead of Charisma, as your warlock spellcasting ability. If you choose to use Strength, all warlock features and Eldritch Invocations that reference your Charisma modifier use your Strength modifier instead. You must make this choice when you gain this feature.

Great Hunger

Starting at 1st level, your appetite, like your patron's, becomes nigh impossible to satisfy. Your stomach becomes a portal to a demiplane, in which you can store objects. As an action, you can devour an object that is Medium or smaller and store it in the demiplane, or regurgitate an object stored within the demiplane. The objects in your demiplane must have a combined weight in pounds no more than 20 times your warlock level. If you attempt to store an object that would push the total weight beyond this number, you immediately regurgitate it and take 1d8 necrotic damage, which can't be reduced or prevented in any way.

The objects within your demiplane can't be accessed or detected by other creatures except through means that would allow them to access or view other planes, such as the *gate* spell.

When you die, you regurgitate everything stored within your demiplane.

Wrath of the Titan

Starting at 6th level, once per turn when you hit a creature with a melee attack, you can draw on your patron's strength and mass to cause the attack to deal an additional 2d6 force damage.

This force damage increases to 3d6 when you reach 10th level in this class, and to 4d6 when you reach 14th level in this class.

Colossal

At 10th level, your patron gifts you a portion of its incredible resilience. Your hit point maximum increases by 20, and increases by 2 whenever you gain a level in this class.

Additionally, whenever you would take damage, you can use your reaction to reduce the damage by half your warlock level.



EDUARDO COMETTANT

Swallow Whole

Starting at 14th level, as an action, you can attempt to swallow a creature within 5 feet of you that is your size or smaller. That creature must succeed on a Strength saving throw against your spell save DC or be swallowed into your demiplane. While within your demiplane, the creature is restrained, it can't perceive, affect, or be affected by anything outside your demiplane, and it takes 4d6 acid damage at the start of each of its turns. The creature's weight doesn't count against the maximum weight that can be stored within your demiplane. If the creature dies, the acid dissolves its corpse and you regurgitate all of the objects it was wearing and carrying onto the ground in your space.

On its turn, a creature within your demiplane can use its weapons and abilities to target you as though you are visible to it and within 5 feet of it. When you take damage from a creature within your demiplane, you must succeed on a Constitution saving throw with a DC equal to half the damage you took (minimum DC 10) or regurgitate the creature prone into the nearest unoccupied space to you. You also regurgitate the creature prone into the nearest unoccupied space if you fall unconscious or die.

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

New Pact Boons

At 3rd level, a warlock gains the Pact Boon feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

Pact of the Cauldron

You have a magical cauldron granted by your patron.

You can use your cauldron to create a number of potions up to your Charisma modifier (a minimum of 1) over the course of 10 minutes. When consumed, you can use your reaction and expend a warlock spell slot to empower the potion, otherwise the consumer must succeed on a Constitution saving throw against your spell save DC or be targeted by the *disguise self* spell (you determine the consumer's new appearance). A creature can choose to fail this saving throw without rolling.

If you expended a spell slot, choose any warlock spell you know with a range of Self or Touch and the creature who consumed the potion is affected as if it were the target of the chosen spell.

Once you create a number of potions equal to your Charisma modifier (a minimum of 1) with this feature, you can't create any more until you finish a long rest. Potions made with your cauldron become inert and impotent after 8 hours.

If you ever lose your cauldron, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous cauldron. The cauldron melts into sludge when you die .

Pact of the Sole

While you are not wearing footwear, you can use your action to create a pair of pact boots covering your feet. You choose the appearance of your pact boots. While you wear your pact boots, your base walking speed increases by 10 feet and you ignore nonmagical difficult terrain.

Your pact boots disappear if they are more than 5 feet away from you for 1 minute or more. They also disappear if you use this feature again, if you dismiss them (no action required), or if you die.

You can transform one magic pair of footwear, such as *boots of striding and springing*, into your pact boots by performing a special ritual while you hold or wear the footwear. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the magic footwear, shunting it into an extradimensional space, and it appears whenever you create your pact boots thereafter. You can't affect an artifact or sentient item this way. The magic footwear ceases being your pact boots if you die, if you perform the 1-hour ritual on a different set of magic footwear, or if you use a 1-hour ritual to break your bond to it. The footwear appears at your feet if it is in the extradimensional space when the bond breaks.



RICK HERSHEY

ARTWORK PROVIDED BY WIZARDS OF THE COAST, USED WITH PERMISSION

New Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

Cauldron Companion

Prerequisite: 5th level, Pact of the Cauldron feature

You can cast the *tiny servant* [XGE] spell targeting your cauldron without expending a spell slot. You can't do so again until you finish a long rest.

Double Double

Prerequisite: Pact of the Cauldron feature

When a creature consumes a potion you created with your cauldron, you can use your reaction to empower the potion as if you had expended a spell slot of a level equal to your pact spell slot level. You can't do so again until you finish a long rest.

Lightning Greaves

Prerequisite: 12th level, Pact of the Sole feature

While you wear your pact boots, you can take the Dash, Disengage, or Dodge action as a bonus action.

Sneakers

Prerequisite: Pact of the Sole feature

While you wear your pact boots, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Swiftfoot Boots

Prerequisite: 7th level, Pact of the Sole feature

While you wear your pact boots, 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.

Toil and Trouble

Prerequisite: Pact of the Cauldron feature

When you empower a potion, you can choose which spell to target the consumer with from an expanded spell list based on your level in this class. These spells count as warlock spells you know when cast this way. Spells in this expanded spell list that have a range other than Self or Touch still work with your cauldron created potion.

Toil and Trouble Expanded Spells

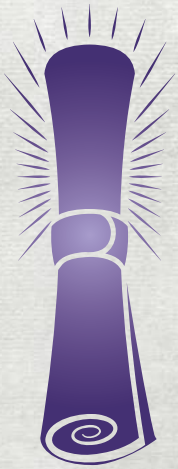
Warlock Level	Spells
1st	*comprehend languages, inflict wounds, speak with animals*
3rd	*enlarge/reduce, lesser restoration*
5th	*feign death*

Walk the Mists

Prerequisite: 12th level

You can cast the *misty step* spell at will, without expending a spell slot.





Wizard

The wizard class receives additional spells in its spell list.

At 2nd level, a wizard gains the Arcane Tradition feature. The following options are available to a wizard, in addition to those offered in the *Player's Handbook*: the Grey Guild, the School of Fundamentals, the School of Golemancy, the School of Mnemomancy, Sigilsmithing, and Theurgy.

Additional Wizard Spells

The spells in the following list expand the wizard list in the *Player's Handbook*. The list is organized by spell level, not character level, and a spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses. The descriptions for each of these spells can be found in Chapter 4: Feats & Spells.

Cantrips (0 Level)

Fool's gold (conjuration)
Fortify (abjuration)
Illusory feint (illusion)
Mage ward (abjuration)
Pitifulness (enchantment)
Prediction (divination)
Project fear (illusion)
Shadow knife (illusion)
Silent steps (illusion)
Speak true (abjuration)
Spell-shattering strike (evocation)
Vortex dart (evocation)

1st Level

Aspir (evocation)
Contaminate food and drink (transmutation)
Corpse mask (transmutation)
Curse shock (necromancy)
Dazzling pop (illusion)
Drain (necromancy)
Embrace destiny (divination)
Evil eye (necromancy)
Nocturnal transformation (transmutation)
Oscillating chronology (transmutation, ritual)
Sleight of strike (illusion)
Throw voice (illusion, ritual)

2nd Level

Corrode metal (transmutation)
Elemental spike (evocation)
Fortuity conflux (divination)
Skull servant (necromancy, ritual)
Throat rend (necromancy)
Ward against spells (abjuration)
Ward against weapons (abjuration)
Wave of agony (necromancy)

3rd Level

Detect past (divination, ritual)
Find greater familiar (conjuration, ritual)
Find vessel (conjuration)
Mage barrier (abjuration)
Misplace aggression (enchantment)
Part and parcel (conjuration)
Pleonexia's panoply of personas (transmutation)
Premonition (divination)
Shadow bow (illusion)

4th Level

Abeyed discharge (evocation)
Call spirit (necromancy)
Death burst (necromancy)
Foreshadow (divination)
Guardian of civilization (transmutation)
Invisible weapon (illusion)
Sticks to snakes (transmutation)
Vampiric weapon (necromancy)

5th Level

Bestow malediction (necromancy)
Devilsight (transmutation)
Dusk (necromancy)
Flexuous will (illusion)
Giantize (transmutation)
Stolen life (necromancy)

6th Level

Bind familiar (transmutation, ritual)
Bloodseize (transmutation)
Forecast (divination, ritual)
Geotag (divination)
Ghostwalk (transmutation)
Investiture of darkness (transmutation)
Investiture of voltage (transmutation)
Mass blur (illusion)

Mind crush (enchantment)
Shadowmail (illusion)
Zone of communication (divination, ritual)

7th Level

Charm crowd (enchantment)
Elemental ruination (transmutation)
Mob mentality (enchantment)
Prophesied strike (divination)
Sensory deprivation (necromancy)

8th Level

Cataclysmic failure (divination)
Create vampire (necromancy)
Encyclopedia (divination)
Mass invisibility (illusion)
Maximize/minimize (transmutation)

9th Level

Brain trust (divination)
Mercurius's curious clone (illusion)
Seal fate (divination)
Shadow armory (illusion)
Spell void (necromancy)

The Grey Guild

Wizards of the Grey Guild arcane tradition eschew a focus on one specific school of magic in favor of an arcane specialty in duplicity and espionage. In some worlds, all wizards of this tradition belong to one organization with its own overarching goals and schemes while in others, the Grey Guild is a methodology used by individual wizards and arcane organizations in competition with one another. Regardless of which is the case in your world, wizards of the Grey Guild have a bad reputation amongst wizards of other traditions given their proclivity for hoarding magical secrets from other spellcasters.

Grimoire Codex

Beginning when you select this school at 2nd level, you translate your spellbook into a code only you can understand. When you add additional spells to your spellbook, they are encoded as well. Other wizards cannot copy spells from your spellbook unless you assist them by translating your writing out of this coded language.

Bonus Proficiencies

At 2nd level, you gain proficiency in two of the following skills of your choice: Deception, Insight, Investigation, Perception, Sleight of Hand, or Stealth.

Encoded Speech

Also starting at 2nd level, you can use a bonus action on your turn to magically encode your speech for 10 minutes. When you do, choose a number of creatures you can see up to your Intelligence modifier + your wizard level. Chosen creatures understand the encoded messages within your speech.

All other creatures hear you speaking about a subject of your choice and can make a Wisdom saving throw against your spell save DC. On a success, a creature suspects you are speaking code but doesn't understand the message. On a failure, it is clueless to your subterfuge.

Once you use this feature, you must finish a short or long rest to use it again.

Arcane Occultation

Starting at 6th level, the Weave intervenes in the minds of others to obscure your comings and goings. When you interact with a humanoid for 10 minutes or less, you can choose to force the creature to make an Intelligence saving throw against your spell save DC. Creatures who already know you personally have advantage on this saving throw. On a failure, the creature forgets all the details of the interaction as soon as it is over, including your identity and any of your identifying characteristics.



BLAKE DAVIS

Conspiracy of One

By 10th level, you have learned to trust no one but yourself. That would pose a problem for the agents of the Grey Guild except that they learn to form a conspiracy of one. As an action, you can expend a spell slot to create a number of conspirators equal to the level of the spell slot expended. Each conspirator appears in its own unoccupied space within 30 feet of you.

Conspirators are indistinguishable from one another and from you. Each conspirator has your Armor Class, saving throw proficiencies, and other attributes but evaporates into shadows and spiderwebs when it takes any damage. It is immune to all conditions. When you take an action, you can choose to take it as if you occupied the same space as any one of your conspirators.

While you have one or more conspirators, you can use a bonus action to swap places via teleportation with a conspirator of your choice who is on the same plane as you. As an action, you can sense through a chosen conspirator's senses indefinitely until you choose to end the ability or the conspirator is destroyed. Your conspirators have the same senses as you. While you are sensing through a conspirator, you are blind and deaf in regard to your own senses.

After an hour, or 8 hours if you expended a spell slot of 6th level or higher to create your conspirators, all remaining conspirators are destroyed. Whenever a conspirator is destroyed or evaporates into shadows and spiderwebs, you can use a reaction immediately after to teleport to the nearest unoccupied space closest to where the conspirator was.

Once you use this feature, you must finish a long rest before you can do so again.

Ethereal Infiltrator

Starting at 14th level, while you are in dim light or darkness, you can move through creatures and objects. If you end your turn inside a creature or object, you take 1d10 force damage for each 5 feet between you and the nearest unoccupied space, then you teleport to that space.

School of Fundamentals

The School of Fundamentals is comprised of wizards who believe that the greatest mages are those who have mastered the foundations. While other schools delve into study of a particular type of spell, you have focused your efforts on the building blocks of spellcasting: cantrips. Detractors of this school mock the fundamentalists as those who waste their time with the minutiae of spells that the most inexperienced of apprentices could cast. You know, however, that the ability to cast a spell shares little in common with the mastery required to cast it with precision and potency.

As a fundamentalist wizard, you give cantrips the respect that is their due, studying their every detail and fine tuning every aspect of their components as though they are 9th-level spells. You add them to your spellbook and prepare them like other wizards would only with their leveled spells, knowing that the perfection of these seemingly rudimentary techniques will lead to greater heights than the other schools could ever imagine.

Cantrip Savant

Beginning when you select this school at 2nd level, you can copy cantrips into your spellbook in a similar manner to copying spells of 1st level and higher. When you find a wizard cantrip, you can add it into your spellbook by spending 2 hours and 50 gp. The cost represents material components you expend as you experiment with the cantrip to master it, as well as the fine inks you need to record it.

The three wizard cantrips you know from your Spellcasting class feature are automatically added to your spellbook without time or cost. When you learn an additional wizard cantrip upon reaching 4th and 10th level in this class, the spell you choose is also added to your spellbook without time or cost.

Additionally, you prepare cantrips from your spellbook in a similar manner to how you prepare your wizard spells of 1st level and higher. To do so, choose a number of wizard cantrips from your spellbook up to 2 + the number in the Cantrips Known column of the Wizard table for your level. You can change your list of prepared cantrips whenever you finish a long rest. Doing so requires you to spend 1 minute studying your spellbook.

Augmented Fundamentals

Also starting at 2nd level, you can channel more of your magical power into a wizard cantrip you cast, causing it to have greater effects. When you cast a wizard cantrip, you can expend a spell slot to augment its effects in one of the following ways.

Empower. If the cantrip deals damage, the first damage roll you make for the cantrip this turn is increased by 1d8 per level of the expended spell slot.

Extend. If the cantrip has a duration longer than 1 round, its duration is extended based on the level of the expended spell slot: by 10 minutes for 1st through 3rd level, by 1 hour for 4th through 6th level, or by 8 hours for 7th level or higher.

Further. If the cantrip has a range other than Self, its range increases based on the level of the expended spell slot: by 30 feet per level for 1st through 8th level, or its range changes to Sight for 9th level.

Multiply. If the cantrip can target only a single creature or object, you can target an additional creature or

object in range for each level of the expended spell slot. If the cantrip requires a spell attack, you make only one attack roll, which is then applied to each target.

Enhanced Cantrips

Starting at 6th level, your intensive study of cantrips enhances your ability to cast them. You gain the following benefits:

- You can add your Intelligence modifier to the first damage roll of any cantrip you cast during your turn.
- When you cast a cantrip that doesn't deal damage, you gain a number of temporary hit points equal to your Intelligence modifier (minimum 1). You lose these temporary hit points after 1 minute.
- You can cast cantrips from your spellbook that you don't have prepared. When you cast a cantrip this way, its casting time increases by 10 minutes.



DANIEL COMERCI

Subconscious Focus

Starting at 10th level, you have such a comprehensive understanding of cantrips that you can concentrate on them with minimal mental effort. You can concentrate on up to two spells simultaneously, provided that one or both of them is a cantrip.

Universal Theory of Fundamentals

Starting at 14th level, your understanding of cantrips transcends the realm of purely arcane magicks. All cantrips count as wizard spells for you, allowing you to copy any cantrip you find into your spellbook.

Additionally, when you expend a spell slot of 2nd level or higher to use your Augmented Fundamentals, you regain one expended spell slot. The slot you regain must be of a level lower than the slot you expended and can't be higher than 5th level.

School of Golemancy

Wizards of the school of golemancy strive to create artificial life and intelligence through purely arcane means. Though such golemancers see necromancy spells that bring the dead back to life or create undead as useful tools, they are unsatisfied with just restoring consciousness or creating a facsimile of life. They spend years studying consciousness, and weave enchantments that allow them to create a personality and persona.

As a golemancer, you have built a custom golem, carefully choosing its materials and components, installing specialized augments, and finally applying the persona you so precisely crafted. A golem is often a reflection of its creator, telling you much about their intentions and sensibilities; clay is used to denote protection of people, flesh used in a creator's attempt to create humanoid life, iron used for guardians of its creator's person and belongings, and stone used for stewards of particular locations. No matter what materials and features your golem possesses, you have created a companion that will safeguard and fight alongside you for the remainder of your days.

Golem Companion

When you select this school at 2nd level, you construct a golem and imbue it with artificial life. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the golem companion stat block, which uses your proficiency bonus (PB) in several places. You determine the golem's appearance and the materials from which it is constructed, neither of which have an effect on its game statistics.

In combat, the golem companion shares your initiative, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you otherwise command it. You can use your action to have it take one of the actions in its stat block or to have it take the Help action, or you can use your bonus action to have it take any other action. You can't use your action and bonus action to command your golem on the same turn.

If the *mending* spell is cast on the golem, it regains 2d6 hit points. If it has died within the last hour, you can use an action to revive it, provided you are within 5 feet of it and expend a spell slot of 1st level or higher. The golem companion returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new golem companion if you have the materials to do so. If you already have a golem companion from this feature, the first one immediately perishes. The golem also perishes if you die.



Golem Companion

Medium construct

Armor Class 10 + your Intelligence modifier + PB (natural armor)
Hit Points 3 + your Intelligence modifier + five times your level in this class (the golem has a number of Hit Dice [d8s] equal to your wizard level)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (**+3**)	6 (**−2**)	16 (**+3**)	8 (**−1**)	10 (**+0**)	4 (**−3**)

Saving Throws Str +3 plus PB, Con +3 plus PB
Skills Athletics +3 plus PB
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages you speak
Challenge —
Proficiency Bonus (PB) equals your bonus

Immutable Form. Once you reach 10th level in this class, the golem is immune to any spell or effect that would alter its form. When you cast a wizard spell targeting your golem, you can choose for the spell to ignore this trait until immediately after the spell ends.

Magic Resistance. Once you reach 14th level in this class, the golem has advantage on saving throws it makes against spells and other magical effects.

Actions (Requires Your Action)

Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + PB bludgeoning damage.

Arcane Augmentation

Also starting at 2nd level, you cannot help yourself but to try to improve your golem, seeking absolute perfection. Your golem companion gains two of the following augmentations of your choice. If an augmentation has prerequisites, you must meet them to choose it. You can choose the augmentation at the same time that you meet its prerequisites.

Your golem companion gains two additional augmentations of your choice at 6th level, and one additional augmentation of your choice at 10th and 14th level. Whenever you create a new golem, you can reselect its augmentations. When you do, you can't choose more than one augmentation that has a

10th-level prerequisite or more than one augmentation that has a 14th-level prerequisite.

Adamantine. You replace some of the materials used to construct your golem with adamantine, making it more resistant to devastating injuries. Any critical hit against your golem companion becomes a normal hit.

Linked. While you're within 60 feet of your golem companion, you can communicate with it and give it commands telepathically.

Scan. Your golem companion gains the following action: ***Scan.*** The golem magically analyzes a creature or object within 10 feet of it. If the target is a creature, you learn which ability score is the creature's highest (the DM's choice in the case of a tie), as well as if it has any damage resistances, damage immunities, or condition immunities and what those resistances and immunities are. If the target is an object, you learn the object's AC, as well as whether or not it is magical or under the effects of a spell, though not any further information about the object or spell's properties.

Shield. While you're within 5 feet of your golem companion and it isn't incapacitated, you gain a +2 bonus to your AC.

Skilled. Choose two skills other than Athletics. Your golem companion adds your proficiency bonus to any ability check it makes using the chosen skills. You can choose this augmentation multiple times, selecting different skills each time.

Replicate. Your golem companion gains the following action: ***Replicate.*** The golem contorts itself to copy the form of any mundane object you have seen, such as a door, a wagon, or a statue. Its statistics, size, and weight remain the same in the new form, though its speed becomes 0 and the only action it can take is to return to its true form. If its new form has wheels or another property that would allow it to be easily pushed or dragged, a creature can do so without suffering the normal movement penalty of pushing and dragging it.

Resistance. Choose acid, bludgeoning, fire, lightning, piercing, psychic, or slashing damage. Your golem companion has resistance against the chosen damage type. For bludgeoning, piercing, and slashing damage, the resistance only applies against nonmagical weapons that aren't adamantine. You can choose this augmentation multiple times, selecting a different damage type each time.

Sentry. Your golem companion gains a +5 bonus to its passive Perception.

Tooled. Your golem companion gains proficiency with a tool kit of your choice, and you design a copy of that tool into the golem, allowing it to produce and use that tool at your command. You can choose this augmentation multiple times, selecting a different tool kit each time.

Magic Weapons (6th Level). Your golem companion's weapon attacks are magical.

Philology (6th Level, Scan augmentation). When your golem uses its Scan action on an object containing a written language you can't read, you can choose to have it analyze the text for 1 hour. If you do, it learns to read the language. You can have your golem translate the text of any language it can read to a different language you or it can read, given that you supply it with the ink and parchment required to do so. It takes 1 minute for the golem to translate each page. The golem doesn't decode secret messages in a text or glyph, and only provides the literal meaning of any text it translates.

Your golem can store a number of written languages you don't understand up to your Intelligence modifier (a minimum of one). If you have it store a written language beyond this number, you must choose a previously stored language for it to forget.

Responsive (6th Level). You can use a bonus action on each of your turns to command your golem companion to take one of the actions in its stat block or to take the Help action.

Spell Storing (6th Level). You can store spells within your golem companion. To do so, you must cast the spell on the golem, including providing and expending any components the spell normally requires. If it is a wizard spell of a level no greater than your wizard level divided by 4, you can choose for the spell to have no effect but to become stored within the golem. When you command your golem to do so as an action or when a situation arises that you predetermined when you stored the spell, the golem casts the stored spell with any parameters you set, requiring no components. When your golem casts the spell or you store a new spell within it, any previously stored spell is lost.

Translation (6th Level, Linked augmentation). You design your golem companion to assimilate new languages. If your golem listens to a language spoken by a fluent speaker for at least 1 minute, you can choose for it to understand that language when it is spoken. As long as you are within 60 feet of the golem when it hears a language it understands but you do not, it telepathically translates the language for you. Additionally while you are within 60 feet of the golem, you can choose to have it translate any language you are speaking into one it understands but you do not.

Your golem companion can store a number of spoken languages you don't understand up to your Intelligence modifier (a minimum of one). If you have it store a language beyond this number, you must choose a previously stored language for it to forget.

Analysis (10th Level, Scan augmentation). When your golem companion uses its Scan action, it gains further information about the target. If the target is a creature, you learn if it has any damage vulnerabilities

and what those vulnerabilities are, as well as its AC and any saving throw bonuses it has. If the target is an object, you learn its current hit points, the school of any spell affecting it, its rarity, and whether or not it is cursed.

Blindsight (10th Level). Your golem companion gains blindsight out to a distance of 30 feet.

Bound (10th Level). When you take damage while you're within 60 feet of your golem companion and it has at least 1 hit point, you can choose to transfer half the damage, rounded up, to the golem.

Poison Breath (10th Level). Your golem companion gains the following action: ***Poison Breath.*** The golem exhales poisonous gas in a 15-foot cone. Each creature in the area must make a Constitution saving throw against your spell save DC, taking 5d8 poison damage on a failed save, or half as much damage on a successful one. When the golem uses this ability, it can't use it again until 1 minute has passed or until you cast a spell of 6th level or higher.

Absorption (14th Level). Choose acid, fire, or lightning damage. Whenever your golem companion is subjected to the chosen damage type, prevent the damage dealt to it. It instead regains a number of hit points equal to the damage prevented.

Multiattack (14th Level). Your golem companion gains the following action: ***Multiattack.*** The golem makes two slam attacks. If your golem has access to the Poison Breath action, it can replace one slam attack with its poison breath. The golem companion can't use its multiattack if it has used it since the start of its last turn.

Transformation (14th Level, Replicate augmentation). When your golem companion uses its Replicate action, it can assume the form of any air, land, or water vehicle you have seen, changing its size to be able to accommodate up to 10 Medium or smaller creatures. Its speed also changes based on the type of vehicle: it gains a flying speed of 30 feet while in the form of an air vehicle, its base walking speed becomes 40 feet while in the form of a land vehicle, and it gains a swimming speed of 40 feet while in the form of a water vehicle, though it can only use this swimming speed to move across the surface of a liquid. While in a vehicle form, it is able to take the Dash action or any action in its stat block, but no other actions beyond returning to its true form.



DEAN SPENCER

School of Mnemomancy

Wizards of the School of Mnemomancy wield the magic of memory, capable of being both bastions of knowledge and infiltrators of minds. As a mnemomancer, you augment your own ability to recall knowledge and experiences, while sealing the memories of your foes. As your mastery grows, you gain the ability to vividly experience others' memories and borrow their capabilities, as well as alter memories as you see fit.

Mind Palace

Beginning when you select this school at 2nd level, your memories are magically organized and stored within your mind for near perfect recall. When you make an Intelligence check to recall information or other memories, you can add your proficiency bonus to the check if you wouldn't normally add your proficiency bonus.

Recollection Snag

Also starting at 2nd level, you can magically search a creature's memories and seal a facet of its knowledge. As an action, you can expend a spell slot and force a creature you can see within 30 feet of you to make an Intelligence saving throw against your spell save DC. On a failure, you learn if the creature knows any spells or has any prepared and what those spells are, what languages it knows, and what skill and weapon proficiencies it has. You choose a combined number of spells, languages, and proficiencies up to the level of the expended spell slot for the creature to lose for 1 hour. The creature can't cast any lost spell, benefit from

any lost proficiency, or understand, speak, or write any lost language for the duration. As an action on its turn, an affected creature can repeat the saving throw, ending this feature's effects on itself on a success.

Shared Reminiscence

Starting at 6th level, you can borrow memories from others to augment your own abilities. You can perform a 10 minute ritual with a willing creature, remaining within 5 feet of it for the duration. At the end of the ritual, the creature can share any number of the spells it knows or has prepared, any number of languages it knows, and any number of skill and tool proficiencies it has. You choose one of the shared spells, languages, or proficiencies to gain for yourself. The creature can also choose to share a memory that lasted no longer than 10 minutes, which you experience with perfect clarity through the creature's eyes.

If you choose to gain a cantrip, language, or proficiency, you have it until you use this feature to gain a different one of the same category.

If you choose to gain a spell of 1st level or higher, it counts as being prepared for you, but it doesn't count against the number of spells you can prepare each day. The combined level of spells you have through this feature can't exceed half your wizard level (rounded up). If you use this feature to gain a spell that would cause your total to exceed the maximum, you must choose a number of spells gained through this feature to lose until the total is within your maximum.

Each spell you gain using this feature counts as a wizard spell for you until you lose it.

Mental Block

Starting at 10th level, you ward your mind against intrusion. You are immune to any effect that would magically sense your emotions, read your thoughts, or cause you to become charmed or frightened.

Memory Manipulation

At 14th level, you become able to alter fine details of memories, not just read them. You always have the *modify memory* spell prepared, and it doesn't count against the number of spells you can prepare each day. When you cast the spell, you don't need to provide its verbal components, the target doesn't have advantage on its saving throw against the spell due to you fighting it, you can telepathically speak to the target to describe how its memories are affected, and the target doesn't need to understand the language you are speaking for the modified memories to take root.

Additionally, you can cast *modify memory* without expending a spell slot, as if you had expended the highest level spell slot you have. Once you do, you can't cast the spell without expending a spell slot again until you finish a long rest.

Sigilsmithing

Sigilsmiths master a tradition of wizardry focused on the forging and enchanting of magic weapons and armor. Though there is debate as to whether this tradition was first practiced by giants or dwarves, it has been adopted by cultures throughout the multiverse, who have each incorporated their own magical specialties into the art.

In battle, a sigilsmith inscribes weapons and armor with temporary sigils that imbue magical abilities. Thus, wizards of this tradition are beloved by adventuring parties if they can be convinced to journey away from their workshops and arcane forges.

Craftmage

When you select this tradition at 2nd level, you study the theories behind the creation of magic armor and weapons, as well as spells that infuse objects with power. You gain proficiency with smith's tools if you don't already have it. If you craft a magic weapon, a set of magic armor, or a magic shield, it takes you half of the normal time and costs you half as much of the usual gold.

Additionally, the *chaos weapon* [UAH], *elemental weapon*, *guiding weapon* [UAH], *holy weapon* [XGE], and *primordial weapon* [UAH] spells are each added to the wizard spell list for you. The gold and time you must spend to copy one of those spells or one of the *invisible weapon* [UAH], *magic weapon*, or *vampiric weapon* [UAH] spells into your spellbook is halved.

Sigil Inscription

At 2nd level, you learn arcane sigils that you can apply to weapons and armor to imbue them with magical effects. You add three sigils of your choice to your spellbook, which are detailed under "Sigils" below. You add two additional sigils of your choice to your spellbook at 6th, 10th, and 14th level. When you find a sigil, you can add it to your spellbook by spending 1 hour and 25 gp worth of ink and gems.

As an action, you can expend a spell slot to magically inscribe a sigil from your spellbook onto a weapon, suit of armor, or shield you touch. For the sigil's duration, the item gains the properties granted by the sigil, and if it isn't already a magic item, it becomes one for the duration. The sigil's duration depends on the level of the expended spell slot, as shown in the Sigil Duration table. The sigil is dispelled if you attempt to inscribe another sigil onto the same object, or if the object becomes the target of *dispel magic* or enters an *antimagic field*.

While each sigil can be applied to suits of armor, weapons, and shields, many have special effects when inscribed onto a particular type of equipment. Some sigils refer to your Sigil Die, which is a d4. Your Sigil

Die changes when you reach certain levels in this class: to a d6 at 6th level, to a d8 at 10th level, and to a d10 at 14th level.

Sigil Duration

Spell Slot Level	Sigil Duration
1st	1 minute
2nd	10 minutes
3rd	30 minutes
4th	1 hour
5th	4 hours
6th–9th	8 hours

Reverse Engineer

Starting at 6th level, you can unravel the enchantments on magic weapons and armor to learn the secrets of their arcane workings, making it easier for you to recreate them. With 1 hour of light activity and 100 gp worth of ink and gems, you can perform a special ritual to magically remove all of the magical properties of a magic weapon, a suit of magic armor, or a magic shield, given that it doesn't have the Sentience property or a class prerequisite for attunement, and that it has a rarity of common or uncommon. You must remain within 5 feet of the object for the duration of the ritual.

When you complete the ritual, the magic item becomes a mundane object of its type with no magical properties, and you record the magic item's name and properties in a special section of your spellbook. If you craft a magic item that is recorded in your spellbook, it takes you a quarter of the normal time and the usual gold, instead of half.

You can use this feature to unravel and learn the properties of magic items of higher rarities when you reach certain levels in this class: up to rare at 10th level, up to very rare at 14th level, and up to legendary at 20th level.

Ranged Inscription

Starting at 10th level, the range of your Sigil Inscription feature and of the spells mentioned in the Craftmage feature all become 30 feet for you, instead of touch.

Dual Inscription

At 14th level, your mastery of your sigils has become such that you can inscribe a weapon, suit of armor, or a shield with two sigils simultaneously. When you use your Sigil Inscription, you can expend two spell slots of the same level to inscribe the weapon or armor with two different sigils. It gains the properties of both sigils for the duration.



PETER TEMESI

Sigils

The sigils are presented in alphabetical order.

Animated

The inscribed object is imbued with a limited sentience that allows it to work in tandem with its user. The inscribed object's wearer or wielder is considered proficient with it, even if the creature normally lacks proficiency with that type of armor or weapon.

Shield. The inscribed object hovers in its wielder's space and protects it, continuing to grant its AC bonus while leaving the wielder's hands free.

Weapon. The inscribed object gains the thrown (range 20/60) property if it doesn't have a thrown property, or its normal and long range are doubled if it has a thrown property. It also returns to the attacker's hand immediately following a ranged weapon attack.

Conduit

The inscribed object becomes a channel for magic. The inscribed object's wearer or wielder can use it as a spellcasting focus for spells it casts. Once per turn when the creature deals damage to a target with a spell cast through the inscribed object, it can cause that target to take additional damage from the spell equal to your Sigil Die.

Elemental

When you add this sigil to your spellbook, choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The inscribed object is imbued with power of the chosen type.

You can add this sigil to your spellbook multiple times, choosing a different damage type each time. Each damage type counts as a different sigil.

Armor or Shield. The first time each turn the creature wearing or carrying the inscribed object would take damage of the chosen type, it rolls your Sigil Die and reduces the damage by the result.

Weapon. The first time each turn a creature hits with an attack using the inscribed object, the attack deals additional damage of the chosen type equal to your Sigil Die.

Hardness

The inscribed object becomes sturdier and more powerful.

Once you reach 10th level in this class, the sigil's bonus doubles.

Armor or Shield. The creature wearing or wielding the inscribed object gains a +1 bonus to AC, to a maximum bonus of +3 if the object already has a magical property that grants a bonus to AC.

Weapon. The inscribed object grants a +2 bonus to damage rolls made with it.

Kinetic

The inscribed object is charged with kinetic energy that pushes against objects it hits with force.

Once you reach 10th level in this class, the sigil's push increases to 10 feet.

Armor or Shield. The first time each turn the creature wearing or carrying the inscribed object is hit by a melee attack, the attacker is pushed 5 feet straight away from the target.

Weapon. The first time each turn a creature hits with an attack using the inscribed object, the target is pushed 5 feet straight away from the attacker.

Lightness

The inscribed object's weight is halved.

Armor. If the inscribed object normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, it loses those properties.

Weapon. The inscribed object loses the heavy property if it has it, and gains the light property if it doesn't normally have the heavy property.

Severity

The inscribed object becomes better at causing or avoiding grievous wounds.

Armor or Shield. Any critical hit against the creature wearing or wielding the inscribed object becomes a normal hit.

Weapon. Attacks with the inscribed object score a critical hit on a roll of 19 or 20 on the d20.

Slaying

When you add this sigil to your spellbook, choose one of the following creature types: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. The inscribed object makes its wielder better at combatting creatures of the chosen type.

You can add this sigil to your spellbook multiple times, choosing a different creature type each time. Each creature type counts as a different sigil.

Armor or Shield. Each time the creature wearing or carrying the inscribed object would take damage from an attack from a creature of the chosen type, it rolls your Sigil Die and reduces the damage by the result.

Weapon. Each time an attack using the inscribed object hits a creature of the chosen type, the attack deals additional damage equal to your Sigil Die.

Speed

The inscribed object bolsters its user's agility.

Armor or Shield. The inscribed object's wearer or wielder can use a bonus action on its turn to take the Dash action.

Weapon. If the inscribed object's wielder takes the Attack action on its turn, the creature can use a bonus action this turn to make one additional weapon attack with the inscribed weapon. This bonus attack deals half damage on a hit, unless your wizard level is 10 or higher.

Warning

The inscribed object is imbued with a limited sentience that warns its user of danger. The inscribed object's wearer or wielder has advantage on initiative rolls, can't be surprised except by magical means, and is magically awoken if it is sleeping naturally when combat begins.

Theurgy

You have a deep faith in the transcendent nature of the multiverse. Although you may honor a particular god or goddess, you recognize them as manifestations of a divinity that suffuses all reality. You feel most in touch with this divinity when working magic, which you view as a sacred act between the fabric of existence and all living beings. Theurgists are often at odds with their more orthodox colleagues from other traditions who prefer studying the laws of reality to meditating on its inscrutable nature.

Arcane Apostle

Beginning when you select this tradition at 2nd level, you can use a holy symbol (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your wizard spells. In addition, cleric cantrips count as wizard spells for you and when you prepare spells you can choose any combination of wizard spells in your spellbook and spells from the cleric spell list. Your wizard level determines the maximum spell level of cleric spells you can prepare in this way. These cleric spells count as wizard spells while you have them prepared, but you cannot copy them into your spellbook.

Theurge Cleric Spell Level

Wizard Level	Cleric Spell Level
2nd	1st
6th	2nd
10th	3rd
14th	4th
18th	5th

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from the multiverse. You start with two such effects: Divine Arcana and Supernal Sight.

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, the save DC equals your spell save DC.

When you reach 10th level in this class, you can use your Channel Divinity twice between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Divine Arcana

As a bonus action, you speak a prayer to control the flow of magic around you. The next spell you cast gains a +2 bonus to its attack roll or saving throw DC, as appropriate.



FORREST IMEL

Channel Divinity: Supernal Sight

As an action, you open your senses to the divine and arcane elements in the world, allowing you to detect their influence within 30 feet of you for the next minute. Within this range, you can sense the presence of magic and know if there is an aberration, celestial, elemental, fey, fiend, or undead (as well as where the creature is located). If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. In addition, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

This ability 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.

Daily Devotion

At 6th level, choose three divine domains. As part of completing a long rest you can contemplate these facets of the divine, selecting one of the three chosen divine domains. Until you use this feature again, add the selected domain's 2nd level Channel Divinity effect to the options you can choose when using your Channel Divinity.

Empyreal Resilience

Starting at 10th level, you have resistance to radiant damage.

Radiant Countenance

Starting at 14th level, you can use an action to shed your mundane form for a radiant countenance for the next minute. While you have a radiant countenance, you gain the following benefits:

- You shed bright light out to 150 feet and dim light out 150 feet beyond that.
- Attacks made against you by creatures without blindsight have disadvantage.
- When you cast a spell that deals damage, you can choose for the damage to be radiant instead of its normal damage type.

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

ASANEE





Chapter 3: Classes of the DMsGuild

This chapter features new archetypes for some of the most popular classes available on the DMsGuild: the Accursed, the Blood Hunter, and the Pugilist. The Accursed and Pugilist are presented in their entirety in this chapter. You can find the full Blood Hunter class on the DMsGuild.

The **Accursed** is afflicted by a horrific curse but finds a way to take control, alleviating the worst of its effects and wielding its power for themself. The Accursed class was created by Ross Leiser.

The **Blood Hunter** undergoes a dangerous alchemical ritual that alters their life's blood, gaining forbidden blood magic and becoming slayers of the wicked. The Blood Hunter class was created by Matt Mercer.

The **Pugilist** is a heavy hitting street brawler that knows how to take a beating and come back swinging harder than ever. The Pugilist class was created by Benjamin Huffman.

Accursed

A drow enters a tavern, hitting his head on the door frame and tripping on a chair leg. As he rises back to his feet, a brawl begins amongst a couple other patrons. With a look, a sigh, and flick of his wrist, the brawlers both slip on an errant puddle of grog, hit their heads on tabletops, and fall unconscious. Finally arriving at the bar, the drow can enjoy his drinks.

An elf argues with herself as she engages an orc raiding party in combat. Recalcitrantly, a spirit exits the elf's body, a thin cord of Ethereal energy connecting the two, and fights alongside her, unleashing a terrible scream that causes the bandits all to drop dead of fright.

Wielding a terrible blade, a human engages the palace guards, slicing her adversaries in twain as if they were cloth. An archer comes around the corner, and she throws her sword, impaling the guard before he can even nock an arrow. As the vile weapon reappears in her outstretched hand, she saunters into the throne room, staring at the quivering king with death in her eyes. At last, the crown is hers.

Accurseds are afflicted with a permanent magic that is inconvenient at best and debilitating at worst. But magic is still magic, and accurseds have found a way to harness the power of their curse to their own ends, while managing some of the worst symptoms of their condition. Either way, their curse is now theirs to use however they see fit.



RUI FERREIRA

Unending Affliction

Most curses used by mortals — such as the *hex* and *bestow curse* spells — are temporary, a simple inconvenience until the magic expires. For each accursed, though, the affliction is permanent, a powerful magic that never fades. These curses can be received through many means: gaining the ire of a deity, a large coven of hags, or a powerful extraplanar entity; inheriting it by being born into a cursed family line; touching a cursed object; being hit by a volatile spell that was incorrectly cast; or receiving the curse from the bite or scratch of another cursed creature, among a slew of other possibilities.

Curse's Conqueror

The vast majority of people who receive a permanent curse consign themselves to their fate, either finding a way to live with their curse's adverse effects or giving themselves fully to the curse's compulsions. A creature becomes an accursed by following a different path. Accurseds are rare, not due to lack of people becoming cursed, but because those who suffer these curses often lack the conviction to resist them.

An accursed dedicates their time and willpower to find a way to make the magic of their curse work for them, though each in their own way. Some accurseds experiment in a lab or scour the world for forgotten lore, trying to find a ritual or alchemical concoction. Others turn to nature or faith, using prayer, meditation, or mindfulness to synthesize the curse's magic into their own being. And others still use sheer stubbornness to bend the curse to their will.

Regardless of method, an accursed is one who has conquered their curse, drawing on its magic while managing its lingering side effects.

Creating an Accursed

When creating an accursed, the most important aspect to consider is your curse itself. What is your curse's nature, and how did you receive it? As a starting character, you'll choose the nature of your curse, but exactly how you received it is up to you. Did you or one of your ancestors anger a god or other powerful entity? Was the curse transferred to you by another afflicted individual? Or did some magic ritual go awry with you in proximity?

Another important aspect of creating an accursed is how you came to be in control of your curse's power. Did you study and experiment? Did you harmonize with it? Or did you stubbornly refuse to let it control you?

What do you plan to do with this power you've attained? A curse is a magic of vile energies created to inflict suffering. Do you use this magic for its intended purpose, conquering and slaying for your own gain? Or do you resist the magic's nature and use it to become a champion of the downtrodden, a hero who can empathize with great suffering? It's your power now, so only you can decide what to do with it.

Quick Build

You can make an accursed quickly by following these suggestions. Your highest score depends greatly on the Conquered Curse you choose: make Strength your highest ability score for a Conquered Curse that relies on melee or thrown weapons, Dexterity your highest ability score for one that relies on finesse or ranged weapons, or your choice of curse ability—Intelligence, Wisdom, or Charisma—for one that relies on the use of the curse's magical effects.

If Strength or Dexterity is your highest ability score, your next-highest should be your choice of curse ability, followed by Constitution; for the more magically oriented Conquered Curses, make your next-highest ability score Constitution, followed by Dexterity. Then, choose the folk hero background.

Hit Points

Hit Dice: 1d10 per accursed level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per accursed level after 1st

Proficiencies

Armor: Light armor, medium armor
Weapons: Simple weapons, hand crossbows
Tools: None

Saving Throws: Wisdom, and your choice of Intelligence or Charisma
Skills: Choose two from Arcana, Deception, Insight, Intimidation, Investigation, and Survival

Starting Equipment

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

- (*a*) scale mail or (*b*) leather armor
- (*a*) a hand crossbow and 20 bolts or (*b*) a martial weapon of your choice (if proficient)
- (*a*) an arcane focus, (*b*) a druidic focus, or (*c*) a holy symbol
- (*a*) an explorer's pack, (*b*) a priest's pack, or (*c*) a scholar's pack
- Any two simple weapons



DEAN SPENCER

The Accursed

Level	Proficiency Bonus	Features	Malediction Metamorphoses	Spells Known	Spell Slots per Spell Level				
					1st	2nd	3rd	4th	5th
1st	+2	Conquered Curse, Jinx	—	—	—	—	—	—	—
2nd	+2	Malediction Metamorphosis, Spellcasting, Ailment Control	1	2	2	—	—	—	—
3rd	+2	Conquered Curse feature, Jealous Blight	1	3	3	—	—	—	—
4th	+2	Ability Score Improvement, Malediction Versatility	1	3	3	—	—	—	—
5th	+3	Conquered Curse feature	1	5	4	2	—	—	—
6th	+3	—	2	5	4	2	—	—	—
7th	+3	Jealous Blight improvement	2	6	4	3	—	—	—
8th	+3	Ability Score Improvement	2	6	4	3	—	—	—
9th	+4	—	2	8	4	3	2	—	—
10th	+4	—	3	8	4	3	2	—	—
11th	+4	Conquered Curse feature	3	9	4	3	3	—	—
12th	+4	Ability Score Improvement	3	9	4	3	3	—	—
13th	+5	—	3	11	4	3	3	1	—
14th	+5	Jealous Blight improvement	4	11	4	3	3	1	—
15th	+5	Conquered Curse feature	4	12	4	3	3	2	—
16th	+5	Ability Score Improvement	4	12	4	3	3	2	—
17th	+6	—	4	14	4	3	3	3	1
18th	+6	—	5	14	4	3	3	3	1
19th	+6	Ability Score Improvement	5	15	4	3	3	3	2
20th	+6	Conquered Curse feature, Jealous Blight improvement	5	15	4	3	3	3	2

Multiclassing and the Accursed

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose accursed as one of your classes.

Ability Score Minimum. As a multiclass character, you must have an Intelligence, Wisdom, or Charisma score of at least 13 to take a level in this class, or to take a level in another class if you are already an accursed.

Proficiencies Gained. If accursed isn't your initial class, here are the proficiencies you gain when you take your first level as an accursed: light armor, medium armor, simple weapons.

Spell Slots. Add half your levels in the accursed class to the appropriate levels from other classes to determine your available spell slots.

Class Features

As an accursed, you gain the following class features, which are summarized in the Accursed table.

Conquered Curse

Through unfortunate circumstances, you were stricken with a curse that should have broken you. However, whether by sheer willpower, introspective meditation, or arcane study, you not only overcame the worst of the challenges your curse presented, but learned to harness its power. Choose the curse you conquered: Curse of Animation, Curse of the Armament, Curse of Combustion, Curse of the Created, Curse of Immortality, Curse of Misfortune, Curse of Mummification, Curse of Petrification, or Curse of Somnolence. All conquered curses are detailed at the end of the class.

Your curse has become an integral part of you. The *remove curse* spell, as well as any similar effect, has no effect on your curse when it is cast on you. If your curse takes the form of a magical disease, you can't be cured of it by any means.

Your choice grants you features at 1st level, and again at 3rd, 5th, 11th, 15th, and 20th level, as well as a list of curse spells (detailed in the Spellcasting class feature).

Ailments

Each curse has ailments caused by its lingering effects. They are inconvenient, and occasionally dangerous, detriments to which you are always subject, and are referred to by features you gain later in this class.

Curse Ability & Curse Save DC

Some of your accursed features require your target to make a saving throw to resist the feature's effects. Due to the varying ways that an accursed can overcome their affliction, not all utilize the same ability score to control it. Choose Intelligence, Wisdom, or Charisma as your curse ability.

You should choose Intelligence if you scoured the multiverse for secrets that allow you to manage your curse using rituals or minor magical practices, Wisdom if you used introspective meditation techniques to harmonize with your curse and make it a part of you, or Charisma if you conquered your curse through sheer force of will or by bargaining with it.

Depending on the curse ability you chose, the saving throw DC of your accursed features is calculated as follows:

Curse save DC = 8 + your proficiency bonus + your curse ability modifier

Jinx

As an action, you can attempt to bestow a minor curse on a creature you can see within 30 feet of you. That creature must succeed on a Wisdom saving throw or become subject to your choice of one of the following jinxes until the end of your next turn:

- The target has disadvantage on the next ability check it makes.
- The target has disadvantage on the next attack roll it makes against a creature of your choice that you can see.

If a creature can see you when you use this feature, it knows that you are the source of the jinx. Until the target makes the type of roll associated with the jinx, you can use your action on subsequent turns to maintain the effect, extending the jinx's duration until the end of your next turn. However, the jinx ends once the target makes the associated type of roll, if you are more than 90 feet from the target, or if any of the *dispel magic*, *greater restoration*, or *remove curse* spells is cast on the target.

Malediction Metamorphosis

Starting at 2nd level, your curse begins evolving within you, changed by your manipulation of its purpose. You can guide this mutation to compliment your capabilities, or open new avenues of power for yourself.

You gain one malediction metamorphosis of your choice. Your metamorphosis options are listed at the end of the class's description. When you reach certain accursed levels, you gain additional metamorphoses of your choice, as shown in the Malediction Metamorphoses column of the Accursed table.

Spellcasting

At 2nd level, you learn to use your curse's vile magicks to fuel the casting of spells. See Chapter 10 in the *Player's Handbook* for the general rules of spellcasting.

Spell Slots

The Accursed 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 spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Curse Spells

Each Conquered Curse has a list of spells — its curse spells — that you learn when you reach certain levels in this class, as shown in the curse description. These spells are added to the accursed spell list for you and are included in the number in the Spells Known column of the Accursed table. You ignore the material component requirement of a curse spell if it has one.

Spells Known of 1st Level and Higher

You know the curse spell you gain at 2nd level from your Conquered Curse, and one 1st-level spell of your choice from the accursed spell list, for a total of two spells known.

The Spells Known column of the Accursed table shows when you learn more spells of your choice from the accursed spell list. Each of these spells must be of a level for which you have spell slots. For example, when you reach 5th level in this class, you learn one new spell of 1st or 2nd level, in addition to the curse spell you gain at 5th level from your Conquered Curse.

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

Spellcasting Ability

Your curse ability is your spellcasting ability for your accursed spells, since your ability to cast spells comes from the control you have over your curse's power. You use your curse ability whenever a spell refers to your spellcasting ability. In addition, you use your curse ability modifier when setting the saving throw DC for an accursed spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your curse ability modifier

Spell attack modifier = your proficiency bonus + your curse ability modifier

Spellcasting Focus

When you gain this feature, choose arcane foci, druidic foci, or holy symbols, depending on how you discovered to channel your curse. You can use the chosen type of implement or a cursed object as a spellcasting focus (found in chapter 5 of the *Player's Handbook*) for your accursed spells.

Accursed Spell List

Here's the list of spells you consult when you learn an accursed spell. The list is organized by spell level, not character level. Many of these spells are from the *Player's Handbook*. If a spell's name is followed by the XGE superscript, the spell can be found in *Xanathar's Guide to Everything*. Additionally, spells with the UAH superscript are original spells that can be found in Chapter 4: Feats & Spells.

1st Level

Bane (enchantment)
Cause fear XGE (necromancy)
Clumsiness infusion UAH (transmutation)
Curse shock UAH (necromancy)
Detect evil and good (divination)
Detect magic (divination, ritual)
Drain UAH (necromancy)
Evil eye UAH (necromancy)
Hatred infusion UAH (enchantment)
Hex (enchantment)
Inflict wounds (necromancy)
Terror infusion UAH (necromancy)

2nd Level

Blindness/deafness (necromancy)
Corrode metal UAH (transmutation)
Darkness (evocation)
Hex bolt UAH (necromancy)
Hold person (enchantment)
Knock (transmutation)
Ray of enfeeblement (necromancy)
Shadow blade XGE (illusion)
Sorrow infusion UAH (enchantment)
Throat rend UAH (necromancy)
Wave of agony UAH (necromancy)

3rd Level

Bestow curse (necromancy)
Bloodlust infusion UAH (enchantment)
Counterspell (abjuration)
Dispel magic (abjuration)
Hex storm UAH (necromancy)
Enemies abound XGE (enchantment)
Fear (illusion)
Nondetection (abjuration)
Remove curse (abjuration)
Scourge's mantle UAH (necromancy)
Shadow bow UAH (illusion)
Vampiric touch (necromancy)

4th Level

Blight (necromancy)
Confusion (enchantment)
Curse ward UAH (abjuration, ritual)
Death burst UAH (necromancy)
Elemental bane XGE (transmutation)
Polymorph (transmutation)
Shadow of moil XGE (necromancy)
Sickening radiance XGE (evocation)
Susceptibility infusion UAH (transmutation)

5th Level

Antilife shell (abjuration)
Apathy infusion UAH (enchantment)
Bestow malediction UAH (necromancy)
Dispel caster UAH (necromancy)
Enervation XGE (necromancy)
Hold monster (enchantment)
Stolen life UAH (necromancy)



DANIEL COMERCI

Ailment Control

Starting at 2nd level, you can also use your spell slots to exert control over your curse's ailments, either afflicting another creature with one of your ailments or suppressing your ailments' effects on yourself. The duration of the effect depends on the level of the spell slot expended to use it: 1 minute for a 1st-level spell slot, 10 minutes for a 2nd-level, 1 hour for a 3rd-level, 8 hours for a 4th-level, or 24 hours for a spell slot of 5th-level or higher.

Afflict. As an action, you can expend a spell slot to attempt to afflict a creature within 30 feet that you can see with your choice of one of your curse's ailments. The creature must succeed on a Wisdom saving throw or suffer the chosen ailment for the duration. At the end of each of an afflicted creature's turns, it can repeat the saving throw, ending its affliction on a successful save. A *dispel magic*, *greater restoration*, or *remove curse* spell cast on the target also ends its affliction.

Suppress. As a bonus action, you can expend a spell slot and choose any number of your curse's ailments. You ignore the effects of the chosen ailments for the duration.

Jealous Blight

At 3rd level, your curse begins possessively guarding you from others of its ilk, refusing to share its host. When you touch or attune to a cursed object other than your curse, it doesn't stop being cursed, but the object's curse doesn't affect you.

Once you reach 7th level in this class, your curse protects you from a wider range of effects. You are immune to curse effects other than your curse, such as the *hex* and *bestow curse* spells, and your hit point maximum and ability scores can't be reduced against your will.

Once you reach 14th level in this class, a magical effect other than your curse can't age you, possess you, put you to sleep, or transform you against your will.

Once you reach 20th level in this class, a magical effect other than your curse can't impose disadvantage on any roll you make.

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.

Malediction Versatility

Starting at 4th level, whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one of your metamorphoses with a different metamorphosis for which you qualify.

If you're 12th level or higher and replacing a metamorphosis causes you to no longer meet another metamorphosis' prerequisites, you must replace that metamorphosis as well. For example, if you choose to replace your Arcane Anathema metamorphosis with Enshrouding Imprecation, you must also replace the Capacious Anathema metamorphosis if you have it because you would no longer meet its prerequisites. Since you chose Enshrouding Imprecation, you can replace Capacious Anathema with any other metamorphosis that doesn't have a prerequisite, or with the Muffling Imprecation or Sleighting Imprecation metamorphosis because you now meet its prerequisites.

You can't use this feature to choose a metamorphosis with an 18th level prerequisite, unless the metamorphosis you are replacing has that prerequisite.

Malediction Metamorphoses

If a malediction metamorphosis has prerequisites, you must meet them to choose it. You can choose the metamorphosis at the same time you meet its prerequisites.

The metamorphoses are presented in groups by level prerequisite (2nd, 10th, and 18th), and alphabetically within those groups. If you're having difficulty picturing how metamorphoses connect to higher-level metamorphoses that have prerequisites, see the *Malediction Metamorphosis Trees* diagram at the end of the metamorphosis descriptions.

Arcane Anathema

Your curse is disruptive to other forms of magic. As an action, you can touch a creature and attempt to free it from a spell's effects. Make a curse ability check against a DC equal to 10 + twice the spell's level. On a success, you end the effects of the spell on the target. This has no effect on any of the spell's other targets.

Bolstering Suppression

Your curse protects you when you give it a nudge. When you use your Suppress, you gain temporary hit points equal to your accursed level + your curse ability modifier. You lose any remaining temporary hit points from this ability when the Suppress ends.

Enshrouding Imprecation
Your curse's magicks coat you like a shadowy cloak. You can Hide as a bonus action on your turn. Additionally, while you're in dim light or darkness, you can attempt to hide even from a creature that can see you.

Fecund Affliction
Your curse gleefully spreads its effects to other victims. Once, you can use your Afflict without expending a spell slot. Its duration is 1 minute. You regain the use of this ability when you finish a short or long rest.

Hex Armor
When you're in danger, the magicks of your curse manifest around you like a suit of armor. Your AC can't be less than 13 + your curse ability modifier, regardless of what kind of armor you're wearing.

Hostile Bane
Your curse imbues your attacks with its dark magicks. Once during each of your turns when you hit a creature with an attack, you can cause the attack to deal additional necrotic damage equal to your curse ability modifier (minimum 1).

Scourge Speech
Whenever you speak, you can imbue your voice with the power and vile nature of your curse, causing it to boom up to three times as loud as normal. Additionally, whenever you make a Charisma (Intimidation) or Charisma (Persuasion) check, you can gain a bonus to the check equal to your curse ability modifier (minimum +1). When you use either of these abilities, your voice gains an unsettling supernatural quality.

Swift Jinx
Your curse excitedly responds to being used for jinxes. You can use your Jinx as a bonus action. When you do, you can't use your action to maintain the jinx on your subsequent turns, even if the creature hasn't made the associated type of roll.

Capacious Anathema
Prerequisite: 10th level, Arcane Anathema

When you use your Arcane Anathema and succeed on the ability check, you can choose up to five other creatures within 30 feet of the target that you can see that are also affected by the spell. You end the spell's effects on each of the chosen creatures.

Once you use this ability, you must finish a short or long rest before you can use it again.

Eldritch Bane
Prerequisite: 10th Level, Hostile Bane

Once during each of your turns when you roll damage for an accursed class feature or accursed spell that doesn't include an attack, you can add your curse ability modifier (minimum 1) to the damage roll.

Enervating Jinx
Prerequisite: 10th Level, Swift Jinx

The following jinxes are added to the list of options you can choose when a creature fails its Wisdom saving throw against your Jinx feature:

- When the target makes its next damage roll for a spell, it rolls the damage dice twice and uses the lower result.
- When the target makes its next damage roll for a weapon, it rolls the damage dice twice and uses the lower result.

You can use these jinx options a total number of times equal to your proficiency bonus, and you regain your expended uses when you finish a long rest.

Hex Aura
Prerequisite: 10th level, Hex Armor

When a creature you can see within 30 feet of you causes you to take damage, you can use your reaction to cast *hex* on that creature, without expending a spell slot. When you cast the spell with this ability, it ends early if the target drops to 0 hit points.

Hex Plate
Prerequisite: 10th level, Hex Armor

Your AC can't be less than 16 + your curse ability modifier, regardless of what kind of armor you're wearing.

Infectious Affliction
Prerequisite: 10th level, Fecund Affliction

When your affliction ends on a creature before its full duration has elapsed, you can use your reaction to attempt to afflict a different creature you can see within 30 feet of the previously afflicted creature. The new target must succeed on a Wisdom saving throw or become the sufferer of the affliction for its remaining duration.

Instinctual Suppression
Prerequisite: 10th level, Bolstering Suppression

When you roll initiative, you can use your reaction to use your Suppress. If you do, you gain a +4 bonus to your AC until the end of your next turn. You can take this reaction even if you are surprised.

Martial Bane
Prerequisite: 10th level, Hostile Bane

You lose the benefits of your Hostile Bane. Instead, each time you hit a creature with a weapon attack on your turn, you can cause the attack to deal additional necrotic damage equal to your curse ability modifier (minimum 1).

Muffling Imprecation
Prerequisite: 10th level, Enshrouding Imprecation

While you're in dim light or darkness, you can ignore the verbal components of your accursed spells and you gain a bonus to Dexterity (Stealth) checks equal to your curse ability modifier (minimum +1).

Obstinate Anathema
Prerequisite: 10th level, Arcane Anathema

When you are incapacitated, paralyzed, petrified, or stunned by a spell's effects, you are still able to use your action, provided that you aren't unconscious and the only action you take is to use your Arcane Anathema.

Prolific Affliction
Prerequisite: 10th level, Fecund Affliction

When you spend a spell slot of 2nd-level or higher to use your Afflict, instead of increasing the affliction's duration, you can choose an additional target for each slot level above 1st. If you do, each target that fails its saving throw is afflicted for 1 minute.

Resistant Suppression
Prerequisite: 10th level, Bolstering Suppression

When you use your Suppress, you gain resistance to any damage type of your choice. You lose this resistance when the Suppress ends or you use your Suppress again.

Scourge Sense
Prerequisite: 10th Level, Scourge Speech

You can cast the *detect evil and good* and *detect magic* spells at will, without expending a spell slot. While you concentrate on either spell, you are also aware if any creature or object within 30 feet of you is cursed, and can use your action on your turn to learn the properties of a curse affecting one such creature or object.

Scourge Visage
Prerequisite: 10th Level, Scourge Speech

As an action, you can cause the magicks of your curse to manifest around you as a horrifying visage. The visage intangibly coats your entire body and anything you're wearing or carrying, and can look like a cloak, a suit of armor, or another type of inanimate covering that obscures your features. While you're cloaked in the visage, ability checks made to ascertain your emotional state or whether you're lying automatically fail, and whenever an enemy within 5 feet of you that can see you makes a saving throw against being frightened, it subtracts your curse ability modifier (minimum 1) from the roll.

The visage remains until you become incapacitated or you choose to dismiss it (no action required).

Sleighting Imprecation
Prerequisite: 10th Level, Enshrouding Imprecation

While you're in dim light or darkness, you can ignore the somatic components of your accursed spells, you gain a bonus to Dexterity (Sleight of Hand) and Dexterity (Thieves' Tools) checks equal to your curse ability modifier (minimum +1), and you can magically form the magicks of your curse into a set of thieves' tools whenever you would make an ability check using thieves' tools.

Startling Jinx
Prerequisite: 10th level, Swift Jinx

The following jinxes are added to the list of options you can choose when a creature fails its Wisdom saving throw against your Jinx feature:

- The target has disadvantage on the next saving throw it makes against being frightened.
- The target has disadvantage on the next Constitution saving throw it makes to maintain its concentration.

Adaptive Malediction
Prerequisite: 18th level

When you finish a short rest, you can choose to replace one of your other metamorphoses with a different metamorphosis, and when you finish a long rest, you can choose to replace any number of your other metamorphoses with different metamorphoses. To choose a replacement metamorphosis, you must meet its prerequisites, and it can't have an 18th level prerequisite.

If replacing a metamorphosis causes you to no longer meet another metamorphosis' prerequisites, you must also replace that metamorphosis. If you are replacing two or more metamorphoses simultaneously with this ability, you can choose a metamorphosis at the same time you choose its prerequisite metamorphosis.

Crippling Jinx

Prerequisite: 18th level, Enervating Jinx or Startling Jinx

The following jinxes are added to the list of options you can choose when a creature fails its Wisdom saving throw against your Jinx feature:

- The target has disadvantage on the next attack roll it makes.
- The target has disadvantage on the next saving throw it makes. Once you use this jinx on a creature, you must finish a long rest before you can use it on that creature again.

Dispelling Anathema

Prerequisite: 18th level, Capacious Anathema or Obstinate Anathema

You learn the *dispel caster* [UAH] spell if you don't already know it. It doesn't count against the number of accursed spells you know. You can cast *dispel caster* once, without expending a spell slot. When you do, you must finish a long rest before you can cast it with this ability again.

Additionally, when you make an ability check as part of your Arcane Anathema, you add your proficiency bonus to that ability check.

Doubling Jinx

Prerequisite: 18th level, Enervating Jinx or Startling Jinx

When you use your Jinx, you can target a second creature within range. If both targets fail their Wisdom saving throw against the feature, you can choose a different jinx for each target.

If neither jinxed target makes the associated type of roll before the end of your next turn, you can use the same action to maintain both jinxes, given that the jinx hasn't ended for another reason and you are able to maintain the jinx.

Facile Suppression

Prerequisite: 18th level, Instinctual Suppression or Resistant Suppression

You can use your Suppress at will, without expending a spell slot. When you use Suppress with this ability, the Suppress doesn't end until you die or until you choose to end it (no action required).

Explosive Bane

Prerequisite: 18th level, Eldritch Bane or Martial Bane

Once during each of your turns when you hit a creature with an attack or deal damage to it with an accursed spell, you can cause the target to take an additional 1d8 necrotic damage from the attack or spell. When you use this ability, you can also choose to expend a spell slot to cause the creature to take an additional 1d8 necrotic damage per level of the expended spell slot.

Hex Phalanx

Prerequisite: 18th level, Hex Aura or Hex Plate

Your curse recognizes your allies and will protect them while they are alongside you. As long as one or more friendly creatures are within 5 feet of you, each of those creatures gains a bonus to its AC, and you and each of those creatures gains a bonus to any Strength or Dexterity saving throw it makes. The bonus is equal to your curse ability modifier (minimum +1). You and at least one friendly creature within 5 feet of you must be conscious to gain the bonus.

Hex Shield

Prerequisite: 18th level, Hex Aura or Hex Plate

You can concentrate your curse's magicks to deflect weapons and magic. Whenever you take damage, you can use your reaction to halve the amount of damage you take.

Immune Suppression

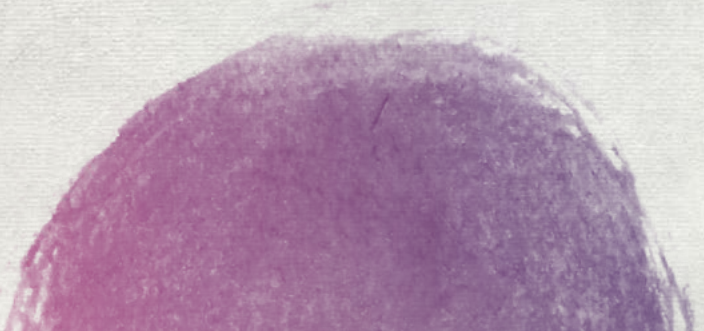
Prerequisite: 18th level, Instinctual Suppression or Resistant Suppression

When you use your Suppress, choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You gain immunity to the chosen damage type until the Suppress ends or you use your Suppress again.

Insidious Imprecation

Prerequisite: 18th level, Muffling Imprecation or Sleighting Imprecation

If you're hidden from a creature when one of your accursed features or an accursed spell you cast requires the creature to make a saving throw, it has disadvantage on any saving throw it makes against the spell or feature this turn.



Negating Anathema

Prerequisite: 18th level, Capacious Anathema or Obstinate Anathema

When you become the target of a spell, you can use your reaction to attempt to negate the spell's effects on yourself. If the spell is of 5th level or lower, the spell fails to affect you. If the spell is of 6th level or higher, you must make a curse ability check with DC equal to 15 + the spell's level; on a success, the spell fails to affect you. You must be able to see the source of the spell to use this ability, and this ability has no effect on the spell's other targets.

Scourge Attunement

Prerequisite: 18th Level, Scourge Sense or Scourge Visage

You can attune to three additional magic items, provided that each of the additional items is cursed. If a cursed item you're attuned to is a weapon or suit of armor, you are considered proficient with the item for the duration of your attunement to it.

Scourge Presence

Prerequisite: 18th Level, Scourge Sense or Scourge Visage

As a bonus action, you can force each creature of your choice that can see or hear you within 30 feet of you to make a Wisdom saving throw or become frightened of you for 1 minute. At the start of each of its turns, a creature frightened by this ability takes 2d8 psychic damage if it can see or hear you, or can repeat the saving throw if it can't see or hear you, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability until you finish a long rest.

Transferring Affliction

Prerequisite: 18th level, Infectious Affliction or Prolific Affliction

When one or more creatures fail their saving throw against your Afflict, you can choose to ignore the effects of the chosen ailment for the duration. If you do, the afflicted creature has disadvantage on saving throws it makes to end its affliction and takes 1d8 necrotic damage at the start of each of its turns for the duration.

Umbral Imprecation

Prerequisite: 18th level, Muffling Imprecation or Sleighting Imprecation

If you don't already have darkvision, you gain darkvision to a range of 60 feet. Magical darkness doesn't impede your darkvision.

Additionally, your curse creates a shadowy gloom around you. While in an area of bright light, you count as being in dim light; while in an area of dim light, you count as being in darkness; and while in an area of darkness, you count as being in magical darkness.

Vengeful Bane

Prerequisite: 18th level, Eldritch Bane or Martial Bane

When a creature you can see within 30 feet of you causes you to take damage, you can use your reaction to make a weapon attack against that creature or cast an accursed spell at the creature, given that the creature is within range. The spell must have a casting time of 1 action and target only that creature. If the creature would take damage from the attack or spell, it takes additional necrotic damage equal to your curse ability modifier (minimum 1).

Vile Affliction

Prerequisite: 18th level, Infectious Affliction or Prolific Affliction

You can use your Afflict as a bonus action on your turn.

Additionally, when you use your Afflict, you can choose any number of your ailments. If a target fails its saving throw, it suffers each of the chosen ailments for the duration.

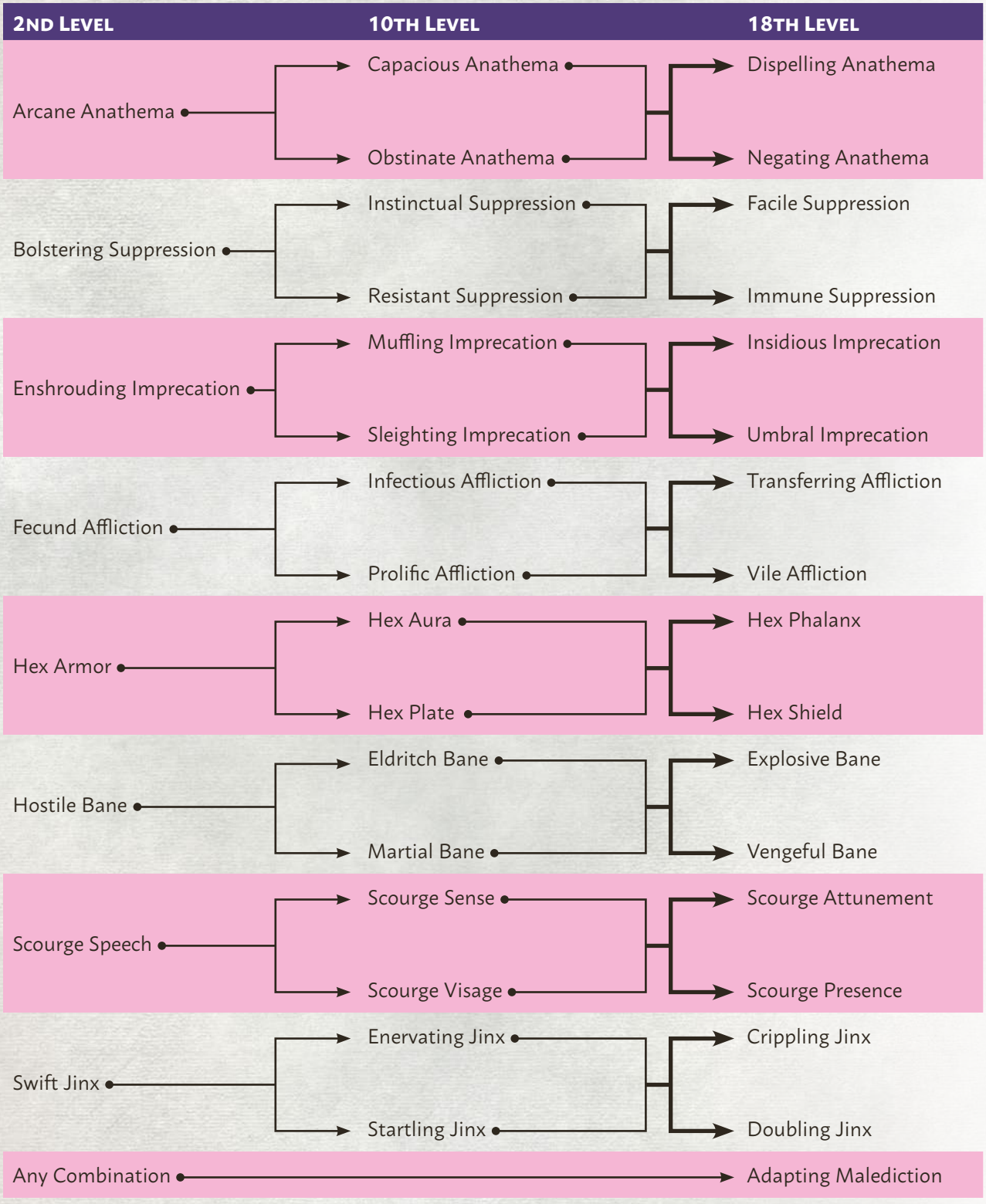


DANIEL COMERCI

Malediction Metamorphosis Trees

The "trees" created by the metamorphoses' prerequisites can be hard to understand by simply reading them. Below is a visual representation of how these trees work, based on what family of metamorphoses they belong to.

Malediction Metamorphosis Trees



Conquered Curses

Accursed, once they take control of the magic of their curse, find themselves in a rather unique situation: they are able to study the malediction in ways that few other creatures can, learning the true makeup of its magicks. Most are surprised to find that the common beliefs held about the nature of their particular affliction are misconceptions, though this isn't the case for all accursed. Learning to utilize the core of their curse's magic is at the heart of an accursed's progression of power.

Curse of Animation

While still alive, your skeleton was animated with dark magic by a particularly skilled and cruel necromancer. While it doesn't bear true intelligence or sentience, your skeleton wished to be free of its fleshy prison, rebelling against you. Eventually, it began using its animating magics to grow bone spurs that would calcify your muscles and pierce your flesh, doing anything it could to escape. Before it could cause your death and shed your skin to join its master, you somehow managed to break the necromancer's control and come to an accord with your bones. It is still animated within you, and you may occasionally still have conflicting interests, but you've learned to work together for your mutual survival. After all, they say that two is better than one, and you can use its ability to manipulate calcium to your advantage...



DEAN SPENCER

Animation Ailments

As a creature accursed with your skeleton being necromantically animated within you, you suffer the following ailments:

- You count as being undead for the purpose of any effect that detects or turns undead. If you become subject to an effect that would turn undead and fail the saving throw by 5 or more, you are incapacitated until the end of your next turn or until you take damage.
- Your skeleton is restless and always wants to be moving or patrolling, making it difficult for you to rest. You regain half as many Hit Dice (rounded up) when you finish a long rest. Additionally, if you die and aren't returned to life within 24 hours, your bones burst from your flesh and become a **skeleton** (described on page 272 of the *Monster Manual*).

Bone Spurring

Starting at 1st level, you can work with your skeleton to form and expel armaments made from your bones. As an action, you can create a tool that weighs 10 lbs or less that you have proficiency with, one martial melee weapon, or a shield. The bone object appears in one of your empty hands, and you have proficiency with weapons and shields you create with this feature.

You can have a number of bone objects created with this feature equal to your curse ability modifier (minimum 1). If you attempt to create one beyond this number, your choice of one of the previous bone objects crumbles to powder.

Calcifying Strike

Also starting at 1st level, you can build up calcium in your victims when you strike them, making them more susceptible to damage. Immediately after you successfully grapple a creature or deal damage to a creature with one of your bone weapons, you can force it to make a Constitution saving throw. On a failure, the creature becomes cursed for 1 minute. The first time each turn that the cursed target is hit by an attack, it takes an additional 1d4 piercing damage. The cursed creature can repeat the Constitution saving throw at the end of each of its turns, ending the curse on itself on a success.

You can use this feature a number of times equal to your curse ability modifier (minimum once). You regain all expended uses when you finish a long rest. If you have no remaining uses of this feature, you can expend a Hit Die to use it again.

The damage changes when you reach certain levels in this class: 5th level (1d6), 11th level (1d8), and 17th level (1d10).

Curse Spells

Starting at 2nd level, your increasing mastery of your curse causes you to learn a particular spell when you reach certain levels in this class, as shown in the Animation Curse Spells table. See the Spellcasting class feature for how curse spells work.

Animation Curse Spells

Accursed Level	Spells
2nd	*shield*
5th	*skull servant* [UAH]
9th	*animate dead*
13th	*stoneskin*
17th	*danse macabre* [XGE]

Necromantic Spurs

Starting at 3rd level, each weapon you create with your Bone Spurring counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage while you wield it.

Additionally, you can empower the bone objects you create with your curse's animating energy. When you create an object with your Bone Spurring or as a bonus action while holding one of your bone objects, you can expend a spell slot to empower it until it leaves your hand. The empowered effect depends on the type of bone object.

Shield. You gain an additional +1 bonus to AC while you wield the shield. You can gain this bonus from only one empowered bone shield at a time.

Weapon. You gain a +1 bonus to attack and damage rolls you make with the weapon.

Tool. You gain a +1 bonus to ability checks you make using the tool.

The bonus granted by an empowered bone object increases if you expend certain higher level spell slots to use this feature: to +2 if you use a spell slot of 3rd or 4th level, and to +3 if you use a spell slot of 5th level or higher.

Fracture Burst

Also starting at 3rd level, when you take damage other than psychic damage, you can expel a sudden burst of bones from your skin. Each creature of your choice within 5 feet of you must succeed on a Dexterity saving throw or take 1d8 piercing damage and become cursed as though it failed the saving throw against your Calcifying Strike.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. If you have no remaining uses of this feature, you can expend a Hit Die to use it again.

The range increases by 5 feet when you reach certain levels in this class: 11th level (10 feet), and 17th level (15 feet).

Extra Attack

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

Exoskeleton Armor

Starting at 11th level, your skeleton grows bone armor over your skin to protect you both. At the start of each of your turns, you gain temporary hit points equal to half your accursed level.

Vitality Splint

Starting at 15th level, you can use your skeleton's animating energy to restore your own vitality. As an action, you can expend a spell slot to regain a number of your expended Hit Dice equal to the slot's level.

Spurred Army

At 20th level, you can use your action to create and expel up to ten **skeletons** from your body into unoccupied spaces of your choice within 60 feet of you. Each skeleton remains for 1 hour or until it is reduced to 0 hit points, at which point it crumbles into a pile of bones.

The skeletons are friendly to you and your companions and obey your commands. As a bonus action, you can command any or all of them at the same time, issuing the same command to each skeleton. You decide what action they will take and where they will move. If you issue no commands, the skeletons only defend themselves against hostile creatures. Once given an order, the skeletons continue to follow it until their task is complete.

The only attacks the skeletons can make are melee weapon attacks or grapples, gaining a bonus to Strength (Athletics) checks made to grapple and to weapon attack rolls equal to your curse ability modifier (minimum +1). If one of the skeletons hits a creature or successfully grapples it, the target becomes cursed as though it failed its saving throw against your Calcifying Strike.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend ten Hit Dice to use it again.



Curse of the Armament

One of the most common curses suffered by adventurers and explorers is attuning to a cursed object. Many suffer the inconvenience only so long as it takes to get a *remove curse* spell cast on themselves, but for some reason you chose to remain attuned to a cursed weapon. Perhaps you didn't have the connections or money to have the spell cast, or maybe there was something compelling about the weapon's history that made you reluctant to part with it. Regardless of your reasons, you've embraced your connection with the weapon, despite its annoying tendency to never leave you alone, and have dedicated yourself to mastering it. You may have become a bit obsessed with the combination of magic and martial might the weapon contains, and want to explore just how far it can take you…

Armament Ailments

As a creature accursed by attuning to a cursed weapon, you suffer the following ailments:

- You have disadvantage on attack rolls you make using weapons other than your curse armament.
- You are permanently attuned to your curse armament and can't become unattuned from it by any means, even if another creature attempts to attune to it. Such a creature's attempts to attune to your curse armament automatically fail.

Acolyte of Arms

At 1st level, you dedicate yourself to the mastery of melee weapons in an attempt to better understand the armament that just won't leave you alone. You have proficiency with martial melee weapons.

Choose a melee weapon without the heavy property from your starting equipment. This weapon becomes your curse armament. It is a cursed magical object, but doesn't count as magical for the purpose of spells you cast, such as the *magic weapon* spell.

If your curse armament is ever destroyed, its curse instantly transfers to the nearest nonmagical melee weapon in your possession, or that isn't being worn or carried if you don't have any other melee weapons. The new weapon becomes your curse armament.

Clinging Curse

Starting at 1st level, if your curse armament is ever further than 20 feet from you, it instantly reappears in your space, whether in your hand, in its scabbard or other container, or on the ground (your choice each time it reappears in your space due to an accursed class feature).

You've learned to use this unique property to your advantage. Your curse armament has the thrown (range 20/60) property. When you throw it as part of an attack, it reappears in your space immediately following the attack. If you throw it 20 or more feet this way, it doesn't reappear in your space until after the attack is completed.

Curse Spells

Starting at 2nd level, your increasing mastery of your curse causes you to learn a particular spell when you reach certain levels in this class, as shown in the Armament Curse Spells table. See the Spellcasting class feature for how curse spells work.

Armament Curse Spells

Accursed Level	Spells
2nd	*wrathful smite*
5th	*magic weapon*
9th	*guiding weapon* UAH
13th	*vampiric weapon* UAH
17th	*steel wind strike* XGE



DOUGLAS WRIGHT

Bond of Bloodthirst

Starting at 3rd level, due to your greater bond with your curse armament, you can draw further power from it when you strike. Once during each of your turns when you hit with a curse armament attack, you can cause the attack to deal an extra 1d6 damage.

Additionally, you can coax the magicks of your curse into another melee weapon over the course of a short or long rest. Before you begin the rest, you choose a nonmagical melee weapon in your possession, which can be a weapon with the heavy property. You must remain in contact with your curse armament and the chosen weapon for the duration of the rest. At the end of the rest, the chosen weapon becomes your new curse armament and your previous curse armament loses all of the properties granted to it by your curse.

Voracious Weapon

At 3rd level, envious of the advances you've made by tapping into its magic, your curse armament begins to hunger for its own growth in power. When you attune to a magic melee weapon, you can choose to feed it to your curse armament, causing the consumed weapon to be absorbed within your curse armament, which gains its magical properties. For example, if you feed a *flame tongue* to your curse armament, it gains the *flame tongue's* ability to ignite by speaking a command word, shedding light and dealing additional fire damage while it is ignited as detailed in the item's description. While your curse armament has a magic item consumed this way, it counts as magical for the purpose of spells you cast.

When you feed a magic weapon to your curse armament this way, you still count as being attuned to the consumed weapon. Your curse armament regurgitates the consumed weapon, losing the weapon's properties, if you feed it a different magic melee weapon, if you become unattuned from the consumed weapon, or if you use your action to cause it to regurgitate the weapon.

Extra Attack

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

Fighting Style

At 11th level, your expertise with your curse armament allows you to 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.

Blind Fighting. You have blindsight to a range of 20 feet. Within this range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless that creature successfully hides from you.

Dueling. When you are wielding or throwing your curse armament with one hand and aren't wielding any other weapons, it deals an extra 1d6 damage.

Great Weapon Fighting. While you're wielding or throwing your curse armament with two hands, you can treat any 1 you roll on a weapon damage die as a 2, and you can maximize one of the weapon damage dice. You can choose which die to maximize after rolling.

Protection. When a creature you can see attacks a target other than you within 20 feet of you, you can use your reaction to impose disadvantage on the attack roll and grant the target of the attack a +2 bonus to its AC against the attack, throwing your curse armament to intercept the attack. You must be wielding your curse armament, which reappears in your space immediately afterward.

Thrown Weapon Fighting. When you make a ranged attack with your curse armament, being within 5 feet of a hostile creature doesn't impose disadvantage on the attack roll and the attack ignores half and three-quarters cover. In addition, when you hit with a ranged attack using your curse armament, you gain a +2 bonus to the damage roll.

Reciprocal Relationship

Starting at 15th level, once during each of your turns when you hit a creature or object with a ranged attack using your curse armament, you can teleport to the nearest unoccupied space to the target. Your curse armament then reappears in your space.

Curse Combination

At 20th level, when you take the Attack or Cast a Spell action on your turn or use your reaction to make an opportunity attack, you can make an additional attack with your curse armament as part of the same action or reaction.

Ravenous Weapon

At 20th level, your curse armament can have up to two magic melee weapons consumed at the same time. If you attempt to feed it a third, it regurgitates your choice of one of the two weapons it currently has consumed.

If both of your curse armament's consumed weapons grant a bonus to attack and damage rolls using the weapon, you use the higher of the two bonuses, not the combination. For example, if your curse weapon has consumed a *weapon +2* and a *weapon +3*, you will receive a +3 bonus to your attack and damage rolls using your curse armament, not a +5 bonus.



JACK HOLLIDAY

Curse of Combustion

Your body is an explosive with a fuse of unknown length, most likely due to angering a powerful fire entity like Elemental Fire Lord Imix, an archpriest of the Cult of Eternal Flame, an efreeti, or a god of fire like Kothuss. You never knew when it would finally be time for the first to burst out of you, annihilating you and everything in the immediate vicinity, but you could always feel the flames building in a slow crescendo within you, like it is using your body and soul as kindling. By some means, though, you learned to harness this inner inferno, and can now use it to your own ends. After all, fire is so beautiful to behold, and you cannot help but to wonder how gorgeous the world would look when bathed in your glorious flame…

Combustion Ailments

As a creature accursed to spontaneously burst into flame on day, you suffer the following ailments:

- The flames trying to burst from within you give you a subdermal glow. You magically shed dim light to a range of 10 feet, and have disadvantage on Dexterity (Stealth) checks you make to avoid being seen while this light is visible.
- Whenever you lose concentration due to taking damage (even when you aren't concentrating on a spell), you take additional fire damage equal to your level, and each creature within 10 feet of you must succeed on a Dexterity saving throw or take fire damage equal to half your level. Fire damage you take from this ailment can't be reduced or prevented in any way. Once you take damage from this ailment, this ailment doesn't function until the start of your next turn, your inner flames needing to stoke.

Humanoid Torch

Starting at 1st level, you can brighten your inner flame to further illuminate the world around you. As an action, you can magically cause yourself to shed bright light in a 20-foot radius and dim light for an additional 20 feet. You can dismiss this light as a bonus action on your turn.

Flame Burst

Starting at 1st level, as an action, you can cause the magical flames burning within you to explode out. Each creature other than you within 5 or 10 feet of you (your choice each time to use this feature) must succeed on a Dexterity saving throw or take 1d8 fire damage.

The damage increases by 1d8 when you reach certain levels in this class: 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Curse Spells

Starting at 2nd level, your increasing mastery of your curse causes you to learn a particular spell when you reach certain levels in this class, as shown in the Combustion Curse Spells table. See the Spellcasting class feature for how curse spells work.

Combustion Curse Spells

Accursed Level	Spells
2nd	*burning hands*
5th	*Aganazzar's scorcher* XGE
9th	*fireball*
13th	*wall of fire*
17th	*immolation* XGE

Igniting Touch

At 3rd level, you learn to concentrate the heat of your inner flame into your palm. As an action, you can magically ignite a flammable object you touch with your hand, provided it isn't being worn or carried by another creature.

You can also use this feature to attack your enemies without harming your allies. As an action, you can make a melee spell attack against a target within your reach. On a hit, the target takes fire damage equal to your Flame Burst damage + your curse ability modifier.

Blast Wave

Starting at 3rd level, when you use your Flame Burst, you can expend a spell slot to increase its radius and potency. Its radius increases to 20 feet for a 1st-level spell slot, to 30 feet for a 2nd-level, to 60-feet for a 3rd-level, to 90 feet for a 4th-level, and to 120 feet for a 5th-level spell slot.

Additionally, when you expend a spell slot with this feature, if a creature succeeds on its saving throw against the Flame Burst, it takes half the damage.

Overheat

Starting at 5th level, you can cause your flames to burn so hot that you even scorch yourself. Once during each of your turns when you deal fire damage with an accursed class feature or accursed spell, you can choose to take an amount of fire damage up to your accursed level (minimum 1). If you do, the damage roll increases by an amount equal to twice the fire damage you chose to take. Fire damage you take from this feature can't be reduced or prevented in any way, but doesn't require you to make a Constitution saving throw to maintain your concentration.

Calculated Combustion

At 11th level, you gain enough control over your flames that you can create pockets of safety within them for your companions. When you use an accursed class feature or cast an accursed spell that deals fire damage, you can choose a number of creatures you can see up to half your accursed level. Each of the chosen creatures automatically succeeds on any saving throw it makes against the feature or spell this turn, and takes no damage if it would normally take half damage on a successful save.

White Hot

At 15th level, your flames become hot enough to burn objects resistant to fire. Your accursed class features and accursed spells ignore resistance to fire damage.

Raging Inferno

At 20th level, whenever you deal fire damage to a target other than yourself with an accursed class feature or accursed spell, the target takes an additional 2d8 fire damage.

Additionally, when you use your Overheat, the feature or spell ignores any immunity to fire damage that a target may have this turn.

Curse of the Created

You were not born, nor were you cursed. Instead, you lurched to life with electricity crackling in the air around you. Your creator intended you to be a perfect specimen of their own kind, but when the stitched together corpses you're made of gained sentience, you were only a grotesque facsimile of true life. Your presence is deeply unsettling to others, including your creator, who may have abandoned you shortly after your animation. Despite their persistent rejections, you long to find a place among other humanoids, though you sometimes wonder if you aren't more like the monster they see you as...

Created Ailments

As a creature accursed with a disturbing approximation of true life, you suffer the following ailments:

- When you take fire damage, you have disadvantage on Intelligence, Wisdom, and Charisma saving throws until the end of your next turn.
- You have disadvantage on Charisma checks when interacting with humanoids, except those meant to frighten or intimidate.

It's Alive!

At 1st level, once when you take damage that would reduce you to 0 hit points, you can use your reaction to be reduced to 1 hit point instead. When you do, you gain 5 × your accursed level in temporary hit points and each creature within 5 feet of you must make a Constitution saving throw. On a failure, the creature takes lightning damage equal to 5 × your accursed level. On a success, it takes half as much.

You regain the use of this feature the next time your current hit points are equal to your maximum hit points.

Armed and Angry

Also at 1st level, you gain proficiency with martial weapons and shields.

Curse Spells

Starting at 2nd level, your increasing mastery of your curse causes you to learn a particular spell when you reach certain levels in this class, as shown in the Created Curse Spells table. See the Spellcasting class feature for how curse spells work.

Created Curse Spells

Accursed Level	Spells
2nd	*cause fear* XGE
5th	*ward against weapons* UAH
9th	*lightning bolt*
13th	*stoneskin*
17th	*raise dead*



JACOB E. BLACKMON

Last Life's Memories

Starting at 3rd level, you recall fragmented memories from one of the creatures whose body you are made up of. Choose a skill or two tools. You gain proficiency in that skill or with those tools.

Shocking Strike

Also at 3rd level, once per turn when you hit a creature with a melee weapon attack, you can deal an additional 1d6 lightning damage to the target. When you do, until the end of your next turn, the target has disadvantage on all attack rolls against creatures other than you.

Extra Attack

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

Electric Charge

At 11th level, you gain resistance to lightning damage. Immediately after you take lightning damage, you gain that many temporary hit points. You lose any remaining temporary hit points from this feature after 1 minute.

In addition, when you deal damage with a melee weapon attack while you have temporary hit points, you can choose to expend a number of your temporary hit points up to half your accursed level. When you do, the melee weapon attack deals additional lightning damage equal to the temporary hit points expended.

Reassemble Corpus

Starting at 15th level, the maximum value of your Strength, Dexterity, and Constitution scores increases from 20 to 22.

In addition, each time you finish a long rest, you can choose to decrease your Strength, Dexterity, or Constitution ability score by 2 to increase your Strength, Dexterity, or Constitution ability score by 2, to a maximum of 22.

Stolen Spark

At 20th level, you can use a bonus action to grasp at the spark of eternal life. When you do, you gain the following benefits for the next minute:

- The additional lightning damage from your Shocking Strike feature increases to 1d12.
- At the start of each of your turns, you regain 5 hit points and gain 10 temporary hit points.
- You gain a +1 bonus to all attack rolls, ability checks, and saving throws that add your Strength, Dexterity, or Constitution modifier.

Once you use this feature, you must finish a long rest before you can use it again. You regain the use of this feature early if you use the reaction granted by your It's Alive! feature.

Curse of Immortality

Whether it was a poorly worded wish from a djinn, an ill-advised deal with a devil or fey, or an ancient ritual you may not have studied carefully enough, you managed to attain a boon coveted by archmages everywhere: true immortality, a way to live long enough to learn all there is to know and ever will be. While you can still be killed, you always return, and you will never grow older or lose your beauty. For the first few centuries, maybe even for the first few millennia, it was everything you ever dreamed of: no permanent consequences, no more living in fear of death, never having to worry about the seconds ticking away.



Eventually, though, you came to see immortality for what it truly is: a curse that ensures that there is never an end to your torment. No matter what happens, each dawn resets your physical form to its state at the moment you were cursed. You could do nothing but watch as everyone you ever cared about withered and died, you ran out of new things to discover and explore, and you began to grow apathetic and withdrawn as the world around you changed so much that you could no longer recognize or relate to it. You're an artifact of a long gone era, and now there's nothing left for you to do but to finally see what happens if you don't come back…

Immortality Ailments

As a creature accursed with endless life, you suffer the following ailments:

» Whenever you get your hair cut, get a piercing or tattoo, or in any other way alter your body in a nonmagical way, your curse reverts the changes at the next day's dawn.

» Your curse actively resists magic of a similar restorative nature. You can't regain hit points from spells cast by other creatures, and when you die, you can't be returned to life by any means other than the *wish* spell or your accursed class features.

Ageless

At 1st level, time seems to have ceased for your biological form. You don't age and are immune to effects that would age you. You must still breathe, eat, drink, and sleep as is normal for a member of your race.

Additionally, you have forgotten more in your years than most will ever learn, and can delve into your memories to recall old talents. You learn one cantrip of your choice from the wizard spell list and one language of your choice, and you gain proficiency with one martial weapon of your choice, in a skill of your choice, and with a tool of your choice. Whenever you finish a long rest, you can choose to replace the cantrip, language, weapon proficiency, skill proficiency, or tool proficiency learned from this feature with a different one of the same type. Any cantrip you learn from this feature uses your curse ability as its spellcasting ability for as long as you know it.

Undying

Starting at 1st level, dying is merely a painful inconvenience for you. At dawn each day, if you are dead, you magically return to life. When you are revived by this feature, you gain the benefits of having taken a long rest, and neutralize any poisons and cure any nonmagical diseases that were affecting you at the time of your death. Your wounds close and you regrow any lost

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limbs or other body parts, resetting your body to the way it was at the moment you gained your immortality.

No matter how many times you have endured this process, it remains extremely traumatic. When you return to life with this feature, you suffer a –1 penalty to all attack rolls, ability checks, and saving throws you make until you finish your next long rest.

Once you reach 20th level in this class, you finally attain enough control over your curse that you can break the endless cycle of revival. When you die, you can choose for this feature not to function until you are otherwise returned to life.

Curse Spells

Starting at 2nd level, your increasing mastery of your curse causes you to learn a particular spell when you reach certain levels in this class, as shown in the Immortality Curse Spells table. See the Spellcasting class feature for how curse spells work.

Immortality Curse Spells

Accursed Level	Spells
2nd	*cure wounds*
5th	*lesser restoration*
9th	*revivify*
13th	*death ward*
17th	*raise dead*

Wisdom of the Ages

By 3rd level, you have dabbled in nearly every trade, even if only for the purpose of alleviating your boredom. You can add half your proficiency bonus, rounded down, to any ability check you make using a skill or tool that doesn't already include your proficiency bonus.

Adventuring Discipline

At 3rd level, the adventuring you have done in pursuit of ending your curse forces you to focus your training, mastering combat skills that you may only have previously dabbled in. Choose one of the following disciplines.

Mage. You learn two additional cantrips and one 1st-level spell of your choice from the wizard spell list. You learn additional wizard spells of your choice when you reach higher levels in this class: a 2nd-level spell at 5th level, an additional cantrip and a 3rd-level spell at 9th level, a 4th-level spell at 13th level, and a 5th-level spell at 17th level. Each spell you learn with this feature counts as an accursed spell for you, and doesn't count against the number of accursed spells you know.

Warrior. You gain proficiency with all martial weapons and with heavy armor. As a bonus action,

Alternative Immortality

If you want your character to emulate a particular unnamed doctor who travels through time and space in a police box, you can replace the Undying class feature with the Regenerate feature below. If you do, each Curse of Immortality feature that references the Undying class feature instead references the Regenerate class feature, and the *reincarnate* spell replaces *raise dead* in the Immortality Curse Spells table.

Regenerate

Starting at 1st level, dying is merely a painful inconvenience for you. At dawn each day, if you are dead, you magically return to life. When you are revived by this feature, your curse replaces your lifeless corpse with a healthy, new adult body, though you still recall your former life and experiences. You determine the new body's race using a process you discuss with your DM, or at the DM's option you can roll on the table below (which is copied directly from the *reincarnate* spell). You then exchange your original racial traits for those of your new race.

Once you reach 20th level in this class, you finally attain enough control over your curse that you can break the endless cycle of rebirth. When you die, you can choose for this feature not to function until you are otherwise returned to life.

Reincarnation Table

d100	Race
01-04	Dragonborn
05-13	Dwarf, hill
14-21	Dwarf, mountain
22-25	Elf, dark
26-34	Elf, high
35-42	Elf, wood
43-46	Gnome, forest
47-52	Gnome, rock
53-56	Half-elf
57-60	Half-orc
61-68	Halfling, lightfoot
69-76	Halfling, stout
77-96	Human
97-00	Tiefling

you can focus on a creature you can see within 30 feet of you, aiming for a weakness in its defense. The next time you hit the target with a weapon attack this turn, it takes an extra 1d6 damage from the attack. This damage increases by 1d6 when you reach certain levels in this class: 11th level (2d6), and 17th level (3d6).

Disciplinary Adept

At 5th level, you recall skills of ages past through contemporary training, gaining an additional benefit depending on the discipline you chose as your Adventuring Discipline.

Mage. Once during each of your turns when you deal damage to a creature with an accursed cantrip, you can cause the creature to take extra damage from the cantrip equal to your curse ability modifier (minimum 1).

Warrior. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Shared Immortality

Starting at 11th level, you can temporarily share the restorative magic of your curse with another creature. When you finish a long rest, you can choose a willing creature within 30 feet of you. That creature gains the effects of your Undying feature until it returns to life or until you finish your next long rest.

Revert

At 15th level, you learn to tap into your curse's magic to revert damage you have sustained. As an action, you can regain a number of hit points equal to half your hit point maximum.

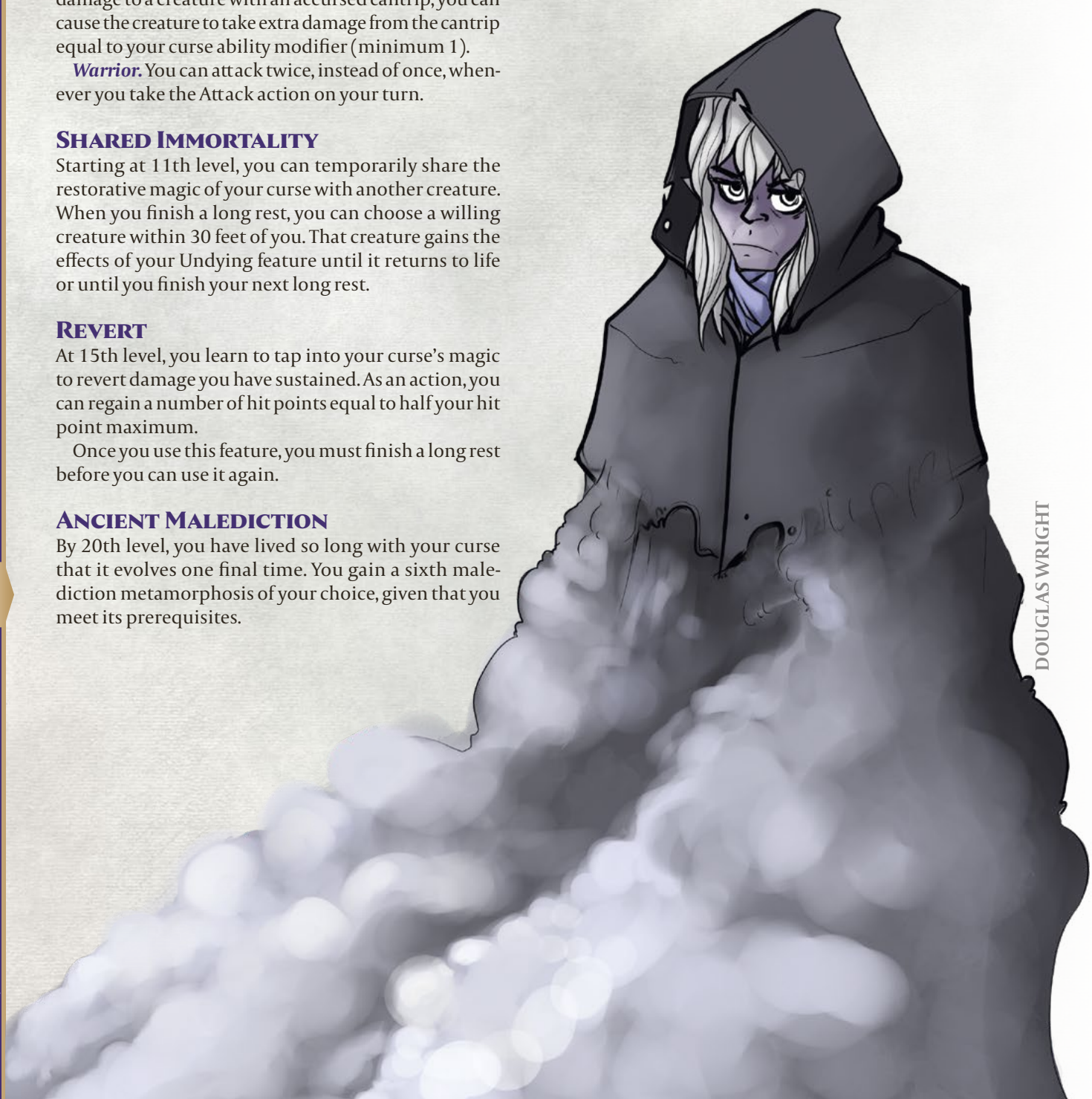
Once you use this feature, you must finish a long rest before you can use it again.

Ancient Malediction

By 20th level, you have lived so long with your curse that it evolves one final time. You gain a sixth malediction metamorphosis of your choice, given that you meet its prerequisites.

Curse of Misfortune

You, or one of your ancestors, managed to earn the ire of a powerful magical entity—whether it be a hag matron, a celestial deity, or an archmage — that cursed your family line with poor luck. You're constantly losing possessions as though they've vanished into the aether, you injure yourself in the most improbable of ways, and it always rains if you've forgotten your cloak. You've learned, however, that the magic that surrounds you simply alters probability, and have discovered that you can manipulate it and even potentially shift its polarity to good luck. Perhaps, if you gain enough control over this power, you may even be able to alter fate…



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Misfortune Ailments

As a creature accursed with supernatural bad luck, you suffer the following ailments:

- Whenever a creature scores a critical hit against you, it can roll one of the weapon or effect's damage dice one additional time and add it to the extra damage of the critical hit.
- You suffer disadvantage on Strength, Dexterity, and Constitution checks. Once you fail such an ability check, this ailment doesn't affect ability checks you make using the same ability for 1 minute, or until you fail an ability check using a different one of these abilities.

Playing the Odds

Starting at 1st level, you can use your curse's magicks to affect the probability of games of chance. When a creature you can see within 30 feet of you makes an ability check involving a game of chance, such as using a dice set or playing card set, you can use your reaction to magically give the creature advantage or disadvantage on the ability check. Unless the target succeeds on an Intelligence (Arcana) check against your curse save DC, it doesn't know you manipulated the game with this feature.

Unfortunate Accident

Starting at 1st level, once during each of your turns when you use your Jinx, you can choose to imbue the jinx with additional bad luck. If a target fails its saving throw against this Jinx, it takes 1d8 force damage, the extra bad luck causing a seemingly random event to injure it. When a creature fails its saving throw against this imbued jinx, it counts as you hitting it with an attack for the purpose of your accursed class features and accursed spells. You must use this feature before the target makes its saving throw against the Jinx.

The damage increases by 1d8 when you reach certain levels in this class: 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Curse Spells

Starting at 2nd level, your increasing mastery of your curse causes you to learn a particular spell when you reach certain levels in this class, as shown in the Misfortune Curse Spells table. See the Spellcasting class feature for how curse spells work.

Misfortune Curse Spells

Accursed Level	Spells
2nd	*bless*
5th	*enhance ability*
9th	*bestow blessing* UAH
13th	*confusion*
17th	*skill empowerment* XGE

Fortune Twist

At 3rd level, you learn to take finer control over your own luck, though the threads of fate aren't fond of being manipulated. When you fail an ability check, attack roll, or saving throw, you can use your reaction to reroll, potentially changing the failure to a success with your curse's magic. Once you use this feature, you can't use it to affect the same type of roll again until you fail a different roll of the same type.

For example, if you use this feature to reroll an attack roll, you can't use this feature on an attack roll again until you miss with a different attack roll.

Unavoidable Accident

Starting at 5th level, when a creature succeeds on its saving throw against a jinx imbued by your Unfortunate Accident, it takes half the damage, but suffers no additional effects from your Jinx.

Miserable Company

Starting at 11th level, you can foist your curse's effects onto others. When another creature you can see within 30 feet of you makes an ability check or attack roll, you can use your reaction to magically impose disadvantage on the roll. If a creature can see you when you use this feature, it knows that you are the source of the bad luck.

Fortunate Company

Starting at 15th level, you can bend fate to make others supernaturally lucky. When another creature you can see within 30 feet of you makes an attack roll or saving throw, you can use your reaction to magically grant advantage to the roll. If a creature can see you when you use this feature, it knows that you are the source of the good luck.

Sovereign of Fate

At 20th level, you become a master at weaving the threads of fate. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to use one of your Curse of Misfortune features, and you can't use it on the same turn that you take your normal reaction.

Curse of Mummification

Upon your death, a necromantic ritual was performed on your body as it was buried. Your organs were removed and placed in canopic jars, your corpse treated with preserving oils and wrappings, and your body imbued with reanimating magics. After the ritual was completed, you were sealed in a temple or tomb to act as its guardian, only animating upon conditions set by the practitioner that performed your ritual.

Perhaps you earned this punishment by invading the crypt of a mummy lord, displeased the priest of a death cult or one who serves a god of death, or committed high crimes against a vengeful emperor. Regardless of how you became a mummy, upon one of your reanimations, you somehow regained self-awareness, found your organs and replaced them within yourself, and managed to return to a semblance of life while breaking the compulsion of the animating magicks. You've discovered that the workings used to preserve you have their perks, though, and that you still have access to a mummy's horrific powers...

Mummification Ailments

As a creature whose corpse was accursed to rise as a mummy, you suffer the following ailments:

- Though your body has mostly returned to life, your skin still has the consistency of parchment—unnaturally dry and susceptible to flame. Whenever you take fire damage, the damage increases by an amount equal to your curse ability modifier (minimum 1).
- Due to being trapped in a tomb or sarcophagus for so long, being in narrow spaces is uncomfortable for you. While you're in an area, such as a room or corridor, that is 5 feet or smaller in one or more dimensions, you have disadvantage on ability checks.

Preserved

At 1st level, the necromantic embalming process used to preserve your corpse for mummification continues to affect you. You no longer age, you require half as much food and water as normal, and it takes twice as long for you to suffocate.

Rot Fist

Also starting at 1st level, you can wrap your fist in necromantic magic that rots its victim from within. As an action, you can make a melee attack roll with proficiency against a creature within your reach. You use your choice of Strength or Dexterity for the attack roll. On a hit, the target takes necrotic damage equal to 1d8 + your curse ability modifier. If the creature isn't an undead or construct, it can't regain hit points until the start of your next turn.

The necrotic damage increases by 1d8 when you reach certain levels in this class: 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Curse Spells

Starting at 2nd level, your increasing mastery of your curse causes you to learn a particular spell when you reach certain levels in this class, as shown in the Mummification Curse Spells table. See the Spellcasting class feature for how curse spells work.

Mummification Curse Spells

Accursed Level	Spells
2nd	*last rites* [UAH]
5th	*dust devil* [XGE]
9th	*wall of sand* [XGE]
13th	*locate creature*
17th	*contagion*



BARTEK BLASZCZEC

Tomb Guardian

At 3rd level, you learn to tap into the necromantic magicks suffusing your body and the instincts imbued in your mummy form to remain constantly alert to danger. You require only half as much sleep as normal, and while you're conscious, you can't be surprised except by magical means. You also gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

Dreadful Glare

Also at 3rd level, you rediscover the power to terrify your enemies with merely a look. As an action, choose one creature within 60 feet of you that can see you. The target must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. A creature that succeeds on the saving throw is immune to this feature for the next 24 hours, unless you use your reaction and expend a spell slot to prevent the immunity.

Terror and Decay

Starting at 5th level, when you use your Dreadful Glare, you can use your Rot Fist as part of the same action this turn.

Necromantic Sustainment

Starting at 11th level, when you would gain a level of exhaustion, you can use the energies that sustain you to prevent yourself from gaining it. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mummy Rot

At 15th level, the magicks injected by your Rot Fist become far more insidious. When you deal necrotic damage to a creature with your Rot Fist, you can force it to succeed on a Constitution saving throw or become cursed with mummy rot. The curse lasts until the cursed creature dies or the curse is removed by the *remove curse* spell or similar magic. A creature cursed with mummy rot can't regain hit points, it takes 1d6 necrotic damage at the start of each of its turns, and whenever it takes necrotic damage, its hit point maximum is reduced by the same amount. If a creature dies while cursed with mummy rot, its body turns to dust.

Once you use this feature, you can't do so again until you finish a long rest or you expend a spell slot of 3rd level or higher to use it again.



Mummy Lord

At 20th level, you learn to draw on the full reservoir of the powers granted to you by the dark ritual that turned you into a mummy. You gain the following benefits:

- You have resistance to necrotic and poison damage.
- When a creature fails its saving throw against your Dreadful Glare by 5 or more, it is also paralyzed until the end of your next turn.
- You can perform a ritual over the course of 1 hour to magically extract your heart without dying, or to return your extracted heart to your chest while you're touching it. The extracted heart has 1 hit point, 5 AC, and is immune to all damage except for fire damage. When you die, as long as your heart is intact and you aren't otherwise returned to life, you return to life in a new body that appears within 5 feet of your heart after 24 hours. The new body has full hit points. At the same time, your previous body falls to dust, with all of your equipment remaining in its space. If the heart is ever destroyed, you immediately know. When you finish a long rest while your heart is destroyed, you can cause a new one to appear in your space. You choose whether the heart appears within your body or outside of it.

Curse of Petrification

You spent unknown years, maybe even decades or centuries, as a statue — a literal stone shell of your former self. You may have angered a vengeful god or powerful spellcaster, fell victim to a gorgon's breath, or caught the gaze of a medusa. No matter how you were petrified, you eventually regained conscious awareness, though not the ability to move or awareness of your surroundings. This lack of stimulus and utter isolation drove you to near madness, if it didn't entirely tear your sanity apart, before you realized that though the nature of your curse is converting biological matter to stone, it should be possible to reverse the polarity of its magic. Somehow accessing this ability, you managed to return yourself to flesh and escape your stony prison. Armed with the knowledge that you can convert yourself between stone and flesh at will, you are excited to get rolling back into the world, though a part of you does miss the comforting permanence of stone…

Petrification Ailments

As a creature accursed with having your body converted into inanimate rock, you suffer the following ailments:

- Your body is still unnaturally dense, tripling your weight. Due to this density, your movements have a large amount of inertia. When you use any of your movement on your turn in combat, you must use your full movement before you can end your turn.



- You sink like stone. Any swimming speed you have becomes 0 and can't increase, and you automatically fail any ability check you make to swim. If the liquid is deeper than your height, you sink to the bottom at a rate of 60 feet per round, and can move at your normal walking speed along the bottom of the body of liquid once you reach it.

Stone Form

Starting at 1st level, you can magically transform your flesh into living rock, protecting yourself against harm while still allowing you to act normally. As an action, you can enter this stone form, or transform back from your stone form into your normal form. While in your stone form, you reduce any nonmagical damage you take by 1. The reduction increases by 1 when you reach certain levels in this class: 5th level (2), 10th level (3), 15th level (4), and 20th level (5).

Additionally while in your stone form, you can use a slam, which is a natural melee weapon with which you are proficient and that deals bludgeoning damage equal to 1d10 + your Strength modifier on a hit. Once you reach 6th level in this class, your slam counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Living Statue

Starting at 1st level, while you remain motionless in your stone form, you are indistinguishable from an inanimate statue. To remain motionless enough to maintain this effect, you must hold your breath, following the rules for Suffocating in Chapter 8 of the *Player's Handbook*.

DOUGLAS WRIGHT

Curse Spells

Starting at 2nd level, your increasing mastery of your curse causes you to learn a particular spell when you reach certain levels in this class, as shown in the Petrification Curse Spells table. See the Spellcasting class feature for how curse spells work.

Petrification Curse Spells

Accursed Level	Spells
2nd	*earth tremor* XGE
5th	*earthbind* XGE
9th	*meld into stone*
13th	*stoneskin*
17th	*transmute rock* XGE

Mountain's Endurance

At 3rd level, all the time you've spent holding your breath grants you greater lung capacity. You can hold your breath for twice as long before you start suffocating.

Rolling Boulder

Starting at 3rd level, you can use your momentum to empower your slams. Once during each of your turns when you move at least 15 feet straight toward a creature, object, or structure and then hit it with your slam, the attack deals an extra 1d10 damage to the target. If the target is no more than one size larger than you, it must succeed on a Strength saving throw or be knocked prone.

If the target is two or more sizes larger than you, any speed you have becomes 0 for the rest of the turn, and you gain a +1 bonus to the slam's damage for every 5 feet of movement you lost.

The damage increases by 1d10 when you reach certain levels in this class: 11th level (2d10), and 17th level (3d10).

Extra Attack

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

Stone to Flesh

Starting at 5th level, when you become petrified by an effect other than your curse, you can use the tricks you learned in conquering your curse to return to your original flesh form after 10 minutes, provided that the effect causing the condition would normally have a longer duration.

The time you must spend before you can return to your flesh form decreases when you reach certain levels in this class: to 1 minute at 11th level, and to until the end of your next turn at 20th level.

Quartz Form

At 11th level, you gain the following benefits while in stone form:

- When you use your Rolling Boulder on an object or structure, the attack deals double the damage to the target.
- You can apply the damage reduction from your stone form to any damage you take except for psychic damage, even if that damage is magical.
- While in your stone form, you can add your curse ability modifier (minimum 1) to any ability check or saving throw you make to resist being pushed, shoved, or knocked prone.

Rolling Avalanche

Starting at 15th level, you can move through the space of any creature that is prone without using any additional movement. If you successfully knock a creature prone with your Rolling Boulder, you can use the feature a second time this turn, provided that the attack has a different target.

Diamond Form

At 20th level, the rock that makes up your stone form becomes harder than diamond, and just as eternal. While in your stone form, you have resistance to all damage except psychic damage, you don't age, and you can hold your breath indefinitely without suffocating.

Curse of Somnolence

You, or perhaps a loved one, angered a powerful spellcaster, hag, or other fey creature, causing them to curse you to sleep forever and wake no more. Whether you found a loophole in the curse's magic or you battled through a land of ephemeral dreams back to the world of the waking, you eventually regained consciousness. Now you spend your fleeting waking moments trying to live the life you've only been able to dream of. After your long slumber, you're trying to make the most out of your waking hours, but a quick nap does sound good right about now…

Somnolence Ailments

As a creature accursed with a relentless need for slumber, you suffer the following ailments:

- You have disadvantage on saving throws against gaining exhaustion and falling unconscious. Additionally, you count as having half your current hit points for the purposes of the *sleep* spell and the fatigue caused by the Fulminating Fatigue feature.
- Sleeping is the only activity that counts as light activity for you. If you are a race that normally does not or cannot sleep, you can and must sleep.

Sleepwalker

Starting at 1st level, when you become unconscious and have 1 or more hit points, you don't automatically fall prone. While you're unconscious in this way, you can move normally and sense creatures, objects, and other surroundings within 30 feet of you using your normal senses. You can perform any rote activity (such as riding a mount, reading a book, or keeping watch) in your sleep.

Fulminating Fatigue

Starting at 1st level, you have the ability to build a mounting fatigue in your enemies. As an action, you can cause a creature you can see within 60 feet to make a Constitution saving throw. On a failure, the creature gains 1d10 fatigue.

While a creature has any amount of fatigue, it has a −1 penalty to ability checks and saving throws. If a creature's fatigue is equal to or greater than its current hit points, the creature falls unconscious (or is stunned, if the creature is immune to being unconscious). A creature remains unconscious (or stunned) until it takes damage or a number of hours equal to your accursed level have passed, at which point its fatigue is halved. A creature loses all fatigue when it finishes a short or long rest.



The amount of fatigue gained on a failed saving throw increases as you gain levels in this class. The fatigue gained increases by 1d10 at 5th level (2d10) and again at 11th (3d10) and 17th (4d10) level.

Curse Spells

Starting at 2nd level, your increasing mastery of your curse causes you to learn a particular spell when you reach certain levels in this class, as shown in the Somnolence Curse Spells table. See the Spellcasting class feature for how curse spells work.

Somnolence Curse Spells

Accursed Level	Spells
2nd	*sleep*
5th	*calm emotions*
9th	*catnap* XGE
13th	*hallucinatory terrain*
17th	*dream*



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Lucid Dreaming

Starting at 3rd level, you have a mystical mastery over the waking world informed by the time you spend lucid dreaming. When you sleep for at least 8 consecutive hours, you can learn any one spell of your choice that is of a level you can cast. Chosen spells count as accursed spells for you but don't count against your number of accursed spells you know. Immediately after you cast a spell you learned through this feature, you forget it. You also forget any spells you learned through this feature when you use it to learn spells again.

When you reach certain levels in this class, you learn additional spells when you use this feature. At 5th level, you learn a total of two spells. At 11th level, you learn a total of three spells.

Sweet Dreams

Also starting at 3rd level, when you finish a long rest where you slept uninterrupted the entire time, you gain one relaxation level. You can have a maximum number of relaxation levels equal to your proficiency bonus. When you would take a level of exhaustion and you have one or more levels of relaxation, you lose a relaxation level instead.

In addition, you can use an action and expend any number of relaxation levels. When you do, you gain the following benefit of your choice:

- You have a +1 bonus to ability checks and saving throws for a number of hours equal to the number of relaxation levels expended.
- You regain hit points equal to 5 × the number of relaxation levels expended.
- You regain an expended spell slot of a level equal to the number of relaxation levels expended.

Once you use this feature to gain a benefit, you can't gain the same benefit again until you finish a long rest.

Night Terrors

Starting at 5th level, you can use an action to choose an unconscious or stunned creature within 30 feet to experience vivid nightmares, causing it to take 2d8 psychic damage. If taking damage would normally end the unconscious or stunned condition, this damage doesn't cause that to happen.

This damage increases by 1d8 at 11th level (3d8) and again at 17th level (4d8).

Deep Sleeper

Also starting at 5th level, you gain a total of two relaxation levels when you finish a long rest if you slept uninterrupted the entire time.

Once you reach certain accursed levels, you gain a further relaxation level when you finish such a long rest: 13th level (three relaxation levels) and 20th level (four relaxation levels).



Golden Slumbers

Starting at 11th level, immediately after you take damage, you can use your reaction to fall unconscious until the start of your next turn or the next time you take damage, whichever comes first. While asleep, you have resistance to all damage except psychic. If you sleep until the start of your next turn, you wake with a number of temporary hit points equal to half your accursed level.

Lucid Waking

Starting at 15th level, you can cast a spell you chose with your Lucid Dreaming feature without expending a spell slot. Once you use this feature to cast a spell, you can't do so again until you finish a long rest.

Rest and Recover

At 20th level, you can use an action to sleep deeply, spreading a contagious somnolence amongst those near you. When you do, you immediately fall unconscious. During this time, you have resistance to all damage except psychic and cannot be woken unless you wish to be. At the end of each of your turns for the duration, you gain a relaxation level and each creature of your choice within 30 feet of you is targeted as if you had used your Fulminating Fatigue feature on it. While you remain unconscious due to this feature, you can still use your action, though the only action you can take is to use your Night Terrors feature.

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

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Blood Hunter

At 3rd level, a blood hunter gains the Blood Hunter Order feature. The following options are available to a blood hunter, in addition to those already offered: Order of the Dragoon, Order of the Eye, Order of the Giantfeller, and Order of the Infected Mind.

Order of the Dragoon

Dragon slaying is a discipline that dates back eons, originating the first time a scaled shadow loomed over humanoid prey. Dragons, however, are not easy targets; they have annihilated and struck fear in the hearts of many glory hounds that have come for their heads. Seeking success where their predecessors have failed, blood hunters of the Order of the Dragoon aim to use these predators' powers against them.

With the hemocraft granted by the Hunter's Bane, this order drinks dragon blood and binds it to their own, strengthening their bodies and utilizing draconic abilities such as the fearsome breath weapon. They make mighty leaps to strike their ancient quarry from the skies, and won't stop until humanoids no longer fear shadows passing overhead.

Dragon Blood

When you join this order at 3rd level, choose the type of dragon blood you have drunk from the Dragon Blood table. The damage type and breath weapon associated with each dragon blood are used by features you gain later from this order. If you have a vial of blood from a different type of dragon, you can drink it with the Use an Object action, replacing your previous dragon blood with the new one.

Dragon Blood

Dragon	Damage Type	Breath Weapon
Amethyst	Force	Singularity
Black	Acid	Destructive
Blue	Lightning	Destructive
Brass	Fire	Sleep
Bronze	Lightning	Repulsion
Copper	Acid	Slowing
Crystal	Radiant	Scintillating
Emerald	Psychic	Disorienting
Gold	Fire	Weakening
Green	Poison	Destructive
Red	Fire	Destructive
Sapphire	Thunder	Debilitating
Silver	Cold	Paralyzing
White	Cold	Destructive
Topaz	Necrotic	Desiccating

Rite of the Wyrm

At 3rd level, you learn the Rite of the Wyrm as part of your Crimson Rite feature. When you activate the Rite of the Wyrm, the extra damage dealt by your rite is the damage type associated with your dragon blood. Additionally, while that rite is active on your weapon, you gain the following benefits:

- You have resistance to damage of the type your rite deals.
- When you hit a dragon with a weapon for which the Rite of the Wyrm is active, you roll an additional hemocraft die and add it to the weapon's damage roll.

Draconic Leap

Starting at 3rd level, the strength granted by the dragon blood flowing through your veins allows you to make mighty leaps into the air. Instead of moving normally on your turn, you can choose to launch yourself from the ground into the air, landing in an unoccupied space on the ground within a range equal to your walking speed.

When you do, you launch yourself vertically a number of feet up to five times your blood hunter level. Opportunity attacks provoked by the leap have disadvantage, and you don't suffer falling damage as a result of the leap.

Additionally, any damage you take due to falling is reduced by an amount equal to five times your blood hunter level.

Breath Weapon

Starting at 7th level, as an action, you can unleash the breath weapon associated with your dragon blood in a 15-foot cone originating from you. Once you do, you can't use this feature again until you finish a short or long rest.

Debilitating. You exhale a pulse of high-pitched, nearly inaudible sound. Each creature in the area must succeed on a Constitution saving throw or take thunder damage equal to two rolls of your hemocraft die + half your blood hunter level and be incapacitated until the end of its next turn or until it takes damage.

Desiccating. You exhale necrotic energy. Each creature in the area must succeed on a Constitution saving throw or take necrotic damage equal to two rolls of your hemocraft die + half your blood hunter level and deal half damage with weapon attacks that rely on Strength until the end of its next turn.

Destructive. You exhale a blast of elemental power. Each creature in the area must make a Dexterity saving throw. Each object in the area that isn't being worn or carried and each creature who fails the save takes damage of the type associated with your dragon blood equal to four rolls of your hemocraft die + your blood hunter level. A creature who succeeds on the save takes half damage from your breath weapon.



Disorienting. You exhale a wave of psychic dissonance. Each creature in the area must succeed on an Intelligence saving throw or take psychic damage equal to two rolls of your hemocraft die + half your blood hunter level, and until the end of its next turn, when the creature makes an attack roll or ability check, it must roll a d4 and reduce the total by the number rolled.

Paralyzing. You exhale paralyzing gas. Each creature in the area must succeed on a Constitution saving throw or become paralyzed until the end of its next turn or until it takes damage. A creature that doesn't need to breathe can choose to succeed on the saving throw without rolling.

Repulsion. You exhale repulsion energy. Each creature in the area must succeed on a Strength saving throw or be pushed 30 feet away from you and be knocked prone. Each unsecured object in the area that isn't being worn or carried is also pushed 30 feet away from you.

Scintillating. You exhale a burst of brilliant radiance. Each creature in the area must succeed on a Constitution saving throw or take radiant damage equal to two rolls of your hemocraft die + half your blood hunter level. You then gain temporary hit points equal to half the damage roll.

Singularity. You exhale gravitational force. Each creature in the area must succeed on a Strength saving throw or take force damage equal to two rolls of your hemocraft die + half your blood hunter level and have its speed reduced to 0 until the end of its next turn or until it takes damage.

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Sleep. You exhale sleep gas. Each creature in the area must succeed on a Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if it takes damage or if a creature within 5 feet of the unconscious creature uses an action to wake it. A creature that doesn't need to breathe can choose to succeed on the saving throw without rolling.

Slowing. You exhale gas that makes those who breathe it sluggish. Each creature in the area must make a Constitution saving throw or become subject to the breath weapon's effects until the start of your next turn. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack during its turn. In addition, the creature can use either an action or a bonus action on its turn, not both. A creature that doesn't need to breathe can choose to succeed on the saving throw without rolling.

Weakening. You exhale gas that weakens the muscles of those who breathe it. Each creature in the area must succeed on a Constitution saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effects on a successful save. A creature that doesn't need to breathe can choose to succeed on the saving throw without rolling.

Brand of Plummeting

Starting at 11th level, your Brand of Castigation binds its target to the ground. A creature branded by you loses any flying speed it has and can't gain one for the duration.

Improved Breath Weapon

Starting at 15th level, when you use your breath weapon, you can choose to unleash it in a 30-foot cone originating from you.

Additionally, you can now use your breath weapon twice, regaining all expended uses when you finish a short or long rest.

Blood Curse of the Scale

Starting at 18th level, you can use the dragon blood in your veins to grow protective scales over your body. You gain the Blood Curse of the Scale for your Blood Maledict feature. This does not count against your number of blood curses known.

Order of the Eye

The Order of the Eye exhorts that information is the ultimate weapon, teaching that knowing one's enemy is the greatest step one can take to destroying them. Hundreds of years ago, the order's founders began hunting beholders, both to put an end to the evils the ocular monsters wrought and to ransack the creatures' treasure rooms for the petrified specimens and ancient texts contained within them. Annexing the lairs as the Order's bases and choosing not to waste the corpses of the lairs' previous owners, these blood hunters developed a hemalurgic process to create new life from beholder eyestalks and bond the alchemical creatures to members of the order through the sharing of blood.

In the centuries since, the Order of the Eye has become an expansive information network of spies that operates in shadow throughout the Material Planes. Working in pairs of hunter and bonded eye spy, they seek to discover and eradicate all evil that secrets itself in the hidden pockets of the multiverse.

Espionage Training

When you join this order at 3rd level, you gain proficiency with two of the following skills or tools of your choice: Deception, Insight, Investigation, Perception, Persuasion, Sleight of Hand, Stealth, disguise kits, forgery kits, or thieves' tools.

Additionally, you learn two languages of your choice.



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Eye Spy

Also at 3rd level, you use your hemocraft to combine a liter of your blood with alchemical reagents, creating an eye spy companion. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the eye spy stat block. You choose your eye spy's appearance; this has no effect on its game statistics.

When you create an eye spy, you choose which eye rays it possesses. At 3rd level, your eye spy has four eye stalks that each can emit an eye ray of your choice, which are detailed under "Eye Rays" below, and you roll a d4 each time it uses its eye ray action to randomly determine which of its eye rays it uses. An eye spy can't have more than one of the same eye ray.

In combat, the eye spy acts on your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action unless you use a bonus action to verbally command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the eye spy can take any action of its choice, not just Dodge.

While you are within 120 feet of the eye spy, you can perceive through its senses, and you can issue your commands to it telepathically.

As long as your eye spy is alive, it regains all of its hit points whenever it finishes a short or long rest. If your eye spy has died within the last hour, you can revive it with an infusion of your fresh blood. You can use an action to touch the eye spy and lose a number of hit points equal to your level + two rolls of your hemocraft die to revive it, provided you are within 5 feet of it. The eye spy returns to life after 1 minute with all its hit points restored.

With 8 hours of work and the expenditure of 25 gp worth of alchemical reagents and your blood, you can create a new eye spy. If you already have an eye spy from this feature, the former one immediately disintegrates into a pool of blood and slime.

Each time you gain a blood hunter level, you can choose one of your eye spy's eye rays and replace it with another eye ray you could choose for it at that level.

When you reach 7th level in this class, your eye spy develops two new eyestalks, gaining two additional eye rays of your choice, and you roll a d6 to randomly determine which of its eye rays it uses. When you reach 11th level, it gains two more eyestalks, granting it two additional eye rays of your choice, and the die used to determine which eye ray it uses becomes a d8. At 15th level, it gains its final two eye stalks, granting it two additional eye rays of your choice, and the die used to determine which eye ray it uses becomes a d10.

Eye Spy

Tiny aberration, unaligned

Armor Class 12 + PB (natural armor)
Hit Points 2 + your Intelligence modifier + four times your blood hunter level (the eye spy has a number of Hit Dice [d8s] equal to your blood hunter level)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (**−3**)	14 (**+2**)	14 (**+2**)	4 (**−3**)	15 (**+2**)	5 (**−3**)

Saving Throws Int −3 plus PB, Wis +2 plus PB, Cha −3 plus PB
Skills Perception +2 plus PB × 2, Stealth +2 plus PB
Condition Immunities charmed, frightened, prone
Senses darkvision 60 ft., passive Perception 12 + PB × 2
Languages understands the languages you speak
Challenge —
Proficiency Bonus (PB) equals your bonus

Actions (Requires your Bonus Action)

Bite. *Melee Weapon Attack:* your Intelligence modifier + PB to hit, reach 5 ft., one target. *Hit:* your hemocraft die + PB piercing damage.

Eye Ray. The eye spy shoots one of its magical eye rays at random, choosing one target it can see within 60 feet of it. If it has already used the eye ray this turn, reroll until you roll one it hasn't. Each eye ray's save DC equals your hemocraft save DC.

Crimson Bond

At 7th level, the blood bond you have with your eye spy strengthens, allowing you to work better as a team. As a bonus action, you can touch your eye spy and apply your Crimson Rite feature to it as though it were a weapon. While you have an active crimson rite on your eye spy, each time a creature fails a saving throw against one of your eye spy's eye rays or is hit by its bite attack, that creature takes the rite's extra damage.

Additionally, when you take the Attack action on your turn, you can forgo any number of your attacks, commanding your eye spy to use its eye ray action once for each forgone attack.

Brand of Obscured Vision

Starting at 11th level, your Brand of Castigation makes it difficult for its target to see you and your eye spy. The branded creature has disadvantage on attack rolls it makes against you or your eye spy, as well as on Wisdom (Perception) checks that rely on sight when it is trying to perceive you or your eye spy. This feature has no effect on a creature that doesn't rely on vision for its attacks, such as a creature with blindsight or truesight.

Blood Curse of Optometry

Starting at 15th level, your blood curse allows your eye spy to focus its vision. You gain the Blood Curse of Optometry for your Blood Maledict feature. This does not count against your number of blood curses known.

Antimagic Gaze

Starting at 18th level, you can use your action to cause your eye spy to project an area of antimagic, as in the *antimagic field* spell, in a 30-foot cone originating from it for 1 minute, or until the eye spy becomes unconscious or dies. The cone moves with your eye spy, and at the start of each of your turns for the duration, you decide which way the cone faces and whether the cone is active for that round. The area works against the eye spy's own eye rays.

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

Eye Rays

The eye rays are presented in the order of level requirement, and in alphabetical order within those categories. If an eye ray requires a level, you must be at least that level in this class to choose it for your eye spy.

Charm Ray. The target creature must succeed on a Wisdom saving throw or be charmed by you and the eye spy until the end of your next turn, or until you or the eye spy harm it.

Death Ray. The target creature must succeed on a Dexterity saving throw or take necrotic damage equal to a roll of your hemocraft die + PB. The target dies if the ray reduces it to 0 hit points.

Enervation Ray. The target creature must make a Constitution saving throw. Its current hit points are reduced by a roll of your hemocraft die on a failed save, or half as much on a successful one.

Fear Ray. The target creature must succeed on a Wisdom saving throw or be frightened of you and the eye spy until the end of your next turn.

Fire Ray. If the target is a creature, it must succeed on a Dexterity saving throw or take fire damage equal to a roll of your hemocraft die + PB. If the target is a nonmagical flammable object that isn't being worn or carried, it ignites.

Frost Ray. The target creature must succeed on a Dexterity saving throw or take cold damage equal to a roll of your hemocraft die + PB and have its speed reduced by 5 feet until the start of your next turn.

Slowing Ray. The target creature must make a Dexterity saving throw. On a failed save, the target's speed is halved until the end of your next turn. In addition, the creature can take either an action or a bonus action during its next turn, not both.



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Telekinetic Ray. If the target is a creature, it must succeed on a Strength saving throw or the eye spy moves it 10 feet in any direction. If the target is an object weighing 30 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The eye spy can exert fine control on objects this way, such as manipulating a simple tool or opening a door or a container.

Blinding Ray (7th Level). The target creature must succeed on a Constitution saving throw or be blinded until the end of its next turn.

Confusion Ray (7th Level). The target creature must succeed on a Wisdom saving throw or, during its next turn, it uses its action to make a melee or ranged attack against a randomly determined creature, and can use its movement only to get within range of the creature. If it can't attack, it does nothing on its turn.

Psychic Ray (7th Level). The target creature must succeed on an Intelligence saving throw or take psychic damage equal to a roll of your hemocraft die + PB.

Pushing Ray (7th Level). The target creature must succeed on a Strength saving throw or be pushed up to 10 feet directly away from the eye spy and be knocked prone.

Radiant Ray (7th Level). The target creature must succeed on a Dexterity saving throw or take radiant damage equal to a roll of your hemocraft die + PB.

Disintegration Ray (11th Level). If the target is a creature, it must succeed on a Dexterity saving throw or take force damage equal to a roll of your hemocraft die. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Tiny nonmagical object, it is disintegrated without a saving throw. If the target is a Small or larger nonmagical object, this ray disintegrates a 1-foot cube of it.

Petrifying Ray (11th Level). The target creature must make a Dexterity saving throw. On a failure, the creature turns partially to stone and is restrained until the end of your next turn.

Sleep Ray (11th Level). The target creature must succeed on a Wisdom saving throw or fall asleep and remain unconscious until the end of your next turn. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

Vulnerability Ray (11th Level). The target creature must make a Constitution saving throw. On a failure, the creature becomes more vulnerable to harm, losing any damage resistances and immunities it has until the end of your next turn. Additionally, the first time the creature takes damage during that time, it takes double the damage.

Paralyzing Ray (15th Level). The target creature must succeed on a Constitution saving throw or be paralyzed until the end of its next turn or until it takes damage.

Order of the Giantfeller

Giants are ancient foes of many humanoid races, believing themselves to be superior simply due to their immense size. Blood hunters in the Order of the Giantfeller undergo unusual medical procedures that assimilate components of dissected giant organs into their own body. Using the power of their blood magic, they tap into the latent magic of these titanic infusions to steal a portion of the elemental power of giants and grow to unnatural sizes. The best way to fight a giant, they reckon, is to become one.

Hand of the Giantslayer

When you join this order at 3rd level, you gain the following benefits:

- You learn an additional Crimson Rite of your choice.
- You can roll 1d6 in place of the normal damage of your unarmed strike. When you reach 11th level in this class, you can roll 1d8 in place of the normal damage of your unarmed strike.
- You can apply your Crimson Rite feature to your unarmed strikes, which you treat as one weapon. While you have an active crimson rite on your unarmed strikes, your unarmed strikes count as magical for the purposes of overcoming damage resistance and immunity to nonmagical attacks and damage, and when you take the Attack action on your turn and make only unarmed strikes, you can make one unarmed strike as a bonus action.

Ordning Interloper

Also starting at 3rd level, you can use a bonus action to cast the *enlarge/reduce* spell, targeting yourself and choosing the enlarge option. When you do, the extra damage applies to your unarmed strikes as well as weapons, and the spell's duration changes to 10 minutes and does not require concentration. Intelligence is your spellcasting ability for this spell.

You can cast the spell with this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Muscle and Mass

At 7th level, your maximum hit points increase by 7 and increase by 1 again each time you gain a level in this class.

In addition, you gain proficiency with Strength saving throws.

Brand of Titanic Fury

Starting at 11th level, your Brand of Castigation marks a creature as a hated enemy to be felled. Once per turn when you make an unarmed strike against the marked creature, you can make an additional unarmed strike against that creature as part of the same action.



Blood Curse of Diminution

At 15th level, your blood curse can shrink a creature down to a more vulnerable size. You gain the Blood Curse of Diminution for your Blood Maledict feature. This does not count against your number of blood curses known.

Primordial Power

Starting at 18th level, when you cast the *enlarge/reduce* spell using your Ordning Interloper feature, your size increases by two categories instead of one (from Medium to Huge, for example), the extra damage granted by the spell increases from a 1d4 to a 1d8, and you gain temporary hit points equal to twice your blood hunter level. You lose any remaining temporary hit points after 10 minutes.

Order of the Infected Mind

For untold millennia, mind flayers and their elder brain overlords have enslaved many peoples through mind control, and forcibly converted many others through the process of ceremorphosis. The Order of the Infected Mind is dedicated to the systematic destruction of this illithid scourge, intentionally allowing mature illithid tadpoles to burrow into their brains to better understand their prey. Unlike standard victims of ceremorphosis, though, this order brews their Hunter's Bane to cause it to subdue and subsume the tadpole, turning it into a psionic weapon under the hunter's control.

Psionic Power

Starting when you join this order at 3rd level, you harbor a wellspring of psionic energy due to the illithid tadpole attached to your brain. This energy is represented by your Psionic Energy dice, which are each the same size as your hemocraft die. You have a number of these equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of these powers expend the Psionic Energy die they use, as specified in the power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

The powers below use your Psionic Energy dice.

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Mind over Matter. When you use a blood curse, you can expend a Psionic Energy die to amplify it, instead of by losing hit points.

Mind Sweep. As an action, you can expend a Psionic Energy die to extend your psychic senses and detect brain signatures around you. Until the end of the turn, you know the location of each creature within 30 feet of you that has an Intelligence score of 4 or greater and that speaks at least one language, as well as whether that creature is an aberration or has telepathy. Roll your Psionic Energy die and choose a number of creatures within 30 feet of you up to the number rolled. You learn the surface thoughts of each creature.

Rite of the Brain Parasite

At 3rd level, you learn the Rite of the Brain Parasite as part of your Crimson Rite feature. When you activate the Rite of the Brain Parasite, the extra damage dealt by your rite is psychic damage. Additionally, while that rite is active on your weapon, you gain the following benefits:

- You have resistance to psychic damage.
- Once on each of your turns when you hit a creature with the weapon, you can expend and roll a Psionic Energy die to deal additional psychic damage to the target equal to the number rolled. When you do, you forcibly create a psychic tether to the target for 1 minute. For the duration, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you. The effect ends early if your rite ends or if you use this ability again.

Mental Defenses

At 7th level, you learn to use your psionic power to strike at those who attempt to touch your mind. When you become subjected to an effect from a creature that would charm you, frighten you, read your thoughts, or deal psychic damage to you, you can use your reaction to expend and roll a Psionic Energy die. The creature takes psychic damage equal to twice the number rolled, and you add the number rolled to the next saving throw you make against the triggering effect this turn.

Mind Blast

Starting at 11th level, as an action, you can release a wave of psionic force that rattles its victims' minds. Each creature of your choice in a 15-foot cone originating from you must make an Intelligence saving throw. A creature takes psychic damage equal to four rolls of your Psionic Energy die and is stunned until the end of your next turn on a failed save, or takes half damage and isn't stunned on a successful one.

Once you take this action, you can't do so again until you finish a long rest, unless you expend three Psionic Energy dice to take it again.

Brand of Weakened Mind

Starting at 15th level, your Brand of Castigation weakens your foe's mental defenses. A creature branded by you loses any resistance or immunity it has to psychic damage for the duration, and you can use a bonus action on each of your turns to learn the creature's surface thoughts and gain insights into its reasoning (if any).

Blood Curse of Domination

Starting at 18th level, your blood curse can dominate the will of others. You gain the Blood Curse of Domination for your Blood Maledict feature. It doesn't count against your number of blood curses known.



MATT MORROW

Blood Curses

The following new blood curses are presented in alphabetical order.

Blood Curse of Diminution

Prerequisite: 15th level, Order of Giantfeller

As a bonus action, you can curse a creature that you can see that is within 30 feet of you. That creature must succeed on a Constitution saving throw or have its size reduced by one category (from Large to Medium, for example) for 1 minute. While the creature is reduced in size, it has disadvantage on Strength ability checks and saving throws, and each time it deals damage with a weapon attack, it must roll your hemocraft die and subtract it from the damage dealt (to a minimum of 0 damage).

Amplify. On a failed save, for the duration of the blood curse, the creature has its size reduced by two categories (from Large to Small, for example) instead of one and its current and maximum hit points are reduced by 3d6.

Blood Curse of Domination

Prerequisite: 18th level, Order of the Infected Mind

As an action, you attempt to dominate the will of a creature you can see within 30 feet of you. It must succeed on a Wisdom saving throw or become charmed by you until the end of your next turn or until you lose concentration (as though concentrating on a spell). While the creature is charmed by you, you have total and precise control of it; it takes only the actions you choose and doesn't do anything you don't allow it to do. You can cause the creature to use a reaction, but this requires you to use your reaction as well.

Amplify. This use of the ability ignores any immunity to the charmed condition that the target has.

Blood Curse of Optometry

Prerequisites: 15th level, Order of the Eye

When your eye spy uses its eye ray action and targets a creature, you can use your reaction to impose disadvantage on the target's saving throw.

Amplify. For this eye ray, instead of rolling to randomly determine which eye ray the eye spy uses, you choose one of its available eye rays.

Blood Curse of the Scale

Prerequisites: 18th level, Order of the Dragoon

As an action, scales of the color associated with your dragon blood coat your body for 1 minute. For the duration, you gain immunity to the damage type associated with your dragon blood, and your AC can't be less than 15 + your Constitution modifier + your Intelligence modifier, regardless of the type of armor you're wearing.

Amplify. You regain one expended use of your breath weapon. Once you amplify this blood curse, you must finish a short or long rest before you can amplify it again.



DEAN SPENCER



Pugilist

Arrows rain down around her as she runs towards the hobgoblins. Desperate to close the distance, the half-orc fights through the sting of a dozen cuts to reach her foes. The pain only makes her stronger. As she descends on the snarling pack she swings wildly, knocking several hobgoblins off their feet and sending the rest scattering before her.

The human braces himself for the impact as the orc rushes him. Then the monster makes a mistake, telegraphing its next move, and that's all the opening the human needs. He ducks beneath the orc's wide swing then raises both hands high above his head and brings them down on the orc's back, forcing the brute to the ground.

The dwarf smiles broadly and chuckles as the petty noble raises his hand to strike him for the impudent remark. Quick as a flash, the dwarf shatters the bottle in his hand against the bar and brandishes it before the noble. The young dandy flinches, stumbles backward, and runs away as the dwarf turns back to the bar to order another round.

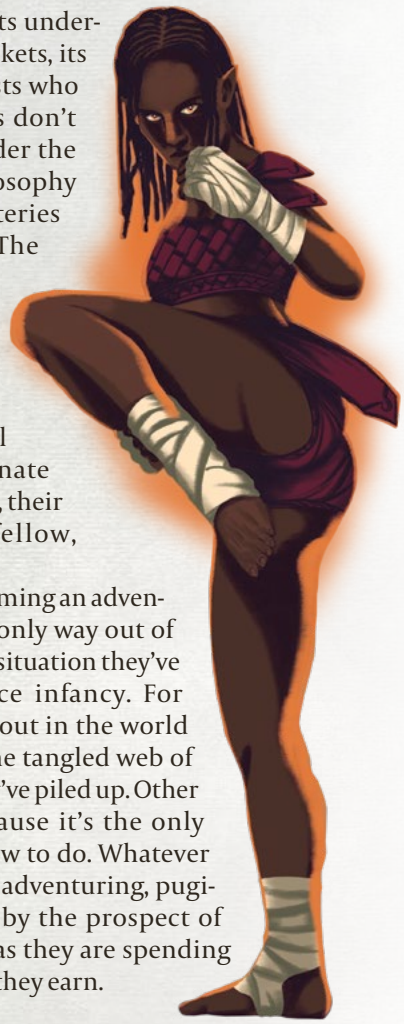
Wherever they come from, pugilists live a rough and tumble life that leaves them full of determination and recklessness, either from overconfidence or desperation. In a fight, they can channel this strength of character to dig deep and fight off foes with greater strength of numbers, arms, or armor than anyone else would think possible.

Swagger for Days

Pugilists unconsciously tap into their own inner strength in the form of moxie. This is not an esoteric or mystical energy that flows through the multiverse, but the result of determination forged over a lifetime of hardship with a never-say-die attitude. You can teach someone how to fight but you could never teach someone how to be a pugilist. The secret of mastering moxie doesn't come from disciplined study or rigorous training, it comes from years of wanting and needing.

Life on the Street

Every city in the worlds of D&D has its back alleys, its underground fighting rackets, its ghettos. The pugilists who live in these places don't have time to consider the lofty ideals of philosophy or ponder the mysteries of the universe. The pugilists, growing up on the wrong side of the tracks, spend all their time chasing down their next meal or, if they're fortunate enough to have that, their next drink, bedfellow, or flophouse.



SAMANTHA DARCY

For pugilists, becoming an adventurer might be the only way out of whatever miserable situation they've been stuck in since infancy. For others, getting lost out in the world is an escape from the tangled web of debt or enemies they've piled up. Other pugilists fight because it's the only thing they know how to do. Whatever the reason for their adventuring, pugilists are as excited by the prospect of throwing punches as they are spending every last gold coin they earn.

Hardship

No one becomes as tough as a pugilist without enduring hardship and persevering. For a pugilist, suffering is a catalyst that reveals their unbreakable spirit and strength. These hardships also influence a pugilist in other ways. If you were raised on the street, you might have a special interest in looking after the poor and destitute. If you were jailed for a crime you didn't commit, your relationship with the town guard might be more antagonistic than the average adventurer.

Like so many other pugilists, your will was forged in the fires of adversity. What did you learn about yourself when you came out the other side? How does that experience continue to influence you today?

Hardships

d6	Hardship
1	A plague took your family when you were a child, leaving you to spend the rest of your youth in an orphanage.
2	You were harassed by the town guard then framed for a crime you did not commit.
3	You lost everything when a trusted friend betrayed you.
4	Your parents sold you to the thieves guild for less than a gold piece.
5	You drank your life away until you hit rock bottom and sobered up.
6	You refused to throw a match at a gang boss's insistence and your family ended up paying the price.

Favorite Dive

Every hard-fighting hero needs a refuge where they can relax and rejuvenate. For pugilists, these sanctuaries tend to be disreputable. You might head to your favorite dive to indulge in your vice of choice or fraternize with the common folk. Some pugilists find the only way they can truly unwind is by getting bloodied in a fight. Others have a quiet side that few outside their closest companions ever see.

How long has your favorite dive been your go-to spot? Do you have any friends or rivals that frequent the same place?

Dives

d6	Favorite Dive
1	A seedy tavern where brawls break out on a nightly basis.
2	An underground fight venue where people come to bet coin on the outcome.
3	A barbershop where they're always eager to hear tales of your latest exploits.
4	A high stakes gambling den with games of skill and chance.
5	The orphanage you grew up in that was closed and abandoned some years ago.
6	A quiet library.



IG DIGITAL ARTS



Rumor

Pugilists are frequent subjects of rumors and speculation. The combination of their resilience, might, and panache make them popular topics over a pint at the local tavern. Add to this most pugilists come from humble beginnings and it's easy to see why the public comes up with such colorful stories about them.

Whether or not it's true, you have a particular rumor that follows you wherever you go. How do you feel about your reputation? Do you indulge rumormongers, or does the speculation about your background annoy you?

Rumors

d6	Rumor
1	You got your prodigious strength from suckling milk at the teet of a giantess.
2	You won a drinking competition against a dwarf...and then three more before the night was through.
3	The town guards hate you as much as their spouses love you.
4	You are an enforcer for one of the most powerful figures in the criminal underworld.
5	You wrestled an owlbear to the ground with such ease you fell asleep during the tussle.
6	Your daddy was an earth elemental, which is why your bones are made of iron.

Creating a Pugilist

As you build your pugilist, consider how you came to be a bare knuckle brawler. Did you learn to fight to defend yourself? Was scraping the natural result of your nose for trouble? Or did you learn to fight as a way of intimidating and controlling others? Were you fighting for the entertainment, or did you fight because you had to? Did you try to become a more traditional martial artist but just couldn't hack it? Pugilists are a rowdy bunch that like to brag about how they learned to fight, so you better have a good story to tell.

What events in your life gave you the sheer determination and will that pugilists call on? Did you spend every day hustling on the street to make ends meet? Were you forgotten and ignored by your family? Were you an outsider in your community who had to constantly struggle against the ignorant stereotypes the people there had of you? The most important element of the pugilist is that they are driven. Once you have decided what events made you into the pugilist you are today, decide how that may shape the actions you take in the future.

Quick Build

You can make a pugilist quickly by following these suggestions. First, make Strength your highest ability score, followed by Constitution. Second, choose the criminal or urchin background.

Class Features

As a pugilist, you gain the following class features.

Hit Points

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

Proficiencies

Armor: Light armor
Weapons: Simple weapons, improvised weapons, whip, hand crossbow
Tools: Your choice of one artisan's tools, gaming set, or thieves' tools

Saving Throws: Strength, Constitution
Skills: Choose two skills from Acrobatics, Athletics, Deception, Intimidation, Perception, Sleight of Hand, and Stealth

NATHANAËL ROUX

The Pugilist

Level	Proficiency Bonus	Fisticuffs	Moxie Points	Features
1st	+2	1d6	—	Fisticuffs, Iron Chin
2nd	+2	1d6	2	Moxie, Street Smart
3rd	+2	1d6	2	Bloodied but Unbowed, Fight Club
4th	+2	1d6	3	Ability Score Improvement, Dig Deep
5th	+3	1d8	3	Extra Attack, Haymaker
6th	+3	1d8	4	Fight Club feature, Moxie-Fueled Fists
7th	+3	1d8	4	Fancy Footwork, Shake It Off
8th	+3	1d8	5	Ability Score Improvement
9th	+4	1d8	5	Down but Not Out
10th	+4	1d8	6	School of Hard Knocks
11th	+4	1d10	6	Fight Club feature
12th	+4	1d10	7	Ability Score Improvement
13th	+5	1d10	7	Rabble Rouser
14th	+5	1d10	8	Unbreakable
15th	+5	1d10	8	Herculean
16th	+5	1d10	9	Ability Score Improvement
17th	+6	1d12	9	Fight Club feature
18th	+6	1d12	10	Fighting Spirit
19th	+6	1d12	10	Ability Score Improvement
20th	+6	1d12	12	Peak Physical Condition

Starting Equipment

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

- (*a*) leather armor or (*b*) any simple weapon
- (*a*) a dungeoneer's pack or (*b*) an explorer's pack
- (*a*) a set of artisan's tools (*b*) a gaming set or (*c*) thieves' tools

Fisticuffs

At 1st level, your years of fighting in back alleys and taverns have given you mastery over combat styles that use unarmed strikes and pugilist weapons, which are simple melee weapons without the two-handed property, whips, and improvised weapons. You can't use the finesse property of a weapon while using it as a pugilist weapon.

You gain the following benefits while you are unarmed or using only pugilist weapons and you are wearing light or no armor and not using a shield:

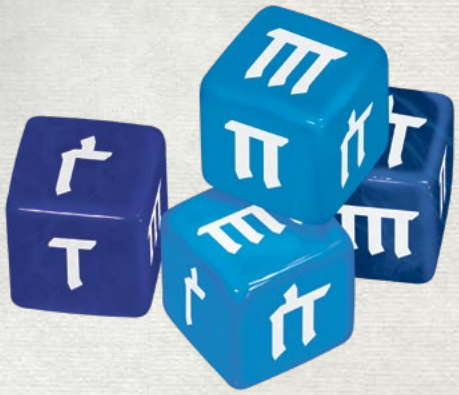
- You can roll a d6 in place of the normal damage of your unarmed strike or pugilist weapon. This die changes as you gain pugilist levels, as shown in the Fisticuffs column on the Pugilist table.
- When you use the Attack action on your turn and make only unarmed strikes, attacks with pugilist weapons, shoves, or grapples, you can use a bonus action to make one grapple or unarmed strike.

Multiclassing and the Pugilist

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose pugilist as one of your classes.

Ability Score Minimum. As a multiclass character, you must have Strength and Constitution scores of at least 13 to take a level in this class, or to take a level in another class if you are already a pugilist.

Proficiencies Granted. If pugilist isn't your initial class, here are the proficiencies you gain when you take your first level as a pugilist: light armor, improvised weapons.



NATHANAËL ROUX

Iron Chin

Beginning at 1st level, while you are wearing light or no armor and not wielding a shield, your AC equals 12 + your Constitution modifier.

Moxie

Starting at 2nd level, your experience laying the beat-down on others has given you a moxie you can channel in the midst of battle. This swagger is represented by a number of moxie points. Your pugilist level determines the maximum number of points you have, as shown in the Moxie Points column of the Pugilist table.

You can spend these points to fuel various moxie features. You start knowing three such features: Brace Up, The Old One-Two, and Stick and Move. You learn more moxie features as you gain levels in this class. You regain all expended moxie points when you finish a short or long rest.

Brace Up

You can use a bonus action and spend 1 moxie point to brace for attacks. You gain a number of temporary hit points equal to a roll of your fisticuffs die + your pugilist level + your Constitution modifier. You lose any remaining temporary hit points gained in this way after 1 minute.

The Old One-Two

Immediately after you take the Attack action on your turn, you can spend 1 moxie point to make two unarmed strikes as a bonus action.

Stick and Move

You can use a bonus action and expend 1 moxie point to attempt to shove a creature or take the Dash action.

Street Smart

Beginning at 2nd level, carousing, shadowboxing, and sparring all count as light activity for the purposes of resting for you. Additionally, once you have caroused in a settlement for 8 hours or more, you know all public locations in the city as if you were born and raised there and you cannot be lost by nonmagical means while within the city.

Bloodied but Unbowed

Starting at 3rd level, when you take damage that reduces you to half your maximum hit points or less, you can use your reaction to gain temporary hit points equal to three times your pugilist level and regain all your expended moxie points. Once you use this feature, you can't use it again until you finish a short or long rest.

Fight Club

Starting at 3rd level, you choose a fight club that best exemplifies your style: Arena Royale, Bloodhound Bruisers, Dog & Hound, Hand of Dread, Lead Eaters, Paradox Consortium, Piss & Vinegar, Relentless Revenant, Rift Hitter, the Squared Circle, or the Sweet Science, all detailed at the end of the class description. Your fight club grants you features at 3rd level and again at 6th, 11th, and 17th 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.

Dig Deep

Starting at 4th level, you discover a strength inside you that can't be broken. As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage for one minute. At the end of that minute, you gain a level of exhaustion.

Extra Attack

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

Haymaker

Starting at 5th level, when you make an attack, you can declare you are swinging a wild haymaker. When you do, you have disadvantage on the attack roll and, if you hit with a pugilist weapon or unarmed strike, you deal the maximum result of your weapon's damage die instead of rolling.

Moxie-Fueled Fists

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Fancy Footwork

At 7th level, you gain proficiency in Dexterity saving throws.

Shake It Off

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Down but Not Out

Starting at 9th level, when you use your Bloodied But Unbowed feature, you can choose to also use this feature. If you do, you add your proficiency bonus to the damage of your unarmed strikes and pugilist weapons for the next minute.

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

School of Hard Knocks

By 10th level, you've graduated top of the class at the school of hard knocks and you took most of them on the head. You have resistance to psychic damage and have advantage on saving throws against effects that would make you stunned or unconscious.

Rabble Rouser

Starting at 13th level, word of your exploits travels quickly in cities and other settlements. Once you have taken a long rest in a settlement during which time you spend at least two hours carousing, you gain advantage on all Charisma (Persuasion) and Charisma (Intimidation) rolls made against the people who live there.

Unbreakable

Starting at 14th level, you gain advantage on Strength, Dexterity, and Constitution saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 moxie point to reroll it and take the second result.

Herculean

Starting at 15th level, your carrying capacity is doubled, and when you deal damage with a melee weapon or unarmed strike to an inanimate object, that damage is doubled. Your standing jump distance is the same as your running start jump distance.

Fighting Spirit

Starting at 18th level, when you are reduced to 0 hit points, you can channel your fighting spirit. When you do, you regain half of your maximum hit points, half of your maximum moxie points, and do not suffer the effects of any levels of exhaustion you have for the next 10 minutes. At the end of those 10 minutes, you gain a level of exhaustion.

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

Peak Physical Condition

At 20th level, your Strength and Constitution ability scores increase by 2, to a maximum of 22. Additionally, when you take a long rest, you recover 2 levels of exhaustion instead of 1 and you regain all your expended Hit Dice instead of only half.

Fight Clubs

Despite the name, fight clubs are not formal fraternities or sororities, but collections of pugilists who, by training or happenstance, share a similar style. In some D&D worlds, fight clubs can tell you a lot about where a person comes from, while in others there are representatives of many fighting styles in all metropolitan areas.

Arena Royale

Pugilists in the Arena Royale fight club travel the world earning their keep as equal parts performer and gladiator. Whether performing in staged physical competitions, or fighting it out in unscripted brawls, pugilists in the Arena Royale care as much about the theatrics of a fight as they do its outcome. Pugilists in this fight club also care deeply about their reputation and work to build up local and regional legends about their performing personas.

Bonus Proficiency

When you choose this fight club at 3rd level, you gain proficiency in the Performance skill, if you don't have it already. If you do, you gain proficiency in your choice of the Intimidation or Persuasion skill.

Persona Libre

Also at 3rd level, you create an alternate persona that you can adopt or discard as a bonus action on your turn. When you create an alternate persona, you should give the persona a striking name as well as some physical signifier (such as a mask, colorful cape, or another prominent idiosyncratic feature). Unless you tell a creature, or the creature sees you adopt your persona, they do not know you and the adopted persona are the same person.

Additionally, you have a pool of persona points equal to 3 + your Charisma modifier (minimum 3 points). When you use an ability that costs moxie points, you can spend persona points instead. In addition, before you make a Charisma ability check, you can spend a

persona point to add your Strength modifier to the result. You can only use persona points while you have adopted your persona. You regain all expended persona points when you finish a long rest.

Work the Crowd

Starting at 6th level, while you have adopted your alternate persona, you can use your action to inspire your choice of fear or adoration in those nearby. When you do, creatures of your choice within 30 feet who can see you must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be charmed if you chose adoration, or frightened if you chose fear. This effect lasts for one minute. Each time a creature takes damage from you or one of your allies, it can repeat the saving throw, ending the effect on a success.

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

High Flyer

Starting at 11th level, your base walking speed increases by 10 feet, your jump distances are doubled, and you can use a bonus action on each of your turns to take the Dash action.



Signature Move

Starting at 17th level, you create a signature move that you can use while you have adopted your alternate persona. Give your signature move a name and a description. You can replace one of your attacks on your turn with this signature move.

When you use your signature move, you can jump in any direction up to your speed and make an attack roll with advantage against a creature within your reach. On a hit, the attack scores a critical hit and the creature is stunned until the end of your next turn.

If you hit with your signature move, you must finish a long rest before you can use it again. If you miss with your signature move, you regain the use of it after 1 minute.

Bloodhound Bruisers

Pugilists in the Bloodhound Bruisers fight club are notorious for looking for trouble and finding it every time. Members of this fight club are highly observant of character traits and physical evidence, and can form an almost supernatural connection to the cities they live in. Most use these abilities to become urban defenders of the downtrodden, but others lend their talents to less savory organizations.

Detective Work

When you choose this fight club at 3rd level, you gain proficiency with two of the following skills of your choice: Insight, Investigation, or Perception. In addition, when you make an Intelligence (Investigation), Wisdom (Insight), or Wisdom (Perception) check, you can spend 1 moxie point to gain advantage on the check.

Ever Vigilant

Also starting at 3rd level, you have advantage on initiative rolls. During the first round of combat, you have advantage on attack rolls against creatures who haven't acted yet.

Scrap Like a Sleuth

Starting at 6th level, you can use a bonus action and expend 2 moxie points to hone in on the idiosyncrasies and bad habits of an enemy you can see within 30 feet. When you do, you have advantage on weapon attacks against the creature and you add half your proficiency bonus (round up) to your AC against attacks made by that creature. These effects continue for 1 minute or until you use this feature again.

PRINSKY

Heart of the City

Starting at 11th level, when you take a long rest in a settlement, you can choose to become familiar with the settlement. When you use this feature again, you replace your previous familiar settlement with the current one. You gain the following benefits while in a familiar settlement:

- You cannot be surprised and you add your proficiency bonus to your initiative.
- You have darkvision to a range of 120 feet.
- When you make an ability check using the Insight, Investigation, or Perception skills that adds your proficiency bonus, add twice your proficiency bonus instead.
- You cannot be lost by any means.
- When you are not in combat, you can travel between any two points in the settlement twice as fast as your speed would normally allow.

Eyes Wide Open

Starting at 17th level, you can use a bonus action and spend 1 moxie point to open your senses to your surroundings for 1 minute. During this time, you have advantage on saving throws against being blinded or deafened and have truesight out to a distance of 30 feet.

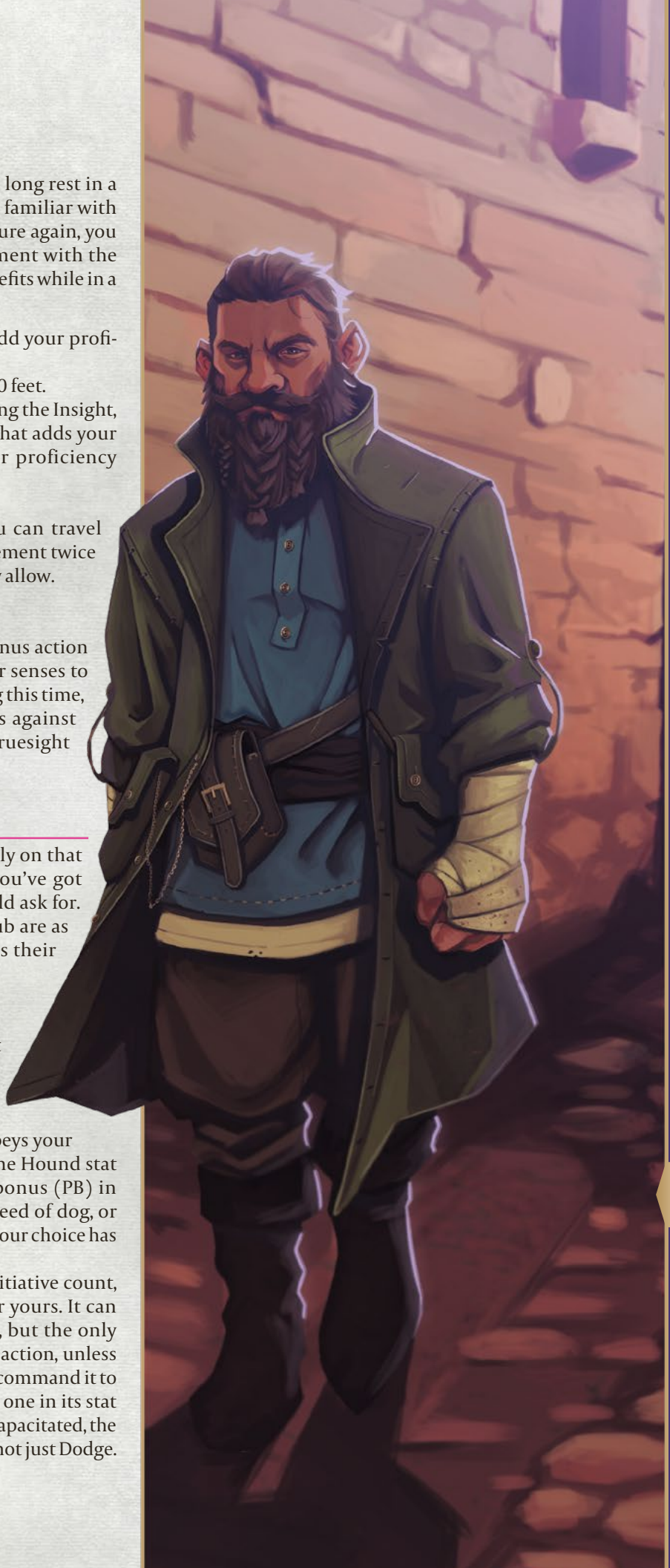
Dog & Hound

You've never had a friend you could rely on that walked on two legs. Lucky for you, you've got the best four-legged friend a body could ask for. Pugilists in the Dog & Hound fight club are as faithful to their canine companions as their canine companions are to them.

Brawler's Best Friend

Starting when you choose this fight club at 3rd level, you gain a hound that accompanies you on your adventures and fights alongside you. It is friendly to you and your companions, and it obeys your commands. See its game statistics in the Hound stat block, which uses your proficiency bonus (PB) in several places. You determine what breed of dog, or similar canine creature, your hound is; your choice has no effect on its game statistics.

In combat, the hound shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the hound can take any action of its choice, not just Dodge.



FIL CIEPLAK

If you spend a minute giving your hound attention and treats, it regains 2d6 hit points. If your hound has died within the last hour, you can revive it by coaxing it back from the threshold of the beyond with praise and pets. You can use an action to touch the hound and expend a number of Hit Dice equal to half your pugilist level to revive it, provided you are within 5 feet of it. The hound returns to life after 1 minute with all its hit points restored. If your hound dies or is otherwise unavailable to you, you can forge a bond with a dog over 8 hours to become your new hound, ending your connection to your previous one.

Mutt With Moxie

Starting at 3rd level, you share everything with your faithful hound: food, shelter, even moxie. When you use certain moxie abilities, your hound gains a benefit as well.

Brace Up. When you gain temporary hit points as a result of using your Brace Up moxie ability, your hound gains the same number of temporary hit points.

The Old One-Two. When you use your The Old One-Two moxie ability, your hound can make one or both attacks instead of you.

Stick and Move. When you use your Stick and Move moxie ability, your hound can take the Dash action.

Coordinated Attack

Starting at 6th level, you and your canine companion form a more potent fighting team. When you use the Attack action on your turn, if your hound can see you, it can use its reaction to make a bite attack.



Hound

Medium beast

Armor Class 12 + PB
Hit Points 3 + five times your pugilist level (the hound has a number of Hit Dice [d8s] equal to your pugilist level)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (**+2**)	14 (**+2**)	15 (**+2**)	3 (**−4**)	12 (**+1**)	13 (**+1**)

Saving Throws Str +2 plus PB, Dex +2 plus PB, Con +2 plus PB
Skills Athletics +2 plus PB, Perception +1 plus PB, Survival +1 plus PB
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 11 + PB
Languages understands the languages you speak
Challenge —
Proficiency Bonus (PB) equals your bonus

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on attack rolls against a creature if you are within 5 feet of the creature and you aren't incapacitated.

Arcanine Bite. Once you reach 6th level in this class, the hound's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Actions

Bite. *Melee Weapon Attack:* PB × 2 to hit, reach 5 ft., one target. *Hit:* 2d4 + PB piercing damage. If the target is a creature, it must succeed on a Strength saving throw with a DC equal to 8 + PB × 2 or be grappled by the hound or knocked prone (the hound's choice).

JONATHAN REINCKE

Hound's Best Friend

Starting at 11th level, when a creature deals damage to your hound with an attack, you can use your reaction to make an opportunity attack against that creature if you are within range.

Off the Chain

Beginning at 17th level, your hound's spirit is as unbreakable as yours. When your hound takes damage that reduces its current hit points to half its maximum hit points or less, you can use your reaction to let your hound off the chain. When you do, it immediately gains temporary hit points equal to four times your pugilist level and, for the next minute, its speed increases by 15 feet and it can take the bite or Dodge action (your choice) each turn you don't command it. Once you use this feature, you can't use it again until you finish a long rest.

Hand of Dread

In your darkest hour, you pleaded for the strength to take what you wanted from the world and a dread power took notice. At first, you may have relished the cathartic rush that came with channeling your dread power to claim what you felt you deserved. This pact, however, came with strings attached. In times of distress you hear the entity whispering in the back of your mind, encouraging you to indulge your most base impulses.



RICK HERSHEY

Black Magic

When you choose this fight club at 3rd level, you learn the *eldritch blast* and *prestidigitation* cantrips. Constitution is your spellcasting ability for these spells, since you channel the magic of dread powers through your body when you cast them.

In addition, you learn to speak, read, and write one of the following languages of your choice: Abyssal, Infernal, or Sylvan. At the DM's discretion, you may choose another language more appropriate to your dread power.

Dread Hand

Also starting at 3rd level, you can use a bonus action on your turn to manifest the evidence of your foul pledge. When you do, one of your limbs (often an arm) transmogrifies into a monstrous appearance reminiscent of your dread power for 1 minute, granting you the following benefits:

- When you roll a 1 on a damage die for an unarmed strike, you can reroll the die and must use the new roll, even if the new roll is a 1.
- The first time you miss with an unarmed strike each turn, you can make an additional unarmed strike as part of the same action.
- Immediately after you take the Attack action on your turn, you can spend 2 moxie points to make three unarmed strikes as a bonus action.

You must finish a short or long rest before you can use this feature again.

Dread Powers

A dread power can be any powerful malevolent entity capable of bestowing a portion of its power onto a mortal. Archdemons, fey royalty, ancient liches, and unfathomable intelligences from beyond space and time are all possibilities.

Deal With The Devil

Starting at 6th level, you gain two eldritch invocations of your choice from among those available to the warlock class. For every two levels you have in this class, you count as having one warlock level for the purpose of meeting an eldritch invocation's prerequisites. Constitution is your spellcasting ability for any spells you gain as a result of one of these eldritch invocations, and any eldritch invocation gained this way that references your Charisma modifier uses your Strength modifier instead.

When you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you meet the prerequisites for.

Grotesque Growth

Starting at 11th Level, when you use your Dread Hand feature, you can choose to grow into a towering misshapen form for one minute. When you do, your size increases by one category — from Medium to Large, for example. If there isn't enough room for you to grow to that size, you grow to the maximum possible size the space will allow. While enlarged in this way, you have advantage on Strength checks and Strength saving throws, your reach becomes 10 feet, and your melee weapon attacks deal 1d4 extra damage. When the minute is over, you suffer one level of exhaustion.

Fountain of Viscera

Starting at 17th level, you can use an action and expend 6 moxie points to attempt to execute a creature of your choice within reach by magically burrowing your hand into its body and extracting its innards. The creature must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier). On a failure, the creature takes 100 piercing damage. On a success, the creature takes 50 piercing damage instead.

If this damage reduces the target to 0 hit points or less, it immediately dies as you rip a hole through it, creating a stomach-turning fountain of viscera. When this happens, each creature within 30 feet of you who can see you must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be frightened of you for 1 minute. A creature who fails the saving throw can make the Wisdom saving throw again at the end of each of its turns, ending the frightened condition early on a success.

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

Lead Eaters

Pugilists in the Lead Eaters augment their swaggering moves with flashy gunplay, specializing in the use of blackpowder weapons. Known for filling stomachs with lead bullets and knuckle sandwiches, these pugilists love nothing more than staring down an opponent at high noon, proving that their hands are faster and their panache is greater than those of their competitor. And if they're outmatched in the draw or run out of ammo, they'll still happily beat that opponent senseless with the butt of their gun, classic fisticuffs, or anything else at hand.

Pugilistic Plugger

When you choose this fight club at 3rd level, you learn to combine gunplay with your fisticuffs, gaining the following benefits:

- You gain proficiency in the Performance skill if you don't already have it. If you do, you gain proficiency in your choice of the Deception or Sleight of Hand skills.
- You gain proficiency with all weapons that have the black powder property and these weapons count as pugilist weapons for you.
- You can use Strength, instead of Dexterity, for the attack and damage rolls of ranged attacks you make with black powder weapons.



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Black Powder Panache

Also at 3rd level, you gain the following additional moxie features.

Drop It. When you hit a creature with a ranged attack using a black powder weapon, you can spend 1 moxie point to cause an object that creature is holding to be flung up to 20 feet in a straight line away from you. If you do, the attack deals no damage.

Quick Draw. When you roll initiative, you can use your reaction and spend 2 moxie points to draw a black powder weapon and make an attack with it.

Ricochet Shot. When you make a ranged attack with a black powder weapon, you can spend 1 moxie point to cause the shot to ricochet off of objects in the environment. The attack ignores half and three-quarters cover, and doesn't have disadvantage due to a hostile creature being within 5 feet of you.

Gun Club

At 6th level, you learn to use firearms even more effectively in melee combat. When you hit a creature with a melee improvised weapon attack using a black powder weapon, you can spend 2 moxie points to force the target to make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be stunned until the start of your next turn.

The Gun Show

Starting at 11th level, whenever you make a Charisma check, you can substitute your Strength modifier for your Charisma modifier.

Additionally, when you succeed on an Intimidation or Performance check involving a black powder weapon you're holding, you regain 1 moxie point, up to your maximum. You can regain a number of moxie points with this feature equal to your proficiency bonus, and you regain all of your expended uses when you finish a long rest.

Duel at High Noon

Starting at 17th level, you can cast the *duel of destiny* UAH spell. Strength is your spellcasting ability for the spell. When you cast the spell with this feature, you can immediately make an unarmed strike or attack with a pugilist weapon as a bonus action, and if the spell ends as a result of the target dropping to 0 hit points, you regain all of your expended moxie points.

Once you cast the spell using this feature, you can't do so again until you finish a long rest.

Paradox Consortium

Pugilists of the Paradox Consortium fight like time is on their side, mostly because it is. They build and utilize equipment powered by their moxie to bend the flow of time, jump back in short bursts to de-canonize their mistakes, and accelerate localized time for themselves and others. To such a pugilist, navigating the wibbly wobbly, timey wimey stuff is just another Tuesday. If you mess with one, be prepared to get punched into next week...literally.

Time Tinkerer

When you choose this fight club at 3rd level, you gain proficiency with tinker's tools and learn the *mending* cantrip if you don't already have them. Intelligence is your spellcasting ability for the spell.

Chronal Capacitor

Also at 3rd level, you create a chronal capacitor harness that, when you wear it, grants you the following additional moxie features. If your chronal capacitor is ever lost or destroyed, you can spend 1 hour using tinker's tools and 25 gp worth of metal, wires, and glass to create a new one.

Decelerate. You can briefly slow down time to observe the minutiae around you. You can use a bonus action and spend 1 moxie point to take the Help or Search action.



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Fast Forward. You can use a bonus action and spend 1 moxie point to briefly accelerate time for a creature you touch. Until the end of that creature's next turn, each of its speeds increases by 10 feet, it gains a +2 bonus to its AC, and it can use its bonus action to take the Disengage, Hide, or Use an Object action.

Rewind. When you fail an ability check or attack roll, you can use your reaction and spend 1 moxie point to rewind time to just before you made the roll. Reroll and use the new result.

Magi-Technician

At 6th level, your tinkering with your chronal capacitor has led you to experimentation with other technological techniques. You learn two artificer infusions of your choice from those available to the artificer class. For every two levels you have in this class, you count as having one artificer level for the purpose of meeting an infusion's prerequisites.

When you finish a long rest, you can use tinker's tools to imbue a nonmagical object with one of your infusions, turning it into a magic item. You must follow all of the other rules for infusing an item, and you can have up to two objects infused at any given time.

When you gain a level in this class, you can replace one of the infusions you know with another infusion for which you meet the prerequisites.

Wibbly Wobbly Wallop

Starting at 11th level, when you hit a creature with an unarmed strike while wearing your chronal capacitor, you can spend 3 moxie points to attempt to knock it out of the timestream. The target must succeed on a Charisma saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or become magically lost between the boundaries of space-time for 1 minute.

While there, the target is incapacitated, can't be affected by the attacks or effects of creatures other than itself, and can repeat the saving throw at the end of each of its turns. If it succeeds on the saving throw, if your chronal capacitor harness is destroyed, or if you lose concentration (as though concentrating on a spell), the target reappears in the space it left or in the nearest unoccupied space if its former space is occupied.

If the target doesn't reappear before the full minute has elapsed, it reappears 7 days later in the space it left or in the nearest unoccupied space if that space is occupied, and you can't use this feature again until you finish a long rest.

Temporal Tag-Team

Starting at 17th level, you can use an action while wearing your chronal capacitor to magically summon a future version of yourself to the present. This time clone appears in an unoccupied space of your choice within 30 feet of you. The time clone takes its turns immediately after yours, and you control it just as you would yourself. It has your statistics, hit points, racial traits, class features, and equipment, each treated as though the time clone has just finished a long rest at the next day's dawn. The time clone disappears after 1 minute, if it is reduced to 0 hit points or dies, or if you die. The time clone immediately dies if it attempts to share future knowledge or use this feature, the paradox tearing it asunder.

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

Piss & Vinegar

Pugilists in the Piss & Vinegar fight club revel in their reputations as heels. Widely despised for their obscene curses and dirty tricks, these pugilists take pride in their ability to provoke, and fight to win at all costs.

Bonus Proficiency

When you choose this fight club at 3rd level, you gain proficiency in the Intimidation skill if you don't have it already. If you do, you gain proficiency in your choice of the Deception or Sleight of Hand skill.

Salty Salute

Also at 3rd level, you have mastered the art of the enraging insult. You can use a bonus action on your turn to provoke a creature within 60 feet who can see or hear you. That creature must make a Wisdom saving throw. On a failure, the creature takes psychic damage equal to a roll of your fisticuffs die + your Charisma modifier and has disadvantage on any attack rolls it makes that do not include you as a target before the start of your next turn. For any of your Piss & Vinegar features that require your opponent to make a saving throw, the saving DC is calculated as follows:

Piss & Vinegar save DC = 8 + your proficiency bonus + your Charisma modifier

Dirty Tricks

Starting at 6th level, you have a few tricks up your sleeve to even the odds when the going gets rough. You can use each of these dirty tricks once, and regain their use when you finish a short or long rest.

Heelstomper. When you deal damage with an unarmed strike, you attempt to slow the creature you hit. The creature must make a Dexterity saving throw. On a failure, you regain 1 expended moxie point and the creature's movement speed is halved for one minute.

Low Blow. When you deal damage with an unarmed strike, you can choose to hit the creature below the belt.

The creature must make a Strength saving throw. On a failure, you regain 1 expended moxie point and the creature is knocked prone.

Pocket Sand. You can use a bonus action to attempt to blind a creature within 5 feet. The creature must make a Constitution saving throw. On a failure, you regain 1 expended moxie point and the creature is blinded until the end of its next turn.

Mean Old Cuss

Starting at 11th level, your threats and mean spirited tricks pack an extra punch. When you make a Charisma (Intimidation) check, you can use your reaction and spend 1 moxie to give yourself advantage on the roll. When a creature makes a saving throw against one of your Piss & Vinegar features, you can use your reaction and spend 1 moxie to give that roll disadvantage.



VAGELIO KALIVA

The Uncouth Art

Starting at 17th level, you gain the ability to offend every creature in the room with minimal effort. When you use your Salty Salute feature, you can choose to target a number of creatures within 60 feet who can see or hear you up to your level in this class, instead of a single creature. You regain 1 expended moxie point the first time each target hits you with an attack before the start of your next turn.

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

Relentless Revenant

Most pugilists suffer hardships, but few can claim they've passed through the gates of death and returned. You died in an incident of terrible violence, perhaps an accident, perhaps not. You felt suffering, silence, darkness...then a cold-burning hatred in your chest. When you woke, you were changed. An object near you or on your person when you died granted you supernatural powers. You might not be able to die, but you're pretty sure your enemies can.

Terrible Talisman

Starting when you choose this fight club at 3rd level, you possess an object that reminds you of the burning hate that returned you to the land of the living. This object, known as your talisman, grants you the following supernatural powers:

- You suffer from exhaustion as if you had one less level than you do. You do not die from exhaustion until you gain a seventh level. At 11th level, you suffer from exhaustion as if you had two less levels than you do, at which point you do not die from exhaustion until you gain an eighth level.
- You have advantage on death saving throws.
- If a spell, such as *raise dead*, has the sole effect of restoring you to life, the caster doesn't need material components to cast the spell on you.

Your talisman can be any nonmagical object of your choice. If your talisman is ever destroyed, you lose all the supernatural powers it grants you. You can replace your talisman with an 8 hour ritual, during which time you call forth a shadowy replica of the talisman from the land of the dead.

No Escape

Also starting at 3rd level, you can use an action to cast the *cause fear* XGE spell. Constitution is your spellcasting ability for this spell.

While a creature is frightened of you as a result of this spell, if it moves more than half of its movement speed on a turn, it must succeed on a Dexterity saving throw

(DC = 8 + your Constitution modifier + your proficiency bonus) or fall prone and have its speed reduced to 0 until the start of its next turn. Additionally, creatures who are frightened of you as a result of this spell cannot hide from you and do not gain any of the benefits of invisibility against you.

Once you cast the spell with this feature, you can't do so again until you finish a short or long rest.

Grave Cold Fury

Starting at 6th level, when you take damage other than radiant, you can use your reaction to reduce that damage by an amount equal to twice your level in this class (minimum 0). The first attack you make before the end of your next turn deals additional necrotic damage equal to the amount you reduced the triggering damage by.

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

Defy Death

Starting at 11th level, when you take damage that would reduce you to 0 hit points or kill you outright, you can use your reaction to be reduced to 1 hit point instead. When you do, you gain temporary hit points equal to 5 × your pugilist level, and you regain all expended moxie points and the use of your No Escape and Grave Cold Fury features. One minute after you use this feature, you gain two levels of exhaustion.

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

Enhanced Terrible Talisman

Starting at 17th level, your talisman grants you additional supernatural powers:

- Your maximum hit points can't be reduced.
- You have resistance to necrotic damage.
- When a spell or effect would cause a creature to become frightened of you, it ignores any immunity to the frightened condition the target may have.

Urban Legend

Also starting at 17th level, death is but a door that you can pass through one way and then the other. If you die, you return to life with 1 hit point at the location of your talisman at midnight 1d6 + 1 days after you die. When you do, your talisman is destroyed.

Additionally, describe a small ritual that can be performed to summon you back from the dead even when your talisman is destroyed. Examples of such rituals could be saying your name three times in front of a mirror in the dark, reciting a certain rhyme or song on the night of the full moon in a graveyard, or spilling fresh blood on the ground while demanding an agent of vengeance appear. If you have been dead longer than 7 days, when a creature with an Intelligence 4 or higher completes the ritual, you return to life at its location with 1 hit point.

FAT GOBLIN



Rift Hitter

Pugilists who punch hard and fast enough might eventually tear through the fabric of space with their fists. Rift hitters are rewarded for their esoteric training with hands that never stop vibrating, swings that shatter space, and goals that are never out of reach.

Portal Punching

Starting when you choose this fight club at 3rd level, you've learned to think, and fight, with portals. On each of your turns, your unarmed strike and melee attacks made with pugilist weapons have a reach of 30 feet, as you send your attacks through rifts in space.

In addition, when you take the Attack action and only make unarmed strikes or attacks with pugilist weapons, you can use a bonus action and spend 1 moxie point to grapple one creature you targeted with one of those attacks. If your grapple attempt is successful, you immediately pull the creature to an unoccupied space of your choice within 5 feet of you.

Pocket Dimension

Also starting at 3rd level, your hands become handier than a haversack. As a bonus action, you can quickly plunge anything you're holding into a personal demiplane, akin to a *bag of holding*. The object cannot be any larger than a 2-foot cube. You can store up to 10 objects this way; storing any more causes the first thing you stored to be lost in the Astral Plane.

You can use your bonus action to retrieve an object you stowed away, either bringing it onto your person or dropping it at a point you can see within 30 feet of you.



DEAN SPENCER

Eraser

Starting at 6th level, your fists can punch nothing and still be devastating. When you take the Attack action, you can spend 1 moxie point to replace one of your attacks with a punch to the empty space in front of you. When you do, you erase up to 30 feet of empty space ahead of you, allowing you to choose between propelling yourself forward or pulling the closest, unanchored creature or object towards you. The DC for saving throws called for by this feature equals 8 + your proficiency bonus + your Strength modifier.

Propelling Yourself. You fly ahead in a straight line before falling to the ground. The first weapon attack you make during this movement has advantage. You stop early if you impact against a solid surface. If you collide with a creature, this movement ends and the creature must succeed on a Strength saving throw or be knocked prone.

Pulling a Target. If the target is an unanchored object weighing less than your carrying capacity, it flies and lands in an unoccupied space in front of you. If the target is a creature your size or smaller, it must succeed on a Strength saving throw or fly into an unoccupied space of your choice within 5 feet of you and fall prone.

Flicker Fists

Starting at 11th level, each time you hit a creature with an unarmed strike, you can spend 2 moxie points to make an additional unarmed strike against the creature as part of the same action.

Making Space

Starting at 17th level, you can use an action to cast the *arcane gate* spell. Constitution is your spellcasting ability for this spell. Once you cast the spell using this feature, you can't do so again until you finish a long rest, unless you spend 6 moxie points to do so again.

The Squared Circle

Pugilists who fight in the Squared Circle know you don't have to knock an opponent senseless to get them to submit. Of course, members of the Squared Circle do beat their opponents senseless, they just know they don't have to.

Groundwork

Starting when you choose this fight club at 3rd level, you gain the following additional moxie features.

Compression Lock. When a creature attempts to break your grapple and succeeds, you can use your reaction and spend 1 moxie point to force the creature to roll again. The creature must use the second result.

Quick Pin. When a hostile creature's movement provokes an opportunity attack from you, you can use

your reaction and spend 1 moxie point to attempt to grapple the creature instead of making an opportunity attack.

To the Mat. You can use a bonus action and spend 1 moxie point to make a Strength (Athletics) check with a DC equal to the AC of one creature within 5 feet of you. On a success, you grapple the creature and knock it prone.

Muscle Mass

Also at 3rd level, you gain proficiency in Athletics if you don't already have it. If you do already have proficiency in Athletics, your proficiency bonus is doubled for any ability check that uses that proficiency.

Meat Shield

Starting at 6th level, when you have an enemy creature grappled, you gain half cover against all attacks made against you by a creature you are not grappling. When a weapon attack made by a creature you are not grappling misses you, you can use your reaction and spend 1 moxie point to have that creature make the same attack with a new roll against an enemy creature you are grappling.

Heavyweight

Starting at 11th level, you count as being one size larger for the purposes of grappling and shoving. In addition, you can move your full movement speed when you are dragging or carrying a grappled creature your size or smaller.

Clean Finish

At 17th level, your mastery of grappling reaches its peak. While you have a creature grappled, you gain advantage on all attacks against it. Additionally, when you make an unarmed strike or pugilist weapon attack against a creature you have grappled, you score a critical hit on a roll of 19 or 20 on the d20.



WARMTAIL

The Sweet Science

Pugilists who practice the Sweet Science hit hard, fast, and often. This style is sometimes used by fighters who battle for the entertainment of the upper classes, but is just as often practiced in the back alleys and the bars by those whose next breath depends on a knockout.

Bare Knuckle Boxer

Starting when you choose this fight club at 3rd level, your unarmed strikes score a critical hit on a roll of 19 or 20 on the d20.

Cross Counter

Also starting at 3rd level, you can block the brunt of an attack and launch one of your own in the same fluid motion. When you take damage from a melee weapon attack, you can use your reaction and spend 2 moxie points to reduce the damage by 1d10 + your Strength modifier + your pugilist level.

If you reduce the damage to 0, you can make an unarmed strike or pugilist weapon attack against a creature within range as part of the same reaction.

One, Two, Three, Floor

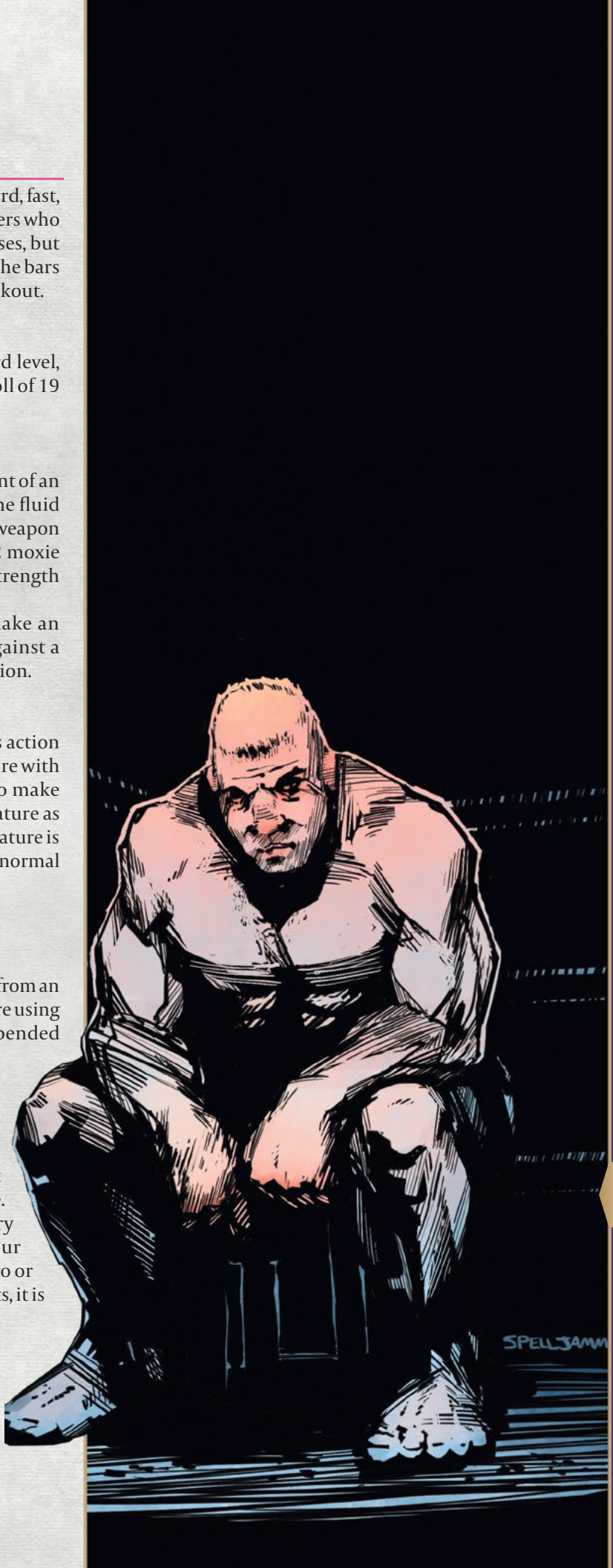
Starting at 6th level, when you use your bonus action to use the Old One-Two and hit the same creature with both attacks, you can spend 1 moxie point to make an additional unarmed strike against that creature as part of the same bonus action. If you hit, the creature is knocked prone in addition to taking damage as normal for your unarmed strike.

Float Like a Butterfly, Sting Like a Bee

Starting at 11th level, when you reduce damage from an attack to 0 and successfully hit an enemy creature using your Cross Counter feature, you regain 1 expended moxie point.

Knock Out

Starting at 17th level, when you hit with an unarmed strike or pugilist weapon, you can spend 1 or more moxie points to try to knock out the opponent instead of dealing damage. Roll 3d12, plus an additional 2d12 for every moxie point spent after the first, and add your pugilist level to the result. If the total is equal to or greater than the creature's remaining hit points, it is reduced to 0 hit points.





Chapter 4: Feats & Spells

Collected here is a massive expansion to the feats and spells available in the *Player's Handbook*. See chapter 6 of the *Player's Handbook* to learn about the optional rule that introduces feats. Refer to your class's entry in chapter 2 or 3 of this book to determine which of the new spells presented here are available to you.



Feats

New feats are presented here in alphabetical order for groups that use them.

Alchemical Evolution

Prerequisite: You must have taken the Materialistic feat at least twice

You have accumulated enough physical and alchemical mass that you have begun to evolve into the next stage of kilnkin. You gain the following benefits:

- Your size becomes Large.
- Choose one of your subraces. The ability scores associated with that subrace increases by 2, to a maximum of 22. The ability score associated with each of your other subraces increases by 1, to a maximum of 20.
- When you use your Exceeding Mortal Limits trait, the maximum your ability scores can be increased to becomes 24.

Beast Whisperer

Prerequisite: Beastfolk race

Embracing your animal nature, you learn to speak with all manner of beasts. You gain the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- You can speak with beasts as if constantly under the effect of the *speak with animals* spell. Effects that dispel or suppress magic have no effect on this ability.

Black Powder Expert

Thanks to extensive practice with firearms, you gain the following benefits:

- When you roll a 1 or 2 on a damage die for an attack made with a black powder weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
- Once per turn when you roll the maximum result of a damage die for an attack made with a black powder weapon, you can roll an additional die of the same type and add it to the damage dealt.

Combination Caster

Prerequisite: Spellcasting or Pact Magic feature

You are a master of casting powerful spells one after the other. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Choose a 1st-level spell that has a casting time of 1 bonus action and add it to one of your classes' spell lists. This spell is considered known and prepared for you, but doesn't count against your spells known or prepared.
- When you cast a spell of 1st level or higher that has a casting time of 1 bonus action, you can use your action this turn to cast a spell of 1st level or higher with a casting time of 1 action, expending a spell slot as normal. Once you use this ability, you can't use it again until you finish a short or long rest.

Defensive Weapon Master

While you are wielding a shield or one or more defensive weapons, you gain the following benefits:

- You can use a bonus action to protect a creature within 5 feet of you. Until the start of your next turn, any attack roll made against that creature has disadvantage if you can see the attacker. This benefit ends early if you are incapacitated or your speed drops to 0.
- When you take the Dodge action on your turn, you can spend one Hit Die to steel yourself. Roll the die, add your Constitution modifier, and gain a number of temporary hit points equal to the total (minimum 1).

Dwarven Combat Expert

Whether you were born a dwarf or not, you are trained in their military methods and have mastered the use of axes and hammers in combat. You gain the following benefits:

- Battleaxes, handaxes, light hammers, and warhammers count as having the defensive weapon property when you wield them.
- When you make a weapon attack with a battleaxe or warhammer you are wielding in two hands and beat the creature's AC by 5 or more, you deal an additional 1d6 damage.
- When you are wielding a battleaxe or warhammer in one hand, you use the damage die as if you were wielding it with two hands.
- The first time each turn you make a thrown weapon attack with a handaxe or light hammer in normal range against a creature that is Large or larger, you have advantage on the attack roll.

Dwarven Fortitude

Prerequisite: Dwarf or half-dwarf

You have the blood of dwarf heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

Elven Combat Expert

Whether you were born an elf or not, you are trained in their military methods and have mastered the use of swords and bows in combat. You gain the following benefits:

- Longswords count as having the defensive and finesse weapon properties when you wield them.
- When you are wielding a longsword or shortsword, you can use a bonus action on your turn to prepare a parry. The next melee attack made against you before the start of your next turn has disadvantage.
- When you make a weapon attack with a shortbow or longbow and beat the creature's AC by 5 or more, you deal an additional 1d6 damage.

Extra Breed Traits

Prerequisite: Beastfolk race

You have manifested additional bestial characteristics. Gain two additional breed traits of your choice. These additional breed traits do not need to be representative of the animal you chose with the All Creatures Under the Sun trait.



DANIEL COMERCI

Fencer

While you are wielding a dagger, greatsword, longsword, rapier, or shortsword, you can use the following abilities.

Parry. When a creature within 5 feet of you hits you with a weapon attack, you can use your reaction to gain a bonus to your AC against the triggering attack equal to your proficiency bonus, potentially causing the attack to miss.

Riposte. When a creature misses a melee attack against you, you can use your reaction to make one weapon attack against the creature if it is within your reach.

Thrust. Once per turn when you hit a creature with a melee weapon attack, you can move yourself and the target 5 feet in any direction, as long as you remain within 5 feet of one another.

Focused Multitasker

Prerequisite: Spellcasting or Pact Magic feature

You are able to concentrate on two spells simultaneously. When you do, you suffer the following penalties:

- You can't cast spells or make weapon attacks.
- The minimum DC for Constitution saving throws you make to maintain your concentration when you take damage is 15.
- At the start of each of your turns in combat, you must succeed on a DC 10 Constitution saving throw or lose concentration on your choice of one of the two spells.

Halfling Combat Expert

Whether you were born a halfling or not, you are trained in their military methods and have mastered the use of slings in combat. You gain the following benefits:

- If you end your turn without moving, before your next turn when a creature within 30 feet of you moves, you can use your reaction to make a ranged weapon attack with a sling against that creature.
- Once per turn when you make a ranged weapon attack without disadvantage using a sling, you can make an additional ranged weapon attack with a sling against a different creature.
- The first time you score a critical hit with a sling against a creature on a turn, that creature has disadvantage on attack rolls and ability checks until the start of your next turn.

Inexhaustible

Whether through natural fortitude or intensive training, you are inexhaustible. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- As a bonus action on your turn, you gain temporary hit points equal to 1d10 + your Constitution modifier. Once you use this ability, you must finish a short or long rest before you can do so again.
- When you finish a long rest, your exhaustion level is reduced by 2 (instead of 1).

Intimidating Size

Prerequisite: Saurian

Your towering stature is unsettling to others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you use threats of violence or demonstrate your physical power to frighten another, you can add your Strength modifier instead of your Charisma modifier to your Intimidation check.
- When you make an Intimidation check against a creature your size or smaller, your roll has advantage.

Mariner

You have spent time at sea and learned to use the tools of a mariner in combat. You gain the following benefits:

- You have a swimming speed equal to your base walking speed.
- When a creature provokes an opportunity attack from you, you can use your reaction to make a ranged weapon attack against that creature with a net.
- When you make a ranged attack with a net, you do not have disadvantage due to being within 5 feet of hostile creatures.
- When you wield a trident with one hand, its damage die changes to 1d8 from 1d6. When you wield a trident with two hands, its damage die changes to 1d10 from 1d8.
- Tridents count as having the reach property for you.

Martial Artist

You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional times. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.
- While you aren't wearing armor or wielding a shield, your AC equals 10 + your Dexterity modifier + half your proficiency bonus.
- Choose and learn one martial arts style from the box below.

You can take this feat up to three times, gaining the ability score increase and learning another martial art style each time.

Martial Arts Styles

Crashing Wave Style

When you learn this martial arts style, you gain the following benefits:

- When you make an unarmed strike against a creature and beat the target's AC by 5 or more, you can move it 5 feet in a direction of your choice.
- When you take the Attack action, you can use a bonus action on the same turn to make an unarmed strike against a creature within 5 feet. If this unarmed strike hits, you deal no damage and instead knock the creature prone or push the creature 5 feet in any direction (your choice).

Drunken Monkey Style

When you learn this martial arts style, you gain the following benefits:

- When you take the Dash or Dodge action on your turn, you can make one unarmed strike as a bonus action.
- When a creature moves out of your reach, you can use your reaction to attempt to grapple the creature.

Fanged Serpent Style

When you learn this martial arts style, you gain the following benefits:

- When a creature within 5 feet misses you with an attack, you can use your reaction to make one unarmed strike against that creature.
- You learn to strike your enemies' vital organs, causing them to discharge dangerous toxins into their own bodies. Once per turn when you deal damage to a creature with an unarmed strike, you can deal an additional 1d4 poison damage.

Iron Fist Style

When you learn this martial arts style, you gain the following benefits:

- When you roll a 1 or 2 on a damage die for an unarmed strike that applied your Strength modifier to the attack and damage roll, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
- Before you make an unarmed strike, you can choose to take a penalty to the attack roll equal to your proficiency bonus. If the attack hits, you add twice your proficiency bonus to the attack's damage.

Silent Shadow Style

When you learn this martial arts style, you gain the following benefits:

- Your unarmed strikes count as having the finesse weapon property.
- You can use a bonus action on each of your turns to take the Disengage or Hide action.

Spider Clan Style

When you learn this martial arts style, you gain the following benefits:

- You gain a climbing speed equal to your base walking speed.
- When you take the Attack action and replace one or more of your attacks with a grapple, you can make an additional unarmed strike attack as part of the same action.

Materialistic

Prerequisite: Kilnkin

Choose one mote or anima subrace you don't have the benefits of. You gain the benefits of that subrace and count as being a kilnkin of that subrace. You can take this feat up to four times.

Mind's Eye

Prerequisite: Oculus

The psionic nature that allows a watch's telepathic hive mind structure is innate to all oculi, but your psionic talents are far more powerful than most. You gain the following benefits:

- The range of your telepathy increases to 300 feet.
- Even if a creature does not share a language with you, you can telepathically communicate with the creature using images, sounds, and other sensory

messages. The creature must have an Intelligence score of at least 6 to understand the message, and you must be able to see the creature to communicate with it in this way.
» You can sense the presence of any creature within 30 feet of you that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Miner

You've spent a great deal of time underground and have learned how to survive and fight in a mine. You gain the following benefits:

» Increase your Strength or Constitution score by 1, to a maximum of 20.
» You gain darkvision out to a range of 30 feet. If you already have darkvision, its range increases by 30 feet.
» While you are wielding a war pick, you have a burrowing speed of 5 feet.
» When you hit a creature with a war pick on your turn and are also wielding a light hammer or warhammer, you can immediately use a bonus action to hammer the pick into the creature. If you do, the creature takes additional piercing damage equal to 1d8 + your Strength modifier.

Mineral Spirit

Prerequisite: Kilnkin

You are nearly inexhaustible. You gain the following benefits:

» You suffer the effects of exhaustion as if you had one level less than you do. If you have 6 levels of exhaustion and you would gain an additional level, you die.
» When you finish a short rest, you can choose to remove a level of exhaustion. Once you do, you can't use this ability again until you finish a long rest.
» You learn the *mold earth* XGE cantrip. Your choice of one of the ability scores associated with your mote or anima subrace is your spellcasting ability for this spell.

Nerves of Steel

You are difficult to startle and stay calm under pressure. You gain the following benefits:

» Increase your Wisdom score by 1, to a maximum of 20.
» You have resistance to psychic damage.
» When you make a saving throw against being charmed or frightened, you can use your reaction to gain advantage on that roll.

Nine Lives

Prerequisite: Grimalkin

The tenacious luck of cats is the stuff of legend. You gain the following benefits:

» Increase your Dexterity, Intelligence, or Charisma score by 1, to a maximum of 20.
» Whenever you would die as the result of failing your third death saving throw, or by taking excessive damage, mark a life on your character sheet. If you have not marked your 9th life, you miraculously survive the trauma and stabilize at 0 hit points.
» Once you have marked your 9th life, your choice of Dexterity, Intelligence, or Charisma score increases by 1, to a maximum of 20, and you lose this feat's ability to miraculously stabilize you at 0 points instead of dying.

Not Of This World

Prerequisite: Lemurian

Your connection to the Ethereal Plane is even stronger than most lemurians. You gain the following benefits:

» You regain the use of your Vision Beyond Sight racial trait when you finish a short or long rest.
» While you are partially ethereal as a result of using your Ethereal Step racial trait, you have resistance to all damage except force and psychic.
» As an action, you can detect the distance and direction to all portals that connect the Material Plane to the Border Ethereal within 1 mile. After you use this ability, you must finish a short or long rest before you can use it again.

Otherworldly Ancestry

Prerequisite: Grimalkin

You have a fine coat of purplish-black or white-silver, a remnant of your ancestors' times in the otherworldly realms. You gain the following benefits:

» Increase your Dexterity, Intelligence, or Charisma score by 1, to a maximum of 20.
» The majority of your ancestors came from the Feywild or the Shadowfell. If you choose Feywild, gain the Fey Ancestry trait. If you choose Shadowfell, gain the Cloak of Shadows trait.

Cloak of Shadows. Shadows contort themselves to hide your passing. You have advantage on Dexterity (Stealth) ability checks when you are in dim light or darkness.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Pied Piper

Prerequisite: Ratter

Through the mastery of an instrument, you have attained greater influence over the denizens of the sewers. You gain the following benefits:

- You gain proficiency with a musical instrument of your choice. Whenever you make an ability check with the chosen instrument, you add double your proficiency bonus to the check.
- Once, you can cast the *conjure animals* spell, using the chosen instrument as your spellcasting focus for the spell. When you cast the spell using this ability, you can summon only **giant rats** or **rats** with the spell, the summoned creatures are beasts instead of fey, and the duration is 10 minutes without requiring concentration. You regain the ability to cast the spell this way when you finish a long rest. Once you reach 8th level, you regain the use of this ability when you finish a short or long rest.

Plague Rat

Prerequisite: Ratter

You become the carrier of an infectious disease, which you can transmit with your bite. Choose one of the diseases below. You are immune to the chosen disease, and when you hit a creature with your bite attack, you can attempt to infect the target with that disease. The creature must succeed on a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier or contract the disease and immediately become subject to its effects. At the end of each of its turns, the creature can repeat the saving throw, recovering from the disease on a successful save. Undead and constructs are unaffected by this ability.

Once you attempt to infect a creature with a disease, you can't attempt to infect a creature with that disease again until you finish a long rest. A creature that succeeds on its saving throw against a disease becomes immune to that disease for 1 week.

You can select this feat multiple times. Each time you do so, you must choose a different disease.

Blinding Sickness. Pain grips the infected creature's mind, and its eyes turn milky-white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws and behaves as if under the control of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and on Constitution saving throws it makes against effects other than attempting to recover from this disease. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Poisoncraft

You have extensive experience dealing with poisons. You have proficiency with the poisoner's kit and have advantage on saving throws against being poisoned. In addition, when you take a long rest, you can create one dose of one the following poisons from materials you have on hand. The DC for all saving throws for poisons created with this feat is 8 + your proficiency bonus + your Intelligence modifier.

Powderboil. This powdered poison can be applied to a weapon with the Use an Object action. The next time the weapon deals damage to a creature, it must succeed on a Constitution saving throw or take 2d8 acid damage. This damage increases by 1d8 at 5th level (3d8) and again at 9th (4d8), 13th (5d8), and 17th level (6d8).

Stomachturner. This slick oil can be applied to a weapon with the Use an Object action. The next time the weapon deals damage, the creature must succeed on a Constitution saving throw or be poisoned for 1 minute, or until it uses an action on its turn to retch up the contents of its stomach.

Night's Kiss. This tasteless and odorless liquid can be slipped into drink or food. When a creature consumes the poison, it must succeed on a Constitution saving throw or become unconscious for 10 minutes or until it takes damage.



DEAN SPENCER

Powerful Grip

You have an unusually strong grip for your size. You gain the following benefits:

» Increase your Strength score by 1, to a maximum of 20.
» Being Small doesn't impose disadvantage on your attack rolls with heavy weapons.
» If you're Medium or larger, you can use the two-handed damage die of versatile weapons when you are wielding them with one hand.
» Your Strength score is doubled for the purpose of determining your carrying capacity and the weight you can push, drag, or lift.

Primordial Resilience

Prerequisite: Saurian

The reign of the saurian empire was so long because its warriors could not be broken. You have inherited a measure of your ancestors' resilience. You gain the following benefits:

» Increase your Constitution score by 1, to a maximum of 20.
» When you finish a short rest, you gain your level in temporary hit points.
» When you finish a long rest, you gain twice your level in temporary hit points.

Prodigy

Prerequisite: Half-dwarf, half-elf, half-orc, or human

You have a knack for learning new things. You gain the following benefits:

» You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
» Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Staff Master

While you are wielding a bo staff, club, greatclub, or quarterstaff and no other weapons, you gain the following benefits:

» As a bonus action on your turn, you can take a defensive stance, gaining a +2 bonus to AC until the start of your next turn.
» As a bonus action on your turn, you can make a melee weapon attack against a creature no more than one size larger than you. On a hit, you deal no damage but instead push the creature 5 feet or knock it prone.
» The first time each turn you score a critical hit on a creature, it is incapacitated until the end of its next turn.

Sufficiently Advanced

Prerequisite: Lemurian

Although Lemuria is no more, you have acquired some of its lost secrets. You gain the following benefits:

» You gain proficiency in the Arcana skill if you are not proficient in it already. If you are, your proficiency bonus is doubled for any Intelligence (Arcana) check you make.
» You learn any two cantrips of your choice. Intelligence is your spellcasting ability for these cantrips.

Tactician

You have studied history and learned to apply its lessons to battle. You gain the following benefits:

» Increase your Intelligence score by 1, to a maximum of 20.
» You gain proficiency with the History skill. If you already are proficient with this skill when you gain this feat, your proficiency bonus is doubled when making an ability check that uses this proficiency.
» As a bonus action on your turn, choose a creature that shares a language with you and can see or hear you within 30 feet. The next attack made by that creature before the end of its next turn has advantage.

Thrown Weapons Master

You have mastered the art of throwing weapons. You gain the following benefits:

» The normal and long range of thrown weapons is doubled for you.
» You can draw a weapon that has the thrown property as part of the attack you make with the weapon.
» Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
» When you take the Attack action and make only ranged weapon attacks with thrown light weapons on your turn, you can use a bonus action to make two ranged weapon attacks with thrown light weapons. These two ranged attacks cannot target the same creature.

Tinkerer

Prerequisite: Intelligence 13 or higher

You have experimented with the craft most often practiced by artificers. You gain the following benefits:

- You gain proficiency with tinkerer's tools. If you already have proficiency with them, you add double your proficiency bonus to checks you make with them.
- You learn two artificer infusions of your choice from the Artificer class. If the infusion has a prerequisite of any kind, you can't choose that infusion. Whenever you gain a level, you can replace one of these infusions with another infusion from the artificer class that doesn't have a prerequisite. You count as being a 2nd-level artificer for the purposes of your infusions, unless you have more levels in the artificer class.
- If you can already imbue objects with artificer infusions, you can infuse one additional item; otherwise, whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion only works on certain types of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the moment you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement. Your infusion remains on the item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum one). The infusion also vanishes if you imbue another item with one of your infusions or if you replace your knowledge of the infusion. If an infusion ends on an item that contains other things, like a *bag of holding*, its contents harmlessly appear in and around its space.

Whip Master

You have extensive training with whip like weapons and have learned a handful of tricks useful in combat. You gain the following benefits:

- Once per turn when you deal damage with a whip or weighted chain to a creature that is no more than one size larger than you, you can force that creature to make a Strength saving throw (DC 8 + your proficiency bonus + your choice of your Strength or Dexterity modifier). On a failure, you choose whether the creature drops one object of your choice that it's holding, falls prone, or has its movement speed reduced to 0 until the start of your next turn.
- When you take the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a whip or weighted chain you are holding.

BRUNOGM





Spells

The spells are presented in alphabetical order.

Abeyed Discharge

4th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure an eruption of force in the future. Choose a point within range to be the center of the explosion, which can't be detected. When your concentration on this spell ends, a 30-foot-radius sphere centered on the chosen point erupts with power. Each creature in the area must make a Constitution saving throw. A creature takes 5d8 force 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 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Agility

8th-level transmutation

Casting Time: 1 action
Range: Self
Components: V
Duration: 1 hour

Until the spell ends, when you make a Dexterity check, you can replace the number you roll with a 15. Additionally, moving through any form of difficult terrain costs you no extra movement.

Altruistic Sacrifice

1st-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a ritual dagger, which you plunge into your own heart)
Duration: Instantaneous

You touch a creature that has died within the last minute and transfer your own life force into it. You immediately die, and that creature returns to life with a number of hit points equal to the hit points you had when you cast this spell. This spell can't return a creature to life that has died of old age, nor can it restore any missing body parts.

At Higher Levels. If you cast this spell using a spell slot of 5th through 8th level, you can choose to drop to 0 hit points and begin making death saving throws instead of immediately dying. If you cast this spell using a 9th level spell slot, the spell's range changes to 30 feet, and you can target any number of creatures you can see within range.

Apathy Infusion

5th-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You infuse your next attack with a curse that creates oppressive apathy in its victim. The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 5d6 psychic damage, and the target must succeed on a Charisma saving throw or become cursed for the duration of the spell. The cursed

target can't willingly speak or use its movement, and it can't take actions or reactions. At the end of each of its turns, the target can repeat the Charisma saving throw, ending the spell on a successful save.

A creature immune to being charmed automatically succeeds on its saving throw against this spell.

A *remove curse* spell ends this effect.

Arcane Redirection

5th-level abjuration

Casting Time: 1 reaction, which you take when see a creature within 60 feet of you casting a spell that includes you as a target
Range: 60 feet
Components: S
Duration: Instantaneous

As you feel the arcane energies of a spell about to hit you, you attempt to steal the spell and redirect it at different targets. If the creature is casting a spell of 3rd level or lower, you choose new targets for the spell as though it were cast from your position. The stolen spell uses your spell save DC and spell attack modifier, as though you had cast it.

At Higher Levels. When you cast this spell using a spell slot of a level higher than 5th, you can steal a spell this way of levels higher than 3rd: you can steal a spell of up to 4th level when you cast this spell using a 6th-level spell slot, a spell of up to 5th level when you cast this spell using a 7th-level spell slot, a spell of up to 6th level when you cast this spell using an 8th-level spell slot, and a spell of up to 7th level when you cast this spell using a 9th-level spell slot.

Arcing Arrow

Transmutation cantrip

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, M (a ranged weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a ranged weapon attack with it against one creature within 60 feet of you. On a hit, the target suffers the attack's normal effects. On a miss, choose a second creature within range and make a ranged weapon attack with the same weapon against that creature. On a hit, the second creature takes lightning damage equal to your spellcasting ability modifier, instead of the weapon's normal damage.

The spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d8 lightning damage whether it hits the original target or the second creature. This extra damage increases by 1d8 at 11th level (2d8) and 17th level (3d8).

Aspir

1st-level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a blue ribbon)
Duration: Instantaneous

You drain the mystical energy of a spellcasting creature. Choose one creature you can see within range. That creature must succeed on an Intelligence saving throw or lose a 1st-level spell slot if it has any. If the creature loses a 1st-level spell slot, you regain an expended 1st-level spell slot.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, a creature that fails the saving throw loses the highest level spell slot it has up to the level of spell slot you expended to cast this spell, and you regain an expended spell slot of the level that the creature lost.

Aura of Silence

6th-level illusion

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You envelope yourself in an aura of deafening silence. For the duration, this aura of silence extends 20 feet from you. Creatures inside this aura are immune to thunder damage, are deafened, and can't cast spells with verbal components. You can choose to end or resume any of these effects on yourself or any other creature within the aura at any time (no action required).

Bestow Blessing

3rd-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a holy symbol)
Duration: 1 minute

You touch a willing creature and infuse it with a divine blessing. When you cast this spell, choose the nature of the blessing from the following options:

- Choose an ability score. While blessed, the target has advantage on ability checks and saving throws made with that ability score.
- While blessed, the first attack made against the target each turn is made with disadvantage.
- While blessed, whenever the target would regain hit points, it regains 1d8 additional hit points.

At the DM's option, you may choose an alternative blessing effect, but it should be no more powerful than

those described above. The DM has final say on the blessing's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level, the duration is 10 minutes. If you use a spell slot of 5th or 6th level, the duration is 8 hours. If you use a spell slot of 7th or 8th level, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts for 1 week.

Bestow Malediction

5TH-LEVEL NECROMANCY

Casting Time: 1 action
Range: Touch
Components: V, S, M (a shard of a mirror you broke)
Duration: Concentration, up to 1 minute

You touch a creature. That creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast the spell, choose the nature of the curse from the following options:

- While cursed, the target has disadvantage on saving throws.
- While cursed, the target has disadvantage on ability checks and attack rolls.
- While cursed, all attacks and spells deal an additional 1d8 necrotic damage to the target.

If *remove curse* is cast on the target, the creature that cast *remove curse* must make an ability check using its spellcasting ability against your spell save DC. If it succeeds, the spell ends. Otherwise, the *remove curse* fails to end the spell's curse.

At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

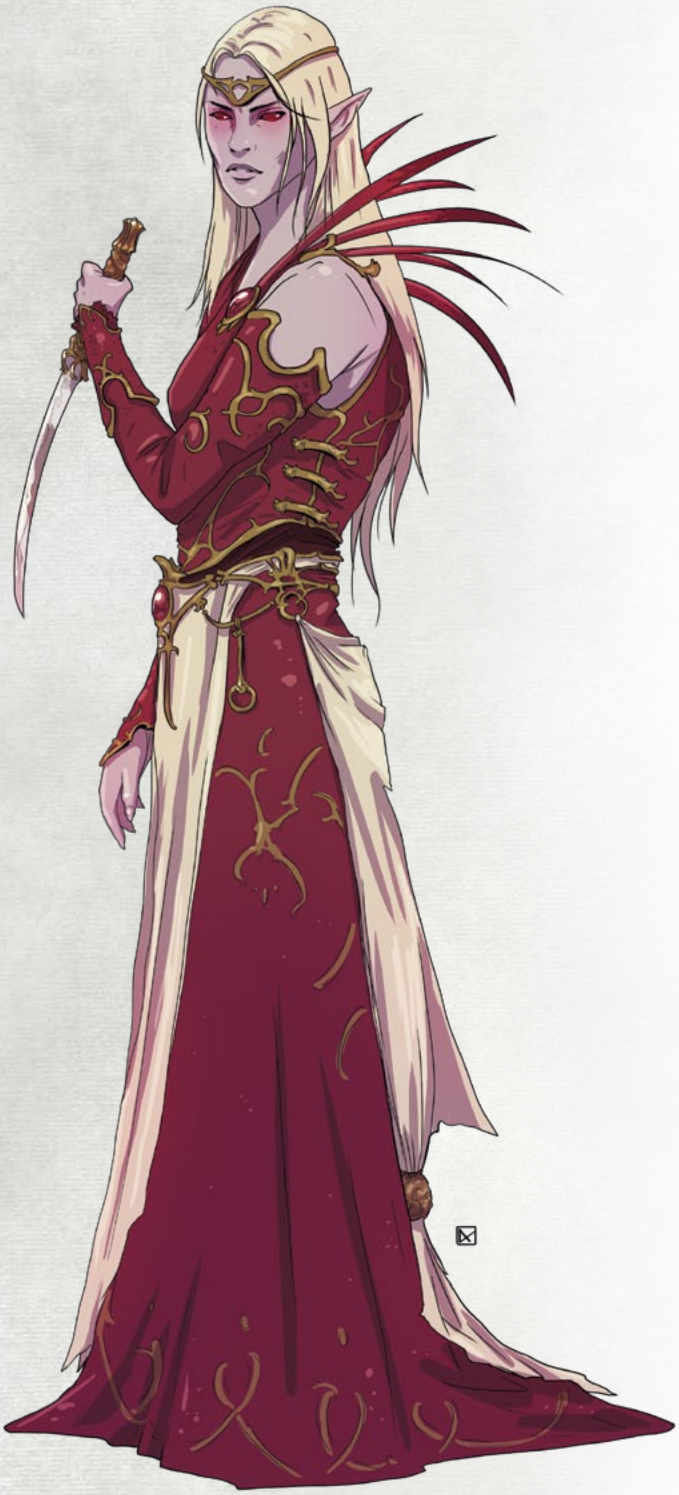
Billowing Strike

2ND-LEVEL CONJURATION

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the target takes an extra 2d8 bludgeoning damage as a powerful gust slams into it. It must succeed on a Strength saving throw or be pushed 15 feet straight away from you and be knocked prone. A Large or larger creature has advantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, for each slot level above 2nd, the damage increases by 1d8 (to a maximum of 5d8) and a target that fails the save is pushed 5 feet further away from you (to a maximum of 30 feet).



DANIEL COMERCI

Bind Familiar

6th-level transmutation (ritual)

Casting Time: 24 hours
Range: 10 feet
Components: V, S, M (100 gp worth of charcoal, incense, and herbs, as well as 1 liter of fresh blood from both you and the target, all of which must be consumed by fire in a brass brazier)
Duration: Instantaneous

You perform a ritual on a willing creature within range, binding your magic to its essence. The creature must remain within range for the duration of the ritual. Once the ritual ends, the creature becomes your familiar.

You can't have more than one familiar at a time, such as from the *find familiar* spell or similar magic. If the familiar dies, or if you cast a spell that creates a new familiar while you already have a familiar from this spell, your connection to the familiar is broken, and it is no longer your familiar.

While your familiar is within 100 feet of you, you can communicate to each other telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind to your own senses.

When you cast a spell with a range of Self or Touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires concentration, and the familiar is willing, you can choose to have the familiar maintain concentration on the spell.

Finally, you can use a bonus action and expend a spell slot to restore hit points to your familiar. Roll a number of d6 equal to the level of the expended spell slot. Add your spellcasting ability modifier to each roll, and then the familiar regains a number of hit points equal to the total result.

Bloodletting Bite

Necromancy cantrip

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, M (a weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a weapon attack with it against one creature within 60 feet of you. On a hit, if the creature's current hit points are more than half its maximum hit points, the target suffers the attack's normal effects. If the creature's current hit points are equal to or less than half of its maximum hit points, the target suffers the attack's normal effects and takes an additional 1d12 necrotic damage.

The additional necrotic damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Bloodlust Infusion

3rd-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You infuse your next attack with a curse that creates ravenous bloodlust in its victim. The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 3d6 psychic damage, and the target must succeed on a Wisdom saving throw or become cursed for the duration of the spell. The cursed target must use its action before moving on each of its turns to take the Attack action. One of its attacks must be made against a creature it usually regards as its ally if such a creature is within range. At the end of each of its turns, the target can repeat the Wisdom saving throw, ending the spell on a successful save.

A creature immune to being charmed automatically succeeds on its saving throw against this spell.

A *remove curse* spell ends this effect.

Bloodseize

6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, your blood vessels become strikingly visible beneath your skin, and you gain the following benefits:

- When you cast this spell, and as an action on a subsequent turn while this spell is active, you cure yourself of all diseases and neutralize all poisons affecting you.
- If a creature within 20 feet that you can see makes an attack roll against you for the first time on its turn, it must succeed on a Constitution saving throw or take 1d8 necrotic damage and lose the attack.
- If a creature is within 30 feet of you, you can use your action to attempt to control the blood within the creature's veins, forcing its body to move to your whims. The target must succeed on a Constitution saving throw or take 2d8 necrotic damage. If it fails its saving throw, you can move it up to 15 feet in any horizontal direction and have it make a weapon

attack against a target you can see within the weapon's range. A creature that is Huge or larger has advantage on the saving throw.

The benefits of this spell have no effect on creatures that don't have blood in them.

Bolstering Ballad

6TH-LEVEL ENCHANTMENT

Casting Time: 1 action
Range: Self
Components: V, S, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 10 minutes

You play a stirring ballad filled with powerful chords and encouraging melodies that makes it easier for your companions to resist harm. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the spell ends, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action:

- When a creature within 30 feet of you who can hear you takes damage, you can expend a spell-song point to roll 1d12 and subtract it from the damage dealt (to a minimum of 0 damage). If this reduces the damage to 0, the creature gains a bonus to its AC equal to the d12 result until the start of its next turn.
- When a creature within 30 feet who can hear you starts its turn, you can expend a spell-song point to give it resistance to a damage type of your choice until the start of its next turn.
- When a creature other than you within 30 feet who can hear you fails a saving throw, you can expend a spell-song point to roll 1d8 and add it to the saving throw result, potentially changing its failure into a success.

Until the spell ends, you can take an action on your turn to gain up to your spellcasting ability modifier in spell-song points. You can take this action six times each casting of this spell. You lose all remaining spell-song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can take the action to gain spell-song points one additional time per slot level above 6th.

Brain Trust

9TH-LEVEL DIVINATION

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a stack of legal paperwork at least half a foot tall)
Duration: 24 hours

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 4 or less aren't affected by this spell. Until the spell ends, each of the targets gains the following benefits:

- It can speak, read, and write each language that another creature in the link knows.
- It can communicate telepathically through the bond to any number of other creatures in the link. This communication is possible over any distance.
- It has proficiency with each skill, tool, weapon, and armor with which another creature in the link has proficiency. If the creature sharing its proficiency with the link has expertise with the skill or tool, so does every other creature in the link.
- Its Intelligence score becomes the same as that of the creature with the highest Intelligence score in the link. The same is true for its Wisdom and Charisma scores, corresponding to the creature with the highest related ability score in the link.
- It knows each cantrip that another creature in the link knows. It uses the same spellcasting ability for the cantrip as the creature sharing its cantrip with the link.

The link ends if you or one of the targets casts this spell again. A target is also removed from the link if it dies or if it is ever on a different plane of existence from you.

Build Acid Spewer

3RD-LEVEL CONJURATION (RITUAL)

Casting Time: 1 action
Range: Self
Components: S, M (scrap metal and wiring worth at least 50 gp, which the spell consumes)
Duration: 1 hour

You configure the scrap metal and wiring used as the material components to create an acid spewer in your hand. The acid spewer is a magic weapon that lasts until the spell ends. It counts as a martial ranged weapon with which you are proficient. It has a normal range of 15 feet and a long range of 30 feet, deals 2d8 acid damage on a hit, has the two-handed property, and deals double damage to objects and structures. The

first time each turn that the acid spewer is used to make an attack, whether the attack hits or misses, the acid splashes out. The target and each creature and each object that isn't being worn or carried within 5 feet of it must succeed on a Dexterity saving throw or take 2d8 acid damage.

When you create the acid spewer, you can immediately make an attack with it. If you don't, you can instead hand it to a willing creature within 5 feet of you. You can use your spellcasting ability, instead of Dexterity, for attack and damage rolls you make with the acid spewer; other creatures use Dexterity, as normal.

The acid spewer has an AC equal to your spell save DC and a number of hit points equal to ten times the spell's level. When the spell ends or if the acid spewer is destroyed, it falls apart into the material components used to create it, and you can reclaim those material components as an action on your turn while you're within 5 feet of them.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage for both the weapon and the acid splash increases by 1d8 for each slot level above 3rd (to a maximum of 4d8). When you cast this spell using a spell slot of 5th level or higher, its duration also increases to 8 hours.

Build Plasma Blade

2nd-level conjuration (ritual)

Casting Time: 1 action
Range: Self
Components: S, M (scrap metal and wiring worth at least 30 gp, which the spell consumes)
Duration: 1 hour

You configure the scrap metal and wiring used as the material components to create a plasma blade in your hand. When you create the plasma blade, choose fire, lightning, or radiant damage. The plasma blade is a magic weapon that lasts until the spell ends. It counts as a martial melee weapon with which you are proficient. It deals 2d6 damage of the type you chose on a hit, has the finesse and light properties, and deals double damage to objects and structures.

When you create the plasma blade, you can immediately make an attack with it. If you don't, you can instead hand it to a willing creature within 5 feet of you. You can use your spellcasting ability, instead of Strength or Dexterity, for attack and damage rolls you make with the plasma blade; other creatures use Strength or Dexterity, as normal.

The plasma blade has an AC equal to your spell save DC and a number of hit points equal to ten times the spell's level. When the spell ends or if the plasma blade is destroyed, it falls apart into the material components used to create it, and you can reclaim those material components as an action on your turn while you're within 5 feet of them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the weapon's damage increases by 1d6 for each slot level above 2nd (to a maximum of 5d6). When you cast this spell using a spell slot of 4th level or higher, its duration increases to 8 hours.

Build Ray Pistol

1st-level conjuration (ritual)

Casting Time: 1 action
Range: Self
Components: S, M (scrap metal and wiring worth at least 10 gp, which the spell consumes)
Duration: 1 hour

You configure the scrap metal and wiring used as the material components to create a ray pistol in your hand. The ray pistol is a magic weapon that lasts until the spell ends. It counts as a simple ranged weapon with which you are proficient. It has a normal range of 30 feet and a long range of 120 feet, deals 1d8 radiant damage on a hit, and has the light property.

When you create the ray pistol, you can immediately make an attack with it. If you don't, you can instead hand it to a willing creature within 5 feet of you. You can use your spellcasting ability, instead of Dexterity, for attack and damage rolls you make with the ray pistol; other creatures use Dexterity, as normal.

The ray pistol has an AC equal to your spell save DC and a number of hit points equal to ten times the spell's level. When the spell ends or if the ray pistol is destroyed, it falls apart into the material components used to create it, and you can reclaim those material components as an action on your turn while you're within 5 feet of them.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 2d8 and its duration increases to 8 hours. When you cast this spell using a spell slot of 5th level or higher, the damage increases to 3d8 and its duration increases to 24 hours.



JOHN LATTA

Build Shock Baton

1st-level conjuration (ritual)

Casting Time: 1 action
Range: Self
Components: S, M (scrap metal and wires worth at least 10 gp, which the spell consumes)
Duration: 1 hour

You configure the scrap metal and wiring used as the material components to create a shock baton in your hand. The shock baton is a magic weapon that lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 1d8 lightning damage on a hit and has the light property. In addition, a creature hit with the shock baton can't take reactions until the start of its next turn.

When you create the shock baton, you can immediately make an attack with it. If you don't, you can instead hand it to a willing creature within 5 feet of you. You can use your spellcasting ability, instead of Strength, for attack and damage rolls you make with the shock baton; other creatures use Strength, as normal.

The shock baton has an AC equal to your spell save DC and a number of hit points equal to ten times the spell's level. When the spell ends or if the shock baton is destroyed, it falls apart into the material components used to create it, and you can reclaim those material components as an action on your turn while you're within 5 feet of them.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 2d8 and its duration increases to 8 hours. When you cast this spell using a spell slot of 5th level or higher, the damage increases to 3d8 and its duration increases to 24 hours.

Build Weapon

Conjuration cantrip

Casting Time: 1 action
Range: Self
Components: S, M (scrap metal or wood with a gp value at least that of the weapon you intend to create, which the spell consumes)
Duration: Unlimited

You configure the scrap metal or wood used as the material components to create a nonmagical simple or martial weapon of your choice in your hand.

When you create the weapon, you can immediately make an attack with it. If you don't, you can instead hand it to a willing creature within 5 feet of you.

As an action on your turn, you can dissemble the weapon and reclaim the material components used to make it. If the weapon is destroyed, it falls apart into the material components used to create it, and you can reclaim those material components as an action on your turn while you're within 5 feet of them.

When you reach certain levels, you gain additional bonuses from this spell: when you reach 5th level, you are proficient with any weapon you create with this spell; when you reach 11th level, you can use your spellcasting ability, instead of Strength or Dexterity, for attack and damage rolls you make with the weapon; when you reach 17th level, any weapon you create with this spell is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Call Spirit

4th-level necromancy

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (the corpse of a humanoid that died no more than 1 hour ago)
Duration: Instantaneous

For the full casting time of the spell, you must remain within 10 feet of the corpse used as the material component. The spell, using the corpse as a focus, reaches into the beyond and drags the creature's spirit back into the realm of the living, creating a **shadow**. Once you create an undead with this spell, the corpse can't be used as a material component for this spell again. An undead created with this spell has double the hit points listed in its stat block, and retains the personality of the creature used to create it. Though it may or may not be friendly toward you depending on how it interacted with you prior to its death, it treats you as though you are its ally while you are in control of it.

On each of your turns, you can mentally command the undead created with this spell if it is within 60 feet of you (no action required by you). If the undead created with this spell created its own undead, you can command any or all of those creatures at the same time, issuing the command to each one. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it and becomes hostile to you and your companions. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over the creature, rather than

animating a new one. If the undead created with this feature created its own undead, those undead are destroyed at the end of the 24-hour period, whether you reasserted control over the original or not.

If you cast the spell to create a new undead, any previous undead you've created with the spell is destroyed.

At Higher Levels. When you cast this spell using a 5th-level or higher spell slot, you can create or reassert control over an **indentured spirit** (*Guildmaster's Guide to Ravnica*) or **specter**. When you cast this spell using a 6th-level or higher spell slot, you can create or reassert control over a **poltergeist** or **will-o'-wisp**. When you cast this spell using a 7th-level or higher spell slot, you can create or reassert control over a **sword wraith warrior** (*Mordenkainen's Tome of Foes*). When you cast this spell using an 8th-level or higher spell slot, you can create or reassert control over a **banshee** or **ghost**. When you cast this spell using a 9th-level spell slot, you can create or reassert control over an **allip** (*Mordenkainen's Tome of Foes*) or **wraith**.

Cataclysmic Failure

8TH-LEVEL DIVINATION

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of you succeeds on a saving throw or uses its Legendary Resistance trait
Range: 60 feet
Components: V, S (ebony scissors)
Duration: Instantaneous

You conspire with the forces of destiny to create the worst case scenario for the triggering creature. You change the creature's successful saving throw to a failure. If the effect that required the saving throw would deal damage to the creature, the creature takes double damage from the effect this turn.

Chaos Wave

5TH-LEVEL EVOCATION

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S
Duration: Instantaneous

You hurl a wave of undulating, chaotic energy in a line 100 feet long and 15 feet wide in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, or half as much on a successful one. A creature also becomes subject to an additional effect on a failed save. The spell's damage type and additional effect are determined by which number appears most on the damage dice after the roll; if two or more numbers are tied, you choose one damage type and one additional effect from among the tied numbers' possibilities. For example, If you roll four 1s and four 8s for the spell's damage roll, you can choose for the spell to deal either acid or thunder damage, and for every creature who failed its saving throw to be either stunned or deafened until the start of your next turn.

Chaos Wave Damage Type

Number	Damage Type	Additional Effect
1	Acid	A creature that fails its saving throw is stunned until the start of your next turn.
2	Cold	A creature that fails its saving throw is restrained until the start of your next turn.
3	Fire	A creature that fails its saving throw is frightened by you until the start of your next turn.
4	Force	A creature that fails its saving throw takes an additional 1d8 force damage and is knocked prone.
5	Lightning	A creature that fails its saving throw is blinded until the start of your next turn.
6	Poison	A creature that fails its saving throw is poisoned until the start of your next turn.
7	Psychic	A creature that fails its saving throw is charmed by you until the start of your next turn.
8	Thunder	A creature that fails the saving throw is deafened until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Chaos Weapon

4RD-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: Touch
Components: V, S, M (5 gp worth of blackpowder or alchemist's fire, which the spell expends)
Duration: Concentration, up to 1 hour

You imbue a weapon you touch with volatile magic. If the weapon isn't already a magic weapon, it becomes one for the duration. Until the spell ends, the weapon emits bright light in a 5-foot radius and dim light for an additional 5 feet. In addition, weapon attacks made with it score a critical hit on a roll 19 or 20 on the d20, and the first time each turn a creature scores a critical hit using the weapon, an explosion of arcane energy bursts from the point of impact. Each creature other than the weapon's wielder within 10 feet of the target must make a Dexterity saving throw. A creature takes 2d8 damage on a failed save, or half as much on a successful one. The weapon's wielder chooses one of the d8s. The number rolled on that die determines the explosion's damage type as shown below. If the same number is rolled on two or more of the d8s, the explosion's radius increases to 20 feet.

Chaos Weapon Damage Type

Number	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, weapon attacks made using the weapon score a critical hit on a roll of 18-20 on the d20, and the explosion's damage increases to 3d8. When you use a spell slot of 8th or 9th level, weapon attacks made using the weapon score a critical hit on a roll of 17-20 on the d20, and the explosion's damage increases to 4d8.



ERIC LOFGREN

Charm Crowd

7TH-LEVEL ENCHANTMENT

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

You attempt to charm any number of creatures you can see within range. Each target must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. Each charmed creature is friendly to you. When the spell ends, each 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 range increases by 30 feet for each slot level above 7th.

Clumsiness Infusion

1ST-LEVEL TRANSMUTATION

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You infuse your next attack with a curse that imposes an awkward clumsiness in its victim. The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 1d6 force damage, and the target must succeed on a Constitution saving

throw or become cursed for the duration of the spell. Whenever the cursed target makes an attack roll or ability check using Strength or Dexterity, it must roll a d4 and subtract the number rolled from the result. As an action, the target can repeat the Constitution saving throw, ending the spell on a successful save.

A creature immune to being paralyzed automatically succeeds on its saving throw against this spell.

A *remove curse* spell ends this effect.

Coldsnap / Heatwave

8TH-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: 500 feet
Components: V, S, M (an enclosed glass cylinder filled with liquid mercury)
Duration: Concentration, up to 1 minute

You create a wild temperature fluctuation at a point you can see within range. For the duration, you create a cylinder that is 300 feet tall with a 100-foot radius centered on the chosen point. Within this cylinder, the temperature becomes freezing cold or unbearably hot. When you cast this spell, choose whether you will create a coldsnap or a heatwave in the area.

Coldsnap. Creatures within the affected area have their movement speeds halved and have disadvantage on Dexterity ability checks and saving throws. When you cast this spell, and again as an action on each of your turns until the spell ends, you can choose a point within the cylinder. Each creature within 10 feet of the chosen point must make a Constitution saving throw, taking 6d10 cold damage on a failed save, or half as much damage on a successful one.

Heatwave. Creatures within the affected area have disadvantage on attack rolls and on Wisdom ability checks and saving throws. When you cast this spell, and again as an action on each of your turns until the spell ends, you can choose a point within the cylinder. Each creature within 10 feet of the chosen point must make a Constitution saving throw, taking 6d10 fire damage on a failed save, or half as much damage on a successful one.

Contaminate Food and Drink

1ST-LEVEL TRANSMUTATION

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (a pickled rat in a jar worth at least 50 gp, which this spell consumes)
Duration: 8 hours

All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range is contaminated with your choice of one of the following diseases or poisons: assassin's blood, cackle fever, sewer plague, sight rot, or truth serum. The food and drink remains contaminated for the

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duration of the spell, after which time it is no longer a vector for the chosen disease or poison. A creature who ingests food or drink contaminated in this way must succeed on the saving throw called for in the disease or poison's description, using your spell save DC instead of the normal save DC for that disease or poison. These diseases and poisons are detailed in Chapter 8 of the *Dungeon Master's Guide*.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you can choose from additional poisons when choosing how to contaminate the food and drink. You can choose pale tincture if you use a 3rd-level or higher spell slot, or midnight tears or torpor if you use a 5th-level or higher spell slot.

Corpse Mask

1ST-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

You touch the corpse of a humanoid creature and transform your physical appearance—including your clothing, armor, weapons, and other belongings on your person—to look like the corpse did in the minutes preceding its death. You retain all of your own ability scores, features, traits, and other abilities.

While disguised as the dead, you instinctively mimic its mannerisms. A creature familiar with the deceased humanoid can attempt to ascertain if you are, in fact, the deceased by using its action to make an Intelligence (Investigation) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration increases to 8 hours. When you cast this spell using a spell slot of 5th level or higher, the duration increases to 24 hours.

Corrode Metal

2ND-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a vial of stomach acid)
Duration: Concentration, up to 1 minute

Choose a manufactured metal object such as a metal stove, a metal weapon, or a suit of heavy or medium metal armor that you can see within range. You cause the object to begin to rust and corrode. For the duration, the object is vulnerable to bludgeoning, piercing, and slashing damage. The spell has additional effects if the target was a metal weapon, a metal set of armor, or a metal shield.

Armor or Shield. The armor or shield receives a −1 penalty to the AC it offers. Nonmagical armor reduced to an AC of 10 or a nonmagical shield that drops to a +0 bonus is destroyed.

Weapon. The weapon receives a −1 penalty to its attack and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, and the target is a metal weapon, a metal set of armor, or a metal shield, the penalty increases by −1 for each slot level above 2nd. If a nonmagical weapon's penalty would be lower than −3, the weapon is destroyed instead.

Create Bog

3RD-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a gob of mud and moss)
Duration: Concentration, up to 1 minute

The ground and any liquid within a 20-foot-radius sphere centered on a point you choose within range becomes an acidic swamp. Spaces on the ground or within liquid in the area count as difficult terrain for creatures other than you. Whenever a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. The creature takes 2d6 acid damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast the spell using a spell slot of 4th level or higher, the radius of the sphere increases by 10 feet for each slot level above 3rd. Additionally, the damage of the spell increases by 1d6 for every two slot levels above 3rd.

Create Vampire

8TH-LEVEL NECROMANCY

Casting Time: 8 hours
Range: 10 feet
Components: V, S, M (a collection of rubies worth at least 1,000 gp and a liter of blood, both of which the spell consumes, as well as the fang of a vampire, a wooden stake, and a desecrated holy symbol)
Duration: Instantaneous

You can cast this spell only at night. If it becomes daytime while you cast the spell, the spell fails. When you begin casting the spell, a willing humanoid within range dies. When you finish casting the spell, that creature returns to life as a vampire and gains the benefits of a long rest. It retains its personality, alignment, hit points, racial traits, class features, and ability scores, though it changes in the following ways:

- Its creature type becomes undead (shapechanger), and it loses its other creature types.
- It no longer requires air.

- If its Strength score is lower than 16, it becomes 16.
- Drinking a liter of blood provides it enough nourishment and hydration to sustain it for a full day.
- Its true form is considered to be its vampire form for the purpose of spells and other magic effects.
- It can't enter a residence without an invitation from one of the occupants.
- It takes 20 acid damage if it ends its turn in running water.
- It takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.
- If a piercing weapon made of wood is driven into its heart while it is incapacitated, it is paralyzed until the stake is removed.
- It can climb difficult surfaces, including upside down and on ceilings, without needing to make an ability check.
- If it has consumed a liter of blood within the last 24 hours, it has at least 1 hit point, and it isn't in sunlight or running water, it regains 10 hit points at the start of each of its turns. If it takes radiant damage or damage from holy water, this benefit doesn't function at the start of its next turn.
- While it isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or back into its vampire form. While in bat form, it can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to vampire form if it dies.
- Its bite becomes a natural weapon, which it can use to make unarmed strikes. If it hits with its bite, it deals piercing damage equal to 1d6 + its Strength modifier and 3d6 necrotic damage, instead of the bludgeoning damage normal for an unarmed strike. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest, and dies if its hit point maximum is reduced to 0. The vampire can use this bite attack no more than once each turn.

You can cast this spell targeting a willing vampire created with it to revert all of the changes caused by the spell and return it to its humanoid form.



LAWRENCE VAN DER MERWE

Curse Shock

1st-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You launch a spark of crackling curse magicks at a creature you can see within range. Make a ranged spell attack against the target, cursing the target for the duration of the spell on a hit. The cursed target subtracts your spellcasting ability modifier from the next ability check, attack roll, or saving throw it makes before the spell ends. After the target makes one of these rolls, the spell ends.

A *remove curse* spell ends this effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, for each slot level above 1st, the cursed target subtracts your spellcasting ability modifier from an additional roll before the spell ends. For example, if you cast this spell using a 3rd-level spell slot, the creature subtracts your spellcasting ability modifier from each attack roll, ability check, and saving throw it makes within the next minute, or until it makes any combination of three of those rolls, whichever comes first.

Curse Ward

4th-level abjuration (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a creature and grant it a measure of protection against curses and other corrupting influences. The target has advantage on saving throws against magical effects that would curse or possess it, or cause it to become charmed or frightened.

The first time the target would become charmed, frightened, possessed, or subject to a curse, the effect is instead negated for the target, and this spell ends. If the negated effect was the result of the target's attunement to a cursed item, the spell breaks the target's attunement to the object so it can be removed or discarded.

The spell ends early if you cast it again.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, the duration increases to 8 hours. When you use a spell slot of 8th or 9th level, the duration increases to 24 hours.

Cyclone Strike

1st-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack before the spell ends, the spell creates a small vortex around the target. In addition to the normal effects of the attack, the target and each creature other than you within 5 feet of the target must make a Dexterity saving throw, taking 1d10 slashing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

Dazzling Pop

1st-level illusion

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a firecracker)
Duration: Instantaneous

You create a burst of noise and shimmering lights in the space of a creature you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d4 radiant damage and 1d4 thunder damage and is blinded and deafened until the start of your next turn, or takes half as much damage and isn't blinded or deafened on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the radiant and the thunder damage increases by 1d4 for each slot level above 1st.

Death Burst

4th-level necromancy

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V
Duration: Instantaneous

You gather necromantic energies around yourself and release them in a burst that ripples outward from you. Each creature of your choice within 20 feet of you must make a Constitution saving throw, taking 5d8 necrotic damage on a failed save or half as much on a successful one. A creature reduced to 0 hit points by this damage dies.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, for each slot level above 4th, the damage increases by 1d8 and the radius increases by 5 feet.

Death Shroud

Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You make a hand sign of endings and focus your will on a creature within range. That creature gains a death shroud. When you deal damage to that creature with an attack, you can discard the death shroud to deal an additional 2d4 damage.

The additional damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

Deploy Personal Barrier

1st-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: S, M (scrap metal and wiring worth at least 10 gp, which the spell consumes)
Duration: 1 minute

You configure the scrap metal and wiring used as the material components to create a shield generator and then deploy it onto a creature you can see within range. The creature gains temporary hit points equal to 1d6 + your spellcasting ability modifier. Until the spell ends, at the start of each of the target's turns, it can choose to gain a number of temporary hit points equal to your spellcasting ability modifier.

Each time the target takes damage from an attack, you must make an Intelligence saving throw with DC equal to 10 or half the amount of damage the target took, whichever is higher. On a failure, the spell ends.

When the spell ends, the target loses any remaining temporary hit points from this spell. The shield generator also falls apart into the material components used to create it, and you can reclaim those material components as an action on your turn while you're within 5 feet of them.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, for each slot level above 1st, the initial amount of temporary hit points the target gains increases by 1d6 (to a maximum of 5d6 plus your spellcasting ability modifier).

Deploy Shock Shield

4th-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: S, M (scrap metal and wiring worth at least 75 gp, which the spell consumes)
Duration: 1 minute

You configure the scrap metal and wiring used as the material components to create a shield generator and then deploy it onto a creature you can see within range. Until the spell ends, the target has resistance to damage from melee attacks, and whenever a creature hits the target with a melee attack, the attacker takes 2d8 lightning damage.

Each time the target takes damage from a melee attack, you must make an Intelligence saving throw with DC equal to 10 or the amount of damage the resistance prevented, whichever is higher. On a failure, the spell ends.

When the spell ends, the shield generator falls apart into the material components used to create it, and you can reclaim those material components as an action on your turn while you're within 5 feet of them.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases to 3d8.

Deploy Velocity Shield

2nd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: S, M (scrap metal and wiring worth at least 25 gp, which the spell consumes)
Duration: 1 minute

You configure the scrap metal and wiring used as the material components to create a shield generator and then deploy it onto a creature you can see within range. Until the spell ends, the target has resistance to damage from ranged attacks.

Each time the target takes damage from a ranged attack, you must make an Intelligence saving throw with DC equal to 10 or the amount of damage the resistance prevented, whichever is higher. On a failure, the spell ends.

When the spell ends, the shield generator falls apart into the material components used to create it, and you can reclaim those material components as an action on your turn while you're within 5 feet of them.

Detect Past
3rd-level divination (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a pocket watch or other time-keeping device that can be wound backward)
Duration: Instantaneous

When you cast this spell, you must specify a type of event, such as a murder, a clandestine meeting, a battle, a celebration, or a tragedy, though you are not limited to only these options. You detect any such event that has happened in the past 1 hour within 30 feet of you. You can choose up to one event you detected and view it in its entirety as though you bore witness to it when it happened. The duration of the event and what you see are determined by the DM.

At High Levels. When you cast this spell using a spell slot of 4th level or higher, you can detect events that have happened further in the past, depending on the slot level: in the past 8 hours with a 4th-level slot, in the past 24 hours with a 5th, in the past 7 days with a 6th, in the past 30 days with a 7th, in the past year with an 8th, and in the past 100 years with a 9th-level slot.

Devilsight
5th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a vial of blood from a devil worth at least 100 gp, which the spell consumes)
Duration: 8 hours

You touch a willing creature and grant it the ability to see through magical darkness. For the duration, that creature has darkvision out to a range of 120 feet. Magical darkness doesn't impede this darkvision.

Dispel Caster
5th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a chunk of cold iron worth at least 50 gp, which the spell consumes)
Duration: Concentration, up to 1 minute

You flood curse magicks into a creature you can see within range, attempting to disrupt its connection to the Weave. The target must make a spellcasting ability check against your spell save DC; a creature without a spellcasting ability makes a Constitution check. On a failure, the target becomes subject to this curse until the spell ends, becoming unable to cast spells or use the properties of magic items. Additionally, any magic item that the target is wearing, holding, or carrying loses all of its magic properties and becomes a mundane item of its type until the spell ends.

At the end of each of its turns, the target can repeat the ability check against your spell save DC, ending the spell on itself on a success.

A *remove curse* spell cast on the target doesn't immediately end this spell on it. Instead, the creature who cast the *remove curse* must make a spellcasting ability check against your spell save DC. On a success, the spell ends on the target.

Dispelling Smite
3rd-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack before this spell ends, your weapon is surrounded by a shimmering aura of antimagic, and the attack deals an extra 3d8 force damage to the target. Additionally, if the target is concentrating on a spell of 3rd level or lower, the creature's spell ends. If it is concentrating on a spell of a higher level, it has disadvantage on the Constitution saving throw it makes to maintain concentration on the spell caused by taking damage from the attack. Either way, this spell then ends.

Divine Avenger
8th-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, M (a holy symbol)
Duration: Concentration, up to 1 minute

A Huge spectral avenger appears in an unoccupied space of your choice that you can see within range. The spell fails if the space you choose is not large enough to accommodate the avenger. The avenger appears angelic if you are good, fey if you are neutral, or fiendish if you are evil, and it has armor emblazoned with the symbol of your deity. It acts during your turn, is immune to all conditions and damage, and is unaffected by spells other than *antimagic field* or *dispel magic*. You can use a bonus action on your turn to verbally command the avenger to take a specific action from the following list:

Move. The avenger moves toward an unoccupied space of your choice that you can see by the most direct route, as though it has a flying speed of 60 feet.

Punish. Choose a point within 30 feet of the avenger that you can see. The avenger launches divine energy from its hand at the indicated spot, causing an explosion affecting each creature within 10 feet of the point. Each creature other than you in the area must make

a Constitution saving throw. A creature takes 6d6 damage on a failed save, or half as much on a successful one. The damage type of the explosion is determined by your alignment: radiant damage for good, force damage for neutral, or necrotic damage for evil.

Smite. Choose a creature that you can see. The avenger moves toward that creature by the most direct route, as though the avenger has a flying speed of 30 feet, then you make a melee spell attack against the target if it's within 5 feet of the avenger. If the attack hits, the target takes 8d8 damage. The damage type of the attack is determined by your alignment: radiant damage for good, force damage for neutral, or necrotic damage for evil.

If your concentration ends on this spell due to you being reduced to 0 hit points or dying, the spell doesn't end; instead, you lose control of the spell, which no longer requires your concentration, and the avenger flares with righteous vengeance until its 1-minute duration expires. While in this state, it focuses on the creature that reduced you to 0 hit points or that killed you, ignoring all other creatures and using its Smite action targeting the creature if the creature is within range of the action's movement, or the Move action toward the closest unoccupied space to the creature if it isn't. When the avenger takes either of these actions while in this state, it moves toward the creature as though the action's flying speed were doubled. Additionally, when it uses its Smite action against the creature while in this state, you make two spell attacks against the target, as described in the action, instead of one. Once the creature is dead, the spell ends.

Divine Conduit

6TH-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

When you cast this spell, you transform yourself into an open channel to the Positive Plane, shedding bright light in a 5-foot radius, and dim light for an additional 5 feet for the spell's duration. Until the spell ends, you gain the following benefits:

- You are immune to necrotic damage and have resistance to radiant damage.
- You can use your action to touch a willing creature, granting it temporary hit points equal to 4d8 + your spellcasting ability modifier. Alternatively, you can forgo the temporary hit points to cure the target of one disease or neutralize one poison affecting it. This benefit has no effect on undead or constructs.
- You can move across a liquid surface — such as water, acid, mud, snow, quicksand, or lava — as if it were harmless solid ground. You are not affected by the effects of such a liquid unless you choose to be affected by them, even if you are entirely submerged in them. This benefit does not magically grant you the ability to breathe in such liquids if you are entirely submerged in them.



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Drain

1st-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a red ribbon)
Duration: Instantaneous

Stretching out your hand and pointing your finger at a creature within range, a flash of negative energy briefly connects you to the target. It must succeed on a Constitution saving throw or take 3d4 necrotic damage, and you gain a number of temporary hit points equal to the damage dealt. You lose any temporary hit points granted by this spell after 1 minute.

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.

Duel of Destiny

4th-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a holy symbol)
Duration: 1 minute

Divine energy extends from you to a hostile creature of your choice you can see within range, locking you into a sacred duel. Until the spell ends, both you and the target shed bright light in a 10-foot radius and dim light for an additional 10 feet. You and the target are immune to the damage, spells, and other effects of creatures outside the duel, and creatures outside the duel are immune to the damage, spells, and other effects belonging to you or the target. You and the target are also incapable of moving farther than 60 feet apart.

For the duration, you gain 5 temporary hit points at the start of each of your turns, and when you hit the target with a weapon attack, the attack deals an additional 1d4 radiant damage.

The spell ends early if you end one of your subsequent turns without attacking the target or forcing it to make a saving throw, or if either you or the target drops to 0 hit points. You lose all remaining temporary hit points from this spell when the spell ends.

Dusk

5th-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a black gemstone worth at least 100 gp)
Duration: Concentration, up to 1 minute

The light dims in a location you specify within range, shadows consuming the light. Until the spell ends, a 30-foot-radius, 40-foot-high cylinder dulls the light within it. Within the cylinder, areas of normally bright light become dim light, areas of normally dim light become darkness, and areas of normal darkness become magical darkness.

When the cylinder appears, each undead creature within the cylinder gains 1d12 temporary hit points and each non-undead creature within the cylinder takes 1d12 necrotic damage. While a non-undead creature is in the cylinder, it takes an additional 1d12 necrotic damage the first time it takes damage each turn. Undead creatures who end their turn in the cylinder gain 1d12 temporary hit points.

If you're within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

If the spell's area ever overlaps with the area of a *dawn* XGE spell, both spells immediately end.

Elemental Ruination

7th-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose one creature you can see within range, and choose one of the following damage types: acid, cold, fire, lightning, or thunder. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The creature loses any resistance or immunity it has to the chosen damage type, and gains vulnerability to it, until the spell ends.

Elemental Spike

2nd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

You create a spike of energy from one of the elemental planes and send it careening at a target you can see within range. You choose Air, Earth, Fire, or Water as the plane from which you draw the energy, and then make

a ranged spell attack against the target. If the attack hits, it has varying effects based on the plane you chose.

Air. The target takes 4d8 thunder damage and is pushed 10 feet away from you. Whether the attack hits or misses, the spell emits a thunderous boom audible out to 300 feet.

Earth. The target takes 4d8 force damage and is knocked prone.

Fire. The target takes 4d8 fire damage, or half as much if you missed with the attack.

Water. The target takes 4d8 cold damage, and its speed is halved 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. Alternatively, when you cast this spell using spell slots of certain levels, you can choose multiple elemental planes, dealing the damage and imposing the effects of each chosen plane, instead of increasing the spell's damage by 1d8 for each slot level above 2nd. If you cast this spell using a spell slot of 5th or 6th level, you can choose two planes; if you cast this spell using a 7th- or 8th-level spell slot, you can choose three planes; and if you cast this spell using a 9th-level spell slot, the spell gains the effects of all four planes.

Emboldening March

2ND-LEVEL ENCHANTMENT

Casting Time: 1 action
Range: Self
Components: V, S, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 10 minutes

You play a lively march that emboldens your companions. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the spell ends, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action.

- When a creature within 30 feet who can hear you makes a weapon attack, you can expend a spell-song point to roll 1d6 and add the result to the attack roll. You must choose to do this after the roll is made but before the DM declares whether the attack is successful or not.
- When a creature within 30 feet who can hear you deals damage with a weapon attack, you can expend a spell-song point to cause the attack to deal an additional 1d6 damage.
- When a creature within 30 feet who can hear you starts its turn, you can expend a spell-song point to embolden them. The creature gains 1d6 temporary hit points.

Until the spell ends, you can take an action on your turn to gain up to your spellcasting modifier in spell-song points. You can only take this action twice each casting of this spell. You lose all remaining spell-song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can take the action to gain spell-song points one additional time per slot level above 2nd.

Embrace Destiny

1ST-LEVEL DIVINATION

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You look into the future and see a murky vision of things to come. When you cast this spell, roll a d20 and record the number rolled. Before the spell ends, you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the foretold roll. You must choose to do this before the affected roll is made. Once the foretold roll is used, it is lost. You lose any foretold roll you have when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you roll and record an additional d20 for each slot level above 1st. When you replace a roll, you can use any of the foretold rolls you have recorded and lose only the one you use.

Encyclopedia

8TH-LEVEL DIVINATION

Casting Time: 1 action
Range: Self
Components: V
Duration: 1 hour

Until the spell ends, when you make an Intelligence check, you can replace the number you roll with a 15. Additionally, you can use an action to observe your surroundings, becoming magically aware of the presence and location of each secret door and trap within 30 feet of you that is within your line of sight.

Enfeebling Dirge

2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 10 minutes

You play a grim dirge that causes your enemies to perseverate on their mortality. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the spell ends, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action.

- When a creature within 30 feet who can hear you takes damage, you can expend a spell-song point to cause the creature to take 1d6 necrotic damage. When you do, it can't regain hit points until the end of its next turn.
- When a creature within 30 feet who can hear you regains hit points, you can expend a spell-song point to roll 1d12 and subtract that from the hit points regained (to a minimum of 0 hit points regained). If this brings the total hit points regained to 0, the creature is frightened of you until the end of its next turn.

Until the spell ends, you can take an action on your turn to gain up to your spellcasting modifier in spell-song points. You can only take this action twice each casting of this spell. You lose all remaining spell-song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can take the action to gain spell-song points one additional time per slot level above 2nd.

Epidemic

9th-level necromancy

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: 8 hours

You become an incubator for a magical disease. Choose a disease of your choice from any of the ones described below. At the DM's option, you may choose an alternative disease effect, but it should be no more powerful than those described below.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Until the spell ends, each creature other than you that starts its turn within 30 feet of you unknowingly becomes an infected carrier for the disease. While a creature is an infected carrier, each creature other than you that starts its turn within 30 feet of it unknowingly becomes an infected carrier as well. Symptoms of the disease don't begin to manifest until the spell ends.

When you cast this spell, you can designate any number of creatures within 30 feet of you. For 24 hours, those creatures are immune to the chosen disease and can't become infected by it.

As an action, you can choose to end the spell early. Once the spell ends, each infected creature must make a Constitution saving throw. A creature makes this saving throw with disadvantage if it's within 30 feet of you. On a failed save, the creature suffers the disease's effects for 24 hours, and must repeat the saving throw at the end of each 24-hour period until it's cured of the disease, extending the disease's effects for another 24 hours and gaining a level of exhaustion each time it fails. If a creature succeeds on its saving throw, it is cured of the disease.

While it suffers the disease, a creature gains no benefits from taking long rests, other than preventing itself from suffering further levels of exhaustion due to lack of sleep.

Since this spell creates magical disease, the chosen disease is much more difficult to cure than normal. A *heal* or *power word heal* cast on an affected creature instantly cures them of the disease. A creature can also cast *greater restoration* on an affected creature to attempt to cure it; the caster must make a spellcasting ability check against your spell save DC when it casts the spell, curing the target of the disease on a success.



Eruption

6th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Concentration, up to 1 minute

Magma bursts from the ground in a 20-foot radius, 40-foot-high cylinder centered on a point you can see within range. Each creature in the radius must make a Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. The ground in the area is considered difficult terrain for the duration.

Each round you maintain concentration on this spell, the eruption produces additional effects on your turn.

Round 2. Clumps of dirt and rock dislodged by the explosion fall from the sky. The area in the cylinder becomes lightly obscured. Each creature in the cylinder must make a Dexterity saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and becomes restrained until the spell ends. On a successful save, it takes half as much damage and isn't restrained. A creature restrained this way can make a Strength saving throw as an action on its turn, freeing itself on a successful save.

Round 3-5. Poisonous volcanic gas floods the area. The area in the cylinder becomes heavily obscured. Each creature in the cylinder must make a Constitution saving throw. On a failed save, a creature takes 1d6 fire damage and 1d6 poison damage, and is poisoned for 1 minute. On a successful save, it takes half as much damage and isn't poisoned. If a creature enters the area for the first time in a turn while the gas persists, it becomes subject to the effect. A creature poisoned this way makes a Constitution saving throw at the end of each of its turns, ending the condition on a successful save.

Round 6-10. The same as *Round 3-5*, but the targets make their initial Constitution saving throw against the effect each round with advantage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the radius and height of the cylinder each increase by 10 feet for each slot level above 6th.

Evil Eye

1st-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

Choose a creature within range and release a minor curse on them. That creature must succeed on a Wisdom saving throw or gain one of the following afflictions of your choice for the duration of this spell.

Misfortune. Each time the creature makes an ability check, you can choose to give that roll disadvantage. If the creature fails that ability check, this spell ends.

Night Terrors. The creature is plagued by paranoia and anxiety, unable to relax or rest. The creature cannot gain any benefits from finishing a short or long rest for the duration.

Outcast. The creature provokes distrust and disdain in all it meets while afflicted by this spell. It has disadvantage on all Charisma checks for the duration.

A *remove curse* spell ends this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases. With a 3rd- or 4th-level spell slot, the duration becomes 8 hours. With a 5th- or 6th-level spell slot, the duration becomes 24 hours. With a 7th-level or higher spell slot, the duration becomes permanent until undone by a *remove curse* spell.

MICROSTOCKER

Fertility Rites

1st-level abjuration (ritual)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (medicinal herbs worth 10 gp or more, which the spell consumes)
Duration: Instantaneous

You perform a rite to enhance fertility and bless the young. When you cast this spell, choose one of the following ceremonies, the target of which must be within 10 feet of you throughout the casting.

Fecundity. You touch two willing creatures, blessing their union. The next time they attempt to conceive an offspring together, and are capable of doing so, they succeed.

Good Health. You touch a humanoid who is no more than one year old and pray for its good health. The child has advantage on saving throws against disease until it is 1 year old.

Lineage. You touch a willing humanoid who is adolescent or younger and peer into their family history. You learn the identity of the creature's biological parents.

Midwifing. You touch a humanoid while it is in labor and bless the birth. The creature will not die as a result of childbirth.

Safe Keeping. You touch a pregnant humanoid and abjure their body against harm. The pregnancy cannot be terminated without that creature's consent.

Find Greater Familiar

3rd-level conjuration

Casting Time: 8 hours
Range: 10 feet
Components: V, S, M (100 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)
Duration: Instantaneous

You gain the service of a familiar, a spirit that takes a form you choose: blink dog, dust mephit, giant centipede, giant octopus, giant poisonous snake, giant spider, ice mephit, imp, magma mephit, mud mephit, myconid sprout, pseudodragon, smoke mephit, or steam mephit.

Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal creature type.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is on the same plane as you, you can communicate with it telepathically.

Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time, including a familiar created by this spell or by *find familiar*. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. You must be able to see your familiar, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Find Vessel

3rd-level conjuration

Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (a model ship within a bottle)
Duration: Instantaneous

You summon a spirit that assumes the form of a waterborne vessel. Appearing in an unoccupied space within range, the spirit takes the form you choose: keelboat or rowboat. The vessel has the statistics provided in the *Dungeon Master's Guide* for the chosen form. Additionally, the vessel is immune to nonmagical bludgeoning, piercing, and slashing damage.

You have advantage on ability checks you make to steer the vessel. While you are aboard the vessel, it responds to your verbal commands, allowing you to ignore the minimum crew number required to operate the vehicle. The vessel's speed, cargo weight limit, and hit points are all doubled. While you have the vessel summoned, you can cast this spell again to restore it to its maximum hit points.

The vessel disappears when it drops to 0 hit points or when you dismiss it as an action. When the vessel disappears, it leaves behind any creatures or objects it was carrying. You cannot have more than one vessel summoned by this spell at a time.

At Higher Levels. When you cast this spell with a spell slot of 5th level or higher, you can choose from two additional waterborne vessel shapes for the summoned spirit: longship or sailing ship. When you cast this spell using a spell slot of 7th level or higher, you can choose from another two additional waterborne vessel shapes for the summoned spirit: galley or warship.

Flaming Vortex

5th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You create a swirling vortex of flame around yourself, which is powerful enough to take you aloft. For the duration, your base movement speed increases by 30 feet. You are able to move vertically, in addition to horizontally, on your turn, but not to a height greater than 60 feet above the ground.

While you are aloft, the vortex travels with you, creating a 5-foot radius cylinder with height equal to your current distance from the ground. As you move, each creature your vortex passes within 5 feet of must make a Dexterity saving throw. On a failed save, a creature takes 3d8 fire damage, or half as much on a successful save. A creature other than you that starts its turn within 5 feet of the cylinder, or passes within 5 feet of it for the first time during a turn, must also make this saving throw, taking damage as described above.

If a creature has taken damage from this spell since the start of your last turn, it can't take damage from the spell again until the start of your next turn.

At Higher Levels. When you cast the spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Flexuous Will

5th-level illusion

Casting Time: 1 action
Range: Self (Varies)
Components: V, S, M (multicolored clay putty or shifting iridescent fabric)
Duration: Instantaneous

You have mastered the manipulation of your will as a devastating force. When you cast this spell, you can shape the cognitive explosion as a 20-foot-radius sphere centered on you, a line 60 feet long and 5 feet wide originating from you, or a 30-foot cone originating from you. Each creature within the area must make a Wisdom saving throw. A creature takes 6d10 psychic 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 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Fool's Gold

Conjuration cantrip

Casting Time: 1 action
Range: Touch
Components: M (1 gold coin)
Duration: Concentration, up to 24 hours

When you cast this spell, you enchant the coin you used as the material component for this spell. At any point before the spell ends, you can summon the coin back to your hand. Doing so ends the spell.

Forecast

6th-level divination (ritual)

Casting Time: 1 minute
Range: Self
Components: V, S, M (a glass thermometer and a copper weathervane)
Duration: 24 hours

You predict that you're going to cast a spell within the next 24 hours and send your future self the power to cast it. Choose a spell of 5th level or lower that you know or have prepared and that has a casting time of 1 action, then expend a spell slot of the spell's level or higher to forecast it. Once before the spell ends, you can cast the forecasted spell without expending a spell slot, at which time you lose it as your forecasted spell. You also lose the spell as your forecasted spell if you cast this spell again.

Foreshadow

4th-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a quill pen tipped with wet ink)
Duration: Concentration, up to 1 minute

Choose a creature you can see within range, peering into its near future and allowing yourself to see a shadow of its coming actions until the spell ends. The first time each turn that you make an attack roll against the target or it forces you to make a saving throw, you make the roll with advantage. Additionally, the first time each turn that the target makes an attack roll or ability check against you, it makes the roll with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can choose one additional creature you can see within range for each slot level above 4th. You gain the effects of the spell against each target.

Forsaken Chains

1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a length of chain)
Duration: Concentration, up to 1 minute

You gesture at a creature within range and three ghostly manacles and chains spring from the ground, latching onto the creature. Each time the creature moves 5 feet, one of the chains breaks and the creature takes 1d12 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, two additional chains latch onto the creature per slot level above 1st.

Fortify

Abjuration cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You make a sign of protection in the air before you. When you do, you gain 1d6 temporary hit points. While you have any temporary hit points remaining from this spell, you lose 1 at the start of each of your turns.

The temporary hit points granted by this spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Fortuity Conflux

2nd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (a broken watch hand)
Duration: 8 hours

You touch a creature and grant it the ability to undo a critical mistake. The first time the target rolls a 1 on an ability check or attack roll, the target instead rolls the d20 again with a +10 bonus, and the spell ends.

Geotag

6th-level divination

Casting Time: 10 minutes
Range: Unlimited
Components: V, S, M (a map of the plane you're on worth at least 1 sp)
Duration: Instantaneous

Describe or name a place, creature, or object that is familiar to you. If the target is on the same plane of existence as you and is in a place that is contained within the boundaries of the map used as the material component, a magical marker appears on the map of the target's exact location at the moment you finish casting the spell. If the target is capable of moving or being moved, the marker doesn't move with it.

When you place your finger on the marker, you learn the exact distance you are from the marked location and sense the direction to it. If the target was a creature or object, you also learn the name of the closest settlement to the marked location.

The marker disappears if you cast this spell again.

Ghostwalk

6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, you become translucent, taking on an ethereal appearance, and you gain the following benefits:

- If you are grappled or restrained, you can use your bonus action to escape the effect.
- When you would take damage other than force or psychic damage from a source you can see, you can use your reaction to become intangible for a single moment. When you do, you take no damage from the triggering effect. If the attack hit or you failed your saving throw against the spell or ability, you still suffer its other effects.
- You can use your action to become intangible until the end of your turn. While you are intangible, you are immune to all damage except force damage and psychic damage. Creatures can still perceive you, but can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and physical effects while you're intangible, allowing you to move through normally solid objects. At the end of your turn, you become tangible again in the spot you currently occupy. If you occupy the same space as a solid object or creature when this happens, 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.

Giantize

5th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of a giant's toenail)
Duration: Concentration, up to 1 minute

You imbue a willing creature you can see within range with the size, endurance, and power of a giant. The target gains 30 temporary hit points. If any of these remain when the spell ends, they are lost.

In addition, the target's size — and the size of each object it is wearing and carrying — quadruples in all dimensions, and its weight is multiplied by sixty-four. An item dropped by an affected creature returns to normal size immediately. This growth increases the target's size by two categories — from Medium to Huge, for example — up to a maximum of Gargantuan. If there isn't enough room for the target to quadruple its size, the creature and its equipment attains the maximum size possible in the space available. A creature or unsecured object occupying a space required for the creature's size to expand is shunted to the nearest unoccupied space.

Until the spell ends, the target also gains a +4 bonus to its Strength score, to a maximum of 30. While any of its weapons are enlarged, the target's attacks with them deal an extra 1d10 damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, for each slot level above 5th, the target gains 10 additional temporary hit points and the bonus to the target's Strength score increases by +1, but this bonus still can't increase its Strength score above 30.

Give Life

Transmutation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Placing your hand on another creature, you can transfer your own life force to them. You spend and roll one of your Hit Dice, add your spellcasting modifier, and the creature regains that many hit points.



Guardian of Civilization

4TH-LEVEL TRANSMUTATION

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

A spirit representing the collective consciousness of communities throughout history answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume: Enlightened Scholar or Willful Warrior.

Enlightened Scholar. A spectral crown, circlet, or hat (your choice) appears on your head, your eyes begin to glow with knowing light, and you gain the following benefits:

- Any Intelligence check you make to recall information is made with advantage.
- You make Wisdom saving throws with advantage.
- You make Intelligence-based attack rolls with advantage.
- You can use the Help action as a bonus action. When you use the action to aid an ally in attacking a creature, the target of that attack can be within 15 feet of you, rather than within 5 feet of you.

Willful Warrior. A spectral suit of armor forms around you, your eyes begin to glow with a determined light, and you gain the following benefits:

- Your AC can't be less than 17, regardless of what kind of armor you're wearing.
- You make Constitution- and Charisma-based attack rolls with advantage.
- Your weapon attacks deal an extra 1d6 force damage on a hit.
- When you take bludgeoning, piercing, or slashing damage, you reduce the amount of damage you take by 2.

Guiding Weapon

3RD-LEVEL DIVINATION

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You imbue a weapon you touch with the ability to guide itself toward weak spots in a target's defenses. Until the spell ends, weapon attacks made with it deal an extra 1d4 damage on a hit, and once per turn when a weapon attack made with it misses, the attacker can choose to add your spellcasting ability modifier to the attack roll, potentially changing the result to a hit. If the weapon isn't already a magic weapon, it becomes one for the duration.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, the weapon gains a +1 bonus to attack rolls and the extra damage increases to 2d4. When you use a spell slot of 7th or 8th level, the weapon gains a +2 bonus to attack rolls and the extra damage increases to 3d4. When you use a 9th level spell slot, the weapon gains a bonus to attack rolls equal to your spellcasting ability modifier and its extra damage increases to 3d4. If the target weapon is already magical when you cast this spell using a spell slot that would grant a bonus to attack rolls, you use your choice of either the weapon's bonus or this spell's, not the combination.

Hastening Minuet

3RD-LEVEL ENCHANTMENT

Casting Time: 1 action
Range: Self
Components: V, S, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 10 minutes

You play a spritely tune that puts a skip in the step of your companions. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the spell ends, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action.

- When a creature within 30 feet who can hear you starts its turn, you can expend a spell-song point to double its movement speed until the end of the turn.
- When a creature within 30 feet who can hear you takes the Attack action or casts a spell on its turn, you can expend a spell-song point to allow it to use a bonus action to take the Dash, Disengage, or Use an Object action on the same turn.
- When a creature within 30 feet who can hear you is targeted by an attack, you can expend a spell-song point to give the creature a +2 to AC until the end of the turn.

Until the spell ends, you can take an action on your turn to gain up to your spellcasting modifier in spell-song points. You can only take this action three times each casting of this spell. You lose all remaining spell-song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can take the action to gain spell-song points an additional time per slot level above 3rd.

Hatred Infusion

1st-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You infuse your next attack with a curse that creates a powerful hatred for you in its victim. The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 1d6 psychic damage, and the target must succeed on a Wisdom saving throw or become cursed for the duration of the spell. The cursed target has disadvantage on any attack roll it makes against a target other than you. As an action, the target can repeat the Wisdom saving throw, ending the spell on a successful save.

A creature immune to being charmed automatically succeeds on its saving throw against this spell.

A *remove curse* spell ends this effect.

Heroes' Ward

7th-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a gem-encrusted scepter worth at least 1,500 gp, which the spell consumes)
Duration: Concentration, up to 1 minute

You create an intricate golden ward in a 30-foot-radius cylinder that has a height as high as you can see, centered on a point you can see on the ground within range. When you cast the spell, you can choose up to twelve creatures you can see. Until the spell ends, as long as a chosen creature is within the cylinder, it gains the following benefits:

- It is immune to being charmed or frightened.
- Each time it takes damage, it rolls a d8 and subtracts the result from the damage.
- When it hits with a weapon attack or casts a spell that deals damage, the attack or spell's first damage roll deals an additional 1d8 radiant damage.
- When it casts a spell of 1st level or higher that doesn't deal damage, the spell is cast one level higher (to a maximum of 9th level).
- If a spell, such as *revivify*, has the sole purpose of restoring it to life (but not undeath), the caster doesn't need material components to cast the spell on it.

At Higher Levels. When you cast this spell using a 9th level spell slot, the spell lasts for its full duration without requiring you to maintain concentration.

Hex Bolt

2nd-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a splinter from a ladder you've walked under)
Duration: Concentration, up to 1 minute

You launch a bolt of crackling necrotic power at a creature you can see within range. Choose one ability when you cast this spell, and make a ranged spell attack against the target. On a hit, the target takes 2d6 necrotic damage and becomes cursed until the spell ends. The cursed target takes an extra 1d6 necrotic damage whenever you hit it with an attack and has disadvantage on ability checks it makes with the chosen ability.

If you see the target drop to 0 hit points before this spell ends, you can use your reaction to attempt to transfer the curse to a different creature you can see within 30 feet of the target. Make a ranged spell attack against the new target. On a hit, the new target takes 2d6 necrotic damage and becomes cursed by the spell. The spell ends if you don't use this reaction when the cursed target drops to 0 hit points or if you miss with the ranged spell attack.

A *remove curse* spell ends this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage of the ranged spell attacks increases by 1d6 for each slot level above 2nd (to a maximum of 5d6).

Hex Infusion

5th-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You infuse your next attack with a curse that causes horrible luck to befall its victim. The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 5d6 necrotic damage, and the target must succeed on a Wisdom saving throw or become cursed for the duration of the spell. The cursed target has disadvantage on all ability checks, and takes an extra 2d6 necrotic damage whenever you hit it with an attack.

If the target drops to 0 hit points before the spell ends, the curse's power returns to you, eager to be afflicted on its next victim. The next time you hit a creature with an attack during this spell's duration, it suffers the extra 5d6 necrotic damage and must succeed on the saving throw or become cursed by the spell. The spell ends if the new target succeeds on the saving throw.

A *remove curse* spell ends this effect on the target.

Hex Storm

3RD-LEVEL NECROMANCY

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S, M (a hairball from a black cat that has crossed your path)
Duration: Concentration, up to 1 minute

You surround yourself with crackling necrotic power, and unleash it in a tempest of dark lightning around you. Choose one ability when you cast this spell. Each other creature in a 20-foot radius sphere centered on you must succeed on a Dexterity saving throw or take 3d6 necrotic damage and become cursed until the spell ends. A creature that succeeds on its saving throw takes half as much damage and isn't cursed. A creature cursed with this spell takes an extra 1d6 necrotic damage whenever you hit it with an attack and has disadvantage on ability checks it makes with the chosen ability.

A *remove curse* cast on a target ends this spell's effects on that target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, for each slot level above 3rd, the initial damage increases by 1d6 and the radius increases by 10 feet.

Holy Hymnal

3RD-LEVEL ENCHANTMENT

Casting Time: 1 action
Range: Self
Components: V, S, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 10 minutes

You play a soulful song of praise that emboldens your companions and rings like a cacophony in the ears of the unholy. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the spell ends, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action.

- When a creature other than an undead or construct that can hear you starts its turn within 30 feet of you, you can expend a spell-song point to restore it. The creature regains 1d4 hit points.
- When a creature deals damage to a fey, fiend, or undead who can hear you within 30 feet of you, you can expend a spell-song point to make the attack deal an additional 1d8 radiant damage.
- Before a creature who can hear you within 30 feet of you makes a saving throw, you can expend a spell-song point to roll 1d6 and add the result to the saving throw.

Until the spell ends, you can take an action on your turn to gain up to your spellcasting modifier in spell-song points. You can only take this action three times each casting of this spell. You lose all remaining spell-song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can take the action to gain spell-song points an additional time per slot level above 3rd.



WARMTAIL

Horror Story

2nd-level illusion

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

You look straight into the face of one creature you can see within range, and begin bellowing a nightmarish tale audible to 300 feet that hits the creature like a shockwave. Make a ranged spell attack against the target. The target being within 5 feet of you doesn't impose disadvantage on the attack roll. On a hit, the target takes 3d8 thunder damage, and, if it can hear you, it must succeed on a Wisdom saving throw or become frightened of you until the spell ends. On a miss, the target takes half damage and isn't frightened.

A target frightened this way can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success. It has disadvantage on the saving throw if you're within 5 feet of it.

At Higher Levels. When you cast the spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Illusory Feint

Illusion cantrip

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a melee weapon attack with it against one creature within 10 feet of you. On a hit, the target suffers the attack's normal effects. On a miss, you make a second melee weapon attack with the same weapon against the target. On a hit, the target takes psychic damage equal to your spellcasting ability modifier, instead of the weapon's normal damage.

The spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage whether it was the first or second attack. This extra damage increases by 1d8 at 11th level (2d8) and 17th level (3d8).

Inspiring Saga

9th-level enchantment

Casting Time: 1 action
Range: Self
Components: V, S, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 10 minutes

You play an epic musical saga that inspires your companions to feats of heroism certain to enter the annals of history. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the spell ends, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action:

- When a creature within 30 feet who can hear you hits with an attack roll, you can expend a spell-song point to cause the attack to deal maximum damage, instead of making a damage roll.
- When a creature within 30 feet who can hear you makes a damage roll for a spell, you can expend a spell-song point to allow it to choose any number of the damage dice after the roll and reroll each of the chosen dice once, replacing each die's previous result with the new roll.
- When a creature within 30 feet who can hear you would make a death saving throw, you can expend a spell-song point to cause it to regain 1 hit point instead.
- When a creature within 30 feet who can hear you starts its turn while it is affected by one or more disease, it has one or more level of exhaustion, or it is subject to any number of the blinded, charmed, frightened, incapacitated, paralyzed, poisoned, restrained, or stunned conditions, you can expend a spell-song point to cure it of each disease affecting it, reduce its level of exhaustion by 1, and end each of the other listed conditions to which it is subject.
- When a creature other than you within 30 feet who can hear you fails a saving throw, you can expend a spell-song point to cause it to succeed instead.

Until the spell ends, you can take an action on your turn to gain up to your spellcasting ability modifier in spell-song points. You can take this action an unlimited number of times. You lose all remaining spell-song points immediately when this spell ends.

Intuition
8TH-LEVEL DIVINATION

Casting Time: 1 action
Range: Self
Components: V
Duration: 1 hour

Until the spell ends, when you make a Wisdom check, you can replace the number you roll with a 15. Additionally, no matter what a creature says to you, you magically learn if the creature is lying to you or hiding a secret related to the topic of conversation.

Investiture of Darkness
6TH-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, smoky shadows and crackling necrotic energy envelope you like a cloak and you gain the following benefits:

- You are immune to necrotic damage.
- Dim light and darkness, including magical darkness, don't impede your vision.
- While you're in an area of dim light or darkness, including another creature's shadow, you can use your bonus action to teleport to another area of dim light or darkness that you can see.
- You can use your action to create a 15-foot sphere of magical darkness centered on a point you can see within 30 feet of you. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If a creature of a type other than undead dies within the darkness, it rises as a **zombie** under your control at the start of your next turn, as though the corpse were under the effects of the *danse macabre* XGE spell. You roll initiative for each zombie created this way. The darkness lasts until the spell ends, or until you use your action this way again. When the spell ends, each zombie created by the spell becomes inanimate.

Investiture of Light
6TH-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, your body becomes wreathed in a corona of shining light, shedding bright light in a 30-foot radius and dim light for an additional 30 feet and you gain the following benefits:

- If the area of light shed by this spell overlaps an area of darkness created by a spell of 6th level or lower, the darkness is dispelled.
- When you or a friendly creature starts its turn within 30 feet of you, if it's below half its hit point maximum, it regains 1d6 hit points.
- You can use your reaction to create a flash of brilliant light in a 15-foot cone extending from you in a direction you choose. Each creature of your choice in the area must make a Constitution saving throw. A creature takes 3d8 radiant damage and is blinded until the end of its next turn on a failed save, or half as much damage and isn't blinded on a success.



Investiture of Voltage

6TH-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, your body crackles with electricity, and you gain the following benefits:

- You are immune to lightning damage, as well as to the paralyzed and stunned conditions.
- When a creature hits you with a melee attack, it takes 1d8 lightning damage and can't take reactions until the start of its next turn.
- You can use your action to create a line of lightning 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 lightning damage on a failed save, or half as much damage on a successful one.

Invisible Weapon

4TH-LEVEL ILLUSION

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You coat a weapon you touch with illusory magicks, rendering it invisible to all except you and the creature who is carrying or wielding it. Until the spell ends, any weapon attack made using the weapon against a creature other than you that doesn't have truesight has advantage. If the weapon isn't already a magic weapon, it becomes one for the duration. Even if it was already a magic weapon, spells and magical effects that detect the presence of magic items or whether an item is magical or not, such as the *detect magic* spell, fail to detect the weapon.

At Higher Levels. If you cast the spell using a 6th or 7th level spell slot, the duration is concentration, up to 8 hours. If you cast the spell using an 8th level spell slot, the duration is concentration, up to 24 hours. If you cast the spell using a 9th level spell slot, the duration is 24 hours and doesn't require concentration.

Last Rites

1ST-LEVEL EVOCATION (RITUAL)

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (powdered lead worth 10 gp or more, which the spell consumes)
Duration: Instantaneous

You perform a rite to protect the sanctity of a deceased creature and usher its spirit into the next world. When you cast this spell, choose one of the following ceremonies, the target of which must be within 10 feet of you throughout the casting.

Cleanse Corpse. You touch a diseased or poisoned corpse and prevent it from transmitting disease or poison.

Determine Cause. You touch a corpse that died of unknown circumstances and learn the general nature of the death (starvation, poisoning, disease, etc.).

Peaceful Passing. You touch a willing creature, who then dies painlessly and immediately. It cannot be returned to life unless it wishes to by any means short of a *wish* spell.

Marked Grave. You touch a corpse of unknown identity and learn the name of the creature, if it had one.

Sanctify Body. You touch a corpse during a funeral ceremony and prevent it from becoming undead by means short of a *wish* spell for the next 7 days.

Mage Barrier

3RD-LEVEL ABJURATION

Casting Time: 1 reaction, which you take when you fail a saving throw against a spell
Range: Self
Components: V, S
Duration: 1 round

A shining barrier of magical force appears and protects you, reducing the harmful effects of certain spells cast on you. Until the start of your next turn, you have a +5 bonus to saving throws against spells, including against the triggering spell. For the duration, when you are subjected to a spell that allows you to make a 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 Ward
Abjuration cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 round

You create a protective ward around yourself that strikes out at those who attack you. The first time a creature hits you with an attack before the start of your next turn, it takes 1d10 force damage and the spell ends.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Make Camp
1st-level abjuration (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a tent)
Duration: 8 hours

When you cast this spell while setting up camp, the area within 20 feet of where you cast this spell gains the following benefits until the spell ends:

- Nonmagical weather and climate effects will not harm anyone within the area.
- Beasts will not enter the area unless magically compelled to do so.
- Creatures outside the area have disadvantage on ability checks to perceive or find the camp, unless you choose otherwise.
- Creatures that complete a long rest in the area gain 1d6 temporary hit points at the end of the long rest.

Mass Awaken
9th-level transmutation

Casting Time: 24 hours
Range: 1 mile
Components: V, S, M (any number of agate worth a total of at least 12,000 gp, which this spell consumes)
Duration: Instantaneous

After spending the casting time meditating on consciousness, choose any number of beasts and plants within range. Chosen creatures must have either no Intelligence score or an Intelligence of 3 or less. Each creature gains an Intelligence of 12. The affected creatures also gain the ability to speak one language you know and proficiency in two skills of their choice. Any affected plants gain the ability to move their limbs, roots, vines, creepers, and so forth, and gain senses similar to a human's. Your DM chooses statistics appropriate for any plant awakened with this spell, such as the statistics for the awakened shrub or the awakened tree.

Each creature awakened by this spell is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, each awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Mass Blur
6th-level illusion

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

A haze of obscuring illusion magic swirls out from a point you can see within range. Choose up to six creatures you can see within a 30-foot-radius sphere centered on that point. For the duration, creatures have disadvantage on attack rolls against any of the targets. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, for each slot level above 6th, the radius increases by 10 feet and you can choose one additional creature you can see within the radius.

Mass Command
6th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round

You create a 30-foot-radius sphere of influence centered on a point you can see within range and speak a one-word command, affecting each creature of your choice within the sphere. A target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect on undead creatures, on creatures that don't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than the one described here. If you do so, the DM determines how the targets behave. If the target can't follow your command, the spell ends for it.

Approach. The target moves toward you by the shortest and most direct route, ending its turn immediately after it finishes moving.

Attack. The creature takes the Attack action against the creature closest to it, using movement to get within range of the creature if necessary, then ends its turn.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means, ending its turn immediately after moving.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. Unless a flying creature can hover, it begins falling at the end of its turn.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the radius increases by 10 feet for each slot level above 6th.

Mass Invisibility

8TH-LEVEL ILLUSION

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose any number of creatures you can see within range. Until the spell ends, each of those creatures becomes invisible to every creature you didn't choose. Anything a chosen creature is wearing or carrying is also invisible to each creature that wasn't chosen, as long as it is on the person of a chosen creature.

Maximize/Minimize

8TH-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (50 gp worth of powdered iron, which the spell consumes, and a magnifying glass)
Duration: Concentration, up to 1 minute

You cause a creature or an object you can see within range to become gigantic or miniscule for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes sizes with it. Any item dropped by an affected creature returns to normal size at once.

Maximize. The target becomes Gargantuan. For each size category it increases, its size doubles in all dimensions and its weight multiplies by eight. If there isn't enough room for the target to become Gargantuan, the creature or object instead attains the maximum size possible in the space available. A creature or object occupying a space required for the creature's size to expand is shunted to the nearest unoccupied space. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws, and disadvantage on Dexterity (Stealth) checks. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal an extra 3d8 damage. Additionally, for every two size categories the target increases, its walking speed increases by 5 feet.

Minimize. The target becomes Tiny. For each size category it decreases, its size halves in all dimensions and its weight is divided by eight. Until the spell ends, the target has disadvantage on Strength checks and Strength saving throws, and advantage on Dexterity (Stealth) checks. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 3d8 less damage (this can't reduce the damage below 1). Additionally, for every two size categories the target decreases, its walking speed is reduced by 5 feet.

Size Categories

Each size category is listed in order from smallest to largest:

» Tiny
» Small
» Medium
» Large
» Huge
» Gargantuan

If you were to target a Tiny creature with the Maximize effect of *maximize/minimize* in a space that could accommodate a Gargantuan creature, for example, its size increases by five categories, so its dimensions would be multiplied by 32 and its weight would be multiplied by 32,768. Additionally, its speed would increase by 10 feet. The opposite would be true for a Gargantuan creature targeted with the Minimize effect of the spell.

Mercurius's Curious Clone

9TH-LEVEL ILLUSION

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous

By gathering threads of shadow material from the Shadowfell, you create an illusory duplicate of yourself in an unoccupied space you can see within range. The duplicate is tangible; it occupies its space as if it were a creature and it counts as a creature for the purpose of effects that can target creatures. In combat, the

duplicate shares your initiative count, and takes its turns in combat immediately after yours. You control it as you would yourself, though to have the duplicate use a reaction, you must use yours, as well. It looks exactly the same as you do at the moment of its creation, and it appears with a copy of each nonmagical piece of equipment on your person, though a piece of this equipment disappears if it is ever further than 5 feet from the duplicate.

The duplicate uses all of your statistics and traits, with the following changes:

- The duplicate's hit point maximum is half of yours.
- The duplicate does not require air, food, water, or sleep, and is immune to the charmed, exhaustion, frightened, petrified, and unconscious conditions.
- The duplicate has a flying speed of 30 feet, and its movement and actions make no noise unless you choose for them to do so, or a spell or ability requires it to speak or otherwise make noise.
- You share your powers and abilities with the duplicate. If you have the duplicate cast a spell that requires a spell slot or have it use a feature or trait with a limited number of uses, it expends one of your spell slots or one of your uses of the feature or trait; it has no spell slots or uses of its own.
- If the duplicate casts a spell or uses an ability that requires it to maintain concentration, you are responsible for maintaining concentration on the effect.
- The duplicate can't regain hit points through conventional means. Spells, potions, and class features fail to heal it, though you can use your bonus action and expend a spell slot to cause it to regain 1d8 hit points per level of the expended spell slot. It also regains all of its hit points when you finish a short or long rest.
- The duplicate can't attune to magic items, though it counts as being attuned to each magic item to which you are attuned.

You can see through the duplicate's eyes, hear through its ears, and speak through its mouth (no action required by you) for any duration of time. While you use your duplicate's senses or speak through it, you are deaf and blind with regard to your own senses and are unable to speak from your own mouth.

A creature is able to determine that the duplicate is an illusion only through the use of magic, such as the *detect magic* spell, or if it has truesight. In either case, the creature sees the illusion as translucent, and can see that it is hollow beneath the layer of imagery and shadow material from which it is constructed.

If you or your duplicate casts this spell again while you already have a duplicate, the previous duplicate is destroyed. The duplicate is also destroyed if you are ever on a different plane than it, or if it drops to 0 hit points or would be instantly killed, such as through a *disintegrate* or *power word kill* spell. You can also have the duplicate destroy itself as an action on its turn. When the duplicate is destroyed, each piece of equipment it appeared with disappears.

Mesomorph

8TH-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: Self
Components: V
Duration: 1 hour

Until the spell ends, when you make a Strength or Constitution check, you can replace the number you roll with a 15. Additionally, you count as one size larger for the purpose of grappling and shoving, as well as determining the weight you can push, drag, or lift.

Mind Crush

6TH-LEVEL ENCHANTMENT

Casting Time: 1 action
Range: 90 feet
Components: None
Duration: Concentration, up to 1 minute

You psychically reach into a creature's mind and attempt to crush its consciousness. The target must make an Intelligence saving throw. On a failed save, the target takes 5d10 psychic damage and becomes incapacitated and unable to move or speak for the duration, though it is still aware of its surroundings. On a successful save, the target takes half as much damage and suffers none of the spell's other effects. At the end of each of the affected creature's turns, it can repeat the saving throw, ending the spell for itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th. The creatures must be within 30 feet of each other when you target them.

Misfortune's Mark

DIVINATION CANTRIP

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a melee weapon attack with it against one creature within 10 feet of you. On a hit, the target suffers the attack's normal effects, and you knot the threads of the target's fate with misfortune. When the

creature makes an ability check, attack roll, or saving throw before the start of your next turn, you can use your reaction to roll 1d4 and subtract the result from the target's roll. You can choose to make this reaction after the creature makes the roll, but must do so before the DM declares whether the roll succeeds or fails.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage. The damage increases by 1d8 again at 11th level (2d8) and 17th level (3d8).

Misplace Aggression

3RD-LEVEL ENCHANTMENT

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you make an attack against you or one of your allies
Range: 60 feet
Components: V, S
Duration: Instantaneous

You attempt to change the target of the attacker's aggression. The attacker must succeed on a Wisdom saving throw or change the target of its attack to another creature or object of your choice within the weapon or spell's range. You can force a creature to attack itself this way, though the attacker has advantage on the saving throw if you do so.

If the creature failed the saving throw, it must make the maximum number of attacks available to it this turn, and each other attack the attacker makes this turn must target the creature or object you chose if able, otherwise the attacks fail.

A creature immune to being charmed is unaffected by this spell.

Mob Mentality

7TH-LEVEL ENCHANTMENT

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

Each creature in a 30-foot-radius sphere centered on a point you can see within range must make a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, madness glows in its eyes.

Choose a creature you can see within range that isn't charmed by you. During each charmed creature's turn, it uses its speed to move closer to the chosen target if able, and then uses its action to make a melee attack against the chosen target if it's within range. If the chosen target isn't within range, the charmed creature instead takes the Dash action to get as close to the chosen target as possible.

If the chosen target is dead, the charmed creature can act normally on its turn.

On your subsequent turns, you must use your action to maintain control over the charmed creatures or the spell ends. As part of this same action, you can choose a new creature you can see within range that isn't charmed by you as your chosen target.

Each charmed creature can make a Wisdom saving throw at the end of each of its turns. On a success, it ends the spell's effects on itself.

Monster Bond

7TH-LEVEL DIVINATION

Casting Time: 1 action
Range: Touch
Components: V, S, M (a scale, tuft of fur, claw, tooth, or other piece of the target's body gifted to you by the target)
Duration: 24 hours

You establish a powerful link with one willing creature you touch that is friendly to you or charmed by you. The creature can be any type except humanoid. Until the spell ends, the link is active while you and the target are on the same plane of existence. Through the link, you and the target gain the following benefits:

- You and the target always know your exact distance from and direction of the other.
- When you or the target cast a spell targeting only itself, the spell can also affect the other, given that the other is willing.
- You and the target gain advantage on attack rolls against any creature within 5 feet of the other that the attacker can see.
- You and the target can communicate telepathically, perfectly understanding each other's telepathic messages regardless of whether you share a language or the target speaks one.

Before the spell ends, you can cast this spell again to maintain the link for another 24 hours, given that the target is still willing to be bonded with you. Doing so doesn't require you to be within Touch range, though you must be on the same plane of existence as the target. This use of the spell reaffirms your link with the previous target, rather than establishing a link to a different target.

The link ends early if you cast this spell targeting a different creature, if either you or the target dies, or if either you or the target uses an action to break the link.



Nocturnal Transformation

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (seeds of a flower that blooms only at night)
Duration: 24 hours

When you touch a willing creature and cast this spell, that creature gains darkvision out to a range of 120 feet. Additionally, that creature has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when it, the target of its attack, or whatever it is trying to perceive is in direct sunlight. These effects end when the spell ends.

Oath-Sealing Covenant

1st-level divination (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two rings)
Duration: Special

When two creatures make a promise to one another, you seal it with magic and a prayer. If either creature breaks the promise they made, the other immediately knows the promise has been broken and this spell ends. If this spell ends as the result of another spell, both creatures become aware of that fact.

Orb of Chaos

9th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You draw on the forces of chaos and entropy, condensing them into a small orb, and then launching the orb at a point you can see within range. When it is deployed, the orb emits a burst of its energies in a 30-foot radius sphere around it. Each creature within the sphere must make a saving throw, the type of which is determined by rolling a d6.

Orb of Chaos Saving Throw

d6	Saving Throw
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

A creature takes 10d8 damage on a failed save, or half as much on a successful one. An object that isn't being worn or carried in the area takes the full damage. A creature also becomes subject to an additional effect on a failed save. The spell's damage type and additional effect are determined by which number appears most on the damage dice after the roll; if two or more

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numbers are tied, you choose the damage type and the additional effect from among the tied numbers' possibilities. For example, If you roll five 1s and five 8s for the spell's damage roll, you can choose for the spell to deal either acid or thunder damage, and for every creature who failed its saving throw to be either stunned or deafened until the start of your next turn.

Orb of Chaos Damage Type

Number	Damage Type	Additional Effect
1	Acid	A creature that fails its saving throw is stunned until the start of your next turn.
2	Cold	A creature that fails its saving throw is restrained until the start of your next turn.
3	Fire	A creature that fails its saving throw is frightened by you until the start of your next turn.
4	Force	A creature that fails its saving throw takes an additional 1d8 force damage and is knocked prone.
5	Lightning	A creature that fails its saving throw is blinded until the start of your next turn.
6	Poison	A creature that fails its saving throw is poisoned until the start of your next turn.
7	Psychic	A creature that fails its saving throw is charmed by you until the start of your next turn.
8	Thunder	A creature that fails the saving throw is deafened until the start of your next turn.

At the start of each of your turns, you can move the orb up to 60 feet. Whether you move it or not, the orb releases a new burst in a 30-foot-radius sphere around it, randomly determining a new saving throw type, damage type, and additional effect using the tables above.

If you lose concentration on the spell, it doesn't end. Instead, you lose control of the orb and it lasts for its remaining duration. At the start of each of your turns after you lose control of the orb, it may or may not move, determined by rolling on the table below. If the orb moves, roll a d12. It moves a number of feet in that direction equal to 5 times the number rolled, stopping if it encounters a solid object, such as the ground or a wall. It then releases a new burst in a 30-foot-radius sphere around it, randomly determining a new saving throw type, damage type, and additional effect using the tables above.

Orb of Chaos Direction

d8	Movement Direction
1	No movement
2	Up
3	Down
4	North
5	South
6	East
7	West
8	Diagonal; roll twice more on this table, rerolling any 1s or 8s, or any opposite directions, such as if you roll Up and Down. The orb moves on the diagonal of the two directions rolled.

Oscillating Chronology

1st-level transmutation (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (sand from an hourglass)
Duration: Instantaneous

You touch a nonmagical object that weighs no more than 5 pounds that is neither worn nor carried and cause it to either age forward or backward 5 years. Any natural deterioration that time would cause the object to suffer is either caused or reverted. For example, a rusted iron sword could return to an untarnished state, or a wooden chest could be aged until it is rotting and easily broken.

If the number of years would cause the object to become unmade for any reason, the object instead ages forward or backward as far as it can while still remaining an intact object.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the number of years the object can be aged and the maximum weight of the object increase by 5 for each slot level above 1st.

Part and Parcel

3rd-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (wax and a seal)
Duration: Instantaneous

You touch a nonmagical object that weighs up to 10 pounds and magically transport it to a creature with which you are familiar. The creature realizes you are the sender if it knows you and has the opportunity to reject the object before it arrives. If an object is rejected, you immediately become aware of that fact and it remains where it was when you cast this spell.

You can send the object across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 10 percent chance that the object appears in a random location somewhere else in the multiverse instead.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum weight of the object increases by 10 pounds for each slot level above 3rd. When you use a spell slot of 6th level or higher, the object can be magical and the maximum weight of the object equals 10 × the slot level.



Pitifulness

Enchantment cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You weave an aura about yourself that evokes pity and sympathy from others. Whenever a creature that you can see and that can see you makes an attack roll against you, you can use your reaction to impose disadvantage on the attack roll. A creature immune to being charmed ignores this spell's effects.

Pleonexia's Panoply of Personas

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (make up, scented oils, and costumes worth at least 25 gp, which the spell consumes)
Duration: Instantaneous

When you cast this spell, you create a magical disguise known as a persona. To create a persona, give it a name, describe its physical appearance and characteristics (it can be of any race the same size as you are or one size smaller or larger), and detail its outfit. You also choose one skill and one language.

You adopt this persona immediately when you cast this spell. While you have adopted a persona, you physically transform into the creature you described. In addition to retaining your normal proficiencies and languages, you have proficiency with the chosen skill, and can read, write, and speak the chosen language. You can use an action to end this transformation, returning to your typical appearance and losing the bonus skill proficiency and additional language.

Each time you end the transformation, you can choose to place the used persona in a mystic repertoire called your archive. You can have a number of personas in your archive up to your spellcasting ability modifier. If you wish to add a persona to your archive and already have the maximum number, choose and replace one persona you already have with the new one. When you cast this spell, you can choose to forgo providing the material components to adopt a persona in your archive instead of creating a new one.

Power Chord
1st-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a musical instrument worth at least 1 gp)
Duration: Instantaneous

As part of casting this spell, you play a chord on the musical instrument used as the material component. The chord rattles your enemies and emboldens your allies. Choose a number of creatures up to your spellcasting ability modifier within range. Chosen creatures gain 1d6 temporary hit points. All other creatures within range must succeed on a Constitution saving throw or take 1d6 thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points gained and thunder damage dealt by this spell increase by 1d6 for each slot level above 1st.

Prayer of Aid
7th-level divination

Casting Time: 10 minutes
Range: Self
Components: V
Duration: Instantaneous

You entreat your deity for aid, opening yourself as a conduit for its divine power. Immediately after you finish the prayer, you cast any cleric spell of your choice of 6th level or lower without expending an additional spell slot. If you have a Divine Domain, you can choose the spell from among your domain spells, instead of the cleric spell list. You ignore the spell's casting time, casting it as though you spent a 7th-level spell slot if it is a spell of 1st level or higher.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, its casting time decreases to 1 minute for an 8th-level spell slot, and to 1 action for a 9th-level spell slot.

Prediction
Divination cantrip

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round

You look into the near future and choose a creature within range. Once before the start of your next turn when a creature who can hear you makes an attack against the chosen creature, you can grant the attack roll a bonus equal to your spellcasting ability modifier. If the attack hits, it deals an additional 1d4 damage.

The spell's additional damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Premonition
3rd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (bone dice with runes carved into them)
Duration: 8 hours

You cause a creature you touch to experience a vague vision of a future in which it experiences grievous injury, preparing them to avoid it. Once during the spell's duration when the target would take damage, it can choose not to take that damage instead. The spell then ends for the creature.

The spell ends early if you cast it again.

At Higher Levels. When you cast the spell using a spell slot of 5th level or higher, you can target an additional creature within range for every two slot levels above 3rd. When you cast the spell using a spell slot of 6th through 8th level, the spell's duration increases to 24 hours. When you cast it using a 9th level spell slot, the spell's duration increases to 1 week.



ATHITAT

Primordial Weapon

5th-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You imbue a weapon you touch with power from one of the Elemental Planes of your choice: Air, Earth, Fire, or Water. The weapon gains additional effects depending on your choice for the duration. In addition, if the weapon isn't already a magic weapon, it becomes one for the duration.

Air. The weapon and the creature wielding it are imbued with the power of wind and storms. Weapon attacks made with the weapon deal an extra 1d8 lightning damage on a hit. A creature holding the weapon has its speed increased by 20 feet, doesn't provoke opportunity attacks with its movement, and can use a bonus action on each of its turns to make an attack with the weapon.

Earth. The weapon and the creature wielding it are imbued with the steadfastness and permanence of stone. Weapon attacks made with the weapon deal an extra 2d8 bludgeoning damage on a hit. A creature holding the weapon ignores the effects of nonmagical difficult terrain, and has advantage on Strength checks and on any saving throw it makes against being knocked prone or moved against its will.

Fire. The weapon and the creature wielding it are imbued with the power of all-consuming flame. Weapon attacks made with the weapon deal an extra 1d8 fire damage on a hit. The first time each turn that a target is hit with an attack using the weapon, a fiery explosion bursts from the point of impact. Each creature other than one holding the weapon within 10 feet of the target must make a Dexterity saving throw, taking 2d8 fire damage on a failed save or half as much on a successful one. The explosion ignites each flammable object in the area that isn't being worn or carried. A creature holding the weapon has resistance against cold damage and fire damage.

Water. The weapon and the creature wielding it are imbued with the strength and ruthlessness of the sea. Weapon attacks made with the weapon deal an extra 2d8 bludgeoning damage on a hit. The first time each turn that a target is hit with an attack using the weapon, it must succeed on a Strength saving throw or be pushed 10 feet straight away from the attacker and be knocked prone. A creature holding the weapon can breathe in both air and water, gains a swimming speed of 40 feet, and ignores any disadvantage on attacks it would suffer for using the weapon in water or for attacking a target under water.

Prismatic Bolt

Evocation cantrip

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

You unleash a bolt of raw magical energy at a creature you choose within range. You choose acid, cold, fire, lightning, or poison for the type of bolt you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 1d4 damage of the type you chose.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Additionally, more damage types are added to your type list when you reach certain levels: necrotic and radiant at 5th level, psychic and thunder at 11th level, and force at 17th level.

Project Fear

Illusion cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of one of its fears in your space until the start of your next turn. The illusion is visible only to the target and stays with you as you move. The target must succeed on a Wisdom saving throw or take 1d4 psychic damage and become unable to willingly move closer to you until the start of your next turn. A creature immune to being frightened automatically succeeds on its saving throw against the spell.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Prophesied Strike

7th-level divination

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature and imbue it with the forces of destiny. The next time the creature makes a weapon or spell attack during this spell's duration, the attack automatically hits without the creature needing to make an attack roll, and the attack scores a critical hit.

At Higher Levels. When you use a spell slot of 8th level or higher, for each slot level higher than 7th, the creature rolls an additional 2d12 when determining the extra damage for the critical hit.



Quarry's Mark

4th-level divination

Casting Time: 1 bonus action
Range: 90 feet
Components: V
Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mark it as prey to be hunted. Until the spell ends, any weapon attack that hits the target deals an extra 1d6 damage to it, and any Wisdom check made to find it has advantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, if the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature you can see within range.

Reaping Smite

3rd-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon digs deep into the enemy and a sense of impending doom washes over them. The attack deals an extra 3d12 necrotic damage to the target. Additionally, if this damage reduces the target to 0 hit points, it cannot be restored to life or raised as undead by any means other than the *wish* spell.

Righteous Reproach
Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a holy symbol)
Duration: Instantaneous

You present your holy symbol, summoning divine power, and make a melee spell attack against a creature within 5 feet of you. If the target is an undead or fiend, the attack roll scores a critical hit on a roll of 19 or 20 on the d20. On a hit, the target takes 1d8 radiant damage, and the creature has disadvantage on the first attack roll it makes against you before the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). Once you reach 17th level, if the target is an undead or fiend, the attack roll scores a critical on a roll of 18-20 on the d20.

Rime Strike
Evocation cantrip

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, M (a ranged weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a ranged weapon attack with it against one creature within 60 feet of you. On a hit, the target suffers the attack's normal effects, and the air around it turns frigid, halving its movement speed until the end of its turn.

At 5th level, the ranged attack deals an extra 1d4 cold damage. The cold damage increases by 1d4 at 11th level (2d4) and 17th level (3d4).

Root Snare
Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

Grasping roots sprout in each unoccupied space on the ground surrounding a target within range. Until the start of your next turn, if a creature other than you willingly moves into one of the spaces, the creature must succeed on a Dexterity saving throw or take 1d4 piercing damage and have its speed reduced to 0 until the start of its next turn.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Scourge's Mantle
3rd-level necromancy

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

Curse magicks cascade off you to create a malignant aura with a 30-foot radius, weakening your enemies within it. Until the spell ends, the aura moves with you, centered on you. Whenever a creature hostile to you within the aura deals damage, it must roll a d4 and subtract the number rolled from the amount of damage it dealt.

Seal Fate
9th-level divination

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a thread of spun gold and a set of shears)
Duration: 1 minute

You attempt to seize control of the destiny of a creature you can see within range. The target must succeed on a Wisdom saving throw or become subject to the spell's effects. A target can choose to fail this saving throw without rolling.

Whenever the target makes an ability check, attack roll, or saving throw other than a saving throw against this spell for the duration, you can choose whether the roll succeeds or fails, instead of allowing the creature to roll. At the end of each of the target's turns, it can make a Wisdom saving throw. After the target succeeds on three saving throws against this spell, the spell ends. The successes do not need to be sequential.

When the creature makes an ability check, attack roll, or saving throw other than a saving throw against this spell, you can choose to treat the roll as being a 1 or 20 on the d20. When you do, the target is immediately granted one successful saving throw against this spell.

Sensory Deprivation
7th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 1 minute

Choose one creature you can see within range to make a Constitution saving throw. If it fails, it is blinded, deafened, and loses its senses of smell, taste, and touch. While deprived of its senses this way, it automatically fails any Wisdom (Perception) check or any other ability check it makes that relies on using its senses.

At the end of each of its turns, the target can make a Constitution saving throw. On a success, it regains one sense of its choice or ends the blinded or deafened condition on itself. Once it regains one of its senses, it no longer automatically fails ability checks that rely on that sense. Once it regains each of its senses and ends each of the conditions caused by this spell, the spell ends.

At Higher Levels. If you cast this spell at 9th level, the target has disadvantage on each Constitution saving throw it makes against this spell.

Shadow Armory

9TH-LEVEL ILLUSION

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

You weave threads of shadow around any number of willing creatures you can see within range. All other creatures within range must succeed on a Wisdom saving throw or become frightened for the duration of this spell. If a frightened creature ends its turn in a location in which it can't see any of the chosen creatures, it can repeat the saving throw, ending the condition for itself on a success.

Around each of the spell's targets appears a suit of shadow armor, which the target wears over any clothing or armor it's wearing. It counts as a suit of heavy armor with which the target is proficient, though it doesn't have a Strength requirement or impose disadvantage on the target's Dexterity (Stealth) checks. While a target wears the armor, its AC is 20 unless it was already higher, and while the wearer is in dim light or darkness, it makes Dexterity (Stealth) checks with advantage.

Additionally, when you cast the spell, each target can choose to gain one of the following pieces of shadow equipment in one of its open hands (if it has one):

Blade. The equipment counts as a simple melee weapon with which the target is proficient. It deals 4d8 psychic damage on a hit and has the finesse, light, and thrown (range 20/60) properties. In addition, when the wielder uses the sword to attack a target that is in dim light or darkness, it makes the attack roll with advantage. If the sword is dropped or thrown, it dissipates at the end of the turn. Thereafter, while the spell persists, the creature who received the sword can use a bonus action to cause the sword to reappear in its hand.

Bow. The equipment counts as a simple ranged weapon with which the target is proficient. It deals 4d8 psychic damage on a hit and has the two-handed and ammunition (range 80/320) properties. When the target makes an attack with it, instead of needing to supply an arrow, an arrow is woven together from threads of shadow, which is then fired and dissipates immediately following the attack. In addition, when the wielder uses the bow to attack a target that is in dim light or darkness, the attack doesn't reveal the wielder's position to the target if the wielder is hidden from it. If the bow is dropped, it dissipates at the end of the turn. Thereafter, while the spell persists, the creature who received the bow can use an action to cause the bow to reappear in its hand.

Shadow Bow

3RD-LEVEL ILLUSION

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You weave together threads of shadow to create a bow of solidified gloom in your hand. This magic bow lasts until the spell ends. It counts as a simple ranged weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the two-handed and ammunition (range 80/320) properties. When you make an attack with it, instead of needing to supply an arrow, you weave together threads of shadow into an arrow, which is then fired and dissipates immediately following the attack. In addition, when you use the bow to attack a target that is in dim light or darkness, the attack doesn't reveal your position to the target if you're hidden from it.

If you drop the bow, it dissipates at the end of your turn. Thereafter, while the spell persists, you can use an action to cause the bow to reappear in your hand.

At Higher Levels. When you cast this spell using a 4th- or 5th-level spell slot, the damage increases to 3d8. When you cast it using a spell slot of 6th- or 7th-level, the damage increases to 4d8. When you cast it using a spell slot of 8th level or higher, the damage increases to 5d8.

Shadow Knife

ILLUSION CANTRIP

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, until dispelled

You weave together threads of shadow to create a knife of solidified gloom in your hand. This magic knife lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 1d4 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60).

If you drop the knife, it dissipates and the spell immediately ends. If you throw the knife, it dissipates and the spell ends immediately following the attack.

The knife's damage die changes when you reach certain levels: to 1d6 at 5th level, and to 1d8 at 11th level. When you reach 17th level, the spell lasts until dispelled without requiring concentration.

Shadowmail

6th-level illusion

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You weave together threads of shadow to create a suit of armor made of solidified gloom around yourself, wearing it above any other clothing or armor you're wearing. This magic armor lasts until the spell ends. It counts as a suit of heavy armor with which you are proficient, though it doesn't have a Strength requirement or impose disadvantage on your Dexterity (Stealth) checks. While you wear the armor, your AC is 19 unless it was already higher, and while you're in dim light or darkness, you make Dexterity (Stealth) checks with advantage.

As a bonus action on your turn while you wear the armor, you can have the armor create a burst of terror in a 20-foot radius sphere around you. Each of your enemies within the sphere must succeed on a Wisdom saving throw or become frightened of you until the start of your next turn. If a creature succeeded on a Wisdom saving throw against this spell within the last 24 hours, it has advantage on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, for each slot level above 6th, the AC granted by the armor increases by 2 and the radius of its burst of terror increases by 10 feet.

Shoulder Cannon

5th-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: S, M (scrap metal and wiring worth at least 100 gp, which the spell consumes)
Duration: Concentration, up to 1 minute

You configure the scrap metal and wiring used as the material components to create a shoulder-mounted cannon and then deploy it onto a willing creature you can see within range. Until the spell ends, the target can use a bonus action to cause the cannon to fire an orb of arcane force that detonates in a 10-foot radius sphere centered on a point the target can see within 60 feet of it. Each creature and object in the area must make a Dexterity saving throw, taking 4d10 force damage on a failed save, or half as much on a successful one.

When the spell ends, the cannon falls apart into the material components used to create it, and you can reclaim those material components as an action on your turn while you're within 5 feet of them.



WARMTAIL

Skull Servant

2nd-level necromancy (ritual)

Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (an undamaged skull of a Medium or smaller creature, a Tiny pile of undamaged bones, and two eyeball-sized emeralds worth at least 10 gp apiece that are inserted into the skull's eye sockets)
Duration: Instantaneous

The spell imbues the skull and bone pile used as the material components with a facsimile of life, causing them to form into a creature that uses the Skull Servant stat block. You determine the servant's appearance and whether it has two legs or four; your choice has no effect on its game statistics. The servant loses its spark of life and collapses back into a pile of bones when it is reduced to 0 hit points or you cast this spell again.

The skull servant is an ally to you and your companions. In combat, the servant shares your initiative count, but takes its turns immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, use the higher level wherever the spell's level appears in the stat block.



Skull Servant

Tiny undead, neutral

Armor Class equal to your spell save DC (natural armor)
Hit Points 1 (the skull servant has no Hit Dice)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (**−3**)	16 (**+3**)	12 (**+1**)	14 (**+2**)	10 (**+0**)	6 (**−2**)

Saving Throws Con +1 plus PB, Int +2 plus PB, Wis +0 plus PB, Cha −2 plus PB
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Speaks, reads, and understands each language you speak
Proficiency Bonus (PB) equals your bonus

Undead Nature. The skull servant doesn't require air, food, drink, or sleep.

Undying Spark (Regains All Expended Uses When You Finish a Long Rest). When the skull servant would be reduced to 0 hit points, it can choose to be reduced to 1 hit point instead. It can use this trait a number of times equal to the spell's level.

Telepathic Bond. While the skull servant is within 100 feet of you, you can communicate with it telepathically. Additionally, you can use your action to see through the skull servant's emerald eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that it has. During this time, you are deaf and blind in regard to your own senses.

Turn Resistance. If the spell's level is at least 3, the skull servant is immune to effects that turn undead.

Necromantic Flight. If the spell's level is at least 4, the skull servant has a flying speed equal to its walking speed. If the spell's level is at least 8, the skull servant can hover.

Weapon Immunity. If the spell's level is at least 6, the skull servant has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Avoidance. If the spell's level is at least 7, when the skull servant is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

Truesight. If the spell's level is at least 9, the skull servant has truesight to a range of 60 feet.

Actions

Bone Jab. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus necrotic damage equal to the spell's level. If the spell's level is at least 5, the target's hit point maximum is reduced by an amount equal to the necrotic damage it took from the attack until it finishes a long rest. A creature dies if its hit point maximum is reduced to 0.

False Collapse. The skull servant collapses into a pile of bones. Until it reconstitutes itself, it is indistinguishable from an inanimate pile of bones, and magic that normally detects the presence of undead fails to detect it. While collapsed, it is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to reconstitute itself.

Reactions

Necromantic Channel. When you cast a necromancy spell with a casting time of 1 action, you can have the skull servant use its reaction to allow you to cast the spell from its position. The skull servant must be within 100 feet of you. If the spell requires an attack roll, it uses your spell attack modifier. If the spell has a range of Self, the spell treats the skull servant as the caster.

Sleight of Strike
1st-level illusion

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

The next time you make an attack, you launch an intangible, illusory version immediately beforehand to obscure your actual strike. If the target doesn't have blindsight or truesight, you gain advantage on the attack roll. Even if the attack doesn't gain advantage, it deals an extra 1d10 psychic damage on a hit. Whether you hit or miss, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d10 for each slot level above 1st.

Silent Steps
Illusion cantrip

Casting Time: 1 action
Range: Touch
Components: S
Duration: Concentration, up to 1 minute

You touch one willing creature. For the duration, the target's movements make no noise, and if the target is wearing armor that imposes disadvantage on Dexterity (Stealth) checks, it ignores that source of disadvantage. The spell ends early if the target attacks, casts a spell with a verbal component, makes a damage roll, or forces someone to make a saving throw.

Sorrow Infusion
2nd-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You infuse your next attack with a curse that creates a deep sorrow in its victim. The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 2d6 psychic damage, and the target must succeed on a Wisdom saving throw or become cursed for the duration of the spell. The cursed target's speed is halved, it suffers a −2 penalty to its AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or bonus action, not both. At the end of each of its turns, the target can repeat the Wisdom saving throw, ending the spell on a successful save.

A creature immune to being charmed automatically succeeds on its saving throw against this spell.

A *remove curse* spell ends this effect.

Speak True
Divination cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

When you cast this spell, your honest intentions become clearer to those around you. When a creature makes a Wisdom (Insight) ability check to determine whether or not you are telling the truth for the duration, it adds a bonus equal to your spellcasting ability modifier to its roll.

Spell-Shattering Strike
Abjuration cantrip

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a melee weapon attack with it against one creature within 10 feet of you. On a hit, the target suffers the attack's normal effects, and if the target is concentrating on a spell, the attack deals an additional 1d8 force damage.

The spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage to the target, and the damage the target takes if it is concentrating on a spell increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8/3d8) and 17th level (3d8/4d8).

Spell Siphon
7th-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell
Range: 60 feet
Components: S
Duration: Instantaneous

You attempt to siphon the energies of a spell in the process of being cast, interrupting and taking the arcane power for yourself. If the triggering creature is casting a spell of 5th level or lower, its spell fails and has no effect; if it is casting a spell of 6th level or higher, make an ability check using your spellcasting ability. The DC equals 15 + the triggering spell's level. On a success, the triggering spell fails and has no effect.

If the triggering creature's spell fails, you regain an expended spell slot of the failed spell's level or lower.

At Higher Levels. When you cast this spell using a spell slot of a level higher than 7th, you can automatically siphon a spell of a level higher than 5th without

needing to make the ability check: a spell of up to 6th level when you cast this spell using an 8th level spell slot, and a spell of up to 7th level when you cast this spell using a 9th level spell slot.

Spell Void

9TH-LEVEL NECROMANCY

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell
Range: 60 feet
Components: V, S, M (an obsidian marble worth at least 1 gp, which the spell consumes)
Duration: Concentration, up to 1 minute

You flick the marble used for this spell's material component into the triggering creature's space. The marble then implodes, opening a hole in reality that consumes all magic that passes near it, including the creature's spell. The creature's spell fails and has no effect, as its magic is sucked into the void created by the hole.

The hole remains until the start of your next turn or the spell ends. For the duration, whenever a creature within 60 feet of the hole attempts to cast a spell, or a spell is cast targeting a creature within 60 feet of the hole, the spell fails and has no effect, its magic being sucked into the void.

When the hole consumes a spell of 1st level or higher, if the caster has remaining spell slots of the level it used to cast the spell, the caster must succeed on an ability check using its spellcasting ability against your spell save DC or have even more of its magic drained from it. If a creature fails this ability check, each of its remaining spell slots of that level are expended with no effect.

This spell can't be interrupted or be caused to fail by other spells, such as *counterspell* or *dispel magic*. This spell still ends if you lose concentration due to a spell.

Sticks to Snakes

4TH-LEVEL TRANSMUTATION

Casting Time: 1 action
Range: 30 feet
Components: S, M (a staff or bundle of sticks worth at least 1 cp)
Duration: Concentration, up to 1 minute

You transform a staff or bundle of sticks into serpents. When you do, choose an unoccupied space within 30 feet to throw the staff or bundle of sticks. The effect of this spell varies based on the material component used to cast it.

When you throw a staff, it transforms into a **giant constrictor snake**. When you throw a bundle of sticks, it transforms into a **swarm of poisonous snakes**. The creature's current and maximum hit points increase by 2d8 when it is created.

The created snake or swarm is friendly to you and your companions. Roll initiative for the creature. It obeys any verbal commands you issue 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. If the snake or swarm has an effect that causes a target to make a saving throw, the effect uses your spell save DC, unless the snake or swarm's DC was already higher.

At the end of the spell, or if the snake or swarm is reduced to 0 hit points, it turns into a broken staff or snapped bundle of sticks, respectively.

At Higher Levels. When you cast this spell using certain higher-level spell slots, more creatures appear: twice as many with a 6th- or 7th-level slot and three times as many with an 8th- or 9th-level slot.



WARMTAIL

Stolen Life
5th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a calendar or timepiece older than you)
Duration: Instantaneous

Make a melee spell attack against a creature within your reach. On a hit, the target takes 8d8 necrotic damage, and if that creature is a humanoid it must succeed on a Constitution saving throw or age 1d4 years. You add the years that creature aged to your maximum natural life span.

Storm Flurry
3rd-level evocation

Casting Time: 1 action
Range: Self (5-foot radius)
Components: S, M (two one-handed melee weapons each worth at least 1 sp)
Duration: Instantaneous

You brandish the weapons used in the spell's casting and make a melee attack with each against one creature within 5 feet of you. On a hit with the first attack, the target takes the attack's normal damage and an additional 3d8 lightning damage, and the attack you make against the target with the second weapon gains advantage.

On a hit with the second attack, the target takes the attack's normal damage and each creature other than you within 10 feet of the target must make a Constitution saving throw, taking 2d8 thunder damage on a failed save or half as much damage on a successful one. If the first attack reduces the target to 0 hit points, you can make this second attack against a different creature within 5 feet of you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage for both effects of the spell increases by 1d8 for each slot level above 3rd.

Stupefying Strike
Enchantment cantrip

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a melee weapon attack with it against one creature within 10 feet of you. On a hit, the target suffers the attack's normal effects, and it becomes slightly dazed. Until the end of its next turn, it can choose to take either an action or a bonus action on its turn, not both.

At 5th level, the melee attack deals an extra 1d8 psychic damage. The extra damage increases by 1d8 when you reach 11th level (2d8) and 17th level (3d8).

Subdue Beast
1st-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a whip)
Duration: Concentration, up to 8 hours

Choose a beast you can see within range and roll 5d8. If the total result of those dice is equal to or greater than the current hit points of the chosen beast, the beast becomes docile. A docile beast will use the Dodge action on each of its turns and nothing else, unless commanded otherwise by you. Commanding a docile beast to take an action requires you to use your reaction on the beast's turn to give it a verbal command. This spell ends if you or a creature friendly to you deals damage to the docile beast.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Sundering Smite
4th-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during the spell's duration, your weapon thrums with destructive power, and the attack deals an extra 4d6 fire damage to the target. Objects and structures take double damage from the attack.

If the target was a creature, it must make a Dexterity saving throw. On a failure, the spell destroys a nonmagical object of your choice that the creature is holding or carrying.

Susceptibility Infusion
4th-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You infuse your next attack with a curse that creates weakness where there is normally durability in its victim. The next time you hit a creature with an attack during this spell's duration, your attack deals an extra

4d6 force damage to the target, and the target must succeed on a Constitution saving throw or become cursed for the duration of the spell. Choose a damage type. If the cursed target has resistance or immunity to the chosen damage type, it loses that resistance or immunity. As an action, the target can repeat the Constitution saving throw, ending the spell on a successful save.

A *remove curse* spell ends this effect.

Tale of Courage

3rd-level illusion

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You begin telling a tale of bravery and heroism, radiating an aura of courage in a 30-foot radius around you. Within the aura, an ephemeral vignette appears of heroes bravely battling monsters. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) is immune to being frightened and gains a +1 bonus to saving throws.

If a creature can't hear you or see the vignette, it gains no benefit from this spell. If you speak other than to tell the tale, the spell ends.



Tale of Legend

8th-level illusion

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You begin performing a tale of epic battles, of courageous heroes facing off against malevolent villains and hordes of minions, creating a 30-foot-radius aura around you that inspires your allies to legendary feats. Within the aura, an ephemeral vignette appears displaying the tale. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) has advantage on attack rolls, ability checks, and saving throws, and has resistance against all damage.

If a creature can't hear you or see the vignette, it gains no benefit from this spell. If you speak other than to tell the tale, the spell ends.

Tale of Hope & Woe

5th-level illusion

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You begin reciting a tale designed to inspire either hope or woe (your choice when you cast the spell) in the hearts of those who hear it, creating a 30-foot-radius aura around you. Within the aura, an ephemeral vignette appears displaying the tale. Until the spell ends, the aura moves with you, centered on you. If a creature can't hear you or see the vignette, it is unaffected by the spell. If you speak other than to tell the tale, the spell ends.

Tale of Hope. Each friendly creature within the aura (including you) has advantage on Intelligence, Wisdom, and Charisma saving throws, and when such a creature makes an attack, the attack deals an extra 1d6 damage.

Tale of Woe. Each hostile creature in the aura has disadvantage on Intelligence, Wisdom, and Charisma saving throws, and when such a creature makes an attack, the attack deals 1d6 less damage (this can't reduce the damage below 1). A creature is immune to this effect if it is immune to being charmed or frightened.

Until the spell ends, you can use a bonus action on each of your subsequent turns to change the moral of your tale with a plot twist, changing your Tale of Hope into a Tale of Woe, or vice versa.

Terror Infusion
1st-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You infuse your next attack with a curse that creates intense fear of you in its victim. The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 1d6 necrotic damage, and the target must succeed on a Wisdom saving throw or become cursed for the duration of the spell. The cursed target can't willingly move closer to you. As an action, the target can repeat the Wisdom saving throw, ending the spell on a successful save.

A creature immune to being frightened automatically succeeds on its saving throw against this spell.

A *remove curse* spell ends this effect.

Throat Rend
2nd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature's throat and flood its vocal chords with necrotic energy. The target must make a Constitution saving throw. It takes 2d8 necrotic damage and becomes unable to speak for the duration on a failed save, or half damage and doesn't lose the ability to speak on a successful one. If the target is unable to speak, it repeats the saving throw at the end of each of its turns, taking 1d8 necrotic damage on a failed save or ending the spell for itself on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d8 for each slot level above 2nd. When you cast this spell using a spell slot of 4th level or higher, the damage a creature takes by failing the save at the end of its turn increases by 1d8 for every two slot levels above 2nd.

Throw Voice
1st-level illusion (ritual)

Casting Time: 1 action
Range: Self (60-foot radius)
Components: S
Duration: Concentration, up to 1 hour

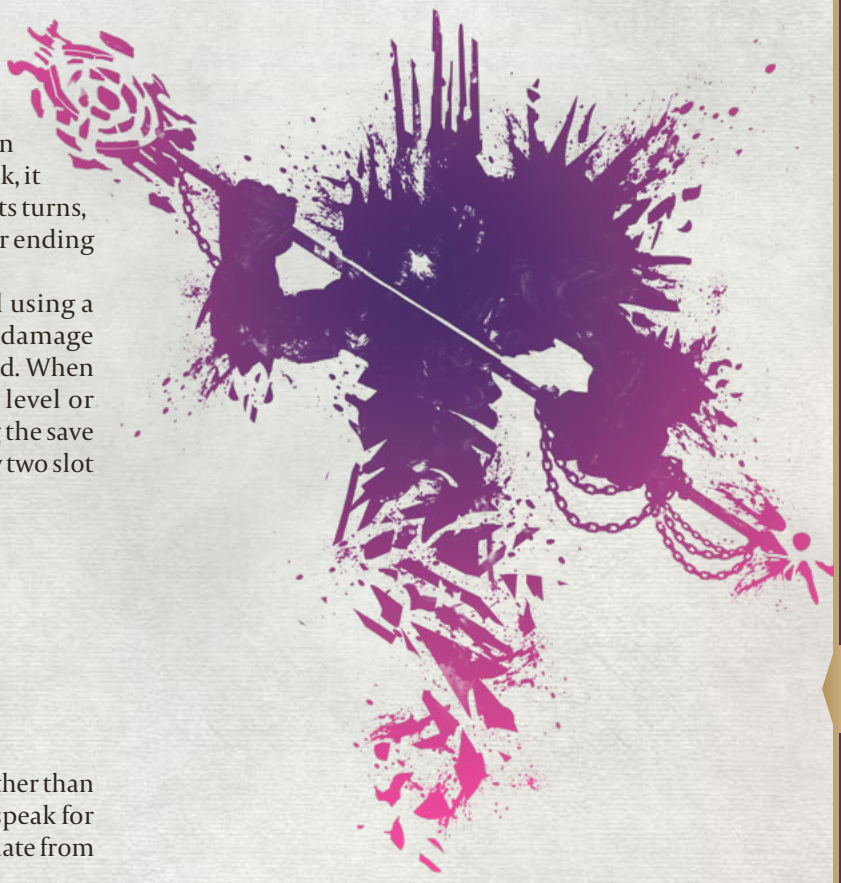
You cause your voice to emanate from places other than your mouth when you speak. Each time you speak for the duration, you can cause your voice to emanate from a point you can see within 60 feet of you, instead of its normal emanation point.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius increases by 10 feet for each slot level above 1st. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you cast this spell using a 5th level spell slot, you can maintain your concentration on the spell for up to 24 hours. When you cast this spell using a spell slot of 6th level or higher, the spell lasts for 24 hours without requiring your concentration.

Thundering Strike
4th-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, booming thunder audible to a range of 300 feet emanates from the point of impact. The target and each creature other than you within 10 feet of the target must make a Constitution saving throw. A creature takes 4d8 damage and is deafened for 1 minute on a failed save, or half as much damage and isn't deafened on a successful one.



Vampiric Weapon
4th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a vial of vampire blood, which you pour over the weapon)
Duration: Concentration, up to 1 hour

You imbue a weapon you touch with a thirst for blood. Until the spell ends, the weapon gains a +1 bonus to attack rolls and deals an extra 1d6 necrotic damage on a hit. If the target of an attack made with the weapon attack isn't an undead or construct, the weapon's wielder regains a number of hit points equal to the necrotic damage dealt.

If the weapon isn't already a magic weapon, it becomes one for the duration. If it is already magical when you cast this spell, and part of its magical properties is granting a bonus to attack rolls, you use your choice of either the weapon's bonus or this spell's, not the combination.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d6. When you use a spell slot of 8th level or higher, the bonus to attack rolls increases to +3 and the extra damage increases to 3d6.



Vengeful Smite
2nd-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you make a melee weapon attack against a creature during the spell's duration, you have advantage on the attack roll if it dealt you damage since the end of your last turn. The next time you hit with a melee weapon attack during the spell's duration, your weapon hums with necrotic energy, and the attack deals an additional 2d8 necrotic damage, or 2d12 necrotic damage if the creature dealt you damage since the end of your last 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, or by 1d12 for each slot level above 2nd if the creature dealt you damage since the end of your last turn.

Verdant Ward
6th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

Until the spell ends, vines and other plant material rise from your feet to your head, encasing you in protective armor. You increase in size by one category and gain 50 temporary hit points.

While you have temporary hit points granted by this spell, you gain the following benefits:

- You automatically succeed on Constitution saving throws to maintain concentration on spells as a result of taking damage.
- When a creature on the ground moves within 30 feet of you, you can use your reaction to call on vines and foliage to restrain it. The creature must succeed on a Strength saving throw or be restrained until the start of its next turn.
- When your turn starts and you have not taken damage since the end of your last turn, you gain 5 temporary hit points. These are added to temporary hit points you already have rather than replacing them, to a maximum of 50 temporary hit points.

This spell ends early if you start your turn with no temporary hit points. You lose any remaining temporary hit points when this spell ends.

DEAN SPENCER

Vortex Dart
Evocation cantrip

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, M (a ranged weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a ranged weapon attack with it against one creature within 60 feet of you. On a hit, the target suffers the attack's normal effects, and each Large or smaller creature within 10 feet of the target must succeed on a Strength saving throw or be pulled to the nearest unoccupied space to the target.

At 5th level, the ranged attack deals an extra 1d6 force damage to the target. The force damage increases by 1d6 at 11th level (2d6) and 17th level (3d6).

Wall of Wonder
7th-level illusion

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a stringed instrument)
Duration: Concentration, up to 1 minute

A wall of shimmering, mystifying energy springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 20 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick. It is translucent and intangible and lasts for the duration.

When the wall appears, each creature within its area must make a Wisdom saving throw. On a failed save, the creature is stunned until the start of its next turn or until it takes damage. A creature that starts its turn in the wall's area or that enters it for the first time during a turn must also succeed on a Wisdom saving throw or become stunned until the start of its next turn or until it takes damage.

Warden's Rebuke
Evocation cantrip

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a melee weapon attack with it against one creature within 10 feet of you. On a hit, the target suffers the attack's normal effects, and the earth quakes threateningly beneath the target's feet until the start of your next turn. If the target willingly attacks a creature other than you before then, it immediately takes 1d6 bludgeoning damage as the earth rises up to rebuke it, and the spell ends.

The spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 damage to the target, and the bludgeoning damage the target takes for attacking another creature increases to 2d6. Both damage rolls increase by 1d6 at 11th level (2d6/3d6) and 17th level (3d6/4d6).

Warding Bolt
Abjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You launch a mote of divine light at a creature you can see within range. Make a ranged spell attack against the target; the attack automatically hits the creature if it is willing. On a hit, you choose for the spell either to deal 1d4 radiant damage to the target or to grant 1d4 temporary hit points to it. The target loses any temporary hit points it has remaining from this spell at the start of your next turn.

The spell's damage and temporary hit points each increase by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Warding Smite
5th-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, your weapon flashes with celestial power before enveloping you in a protective aegis. The attack deals an extra 5d8 radiant damage and you gain an equal number of temporary hit points. While you have temporary hit points from this spell, you have resistance to all damage. You lose all remaining temporary hit points from this spell when this spell ends.



Ward Against Spells

2ND-LEVEL ABJURATION

Casting Time: 1 action
Range: Touch
Components: V, S, M (a handheld mirror)
Duration: 1 minute

One willing creature you touch gains 4d6 temporary hit points. While the creature has any temporary hit points granted by this spell, it has resistance to damage dealt by spells. The creature loses any temporary hit points it has remaining from this spell at the end of 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points gained increases by 1d6 for each slot level above 2nd.

Ward Against Weapons

2ND-LEVEL ABJURATION

Casting Time: 1 action
Range: Touch
Components: V, S, M (a turtle shell)
Duration: 1 minute

One willing creature you touch gains 4d6 temporary hit points. While the creature has any temporary hit points granted by this spell, it has resistance to damage dealt by weapons. The creature loses any temporary hit points it has remaining from this spell at the end of 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points gained increases by 1d6 for each slot level above 2nd.

War Story

4TH-LEVEL ILLUSION

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You begin a booming retelling of a large-scale battle filled with death and destruction, an ephemeral vignette of the tale appearing around you. You initiate the tale with the crunch of armies clashing, creating a shockwave audible to 300 feet that strikes at a creature you can see within 30 feet of you. Make a ranged spell attack against the target. The target being within 5 feet of you doesn't impose disadvantage on the attack roll. On a hit, the target takes 3d10 thunder damage. On a miss, the target takes half the damage.

Until the spell ends, you can use an action on each of your subsequent turns to have your vignette reenact the clanging of swords, ferocious battlecries, or screams of the dying, repeating the attack against a creature you can see within 30 feet of you. You can direct the attack at the same target or a different one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for every two slot levels above 4th.

DEAN SPENCER



Wave of Agony
2nd-level necromancy

Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous

A wave of malice rushes out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 3d8 necrotic damage and its speed is reduced to 0 feet until the beginning of your next turn, its muscles seizing with pain. On a successful save, the creature takes half as much damage and its speed isn't reduced.

This spell has no effect on undead and constructs.

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.

Weapon of God
9th-level evocation

Casting Time: 1 action
Range: Sight
Components: V, S, M (a holy symbol)
Duration: Instantaneous

A titanic celestial force, such as a colossal fist or weapon, appears at a point you can see in the air and slams down onto the ground in a 60-foot radius cylinder with a height as high as you can see. Each creature, object, and structure within the cylinder takes 100 damage. The damage type depends on the alignment of the deity you worship: radiant for good, force for neutral or a pantheon spanning multiple alignments, or necrotic for evil. If your deity is associated with a particular damage type (as Hephaestus is with fire damage or Thor with lightning), your DM can choose for this spell to deal that damage type instead. Damage from this spell can't be reduced or prevented in any way.

The force can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

The spell fails if you can't see a point in the air at least 100 feet above the ground that could accommodate the celestial force (for example, if you are in a room with a ceiling lower than 100 feet).

Weave Necrosis
3rd-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You pull on the necrotic energy of the outer planes, weaving it into your spells intended to heal. Whenever a spell you cast would cause a creature to regain hit points, it instead loses that many hit points if it is any creature type other than construct or undead. If the target is undead, it regains hit points, rather than losing them.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, its duration increases. Its duration becomes 10 minutes when cast using a 4th-level spell slot, 1 hour when cast using a 5th-level spell slot, 8 hours when cast using a 6th-level spell slot, 24 hours when cast using a 7th-level spell slot, 7 days when cast using an 8th-level spell slot, and until dispelled when cast using a 9th-level spell slot. Additionally, if you cast the spell using a 9th-level spell slot, the spell no longer requires concentration to maintain, and you can end the spell as a bonus action on your turn.

Zone of Communication
6th-level divination (ritual)

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S, M (a translation dictionary between two languages that aren't Common)
Duration: Concentration, up to 1 hour

You create a magical zone in a 60-foot-radius sphere centered on yourself that makes communication between any language-speaking people possible. The sphere doesn't remain with you as you move, instead remaining centered on the space you occupied when you cast it. For the duration, any creature fully within the sphere that speaks at least one language can understand any spoken language it hears. The spell translates the intended meaning of what is spoken, not just the literal meaning.



Chapter 5: Equipment & Magic Items

Player characters are known for accruing a horde of treasure both mundane and magical over the course of their adventures. This chapter introduces a plethora of new weapons and magic items to weigh down your adventurer's wagons and backpacks.



Weapons

Some of the weapons presented here introduce new weapon properties and special weapons.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table. The properties presented here supplement the ones found in the *Player's Handbook*.

Black powder. Whenever you make an attack roll with this weapon, the weapon emits a thundering boom audible up to the weapon's long range. Additionally, when you make an attack roll with this weapon and roll a 1 on the d20, you are deafened until the end of your next turn.

Defensive. While you wield one or more weapons with this property, you gain a +1 bonus to AC if you are proficient in the weapon and not using a shield.

Unarmed. When you make an unarmed strike, you can choose to deal the damage of this weapon instead of the bludgeoning damage normal for an unarmed strike.

Special Weapons

Weapons with special rules are described below:

Bola. When you hit a Large or smaller creature with a bola, it is knocked prone. The creature can't rise from prone until it or another creature uses an action to free the prone creature.

Boomstick. When you make an attack with this weapon and the target of your attack is in the weapon's normal range, roll a d6. You can replace the result of one damage die with the result of this d6.

Boomerang. If you are proficient with a boomerang and miss with an attack, the boomerang returns to you immediately after the attack.

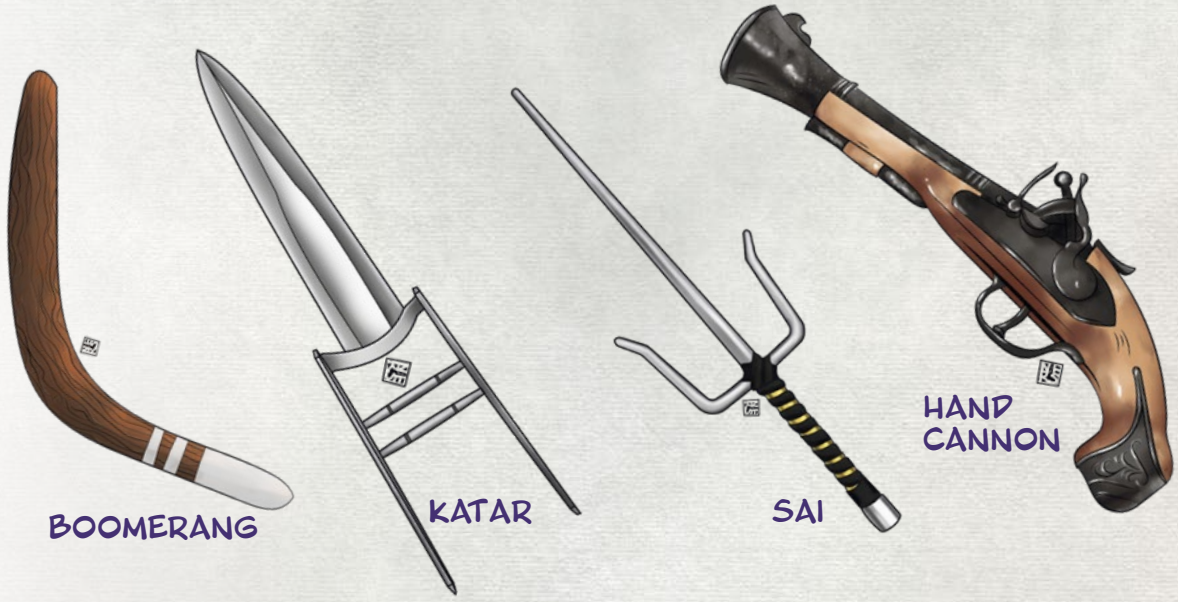
Torch. When you deal damage with a lit torch, you do not add an ability modifier to the damage. When you deal damage with an unlit torch, its damage type changes from fire to bludgeoning.



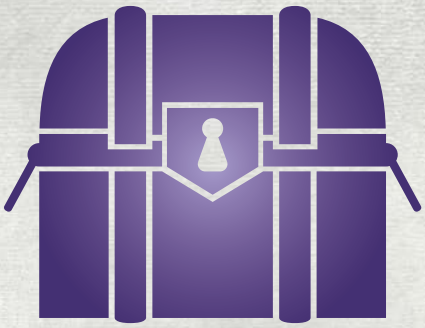
NATHANAËL ROUX

Weapons & Ammunition

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Bo staff	2 sp	1d6 bludgeoning	4 lb.	Defensive, two-handed
Brass knuckles	1 gp	1d4 bludgeoning	1 lb.	Light, unarmed
Katar	3 gp	1d4 piercing	3 lb.	Light, unarmed
Knuckle knives	3 gp	1d4 slashing	2 lb.	Light, unarmed
Torch	1 cp	1d4 fire	1 lb.	Special
Martial Melee Weapons				
Boomerang	3 sp	1d4 bludgeoning	2 lb.	Finesse, light, special, thrown (range 50/150)
Chakram	10 gp	1d4 slashing	4 lb.	Finesse, light, thrown (range 100/300)
Hook sword	15 gp	1d6 slashing	4 lb.	Defensive
Sai	2 gp	1d4 bludgeoning	4 lb.	Defensive, light
Spiked shield	15 gp	1d6 piercing	7 lb.	Defensive
War fan	8 gp	1d4 bludgeoning	4 lb.	Defensive, thrown (range 15/30)
Weighted chain	6 gp	1d4 bludgeoning	8 lb.	Light, reach
Martial Ranged Weapons				
Bola	3 gp	—	5 lb.	Special, thrown (range 10/30)
Boomstick	100 gp	2d6 piercing	10 lb.	Ammunition (20/60), black powder, heavy, loading, two-handed, special
Hand cannon	100 gp	1d10 piercing	8 lb.	Ammunition (30/90), black powder, loading
Rifle	150 gp	1d12 piercing	12 lb.	Ammunition (100/400), black powder, heavy, loading, two-handed
Six shooter	125 gp	1d8 piercing	6 lb.	Ammunition (20/60), black powder, light
Ammunition				
Bullets (10)	2 gp	—	1 lb.	



NATHANAËL ROUX



Magic Items

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.

New Magic Item Category: Spell Catalyst

Spell catalysts can be harvested from certain creatures and magical places. Each alters the effect of a specific spell or spells. To use a spell catalyst, you must have it on your person and you may use any number of spell catalysts on a single spell. Spell catalysts are consumed when used unless their description specifies otherwise.

Ambrosia

Potion, legendary

This golden-hued effervescent beverage is the legendary nectar of the gods. Mortals are rarely lucky enough to discover a supply of the divine drink but a generous celestial might gift it to an adventurer for completing a quest. The first time you consume ambrosia, you gain the following benefits:

- You gain all the benefits of completing a long rest.
- For every 2 years that pass, your body ages only 1 year.
- Roll 1d6 twice and consult the chart below. Each time, the ability score indicated increases by 2, to a maximum of 22.



Ambrosia

Ambrosia

d6	Ability Score
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

Amulet of Emotion Magic

Wondrous item, rare (requires attunement)

While you wear this brass amulet, it grants you immunity to being charmed or frightened, and it allows you to cast *fear* or *suggestion* (save DC 13) as an action. Once these spells have been cast from the amulet a combined total of three times, the amulet can no longer cast them. Thereafter you can cast *cause fear* XGE or *charm person* (save DC 13) as an action. After you have cast these spells from the amulet a combined total of thirteen times, the amulet loses its magic and turns from brass to fired clay.

Curse. The amulet's affinity with emotion manifests as an unusual curse. Creatures that are strongly related to emotion magic, such as fey and creatures with the Frightful Presence action, have advantage on saving throws against spells cast from the amulet. If such a creature's save is successful, the amulet breaks your attunement to it and casts the spell on you. You make your saving throw with disadvantage, and on a failed save the spell's effects last on you for their full duration without requiring any creature to maintain concentration.

JACK BADASHSKI

Animated Shard

Spell catalyst, rare

Animated objects — like animated armor, helmed horrors, flying swords, and rugs of smothering — are simple objects imbued with magic to obey their creators' commands. When they are defeated, a portion of that animating power may be maintained in a small piece of it.

When you cast the *cloud of daggers* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration, and once during each of your turns you can verbally command the cloud to move to a different point within 30 feet that you can see (no action required by you). The cloud moves in the most direct path possible. When the cloud moves into a creature's space for the first time each turn, that creature must make a Dexterity saving throw against your spell save DC. The creature takes the spell's damage on a failed save, or half as much damage on a successful one.

Arcane Inverter

Spell catalyst, rare

At the heart of many golems and other constructs is a polyhedral device that generates energy by creating a constant feedback loop of arcane power. When you cast the *counterspell* spell, you can choose to allow the spell to consume this spell catalyst. When you do, if you successfully countered the spell, the caster of the countered spell takes 2d4 force damage if the countered spell was cast using a 1st level spell slot. If the countered spell was cast using a 2nd level or higher spell slot, this force damage increases by 1d4 for each slot level above 1st.



ARCANE INVERTER

MARIA ISABEL RAUBER NEVES

Armor of Angelic Majesty

Armor (half plate or plate), legendary (requires attunement by a good or neutral creature)

This resplendent golden armor is imbued with the favor of celestial beings and has a pair of eagle wings embossed on the back of its torso piece. While wearing the armor, you have a +2 bonus to AC, resistance to radiant damage, and advantage on saving throws against spells and other magical effects.

Divine Light. As a bonus action while wearing the armor, you can cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight. The light remains until you die, you doff the armor, or you dismiss it as a bonus action.

Healing Touch. The armor has 3 charges. As an action while you wear it, you can touch another creature and expend 1 charge. The target magically regains 3d8 hit points and is freed from any curse, disease, poison, blindness, or deafness affecting it. The armor regains 1d3 charges each day at dawn.

Radiant Wings. As an action while you wear the armor, you can cause the embossed wings to detach and expand, the golden feathers connected to the armor with radiant energy. While the wings are expanded, you have a flying speed of 60 feet. The wings remain expanded until you die, you doff the armor, or you cause them to return to their embossed position as an action.

Armor of Arcane Absorption

Armor (light, medium, or heavy), rare

When you take damage from a spell while wearing this armor, you gain a number of temporary hit points equal to 1d8 + the level of the spell. As an action on your turn, you can spend all temporary hit points gained from this armor to create a shockwave that pushes enemies away from you. When you do, each creature within 10 feet of you must succeed on a DC 14 Strength saving throw or be pushed 10 feet and take force damage equal to the temporary hit points you spent.

Armor of Blood Drinking

Armor (light, medium, heavy), rare (requires attunement)

While wearing the armor, you can use your bonus action to take necrotic damage up to half your level and reduce your hit point maximum by the same amount. This necrotic damage can't be reduced or prevented in any way. If you do, until the start of your next turn, bludgeoning, piercing, and slashing damage that you take is reduced by the amount of necrotic damage you took this way. You can't use this effect if there is an effect that prevents your hit point maximum from being reduced, such as the *aura of life* spell.

When you reduce your hit point maximum this way, your hit point maximum can't be restored to its normal value or increased until you finish a long rest, at which point it is restored to your normal hit point maximum.

Armor of Elemental Aura

Armor (light, medium, or heavy), very rare

You have a +1 bonus to AC while wearing this armor.

In addition, you can use a bonus action on your turn to activate this armor's elemental aura for 1 minute. While the elemental aura is active, you gain its benefits. Once you activate the elemental aura, it can't be used again until the next dawn.

The DM chooses the elemental aura of this armor or determines it randomly from the options below.

Armor of Elemental Aura

d4	Elemental Aura
1	***Air.*** Your movement speed increases by 15 feet, your jump distances are tripled, and ranged attack rolls against you have disadvantage.
2	***Earth.*** You gain resistance to all damage.
3	***Fire.*** Creatures who start their turn within 15 feet of you must succeed on a Dexterity saving throw or take 1d10 fire damage. Creatures within 5 feet have disadvantage on the saving throw.
4	***Water.*** When you take the Dash, Disengage, or Dodge action, you gain the benefit of all three. You gain a swimming speed equal to your base walking speed.

Armor of the Holy Crusade

Armor (medium or heavy), rare (requires attunement)

While you wear this golden armor, it sheds dim light in a 5-foot radius around you. If you are within 60 feet of a fiend or undead, the armor instead sheds bright light in a 30-foot radius, and dim light for an additional 30 feet, and you gain a +2 bonus to your AC. The bright light shed by this armor is sunlight.

The Art of Tea

Wondrous item, rare

This weathered book is written in Common and illustrated with line art. It details the proper way of preparing, serving, and enjoying tea. When you use this book to complete a one hour tea ceremony ritual (which counts as light activity), you have advantage on saving throws against being charmed or frightened for the next 24 hours.

Beast Entrails

Spell catalyst, uncommon

There are six different types of beast entrails that, when cured in herbs as part of a special ritual, can be used as spell catalysts. When you cast the *enhance ability* spell, you can choose to allow the spell to consume this spell catalyst. The spell gains an additional effect depending on the animal the entrails come from.

Bear. If you choose an effect other than Bear's Endurance, the target also gains the Bear's Endurance effect for the duration.

Bull. If you choose an effect other than Bull's Strength, the target also gains the Bull's Strength effect for the duration.

Cat. If you choose an effect other than Cat's Grace, the target also gains the Cat's Grace effect for the duration.

Eagle. If you choose an effect other than Eagle's Splendor, the target also gains the Eagle's Splendor effect for the duration.

Fox. If you choose an effect other than Fox's Cunning, the target also gains the Fox's Cunning effect for the duration.

Owl. If you choose an effect other than Owl's Wisdom, the target also gains the Owl's Wisdom effect for the duration.

Behir Tongue

Spell catalyst, very rare

Behirs were created by storm giants to help combat dragons while the two species were at war. They have a powerful lightning breath that imbues their tongues with electrical power. When you cast the *lightning bolt* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell deals an additional 6d6 lightning damage and ignores any target's resistance against lightning damage. Additionally, if the target is normally immune to lightning damage, it instead takes half damage from the spell on a successful saving throw, or a quarter of the spell's damage on a success.

Beholder Eye

Spell catalyst, legendary

A beholder has ten eyestalks, at the end of which are eyes capable of emitting a ray of magic. Each of these eyes can be used as a spell catalyst with an application depending on the type of ray it could fire before it was harvested.

Charm Ray. When you cast the *charm person* or *charm monster* XGE spell, you can choose to allow the spell to consume this spell catalyst. When you do, each target has disadvantage on its saving throw against the spell, and the spell's duration becomes 24 hours. In addition,

for the duration, each creature charmed by the spell considers you to be the most beautiful thing it has ever seen.

Death Ray. When you cast the *blight* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell ignores any resistance or immunity that target has against necrotic damage, the target has disadvantage on its saving throw against the spell, and the spell deals an additional 4d8 necrotic damage. In addition, the target dies if the spell reduces it to 0 hit points.

Disintegration Ray. When you cast the *disintegrate* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell ignores any resistance or immunity the target has against force damage and the spell deals an additional 20 force damage. In addition, if the spell targets a Huge or smaller object or creation of magical force, it is entirely disintegrated, rather than only a 10-foot-cube portion. If the target is a Gargantuan object or creation of force, the spell disintegrates a 15-foot-cube portion of it.

Enervation Ray. When you cast the *enervation* XGE spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration and the target has disadvantage on the Dexterity saving throw it makes against the spell. In addition, whenever the target takes necrotic damage from the spell, its hit point maximum is reduced by an amount equal to the necrotic damage dealt. It dies if its hit point maximum is reduced to 0.

Fear Ray. When you cast the *fear* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's range changes to Self (60-foot cone), the spell lasts for its full duration without requiring concentration, and each target has disadvantage on its first saving throw against the spell. In addition, you can choose any number of creatures in the cone. Each of the chosen creatures automatically succeeds on its saving throw against the spell.

Paralyzing Ray. When you cast the *hold person* or *hold monster* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration and each target has disadvantage on the first saving throw it makes against the spell.

Petrification Ray. When you cast the *flesh to stone* spell, you can choose to allow the spell to consume this spell catalyst. When you do, a creature restrained by the spell counts as having already failed two saving throws for the purposes of determining whether or not the creature becomes petrified by this spell.

Sleep Ray. When you cast the *sleep* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's duration becomes 24 hours, and instead of subtracting hit points starting with the creature with the lowest current hit points, each creature within 20 feet of the chosen point with current hit points no greater than the total rolled for the spell falls unconscious until the spell ends, the sleeper takes damage, or a creature uses its action to shake or slap the creature awake.

Slowing Ray. When you cast the *slow* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration and each target has disadvantage on the first saving throw it makes against the spell. In addition, a target's speed is reduced to 5 feet for the duration, instead of being halved, and it gains a further −2 penalty to its AC and Dexterity saving throws, to a total of −4.

Telekinetic Ray. When you cast the *telekinesis* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration and you have advantage on spellcasting ability checks you make for the spell for its duration. In addition, you can move Gargantuan creatures and objects weighing up to 5,000 pounds.

Belt of Championship

Wondrous item, legendary (requires attunement by a pugilist)

While wearing this belt, you gain the following benefits:

- You have a +3 bonus to any Strength or Charisma check you make, as well as to the attack rolls of your pugilist weapons and unarmed strikes.
- Whenever you roll your fisticuffs die, you gain a +3 bonus to the result.
- Whenever you start your turn in combat with fewer than half your moxie points remaining, you regain 1 moxie point.
- When you would gain a level of exhaustion, you can choose not to gain it. Once you use this ability, you can't use it again until you finish a short or long rest.

Blessed Holy Symbol

Wondrous item, very rare

This holy symbol emanates an invisible but palpable aura of divine radiance. You gain a +1 bonus to your spell save DC and spell attack modifier while using this holy symbol as your spellcasting focus.

In addition, this magic item holds 7 charges. Whenever you use a feature that would allow you to expend a use of your Channel Divinity, you can expend a charge from this magic item instead. On the last day of each week, the holy symbol regains 1d6 + 1 charges.

Blindfold of Seeing

Wondrous item, rare

While you have this blindfold covering your eyes, you suffer the blinded condition. The blindfold can't be removed unless you are attuned to it or dead.

Transcend Sight (Requires Attunement). While you are attuned to and wearing this blindfold, you gain blindsight to a range of 60 feet. This blindsight doesn't require you to be able to hear or smell.

Bola of Big Game

Weapon (bola), uncommon (+1, Huge), rare (+2, Gargantuan)

You have a bonus to the attack rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

When you throw this bola as part of an attack, it magically expands to be effective against larger creatures. When you hit a creature of a certain size category or smaller with the bola, it is knocked prone. The size category is determined by the bola's rarity. Otherwise, the bola has all the properties of a nonmagical bola.

Boots of Gastropoda

Wondrous item, very rare (requires attunement)

While you wear these boots, you have a climbing speed equal to your walking speed, you have the ability to move up, down, and across vertical surfaces and upside down along ceilings while leaving your hands free, and you can choose to automatically succeed on any ability check or saving throw you make against being pushed or knocked prone while at least one of your feet is touching a solid surface.

Curse. The boots are cursed. Attuning to the boots curses you until you are targeted by the *remove curse* spell or similar magic. Removing the boots fails to end the curse on you. As long as you remain cursed, your base walking speed is halved, rounded down to the nearest multiple of 5 feet, and you are unable to jump.

Boots of Trekking

Wondrous item, rare (requires attunement)

While you wear these boots, your base walking speed increases by 10 feet, it costs you no extra movement to move through difficult terrain, and difficult terrain can't slow your group's travel.

Branch of the Planar Grove

Staff, legendary (requires attunement by a druid)

This staff, a fallen branch of a tree of the Planar Grove, can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While using it as a spellcasting focus, you have a +2 bonus to spell attack rolls and your spell save DC.

The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

Conjuration Absorption. While holding the staff, when a creature you can see within 30 feet of you casts a conjuration spell, you can use your reaction to attempt to absorb the spell's magic into the staff. Make a spellcasting ability check with a +2 bonus against a DC equal to 10 + the spell's level. If you succeed, you cancel the spell's effect and the staff gains a number of charges equal to the spell's level. However, if doing so brings the staff's total number of charges above 50, the staff plants itself into the ground, becoming a fledgling Planar Tree. You lose your attunement to it, and it is no longer a magic item. It will mature in 1000 years, becoming a portal that connects to all other trees of the Planar Grove.

Shape of the Infinite Wilds. When you use your Wild Shape while holding the staff, you can assume the shape of a creature of a type other than beast. The creature can be of any type other than undead or construct that you've seen before, and must follow the restrictions listed in the Max. CR and Limitations column of the Beast Shapes table for a druid of your level. When you assume such a creature's form, you don't magically gain any armor (other than natural armor) or weapon listed in the creature's stat block, nor can you use such a creature's Innate Spellcasting or Spellcasting traits. Additionally, you gain a +2 bonus to the attack and damage rolls of your Wild Shape's natural weapons.

When you have no uses remaining of your Wild Shape, you can use your bonus action and expend 4 charges from the staff to use your Wild Shape.

Spells. While holding the staff, you can use an action and expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *call lightning* (7th-level version, 7 charges), *conjure animals* (7th-level version, 7 charges), *conjure elemental* (7 charges), *conjure woodland beings* (4 charges), *dust devil* XGE (2 charges), *earthbind* XGE (2 charges), *grasping vine* (3 charges), *lesser restoration* (2 charges), *plane shift* (7 charges), *plant growth* (3 charges, or 9 charges for the 8-hour version), *protection from poison* (2 charges), *transport via plants* (6 charges), or *wall of thorns* (6 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *barkskin*, *detect poison and disease*, *entangle*, *pass without trace*, *shillelagh*, or *thorn whip*.

Cap of Rest

Wondrous item, rare (requires attunement)

The cap grants you more restful sleep while you wear it. When you roll one or more Hit Dice at the end of a short rest to regain hit points, you regain a number of additional hit points equal to 1d8 + your Constitution modifier. You must sleep while wearing the cap for at least 30 minutes of the rest to gain this benefit. When you finish a long rest during which you wore the cap for the full duration, you regain a number of additional expended Hit Dice equal to your proficiency bonus and recover one additional level of exhaustion.

Curse. The cap is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. Removing the cap fails to end the curse on you. As long as you remain cursed, when you decide to sleep for a certain duration, such as for 30 minutes during a short rest or 6 hours for a long rest to make use of the cap's properties, you can't be awoken by any means short of the *wish* spell until that duration has elapsed.

Cape of Heroic Presence

Wondrous item, rare (requires attunement)

While wearing this magical cloak, you gain a +1 bonus to any ability check, attack roll, damage roll, or saving throw you make that adds your Constitution modifier or Charisma modifier. If you gain a bonus to the roll from both the cloak and another magic item, you use the higher of the two bonuses, not the combination.

Additionally while wearing the cloak, you can use a bonus action to cause it to billow dramatically until you use a bonus action on a subsequent turn to make it stop.



Celestial Feather

Spell catalyst, uncommon (+1d8), rare (+3d8), or very rare (+7d8)

These feathers only function as spell catalysts when gifted by certain winged celestials. When you cast the *cure wounds* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the healing provided by the spell increases by an amount determined by the rarity of the spell catalyst. In addition, the target has advantage on all ability checks, attack rolls, and saving throws it makes until the end of its next turn.

Censer of Righteousness

Weapon (flail), rare (requires attunement by a cleric or paladin)

Once attuned, you are proficient with this magic flail, which grants a +1 bonus to attack and damage rolls made with it.

The flail has 7 charges. When you hit a creature with the flail, you can expend a charge to cause it to splash holy water on the target. If the target is a creature of a neutral or evil alignment, it takes an extra 1d6 acid damage, which ignores resistance and immunity to acid damage. The flail regains 1d6 + 1 charges each day at dawn.

Chell's Crossbow

Wondrous item, legendary

This magical heavy crossbow comes equipped with a pair of vials containing effervescent liquids, one orange and the other blue. Though a crossbow, this magic item cannot be used as a weapon. Instead, when you fire the crossbow, you can choose a surface you can see within 100 feet and choose to use the orange vial or the blue vial. A 10-foot-diameter aperture appears in the space you selected, as if you had cast the *teleportation circle* spell and created a permanent portal. Entering a portal created by the orange vial causes you to exit via the portal created by the blue vial and vice versa. If you have not created a portal with both vials, the portal does not teleport you anywhere. A portal created with this magic item remains until you use the same vial to create a different portal, or you use an action while holding the crossbow to destroy both portals.

Circlet of Arcane Knowledge

Wondrous item, very rare (requires attunement by a creature with the Spellcasting or Pact Magic feature)

The circlet is made of a strange, unidentifiable metal inlaid with five gems. When you attune to the circlet, choose five spells from any class's spell list. Each of the spells can come from a different spell list, and must

be 5th level or lower. While you wear the circlet, you know each of the chosen spells and have each of them prepared, they don't count against the number of spells you know or have prepared, and they count as being from your class's spell list.

Once you become unattuned from the circlet, you can't become attuned to it again until 1 year has passed.

Circlet of Body Magic

Wondrous item, very rare (requires attunement)

While you wear this silver circlet, it grants you immunity to being paralyzed, and allows you to cast *hold monster* (save DC 15) as an action. Once the spell has been cast three times, the circlet can no longer cast it. Thereafter, you can cast *hold person* (save DC 15) as an action. After you have done this thirteen times, the circlet loses its magic and turns from silver to stone.

Curse. The circlet's affinity with biology manifests as an unusual curse. Creatures of flesh that have the ability to paralyze other creatures without magic, such as silver dragons, have advantage on saving throws against spells cast from the circlet. If such a creature's save is successful, the circlet breaks your attunement to it and casts the spell on you. You make your saving throw with disadvantage, and on a failed save the spell's effects last on you for their full duration without requiring any creature to maintain concentration.

Cloak of Adventuring

Wondrous item, legendary

The cloak appears to be made of beaten, tarnished leather that has been patched so many times that it is questionable if any of the cloak's original material remains. While you wear the cloak, you are considered naturally adapted to any environment you occupy, and you are immune to the effects of extreme temperatures.

Journey of a Lifetime (Requires Attunement). You must be attuned to *boots of trekking* and a *staff of wandering* to attune to this item. The attunement ends if you end your attunement to either of these items. When you attune to the cloak, it reveals its true nature: the patches and wear disappear from the leather, instead revealing an intricately detailed network of embossings detailing every adventure and quest the cloak has ever been on, which shift to make room for new travels.

While you are wearing the cloak and attuned to it, you gain the following benefits:

- While the cloak's hood is raised, you are able to breathe in any environment, even one without air.
- You gain a climbing speed and a swimming speed each equal to your base walking speed, and you can use the cloak to cast *water walk* as an action.
- You are immune to the effects and damage of all weather and environmental hazards, and you automatically succeed on any saving throw you make against a wilderness hazard or a trap.
- The bonus to attack and damage rolls you make with your *staff of wandering* increases to +3. You can also use the weapon as a spellcasting focus that grants a +2 bonus to spell attack rolls and spell save DC to any spell you cast through it.

Cloak of Mage Armor

Wondrous item, uncommon (requires attunement by a spellcaster)

While you wear this cloak and aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Cloak of Mage Plate

Wondrous item, very rare (requires attunement by a spellcaster)

The cloak seals around the wearer and becomes harder than iron, mimicking the appearance of platemail. While wearing this cloak, your AC can't be less than 13 + your spellcasting ability modifier. If you have more than one spellcasting ability, you use the one with the highest modifier.

Cocoon of Possibility

Spell catalyst, rare

A cocoon touched by fey magic that contains an insect yet to be reborn. When you cast the *reincarnate* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the target can choose for its new body to be any humanoid race that it has seen (including its original race), instead of the DM rolling on the spell's table.

Crane Style Armlet

Wondrous item, rare

This rose-gold armlet depicts a crane with its wings outstretched. While wearing this wondrous item, you gain a +1 bonus to the attack and damage rolls of your unarmed strikes. In addition, you move with effortless grace. You can use a bonus action on each of your turns to take the Dash or Disengage action.

Crown of the Forest King

Wondrous item, legendary (requires attunement)

You can only attune to this crown of brambles and blooms when you are within the forest you obtained it in. When you attune to it, you gain a variety of benefits while you remain within that forest. For the purposes of this magical item, a forest is any predominantly

wooded region up to 1,000 square miles. While within the crown's forest, you gain the following benefits.

- You regain 3d6 hit points at the start of each turn when your current hit points are equal to or less than half your maximum hit points.
- You can use an action to transform into another creature as if you had cast the *polymorph* spell on yourself. When you do, you can transform into any plant or beast with a CR equal to or less than your level.
- You can use an action to sense the presence, direction, and distance of all creatures that aren't a beast or plant within your forest.
- You can use an action to cast the *awaken* spell.

Curse. The crown is cursed and attuning to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the crown, keeping it on your person at all times. You can break the curse in the usual ways. While attuned to the crown you also suffer the following banes.

- You take 1d4 psychic damage whenever a beast or plant in the woods is killed by a creature that isn't a beast or a plant.
- While not in the forest, you can't regain hit points by any means short of the *wish* spell.
- While not in the forest, you take 2d6 necrotic damage and gain a level of exhaustion each sunrise.

Crown of the Sorcerer-King

Wondrous item, legendary (requires attunement by a sorcerer)

While you wear this crown, you gain the following benefits:

- You gain a +2 bonus to your AC, to your spell attack rolls, and to your spell save DC.
- When you start your turn in combat with 0 sorcery points, you regain 1 sorcery point.
- You can cast *detect magic* and *identify* at will, without expending a spell slot, and you have advantage on Intelligence (Arcana) checks you make to learn about, recall, or understand the properties of magic, including spells, magic items, magical effects, and planar travel.
- When you roll damage for a sorcerer spell, you can expend any number of your sorcery points to increase the spell's damage by 1d6 per sorcery point you spent.

Cryptic Prophecy

Spell catalyst, uncommon

A stone slab or ancient parchment upon which is written a guiding, if enigmatic, prophecy. When you cast the *guiding bolt* spell, you can choose to allow the spell to consume this spell catalyst. When you do, if the spell attack hits, each attack roll made against the target before the end of your next turn has advantage, instead of only the next attack.

Defensive Weapon +1 or +2

Weapon (any weapon with the defensive property), rare (+1), very rare (+2)

You have a bonus to attack and damage rolls made with this magic weapon. If you are proficient in the weapon and not using a shield, while wielding this weapon you gain a bonus to your AC, in addition to the normal +1 bonus to AC granted by the weapon's defensive property. Both bonuses are determined by the weapon's rarity.

Dragon Egg

Spell catalyst, uncommon

Using the arcane potential within a dragon's egg, spellcasters can learn to take draconic shapes. When you cast the *polymorph* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the target of the spell turns into a dragon rather than a beast. All other rules of the spell still apply.

Dragon Heart

Spell catalyst, rare (+2d6), very rare (+5d6), legendary (+12d6)

It comes as no surprise that the raw heart of a dragon is a powerful arcane tool. When you cast the *dragon's breath* XGE spell, you can choose to allow the spell to consume this spell catalyst. When you do, the target of the spell has resistance against the chosen damage type of the spell for its duration. In addition, the damage dealt by the breath weapon granted by the spell increases by an amount determined by the rarity of the spell catalyst.

Dragon Scale

Spell catalyst, uncommon

Once liberated from their draconic owners, dragon scales can be used to empower the defenses of others. When you cast the *mage armor* spell, you can choose to allow the spell to consume this spell catalyst. When you do, for the duration of the spell, the target has resistance against damage from nonmagical sources and against a damage type determined by the type of dragon the scale was harvested from.

Dragon Scale

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Earthen Bell

Wondrous item, very rare (requires attunement)

This wondrous item appears as a weathered stone handbell. When rung, the bell wakens the slumbering magic of the land. The earthen bell has 12 charges. While holding it, you can use an action to ring the bell and expend 1, 3, or 5 charges to cast a spell. The spell cast is determined by the number of charges expended and the terrain you currently occupy (arctic, coast, desert, forest, grassland, mountain, settlement, swamp, or the Underdark). If you are not in a location that matches any of the terrain types, or you are in a location that could match multiple terrain types, your DM will decide which terrain your location counts as. Constitution is your spellcasting ability for these spells.

Arctic. *Ice knife* XGE (1 charge), *sleet storm* (3 charges), *cone of cold* (5 charges).

Coast. *Purify food and drink* (1 charge), *water breathing* (3 charges), *maelstrom* XGE (5 charges).

Desert. *Create or destroy water* (1 charge), *wall of sand* XGE (3 charges), *insect plague* (5 charges).

Forest. *Goodberry* (1 charge), *plant growth* (3 charges), *tree stride* (5 charges).

Grasslands. *Beast bond* XGE (1 charge), *speak with plants* (3 charges), *wrath of nature* XGE (5 charges).

Mountain. *Thunderwave* (1 charge), *meld into stone* (3 charges), *wall of stone* (5 charges).

Settlement. *Charm person* (1 charge), *sending* (3 charges), *animate objects* (5 charges).

Swamp. *Entangle* (1 charge), *stinking cloud* (3 charges), *contagion* (5 charges).

The Underdark. *Dissonant whispers* (1 charge), *enemies abound* XGE (3 charges), *cloudkill* (5 charges).

The earthen bell regains 2d6 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the bell cracks into many pieces and its magic is lost.

Ectoplasm

Spell catalyst, rare

When a ghost or other incorporeal undead is destroyed, there is a chance that it leaves behind a glob of ectoplasm. When you cast the *blink* spell, you can choose to allow the spell to consume this spell catalyst. When you do, for the spell's duration, you choose whether or not you vanish into the Ethereal Plane at the end of each of your turns, instead of rolling.

Eldritch Whetstone

Spell catalyst, uncommon (1 hour), rare (8 hours), very rare (24 hours), legendary (until dispelled)

This whetstone etched with runes and sigils makes it easier to imbue weapons with magical properties. When you cast the *chaos weapon* UAH, *elemental weapon*, *guiding weapon* UAH, *holy weapon* XGE, *invisible weapon* UAH, *magic weapon*, *primordial weapon* UAH, or *vampiric weapon* UAH spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for a duration depending on the whetstone's rarity, without requiring you to maintain concentration.

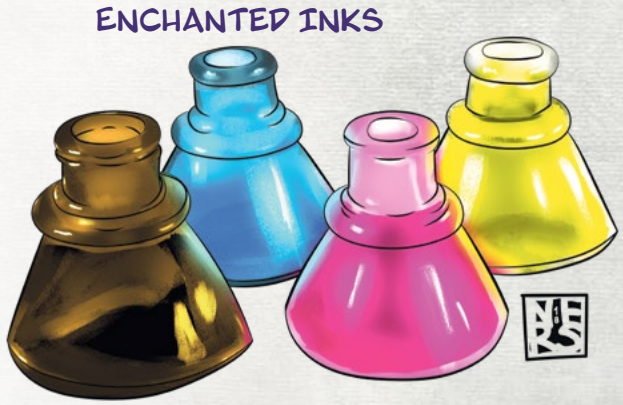
Enchanted Garment, +1, +2, or +3

Wondrous item, rare (+1), very rare (+2), or legendary (+3)

This magic item appears as any individual piece of ordinary clothing. You have a bonus to AC while you are unarmored and wearing this garment. The bonus is determined by its rarity.



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Enchanted Inks

Potion, common (1st), uncommon (2nd), rare (3rd), very rare (4th), or legendary (5th)

This set of inks can be used to make a single tattoo, which consumes the inks. When a creature is tattooed with enchanted inks, choose one spell. The spell's level cannot exceed the level determined by the rarity of the enchanted inks.

The tattooed creature can cast this spell, using the tattoo as a spellcasting focus. Constitution is the spellcasting ability for this spell. After casting the spell with the tattoo, the creature cannot cast the spell in this way again until it finishes a long rest.

Ensorcelled Blackpowder

Spell catalyst, uncommon (one), rare (two), very rare (three)

This blackpowder has been imbued with magic to make it especially volatile. When you cast the *chaos bolt* XGE spell, you can choose to allow the spell to consume this spell catalyst. When you do, the chaotic energy automatically leaps to a number of different targets depending on the blackpowder's rarity, regardless of the results of the d8s. For each leap, you make a new attack and damage roll against the target, which could cause the chaotic energy to leap again.

Ensorcelled Weapon

Weapon (any), uncommon

When you make an attack with this magic weapon, you can choose to use your spellcasting ability modifier, instead of your Strength or Dexterity modifier, for the attack and damage rolls. You must use the same modifier for both rolls. Additionally, you can use this weapon as a spellcasting focus.

Eye of Dire Newt

Spell catalyst, uncommon

Using the petrified eye of a dire newt, would-be hexers make their hexes more dire. When you cast the *hex* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the extra necrotic damage granted by the spell changes from 1d6 to 1d12.

Firearm of Stopping

Weapon (any weapon with the black powder property), rare

When you make a ranged weapon attack with this weapon, its thunderous boom is audible to double its normal range. If the attack hits, the target is pushed up to 10 feet away from you.

Firebelcher

Weapon (Boomstick), very rare

You have a +2 bonus to attack and damage rolls made with this magic weapon. The damage done by this weapon is fire, rather than piercing. When you attack a creature with this magic weapon and roll a 20 on the d20, the target and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw or take 2d6 fire damage.

Flumph Tentacle

Spell catalyst, common

Flumphs are drawn to good-aligned creatures, and will freely offer their quickly-regrowing tentacles to such creatures when asked. When you cast the *detect thoughts* spell, you can choose to allow the spell to consume this spell catalyst. When you do, whenever you focus on a creature to read its surface thoughts during the duration, you also learn the creature's alignment, Ideal, Bond, and Flaw, if the target has any.

Gem of Introspection

Wondrous item, very rare (requires attunement by a creature with the Spellcasting feature)

The gem has a soothing, pulsating glow that helps its holder relax into meditation and study. When you change your list of prepared spells when you finish a long rest, you can choose to prepare up to 8 additional spells beyond your normal number.

Ghillie Armor

Armor (any), rare

This magical armor is made from natural materials, even if the armor type is traditionally created using metal. When you are wearing this armor and in the wilderness, you have advantage on Dexterity (Stealth) checks, ignoring any disadvantage the armor would normally impose on the roll.

NATHANAËL ROUX

Gloves of the Bloodsoaked Hero

Wondrous item, legendary (requires attunement by a blood hunter)

These worn leather gloves are dyed a deep crimson from the lifeblood of countless creatures that has sprayed upon them. While you wear the gloves, you gain the following benefits:

- You gain a +2 bonus to AC and saving throws.
- You know each rite listen in the Crimson Rite class feature, ignoring level prerequisites.
- When you activate a crimson rite or amplify a blood curse, you can choose not to lose hit points.
- When you reduce a creature to 0 hit points, if it had blood, you regain a number of hit points equal to twice your blood hunter level, one expended use of your Blood Maledict feature, and one expended use of your Brand of Castigation feature. If this ability would cause you to regain hit points above your maximum, you gain temporary hit points equal to the surplus.

Goggles of Shade

Wondrous item, common (requires attunement)

While wearing these dark lenses, you ignore any disadvantage imposed on your attack rolls and Wisdom (Perception) checks that rely on sight due to an effect that makes your vision sensitive to bright light or sunlight, such as the Sunlight Sensitivity trait.

Curse. The goggles are cursed. Attuning to them curses you until you are targeted by the *remove curse* spell or similar magic. Removing the goggles fails to end the curse on you. As long as you remain cursed, the distance of any darkvision you have is halved. If you don't have darkvision, you treat areas of bright light as dim light, and you treat areas of dim light as total darkness.

GRIMOIRE OF THE CELESTIAL REALMS



Grimlock Ear

Spell catalyst, uncommon

When you cast the *blindness/deafness* spell, you can choose to allow the spell to consume this spell catalyst. When you do, if a target fails its saving throw against the spell, it becomes both blinded and deafened for the duration.

Grimoire of the Celestial Realms

Wondrous item, very rare (requires attunement by a spellcaster)

When you attune to this grimoire, you gain a familiar if you do not already have one. This familiar functions as if you had summoned it using the *find familiar* spell except that it uses the statistics of a **homunculus** and is a celestial, rather than a construct. If your familiar is ever destroyed, it returns to you at the next day's dawn.

In addition, you learn the *light, sacred flame,* and *thaumaturgy* cantrips and the following spells are always considered known and prepared by you while you are attuned to this magic item: *bless*, *enhance ability*, *remove curse*, *guardian of faith*, and *commune*.

As a final benefit of attuning to this item, you have resistance to radiant and necrotic damage.

Grimoire of the Infernal Dominions

Wondrous item, very rare (requires attunement by a spellcaster)

When you attune to this grimoire, you gain a familiar if you do not already have one. This familiar functions as if you had summoned it using the *find familiar* spell except that it uses the statistics of a **homunculus** and is a fiend, rather than a construct. If your familiar is ever destroyed, it returns to you at the next day's dusk.

In addition, you learn the *fire bolt*, *ray of frost*, and *thaumaturgy* cantrips and the following spells are always considered known and prepared by you while you are attuned to this magic item: *hex*, *crown of madness*, *bestow curse*, *evard's black tentacles*, and *infernal calling* XGE.

As a final benefit of attuning to this item, you have resistance to fire and cold damage.

GRIMOIRE OF THE INFERNAL DOMINIONS



Grimoire of the Primeval Lands

Wondrous item, very rare (requires attunement by a spellcaster)

When you attune to this grimoire, you gain a familiar if you do not already have one. This familiar functions as if you had summoned it using the *find familiar* spell except that it uses the statistics of a **homunculus** and is a plant, rather than a construct. If your familiar is ever destroyed, it returns to you at the next day's dawn.

In addition, you learn the *druidcraft*, *root snare* [UAH], and *thorn whip* cantrips and the following spells are always considered known and prepared by you while you are attuned to this magic item: *entangle*, *lesser restoration*, *conjure animals*, *guardian of nature* [XGE], and *awaken*.

As a final benefit of attuning to this item, you are immune to poison and disease.

Ground Gossamer Wings

Spell catalyst, uncommon

When ground into a fine dust, the gossamer wings of the fey can enhance teleportation magic. When you cast the *misty step* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's duration becomes "Concentration, up to 1 minute." While you are concentrating on the spell, you can use a bonus action on each of your turns to teleport 30 feet to an unoccupied space that you can see.

Hag Eye

Spell catalyst, very rare

In addition to having the uses and effects detailed in the *Monster Manual*, this item can be used as a spell catalyst. When you cast the *detect magic* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for the full duration without concentration, and when you use your action to see the faint aura around any visible creature or object in the area that bears magic, you also learn the magic's properties, as though you had cast the *identify* spell targeting it.

Consuming the *hag eye* this way destroys it, causing the psychic damage and blinded condition to the coven who made it, as described in the *Monster Manual*.

Headband of the Sifu's Favor

Wondrous item, uncommon (+0), rare (+1), very rare (+2), or legendary (+3)

In dojos around the multiverse, martial arts sifus have been known to grant these headbands to their most promising students. Each headband bears the emblem and colors of the dojo to which it belongs.

Your unarmed strikes count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. You have a bonus to the attack and damage rolls of your unarmed strikes. The bonus is determined by the wondrous item's rarity.

Helm of Exsanguination

Wondrous item, legendary

While wearing this helm, you instantly know the hit points of any creature you see, and you can always perceive a creature's physical form and location while it is within 60 feet of you, ignoring magical darkness, invisibility, and illusions. A creature without blood is immune to these effects, and if they are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Sanguine Ascension (Requires Attunement). You must be attuned to a set of *armor of blood drinking* and a *weapon of bloodletting* to attune to this item. The attunement ends if you end your attunement to either of these items. While you are attuned to this item and wearing it, you can use your action to take necrotic damage equal to half your hit point maximum and reduce your hit point maximum by the same amount. This necrotic damage can't be reduced or prevented in any way. You can't use this ability if there is an effect that prevents your hit point maximum from being reduced, such as the *aura of life* spell. If you take necrotic damage this way, you gain the following benefits for 24 hours, or until you take the helm off:

- You can use the abilities of your *armor of blood drinking* and *weapon of bloodletting* without taking necrotic damage, as though you had taken the maximum amount of necrotic damage.
- Whenever you deal damage with your *weapon of bloodletting* to a creature with blood, you regain a number of hit points equal to half the damage dealt.

When you reduce your hit point maximum this way, your hit point maximum can't be restored to its normal value or increased until you finish a long rest, at which point it is restored to your normal hit point maximum.

High Noon Straightshooter

Weapon (six shooter), legendary (requires attunement)

You have a +3 bonus to attack and damage rolls made with this magic weapon.

While you are attuned to this weapon and not in combat, you can use the command phrase (often something like, "I'm calling you out") and choose one enemy creature who can see and hear you. You and the chosen creature roll initiative for special round of combat, during which only the two of you get a turn. During your turn on this special round of combat, you have advantage on all attack rolls with this weapon against that creature. After this special round of combat, other creatures can join the combat as normal. You can't use this property again until 1 week has passed.



Holy Droplet

Spell catalyst, common

This small drop of holy water can be used as a seed by spellcasters to create more. When you cast the *create or destroy water* spell and choose its Create Water effect, you can choose to allow the spell to consume this spell catalyst. When you do, all of the created water is holy water.

Hood of Hearing

Wondrous item, legendary

This hood hugs the head tightly and muffles all sound, preventing its wearer from hearing. While wearing the hood, you suffer the deafened condition. The hood can't be removed unless you are attuned to it or dead.

Transcend Material (Requires Attunement). You must be attuned to a *blindfold of seeing* and a *muffle of speech* to attempt to attune to the hood. If you are attuned to it, the attunement ends if you end your attunement to either of these items. While you are attuned to and wearing this hood, you gain a flying speed equal to your base walking speed and can hover; you no longer need to eat, drink, or breathe, though you can still choose to do so; and the range of the blindsight from your *blindfold of seeing* and the telepathy from your *muffle of speech* increases to 300 feet. In that radius, you also know the position of each creature of Intelligence 4 or higher, though not its type or identity, and can read such a creature's surface thoughts as an action on your turn. This effect can penetrate barriers, but is blocked by 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead.

Hook Sword of Climbing

Weapon (hook sword), uncommon

While you wield the weapon, you have a climbing speed equal to your base walking speed.

Idol of Endless Curses

Wondrous item, legendary

This Tiny statue, infused with all manner of curse magicks by a death cult over the course of thousands of years, is made of white sandstone and cries tears of black ichor when a creature touches it and while it is held.

Curse. The idol is cursed, a fact that is revealed only when an *identify* spell is cast on the idol or you attune to it. Whenever a creature touches, wears, carries, or holds the idol, it suffer's the idol's curse (described below) until 24 hours after it is no longer touching, wearing, carrying, or holding the idol:

- Whenever a creature attacks the cursed creature, the attack roll has advantage.
- The cursed creature subtracts a d6 from each ability check, attack roll, and saving throw it makes.
- Each time the cursed creature takes damage, it takes an additional 1d6 necrotic damage, and its hit point maximum is reduced by an equal amount until it finishes a long rest after it is no longer subject to the idol's curse. This necrotic damage can't be reduced or prevented in any way, and a creature dies if its hit point maximum is reduced to 0.

Once the cursed creature has stopped touching, wearing, carrying, or holding the idol, the *remove curse* spell can be cast on it to end the idol's curse on it.

Attuning to the idol causes you to suffer its curse until you die or another creature attunes to it; the *remove curse* spell, ending your attunement to the idol, or distancing yourself from the idol for any length of time fails to end the curse. Dying while attuned to the idol also breaks your attunement to it, in addition to ending its curse on you.

Font of Curses (Requires Attunement by an Accursed). You are immune to the effects of the idol's curse, and dying doesn't break your attunement to it against your will. While you wear or hold the idol, you gain the following benefits:

- You gain a +2 bonus to your curse save DC and to saving throws.
- While you use the idol as a spellcasting focus, you have a +2 bonus to the spell attack rolls and spell save DC of accursed spells you cast.
- You can cast the *hex* spell from the idol without expending a spell slot. When you do, the spell doesn't end until you lose concentration, the target dies, or the *remove curse* spell or similar magic is cast on the target.
- The idol has 6 charges. When you cast an accursed spell using the idol as a spellcasting focus, you can expend 1 charge to cause the spell to be cast at one level higher than the spell slot you expended. To

PAWEŁ PAROL STOCK ART

gain this benefit, you must expend a spell slot of the spell's level or higher, as normal. The idol regains 1d6 charges each night at midnight.

Ironbelly Vest

Armor (breastplate), rare

Some believe this makeshift vest was created by a traveler from the distant future. While wearing this magic item, you are immune to damage from nonmagical black powder weapons and have resistance to magical black powder weapons.

Kinetic Shield

Shield, very rare

When a creature misses you with a melee weapon attack while you wield this shield, you can use your reaction to catch the attack with your shield, forcing the creature to roll the damage for the attack. The creature takes half the amount of damage it rolled, as though it had hit itself with its own attack.

Lantern of the Traveler's Respite

Wondrous item, rare

This unassuming but well made lantern provides weary travelers with small comforts. While holding the lantern you can cause it to light or darken as an action. Additionally, while holding the lantern you can use an action to cast the *alarm*, *make camp* [UAH], or *unseen servant* spell.

Lenses of Hyperopia

Wondrous item, common (requires attunement)

While wearing these glass lenses, you can see up to 300 feet away with no difficulty, able to discern fine details as though looking at something no more than 100 feet from you.

Curse. The lenses are cursed. Attuning to them curses you until you are targeted by the *remove curse* spell or similar magic. Removing the lenses fails to end the curse on you. As long as you remain cursed, you have trouble focusing your eyes on things that are close to you. You have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks you make using sight involving an object or creature within 10 feet of you.

Lenses of Myopia

Wondrous item, common (requires attunement)

While wearing these glass lenses, you can see even minute details of your immediate surroundings with remarkable clarity. When you make an Intelligence (Investigation) or Wisdom (Perception) check using sight involving an object or creature within 10 feet of you, you are considered proficient in the check and double your proficiency bonus for it.

Curse. The lenses are cursed. Attuning to them curses you until you are targeted by the *remove curse* spell or similar magic. Removing the lenses fails to end the curse on you. As long as you remain cursed, you have trouble focusing your eyes on things that are far from you. You have disadvantage on attack rolls and on ability checks that rely on sight when the target of your attack or whatever you are trying to perceive is further than 30 feet from you.

Loaded Dice

Wondrous item, rare (requires attunement)

This set of six-sided dice is indistinguishable from mundane dice but blessed with good fortune. After you make an ability check, attack roll, or saving throw, but before the DM declares success or failure, you can expend 1 charge to reroll the d20. Loaded dice can have up to 7 charges and regain 1d6+1 charges each week.

Additionally, when you use this magic item to play a dice game, you have advantage on ability checks made to determine the winner of the game.

Loyal Projectile

Weapon (any weapon with the thrown property), common (+0), uncommon (+1), rare (+2), very rare (+3) (requires attunement)

You are considered proficient with this magic weapon, and you have a bonus to the attack and damage rolls made with it. The bonus is determined by the weapon's rarity.

When you make a ranged weapon attack with the weapon, whether you hit or miss, the weapon returns to you as part of the attack.



NATHANAËL ROUX

Lycan Tooth

Spell catalyst, rare

Using the canine tooth of an alpha lycanthrope, a spellcaster can create a hybrid beast form. When you cast the *polymorph* or *animal shapes* spell, you can choose to allow the spell to consume this spell catalyst. When you do, each target assumes a hybrid form of itself and the beast, causing the spell's properties to change in the following ways:

- The target's ability scores are replaced by the chosen beast's only if the beast's are higher.
- Instead of replacing the creature's movement speeds, proficiencies, resistances, immunities, senses, and other traits with those of the chosen beast, the target has the beast's in addition to its own for the spell's duration.
- The target is still able to speak, cast spells, and take any other action that requires hands or speech.
- If the chosen beast is the same size as the target, it can choose for its equipment to change to accommodate the hybrid form for the duration of the spell, instead of melding into its new form. If the equipment was made to accommodate its hybrid form, it can still activate, use, wield, and otherwise benefit from the equipment.

All other rules of the spell still apply.

Mantis Style Armlet

Wondrous item, rare

This green brass armlet depicts a mantis with its forelegs raised. While wearing this wondrous item, you gain a +1 bonus to the attack and damage rolls of your unarmed strikes. In addition, when you are hit by a melee weapon attack and you have at least one hand free, you can use your reaction to parry. When you do, you reduce the damage by 1d6 + your Strength or Dexterity modifier + 1.

Mask of Heroic Cunning

Wondrous item, legendary

While you wear this magical mask, it exudes an aura that dims the recognition capabilities of creatures that see you. Unless you tell a creature or a creature sees you put on or take off the mask, it is unable to tell that the masked and unmasked versions of you are the same person except through a divination spell of 5th level or higher.

Super Heroic (Requires Attunement). You must be attuned to a *cape of heroic presence* and a *suit of heroic prowess* to attune to this item. The attunement ends if you end your attunement to either of these items.

While you are attuned to this item, you gain the following benefits:

- The bonuses granted by your attuned *cape of heroic presence* and *suit of heroic prowess* increase to +2.
- While wearing this mask, you gain a +2 bonus to any ability check, attack roll, damage roll, or saving throw you make that adds your Intelligence modifier or Wisdom modifier. If you gain a bonus to the roll from both the mask and another magic item, you use the higher of the two bonuses, not the combination.
- As an action, you can cause each of your attuned *cape of heroic presence*, *mask of heroic cunning*, and *suit of heroic prowess* to magically appear on your person and begin wearing them, or cause each of them that you are wearing to magically disappear off your person and reappear concealed within a pack you own and can see.
- While you wear each of your attuned *cape of heroic presence*, *mask of heroic cunning*, and *suit of heroic prowess*, you have a 40 foot flying speed and can hover, any damage you take is reduced by 3, and you count as Gargantuan for the purposes of grappling and for determining your carrying capacity and the weight you can push, drag, or lift.

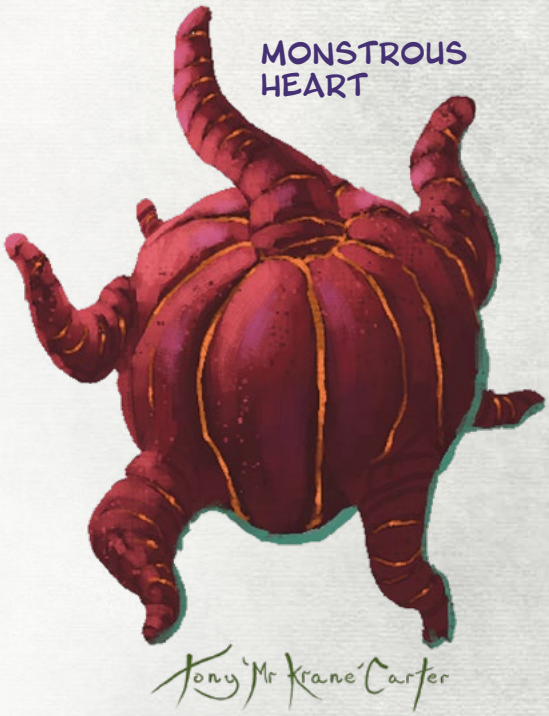
Mask of the Outsider

Wondrous item, very rare (requires attunement)

Each of these stylized masks exhibit features commonly associated with one of the following creature types: celestial, fey, or fiend. While you are wearing the mask, you can speak with any creature of that type as long as you can both speak at least one language. Additionally, creatures of that type will perceive you as being one of them rather than a humanoid.

As an action, you can cast the *polymorph* spell on yourself. When you do, instead of choosing a beast, you must choose a creature of the mask's type whose CR is no more than half your level. After you cast this spell using the mask, you cannot cast it in this way again until the next sunrise.





TONY MRKRANE CARTER

Mephit Core
Spell catalyst, uncommon

Mephits are tiny fragments of the paraelemental planes come to life. When cracked open they have no internal organs, but they do have a core that acts as a doorway between the material plane and their home. When you cast the *find familiar* or *find greater familiar* [UAH] spell, you can choose to allow the spell to consume this spell catalyst. When you do, your familiar takes the form of a mephit of your choice, rather than the spell's normal options.

Miliese Prism
Spell catalyst, common

This transparent triangular, column-shaped crystal fractures light into dozens of colors when held to the light. When you cast the *magic missile* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the darts created by this spell deal a damage type of your choice instead of force damage.

Mimic's Heart
Spell catalyst, rare

When a mimic dies, much of its shape-changing magic remains in its heart. When you cast the *disguise self* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's duration becomes indefinite, ending only when you die or use an action to end it.

Monster and Spawn Reunion
Spell catalyst, rare (+2) or very rare (+4)

By replacing the normal material components, mundane eggshell and snakeskin, with the eggshell and snakeskin of a cockatrice, the *bigby's hand* spell is greatly enhanced. When you cast the *bigby's hand* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the summoned hand's strength increases by an amount determined by the rarity of the spell catalyst.

Monstrous Heart
Spell catalyst, uncommon

The heart of every monstrosity is an amalgamation of natural and unnatural creatures. When you cast the *alter self* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the duration becomes "Concentration, up to 24 hours" and you can choose two options, instead of one.

Muffle of Speech
Wondrous item, very rare

This mask covers the lower half of a creature's face and muffles all sounds. While wearing the mask, you are unable to vocally speak. The mask can't be removed unless you are attuned to it or dead.

Transcend Speech (Requires Attunement). While you are attuned to and wearing this mask, you can ignore the verbal components of spells you cast, and you gain the ability to speak telepathically to creatures within 60 feet of you. You don't have to share a language with a creature for it to understand your telepathic speech, though it can't telepathically respond unless it has its own telepathy trait.

Mummy Eye
Spell catalyst, very rare

When you cast the *cause fear* [XGE] spell, you can choose to allow the spell to consume this spell catalyst. When you do, a creature that fails the initial saving throw by 5 or more also becomes paralyzed for the spell's duration.

Mummy Hand
Spell catalyst, very rare

When you cast the *vampiric touch* spell, you can choose to allow the spell to consume this spell catalyst. When you do, for the spell's duration, a creature you hit with the spell's melee attack must succeed on a Constitution saving throw against your spell save DC or become cursed with mummy rot until it dies or the curse is removed with the *remove curse* spell or similar magic. A target cursed with mummy rot 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.

Namazu's Whisker

Weapon (whip), very rare

This mottled gray whip was once the barbel of the giant earthquake-inducing catfish, Namazu. You gain a +3 bonus to attack and damage rolls made with this magic weapon. You can also use an action to strike the earth within 10 feet of you. When you do, each creature other than you within 15 feet of that point must make a DC 16 Dexterity saving throw or take 1d4 + 3 bludgeoning damage and fall prone.

Omnistriker

Weapon (any), legendary (requires attunement by a fighter)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. You can use your choice of Strength or Dexterity for the attack and damage rolls of this weapon.

As a bonus action on your turn, or as part of an opportunity attack you make, you can transform this weapon into a mundane weapon of your choice. This weapon maintains its magical properties in whatever form the owner chooses.

When you use your Action Surge while wielding this weapon, you can make an additional weapon attack with this weapon as part of the extra action.

Orbuculum of Vision

Wondrous item, rare (requires attunement)

As an action, you can touch the orbuculum and cast one of the following spells from it without material components: *arcane eye*, *augury*, *clairvoyance* (seeing only), or *scrying* (save DC 15). Immediately after you cast a spell from the orbuculum, you must succeed on a Constitution saving throw or become blinded and unable to cast a spell from the orbuculum for 24 hours or until you become targeted by the *remove curse* spell or similar magic.

The starting DC of the Constitution saving throw is 10. Immediately after you make the saving throw, the DC increases by an amount equal to the level of the spell you cast from the orbuculum. The DC resets to 10 each day at dawn.

Pamphlet of Bogo

Spell catalyst, very rare

A strange, paper card printed using technology far beyond what is commonly available, featuring images of food and extolling the glory of some unknown entity named Bogo. When you cast the *heroes' feast* spell, you can choose to allow the spell to consume this spell catalyst. When you do, up to twenty-four creatures can partake of the feast, instead of twelve.

EMMANUEL BOU ROLDAN PUBLISHED BY 1MANSTUDIO.DE



Peace Bonding of Diplomacy
Wondrous item, uncommon

This bit of silken rope can be used to peace bond any melee or ranged weapon. When you have a weapon tied up with the peace bond, it takes an action to untie the rope and draw the weapon. If the only weapon you have is peace-bonded with this item, you can use an action to cast the *calm emotions* spell (DC 14). Once you use this ability, a minute must pass before you can use it again.

Pelt of the Great Wolf
Wondrous item, legendary (requires attunement by a barbarian)

While you wear this pelt, you gain the following benefits:

- You gain a +2 bonus to AC and saving throws.
- Your base walking speed increases by 10 feet.
- You have advantage on Wisdom (Perception) checks you make that rely on hearing, sight, or smell.
- When you use your Reckless Attack, your allies have advantage on attack rolls against creatures within 10 feet of you until the start of your next turn. For the duration, whenever one of your allies scores a critical hit on a creature within 10 feet of you, the attack benefits from your Brutal Critical feature, even if it isn't a melee weapon attack.

Penitent Pummelers
Weapon (brass knuckles), rare (requires attunement)

These brass knuckles are made of gold and etched with a holy symbol over each knuckle. You gain a +1 to attack and damage rolls with this magic weapon. When you deal damage to a fiend or undead with this weapon, you deal an additional 1d6 radiant damage.

Performer's Costume
Wondrous item, uncommon

The costume is a set of plain black clothing. As an action while you wear the costume, you can change its style, material, coloring, cut, and length in any way you choose, though this in no way affects the clothing's statistics.

Phoenix Down Feather
Wondrous item, uncommon (300 gp), rare (500 gp), very rare (1,000 gp)

This phoenix feather counts as a diamond worth an amount of gold determined by its rarity for the purposes of the *revivify*, *raise dead*, and *resurrection* spells. When you use this magic item as part of the material component to cast a spell, roll a d20. On a result other than 1, the feather isn't consumed by the spell.

Phoenix Egg
Spell catalyst, legendary

A fertilized egg stolen from the legendary phoenix is a powerful catalyst to restore the dead to life. When you cast the *raise dead* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's casting time becomes 1 action. In addition, the creature returns to life with its maximum hit points and has no penalty to attack rolls, saving throws, or ability checks. When this spell catalyst is consumed, it leaves behind a diamond worth 500 gp.

Pierced Pixie Eye
Spell catalyst, common

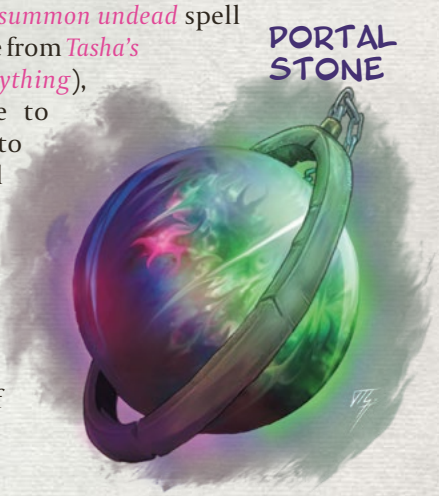
When a cold iron needle is run through the iris of a fairy, the result is a powerful magical conduit. When you cast the *faerie fire* spell, you can choose to allow the spell to consume this spell catalyst. When you do, you can choose any number of creatures within the spell's area of effect to automatically succeed on the Dexterity saving throw.

Poppystool
Spell catalyst, uncommon

This magical plant is a common poppy flower fruited with small mushrooms as a result of a fungal infection. When you cast the *sleep* spell, you can choose to allow the spell to consume this spell catalyst. When you do, you reroll each die whose result is a 1 or 2. You must keep the second result, even if it is a 1 or a 2.

Portal Stone
Spell catalyst, rare

This small rock is imbued with energy from the Transitive Planes, the Astral and Ethereal, making it easier for a spellcaster to summon powerful beings across realities. When you cast the *summon aberration*, *summon beast*, *summon celestial*, *summon construct*, *summon elemental*, *summon fey*, *summon fiend*, *summon shadowspawn*, or *summon undead* spell (each of which are from *Tasha's Cauldron of Everything*), you can choose to allow the spell to consume this spell catalyst. When you do, the spell is cast 1 level higher than the spell slot you expended, to a maximum of 9th level.



JOHN LATTA ART



Potion of Brief Energy

Potion, common

This bitter, dark brown potion has a robust, earthy aroma and is always pleasantly warm to the touch. It can be mixed with cream and sugar to alleviate its bitterness without diminishing its effectiveness. For 1 hour after you drink this potion, you gain the following benefits:

- You can't be surprised except by magical means.
- You can't be put to sleep except by magical means.
- Your level of exhaustion is considered to be 1 lower.
- You have advantage on Constitution saving throws to maintain your concentration.
- Once the potion's duration ends, if you've consumed more than one *potion of brief energy* since you finished your last long rest, your head begins to ache and you become jittery until you finish a long rest, imposing disadvantage on any Wisdom check and any Dexterity (Sleight of Hand) check you make.

Pupula Prism

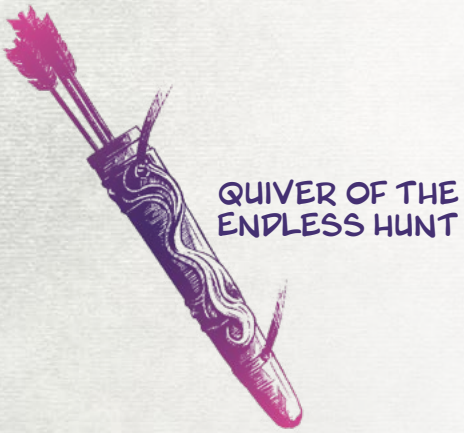
Spell catalyst, common

This spherical translucent prism contains an opaque black cone within. When turned in the light, a rainbow of colors pour out from around the wide end of the cone. When you cast the *color spray* spell, you can choose to allow the spell to consume this spell catalyst. When you do, choose any number of creatures within the spell's cone. The chosen creatures are immune to the blinding effect of the spell and their hit points are ignored when determining which creatures are affected by the spell.

Pulpit Shard

Spell catalyst, uncommon

A piece of wood from a pulpit imbued with divine magic from years of priests using it to perform sermons. When you cast the *healing word* or *mass healing word* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's range increases to 150 feet.



Quicksilver Omnitool

Wondrous item, legendary (requires attunement by an artificer)

This 3-inch radius sphere is made of malleable quicksilver that can transform into a variety of tools; as a bonus action, you can touch the item and have it transform into any artisan's tool of your choice, a disguise kit, a forgery kit, an herbalism kit, a poisoner's kit, or a set of thieves' tools, or to have it return its spherical form.

Whatever form the item takes, you are proficient with it and you gain a +3 bonus to any ability check you make with it. While using the item as a spellcasting focus, you have a +2 bonus to the spell attack rolls and spell save DC of your artificer spells.

The item also aids you in the creation of magic items. Your maximum number of Infused Items and the maximum number of objects you can affect with your Magical Tinkering feature each increases by 3. Additionally, if you craft a magic item with a rarity of rare, very rare, or legendary, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Quiver of the Endless Hunt

Wondrous item, legendary (requires attunement by a ranger)

This magic quiver produces a limitless amount of thrown weapons and ammunition for ranged weapons as needed. Each weapon and ammunition drawn from the quiver is magical and grants a +3 bonus to attack and damage rolls. Immediately after such a weapon or piece of ammunition is used for a ranged attack or leaves your hand for a purpose other than an attack, it disappears.

While wearing the quiver, you can't gain levels of exhaustion. Additionally, when you miss with a weapon attack, you can make one additional weapon attack as part of the same action. You can make a number of additional attacks with this ability equal to half your proficiency bonus, and you regain all of your expended uses at the start of your next turn.

Ramuh's Katar

Weapon (katar), very rare (requires attunement)

This punching dagger style weapon is carved from a single chunk of superconductive dark violet metal that binds to the fist and forearm with black leather straps.

While you are attuned to and wearing this magical weapon, you have advantage on initiative rolls and your jumping distances are tripled. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you attack a creature with this magic weapon and roll a 20 on the d20, that creature takes an additional 8 lightning damage.

Raven Tongue

Spell catalyst, common

Not all magical catalysts are especially difficult to come across—this is simply the tongue cut from the throat of a living raven pickled in alchemical reagents. When you cast the *speak with dead* spell, you can choose to allow the spell to consume this spell catalyst. When you do, you and the corpse can understand each others' speech even if you don't share a language.

Rebuking Shield

Armor (shield), very rare

When you take damage from an attack made by a creature within 5 feet of you, you can use your reaction to make a melee weapon attack using this shield. If you are proficient with shields, add your proficiency bonus to this attack roll. On a hit, your rebuke deals bludgeoning damage equal to 1d4 + your Strength modifier and the creature is stunned until the end of the turn.

Reward of the Pact Champion

Wondrous item, legendary (requires attunement by a warlock)

This magic item takes various forms depending on the warlock's patron. It is granted to warlocks that have been instrumental in their patron achieving their grand ambition, or completed the final task the patron would give the warlock to prove themself.

As an action while holding the item, you can regain one of your expended arcanum spells. This property can't be used again until you finish a long rest. If the arcanum spell was of 8th or 9th level, this property instead can't be used again until 7 days have passed.

The item also has additional properties based on your Otherworldly Patron.

The Archfey. The item takes the form of an amulet bearing the symbol of your patron. While you wear it, your appearance gains an otherworldly aspect that makes you look impossibly lovely and fierce, and you can use your Fey Presence, Misty Escape, and Dark Delirium features an unlimited number of times. Additionally while you wear the amulet, fey other than your patron have difficulty harming you. If a fey targets you directly with an attack or harmful spell that targets only you, it must make a Wisdom saving throw against your spell save DC. On a failed save, it must choose a new target or lose the attack or spell.

The Archmage. The item takes the form of a rod, staff, or wand etched with runes and your patron's symbol. Spells you cast using the item as a spellcasting focus have a +2 bonus to their spell attack rolls and spell save DC. Choose a warlock spell you know of 1st or 2nd level when you attune to the item. While you hold the item, you can cast the chosen spell at will, without expending a spell slot. When you do, it is cast at the level of your warlock spell slot.

The Celestial. The item takes the form of a robe bearing designs that symbolically represent your patron. You gain 5 additional d6s in your Healing Light pool. While wearing the robe, when you cause a creature to regain hit points with a warlock class feature or a warlock spell, that creature regains 3 additional hit points, and you can choose to cure the target of one disease, neutralize one poison affecting it, or end one condition affecting it. If an affected feature or spell would restore the creature's hit points to higher than its hit point maximum, it gains the surplus as temporary hit points.

The Crone. The item takes the form of thirteen talismans, each bearing the symbol of your patron. While you or a member of your coven wears one of the talismans, the creature has a +1 bonus to saving throws and to the spell attack rolls and spell save DCs for your warlock spells, it shares the senses of each other coven member wearing one of the talismans, and it counts as being within 120 feet of you for the purpose of your warlock features as long as it is on the same plane of existence as you.

The Fathomless. The item takes the form of a tentacle arm ring that undulates along your bicep when you wear it. While you wear the arm ring, you regain your expended uses of your Tentacle of the Deep feature when you finish a short or long rest. Additionally while you wear the arm ring, you add your Charisma modifier to the damage rolls you make for your Tentacle of the Deep feature, your tentacle's reach and the range of your Guardian Coil feature both increase to 30 feet, and you have a +1 bonus to your spell attack rolls.

The Fiend. The item takes the form of a cloak bearing designs that symbolically represent your patron. You regain the use of your Hurl Through Hell feature when you finish a short or long rest. While you wear the cloak, you have resistance against fire, necrotic, and poison damage dealt by creatures other than your patron,

as well as immunity to the charmed, frightened, and poisoned conditions. As a bonus action while you wear the cloak, you can cause it to become a pair of bat-like wings that attach themselves to your back or have it return to its cloak form. You have a flying speed of 30 feet while the cloak is in its wing form.

The Genie. The item takes the form of a ring engraved with symbols representing your patron. While you wear the ring, your Genie's Vessel is immune to all nonmagical damage, and you can use an action on your turn to receive a replacement vessel if your vessel is ever lost or destroyed. When you use the vessel's Bottled Respite ability, you can remain inside the vessel indefinitely so long as you're wearing the ring. Additionally while you wear the ring, you can use the bonus action granted by your Elemental Gift feature an unlimited number of times, and you regain the use of your Limited Wish feature each time you use your vessel's Bottled Respite ability. Each time you cast *eldritch blast* while wearing the ring, you can choose for this casting to deal bludgeoning, cold, fire, or thunder damage instead of force.

The Hexblade. The item takes the form of a magic longsword or greatsword etched with eldritch runes and your patron's symbol. You gain a +3 bonus to attack and damage rolls you make with it. When you hit a creature with a weapon attack using the item, the target has disadvantage on saving throws against your warlock spells until the end of your next turn.

The Icebound. The item takes the form of an ice crystal or large snowflake that never melts and is brutally cold to creatures other than you and your patron. While you wear or carry the item, you have immunity to cold damage dealt by creatures other than your patron and resistance against fire damage, you can use your Decree of Frost feature an unlimited number of times, you gain a +2 bonus to the attack and damage rolls you make for icicles conjured by your Circle of Icicles or Aurora Cloak, and when you use your Aurora Cloak feature, you can choose the effect instead of rolling.

The Great Old One. The item takes the form of an object of constantly shifting and utterly unfathomable geometries. The telepathy granted by your Awakened Mind feature has unlimited range and doesn't require sight as long as you have met the creature in person and the creature is on the same plane of existence as you. While holding the item, you can use your Entropic Ward feature an unlimited number of times. Additionally, when a creature causes you to make a saving throw, you can use your reaction to gain advantage on the saving throw. If you succeed on the save, the creature has disadvantage on the first saving throw it makes against one of your warlock spells before the end of your next turn.

The Great Trickster. The item takes the form of a trinket or bauble with designs that symbolically represent your patron. While you are wearing or carrying the item, you can use the final benefit of your Spellswipe feature an unlimited number of times, and you regain the use of your Two Steps Ahead feature when you finish a short or long rest. As an action while holding the item, you can cause a Small or smaller unsecured object you can see within 60 feet of you to magically teleport to your hand. The object can be held or carried by a creature, but can't be an object that creature is wearing. Once you cause an item to teleport in this way, you can't do so again until you finish a short or long rest.

The Librarian. The item takes the form of a grimoire bearing the symbol of your patron, and can function as the grimoire granted by your Meticulous Chronicling feature. You can cast *silence* from the grimoire at will, without expending a spell slot. While the grimoire is on your person, you can speak, read, and write all languages, and you gain a +2 bonus to any ability check you make. This bonus is doubled for any ability check you make that doesn't include your proficiency bonus.

The Titan. The item takes the form of a pair of gauntlets with designs that symbolically represent your patron. While you wear them, your Strength score becomes 24 unless it was already higher. As an action while wearing the gauntlets, you can cast the *maximize/minimize* [UAH] spell from the gauntlets targeting a creature you touch. When you cast the spell this way, you can choose only the spell's Maximize effect, and you can't cast the spell using the gauntlets again until the next dawn.

The Undead. The item takes the form of a locket within which is locked a piece of your patron, such as a piece of their bone or flesh. While you wear the locket, you regain your expended uses of your Form of Dread feature when you finish a short or long rest, you regain the use of your Necrotic Husk feature when you finish a long rest, and you regain the use of your Spirit Projection feature when you finish a short or long rest.

The Undying. The item takes the form of a phylactery with designs that symbolically represent your patron. The phylactery can only be destroyed by using the *wish* spell, targeting it with the *disintegrate* spell, or striking it with a magic weapon that is legendary or an artifact. You immediately know if the phylactery is ever destroyed, and it reforms in your space when you next finish a long rest. While you have a phylactery, you don't age. When you die, a new version of your body is formed from green smoke within 5 feet of the phylactery at the next dusk, and you return to life in the new body, gaining the benefits of a long rest. While you wear or carry your phylactery, you can use your Defy Death and Indestructible Life features an unlimited number of times.

Ring of the Shadow King

Wondrous item, legendary (requires attunement by a rogue)

While you wear this ring, you gain the following benefits:

- You gain a +1 bonus to AC and saving throws.
- You can see in areas of dim light and darkness, including magical darkness, as though they were brightly lit.
- When you are in dim light or darkness, you can use your bonus action to teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness.
- The ring has 3 charges. You can use your action and expend 1 charge to cast the *darkness* spell without verbal or material components. When cast this way, the spell doesn't require concentration, but ends early if you cast the spell from the ring again. The ring regains all expended charges when you finish a long rest.

Ring of Weaving

Ring, legendary

While you are wearing this ring, when you cast a spell of 1st level or higher, you have advantage on saving throws you make against spells of that school and resistance against damage dealt by spells of that school until the start of your next turn.

Spell Weaver (Requires Attunement). You must be attuned to a *rod of wefting* and a *wand of warping* to attempt to attune to this item. The attunement ends if you end your attunement to either of these items. While you wear the ring, the charge cost for each of the rod and wand's spells is reduced by 1, and when you cast a spell from the rod or wand, you can choose to use your spell attack bonus or spell save DC, rather than the rod or wand's.

Additionally while you are wearing the ring and attuned to it, you gain the ability to weave properties of your spells together. When you begin casting a spell with a casting time of 1 action or longer, you can choose to imbue it with an additional effect for each spell of a different school you've cast since the start of your last turn:

- ***Abjuration.*** You gain temporary hit points equal to your level.
- ***Conjuration.*** You teleport to an unoccupied space you can see within 30 feet of you.
- ***Divination.*** If the spell requires an attack roll, you gain a +2 bonus to each spell attack roll you make as part of that spell this turn.
- ***Enchantment.*** Choose a creature you can see within 30 feet of you. That creature must succeed on a Wisdom saving throw against your spell save DC or become charmed by you until the end of your next turn, or until you do anything harmful to it. A creature charmed this way isn't hostile to you.
- ***Evocation.*** Choose a creature you can see within 10 feet of you, and then choose acid, cold, fire, lighting, or thunder damage. The creature takes damage of the type you chose equal to half your level.
- ***Illusion.*** Until the start of your next turn, if a creature makes an attack against you, it makes the attack roll with disadvantage unless it has blindsight or truesight.
- ***Necromancy.*** If the spell kills one or more creatures, you regain a number of hit points equal to twice your level.
- ***Transmutation.*** Choose a creature you can see within 30 feet of you, and then choose Strength or Dexterity. The creature must succeed on a Constitution saving throw against your spell save DC or have disadvantage on attack rolls and ability checks using the chosen ability until the end of its next turn.

Ritual Stone

Wondrous item, uncommon (requires attunement)

The stone, usually attached to a leather cord, is etched with runes that glow when spells are cast near it. When you cast a spell as a ritual while wearing or carrying the stone, the process adds only 1 minute to the casting time of the spell, instead of 10 minutes.

Robe of the Grandmaster

Wondrous item, legendary (requires attunement by a monk)

While you wear these robes, you gain the following benefits:

- You gain a +2 bonus to your AC and ki save DC.
- You gain a +3 bonus to the attack and damage rolls of your unarmed strikes.
- Whenever you start your turn in combat with fewer than half your ki points remaining, you regain 1 ki point.
- As an action, you can concentrate 1 or more ki points into one of your hands or feet and slam the ki-charged appendage into a surface within your reach, creating an explosion of force. The radius of the effect, centered on you, is equal to 5 feet times the number of ki points you expended. Unsecured objects completely within the area are automatically pushed 10 feet away from you, and each creature other than you within the area must make a Strength saving throw. On a failed save, a creature is pushed 10 feet away from and is knocked prone,

taking force damage depending on the number of ki points you expended. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. For each ki point you expended, roll your Martial Arts die; the force damage dealt by this ability is equal to the total.

Roc Talon
Spell catalyst, rare

When you cast the *fly* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the duration of the spell increases to 8 hours and no longer requires concentration, and the target increases its size by one category—from Medium to Large, for example. The target's size doubles in all dimensions, and its weight is multiplied by eight. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available.

Rod of Sound Magnification
Rod, common

When the tip of this rod is held within 3 inches of a creature's mouth, that creature's voice booms three times louder than normal.

Rod of Wefting
Rod, rare (requires attunement)

The rod has 7 charges you can expend to cast spells from it (listed in the Rod of Wefting table). A spell cast from the rod has a spell attack bonus of +7, and a spell save DC of 15.

The rod regains 1d6 + 1 expended charges daily at dawn. If you expend the rod's last charge, roll a d20. On a 1, unless you are attuned to a *ring of weaving*, the rod crumbles into ashes and is destroyed.

Root-Covered Rock
Spell catalyst, uncommon

A fist-sized stone overgrown with tree roots. When you cast the *barkskin* or *stoneskin* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts its full duration without requiring you to maintain concentration and the target also gains the effects of the other spell for the duration.

Satchel of Miraculous Mercantilism
Wondrous item, very rare

This satchel is made from sturdy cloth and is three feet long, one foot wide, and two feet deep. It is decorated with stitching to look like a sign that might hang from a general merchant's store.

Gold pieces and other items placed into the satchel disappear as soon as the satchel is closed. The satchel keeps a ledger of the gold pieces placed into the bag. Items other than coins placed in the bag are destroyed and add half their gold piece value to the ledger. As an action, you can name a non-magical item, reach into the satchel, and find the item inside, provided you could afford to buy the item based on the credit on the ledger. The ledger is then reduced by the value of the item.

Scope of Farsight
Wondrous item, uncommon

When this metal tube with a glass lens on either end is affixed to a crossbow or weapon with the black powder property, the weapon's normal and long ranges are doubled.

Scythe of Final Passing
Weapon (special), very rare (requires attunement)

This two-handed scythe uses the statistics of a greataxe. Any creature attuned to this magic weapon is proficient with it. You gain a +2 bonus to the attack and damage rolls you make with this magic weapon. When you deal damage to an undead creature with this weapon, you deal an additional 1d6 radiant damage. Any other creature who dies as a result of damage from this weapon cannot be returned to life or raised as undead by anything short of the *wish* spell.

Shadow Dust
Spell catalyst, rare

When an undead shadow is defeated, it leaves behind a dark dust as it dissipates. When you cast the *shadow blade* XGE spell, you can choose to allow the spell to consume this spell catalyst. When you do, you form two of the swords, one in each hand, for the spell's duration. Each uses the statistics and abilities listed in the spell.

Rod of Wefting

Charge Cost	Abjuration	Conjuration	Divination	Evocation
1	*mage armor*	*grease*	*detect magic*	*chromatic orb*
2	*arcane lock*	*cloud of daggers*	*locate object*	*scorching ray*

Shadowing Bough

Spell catalyst, rare

A leafy branch from a tree that has provided shade for at least 100 years. When you cast the *pass without trace* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring you to maintain concentration.

Shard of Destiny

Wondrous item, artifact

When the omniverse was formed and the forces of creation shaped the infinite planes of existence, an anchor was created in each Material Plane that acts as the center of a planar multiverse. These motes of creation are responsible for the stability of the multiverse to which they are tethered, and will seek out a group of champions when the existence or balance of their domain is threatened.

When a great calamity is on the horizon or a catastrophic plan is put into motion, an inexperienced and unknown adventuring party may suddenly come upon a bronze tetrahedron whose four triangular faces are coated in an infinitely descending array of triangle fractals. These adventuring parties, more often than not, manage to amass powerful magic items and increase their fame at an incredible rate, eventually facing off with and defeating the grand threat. Spoken of in legend, it is believed that these small, pyramid-like structures alter the fate of those they encounter, leading speculative planar scholars to call them the *Shards of Destiny*.

Party Bond. Any attempt to attune to the *Shard of Destiny* fails. Spending an hour attempting to attune to the *Shard* or casting the *identify* spell on it doesn't reveal its name or its full magical properties, but does reveal a 1-hour ritual that can be performed to bond it to a group of adventurers, tying their fates together. Each member of the adventuring party must touch the *Shard* for the duration of the ritual, during which the faces of the *Shard* subdivide along its fractals, slowly revealing the mote of creation at its core. Once the core is fully revealed and comes into contact with each member of the adventuring party, they become bonded to the *Shard* and learn its full magical properties, and the *Shard*'s faces reappear around its core.

When the ritual is completed, roll for or choose from the Destined Trios table a number of times equal to the number of creatures who became bonded to the *Shard*, rerolling repeats if not every trio has been selected. The statistics for the Giant's Bane trio of magic items can be found in the *Dungeon Master's Guide*; each other trio's items can be found in this chapter.

The *Shard*'s bond with the party can't be broken unless every member of the party dies and none of them are revived within 7 days. A creature who plans to permanently join the bonded party can become bonded to the *Shard* by performing its ritual, rolling or choosing a new trio if the number of party members has increased, though the *Shard* can reject the creature at the DM's discretion.

Destiny Calls. As an action, a creature bonded to the *Shard of Destiny* can touch it and learn the direction to the closest magic item from the First Item column of the Destined Trios table that is part of a trio chosen for the Party Bond. If a bonded party member is attuned to the closest item, the *Shard* instead points to the closest one to which no bonded party member is attuned. Once each bonded party member is attuned to a First Item from the chosen trios, the *Shard* instead points to the nearest Second Item from them, and once each bonded party member is attuned to a Second Item from the chosen trios, it points to the nearest Culmination Item from them. While a bonded party member is attuned to a Culmination Item, the *Shard* grants the bonded party a benefit based on the Culmination Item:

- *Cloak of adventuring*. While the attuned creature is wearing the cloak, each other bonded party member gains a climbing speed and a swimming speed each equal to its base walking speed, is considered naturally adapted to any environment it occupies, and is immune to the effects of extreme temperatures.
- *Hammer of thunderbolts*. While the attuned creature is holding the maul, the Strength score, Constitution Score, and score maximums for both abilities of each bonded party member is increased by 2, to a maximum of 30. This Constitution score increase affects the creature's hit point maximum, but not its current number of hit points.

Destined Trios

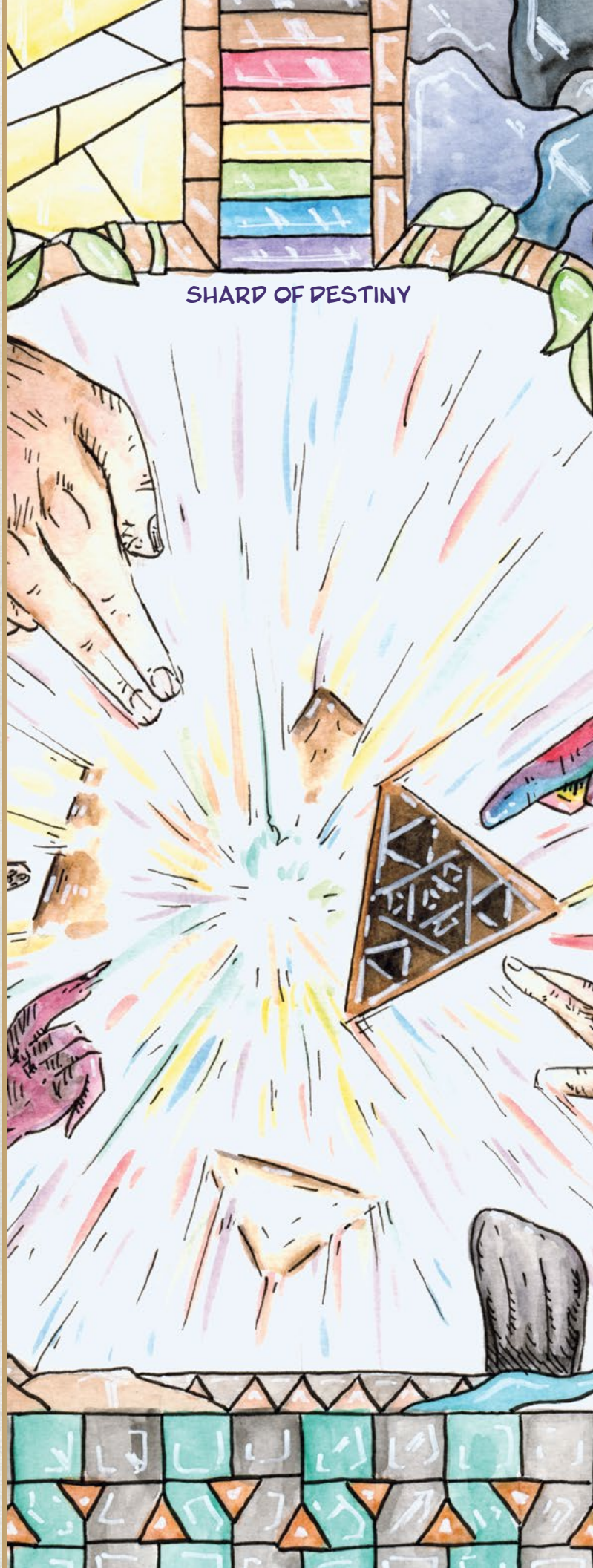
d6	Trio	First Item	Second Item	Culmination Item
1	Giant's Bane	*gauntlets of ogre power*	*belt of fire giant strength*	*hammer of thunderbolts*
2	Journey of a Lifetime	*boots of trekking*	*staff of wandering*	*cloak of adventuring*
3	Sanguine Ascension	*armor of blood drinking*	*weapon of bloodletting*	*helm of exsanguination*
4	Spell Weaver	*rod of wefting*	*wand of warping*	*ring of weaving*
5	Super Heroic	*cape of heroic presence*	*suit of heroic prowess*	*mask of heroic cunning*
6	Transcend Material	*blindfold of seeing*	*muffle of speech*	*hood of hearing*

- *Helm of exsanguination*. While the attuned creature is wearing the helm, whenever it has its hit point maximum reduced, each other bonded party member gains temporary hit points equal to half the reduction.
- *Hood of hearing*. While the attuned creature is wearing the hood, each other bonded party member gains blindsight and telepathy each to a range of 30 feet. A creature doesn't have to share a language with the bonded party member to understand its telepathic speech, but it must understand at least one language.
- *Mask of heroic cunning*. While the attuned creature is wearing the mask, each other bonded party member gains a +1 bonus to any ability check, attack roll, damage roll, or saving throw it makes. If it gains a bonus to the roll from both this benefit and a magic item other than the *Shard*, it uses the higher of the two bonuses, not the combination; this bonus stacks with the *Shard*'s other benefits.
- *Ring of weaving*. While the attuned creature is wearing the ring, once during each of its turns when it casts a spell, it can choose one of the following bonuses to grant to each other bonded party member until the start of the start of the caster's next turn: a +2 bonus to AC, a +2 bonus to damage rolls, or a +2 bonus to saving throws.

Once each bonded party member is attuned to a Culmination Item, using this action causes the creature to learn the direction of the threat the shard chose the party to defeat. In most cases, this is the campaign's ultimate villain or the climax of the campaign, but can be the **tarrasque** at the DM's option.

Multiversal Anchor. Each *Shard of Destiny* is anchored to the multiverse for which it was created. Any attempt to take it to a different Material Plane or a plane in the omniverse that is connected to a different Material Plane, such as with the *dream of the blue veil* [TCE] spell, fails. The bonded party successfully travels to the other multiverse, but the *Shard* remains behind in its own multiverse, eager to rejoin them when they return. The party retains their bond to the *Shard* while they are within the other multiverse, but they don't gain any of the *Shard*'s benefits.

Destroying the Shard. When each other member of the bonded party is dead and the last remaining bonded party member dies, the *Shard of Destiny*'s core becomes exposed for 1 minute. While the core is exposed, targeting it with a spell of 9th level or higher, or hitting it with an attack using a magic weapon with a rarity of legendary or artifact or by a creature of CR 25 or higher, destroys the *Shard*. Once a *Shard* is destroyed, its multiverse begins to collapse in on itself over the course of 100 days, at the end of which its Material Plane and whatever else remains of its multiverse crumbles into nothingness and is irrevocably destroyed.



Shield of Spell Attraction
Armor (shield), very rare (requires attunement)

While holding this shield, you have resistance to damage from spells.

Curse. This shield is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. Removing the shield fails to end the curse on you. Whenever a spell is cast against a target within 10 feet of you, the curse causes you to become the target instead. This curse can distort a spell's area of effect, creating a pocket of safety for the spell's original target as the magicks are drawn to you.

Shield of the Legion
Shield, legendary (requires attunement by a paladin)

While you hold this shield, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you within the aura have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC for you. If you have 17 or more levels in the paladin class, the radius of this aura increases to 30 feet.

The shield has 3 charges. Whenever you or a creature in the shield's aura fails a saving throw, you can expend 1 charge as a reaction to cause the creature to succeed on the saving throw instead. The shield regains all expended charges each day at dawn.

Shield of the Moon
Armor (shield), uncommon

While you hold this shield, you have resistance to psychic damage and advantage on saving throws against effects that would change your shape.

Shield of the Sun
Armor (shield), uncommon

While you hold this shield, you have resistance to radiant damage and advantage on saving throws against being blinded.

Singing Sword
Weapon (longsword), uncommon (requires attunement by an elf)

This longsword has the finesse property. When used by an elf, this longsword bends in the air as it's swung, causing the air to fill with a humming tune. You gain a +1 to attack and damage rolls made with this magic weapon.

Siselmi Crystal
Spell catalyst, common

This pyramid-shaped crystal can be found in magic-enriched mines or, rarely, inside of earth elementals. When you cast the *magic missile* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell creates an additional dart.

Six Shooter of the Spectrum
Weapon (six shooter), very rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you deal damage with this weapon, it deals 1d8 additional damage. The first time you make a ranged attack with this weapon, roll on the Spectrum table to determine the type of this additional damage. On subsequent attacks, you can choose to roll on the Spectrum table for a new damage type, or keep using the previous damage type.

Spectrum

d6	Damage Type
1	acid
2	cold
3	fire
4	lightning
5	radiant
6	necrotic

Slayer's Symbol
Spell catalyst, uncommon

A holy symbol soaked in the blood and sweat of a warrior who gave their life fighting the monsters of the multiverse. When you cast the *detect evil and good* or *protection from evil and good* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts 10 minutes without requiring you to maintain concentration and the target also gains the effects of the other spell for the duration.

Sling of Giant Slaying
Weapon (sling), rare

Legends say this unremarkable leather sling was used by a gladiator to fell a giant in single combat. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you attack a giant with this weapon, you score a critical hit on a roll of 18-20 on the d20.

Spiked Collar
Wondrous item, uncommon (+1), rare (+2), or very rare (+3)

This collar comes in a variety of colors and sizes, all with metal spikes protruding around the outside of the collar. A beast wearing this wondrous item has a bonus to its natural weapon attack and damage rolls while wearing this collar. The bonus is determined by its rarity.

Spiked Shield of Retaliation

Weapon (spiked shield), very rare (requires attunement)

While you aren't wielding another shield, you gain an additional +1 bonus to your AC while wielding this weapon.

The shield has 24 spikes. When you're hit by an attack while wielding the weapon, you can choose for it to launch one of its spikes at the attacker (no action required). So long as the attacker doesn't benefit from full cover, it takes 1d6 piercing damage. The weapon regrows 2d12 spikes each day at dawn.

Staff of Goodberry

Staff, uncommon

This wooden staff with a leafy head has 10 magic berries on it. As an action, a creature within 5 feet of the staff can pluck one of the berries from the staff and eat it or feed it to a willing or unconscious creature within its reach. Consuming a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency and fall from the staff at dawn. The berries have no effect on undead or constructs.

The staff regains 1d10 berries daily at dawn.

Natural Focus (Requires attunement by a druid). While using the staff as a spellcasting focus, you have a +1 bonus to spell attacks rolls.

Staff of Ovinization

Staff, rare

This staff has 3 charges. While holding it, you can expend 1 charge as an action to cast the *polymorph* spell from it (save DC 15). When you do, you can only transform the target into a sheep (using the statistics for a **goat**). The wand regains 1d3 expended charges daily at dawn.

Staff of Shapes

Staff, rare (requires attunement by a druid)

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

As an action, you can use the staff to cast the *polymorph* spell, targeting yourself. Once you do, you can't do so again until the next dawn. When you cast the *polymorph* spell using the staff, the spell has the following changes:

» You retain your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours.

» You retain the benefit of any features from your class, race, or other source and can use them if the new form is capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

Staff of Spell Deflection

Staff, rare (requires attunement)

When you take the Dodge action while holding the staff, the staff leaves your hand and spins defensively around you until the start of your next turn. For the duration, you have advantage on saving throws against spells.

Staff of Wandering

Weapon (quarterstaff), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. You can use Dexterity, instead of Strength, for the weapon's attack and damage rolls.

While you hold the staff, you have advantage on saving throws you make against traps, you can't become lost except by magical means, and you remain alert to danger even when you are engaged with another activity while traveling. The weapon magically awakens you and your companions within 30 feet of it if any of you are sleeping naturally when combat begins.

Studded Collar

Wondrous item, uncommon (+1), rare (+2), or very rare (+3)

This collar comes in a variety of colors and sizes, all with crystalline studs decorating the outside of the collar. A beast wearing this wondrous item has a bonus to AC and saving throws while wearing this collar. The bonus is determined by its rarity.

STUDDED COLLAR



NATHANAËL ROUX

Suit of Heroic Prowess

Armor (light, medium, or heavy), very rare

You are proficient with this magic armor. While wearing it, you gain a +1 bonus to any ability check, attack roll, damage roll, or saving throw you make that adds your Strength modifier or Dexterity modifier. If you gain a bonus to the roll from both the armor and another magic item, you use the higher of the two bonuses, not the combination.

Additionally while wearing the armor, you gain the following benefits:

- Your long and high jump distances are tripled, and making a standing high or long jump doesn't halve the distance.
- You count as one size larger for the purpose of grappling, and for determining your carrying capacity and the weight you can push, drag, or lift.

Suppressed Firearm

Weapon (any weapon with the black powder property), rare

The weapon has a strange metal tube on its barrel that muffles the thunderous sound of its shots. When you make a ranged weapon attack with this weapon, its thunderous boom is audible only to a range of 10 feet, and you aren't deafened when you roll a 1 on the d20.

Symbol of Divinity

Wondrous item, legendary (requires attunement by a cleric)

When you attune to this legendary holy symbol, it automatically transfigures itself to become the holy symbol of the god, pantheon, figure, or other deity you worship. While you wear or hold it, you gain a +2 bonus to your AC, as well as to the spell attack rolls and spell save DC of cleric spells you cast using it as a spellcasting focus.

This symbol has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the symbol regains 1d12 + 1 charges.

Divine Conduit. While you're wielding or wearing the symbol and you have no uses remaining of your Channel Divinity, you can expend 4 charges from the symbol as a bonus action to regain one use. Additionally, you gain the following Channel Divinity option.

Channel Divinity: Divine Judgment

As an action, you envelope a creature you can see within 60 feet of you in holy power, forcing it to make a Wisdom saving throw. The creature takes 7d10 damage on a failed save, or half as much on a successful one. The damage type depends on the alignment of the deity you worship: radiant for good, force for neutral or a pantheon spanning multiple alignments, or necrotic for evil.

If the damage causes an intelligent creature of a different alignment than your deity to fall to 0 hit points or die, the symbol regains a number of charges equal to the creature's Challenge Rating, rounded down. However, if doing so brings the symbol's total number of charges above 50, the symbol becomes pure divine energy that is transferred to your deity. You lose your attunement to the symbol, which is no longer a magic item. Your deity rewards you with a blessing determined by the DM (described in Chapter 7 of the *Dungeon Master's Guide*).

Spells. While wearing or wielding the symbol, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability; certain spells can be cast only if they match the alignment of the deity you worship: *banishment* (4 charges), *commune* (7 charges), *daylight* (3 charges), *dispel evil and good* (5 charges), *divine word* (6 charges), *enhance ability* (2 charges), *harm* (evil, 6 charges), *heal* (good or neutral, 6 charges), *geas* (evil, 7 charges), *lesser restoration* (good or neutral, 2 charges), *mass cure wounds* (good or neutral, 5 charges), *revivify* (5 charges), *silence* (evil, 2 charges), *spirit guardians* (7th-level version, 7 charges), *spiritual weapon* (6th-level version, 6 charges), *water walk* (3 charges).

You can also use an action to cast one of the following spells from the symbol without using any charges; certain spells can be cast only if they match the alignment of the deity you worship: *augury*, *bane* (evil), *bless* (good or neutral), *blindness/deafness* (evil), *calm emotions* (neutral), *detect evil and good*, *light*, *spare the dying*, or *warding bond* (good).

Undying Faith. When you die while you wear or wield the symbol, if it has at least 10 charges remaining, it immediately expends 10 charges to cast *revivify* on you.



SYMBOL OF DIVINITY

DEAN SPENCER

Thunder Knuckles

Weapon (brass knuckles), very rare (requires attunement)

These brass knuckles are made of blue cobalt rings with a silver knuckle guard in the shape of a cloudbank. Once attuned, the cloudbank darkens and shifts constantly across the knuckles of its wearer, occasionally illuminating briefly as miniature lightning bolts harmlessly crackle within the clouds.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you attack a creature with this magic weapon and roll a 20 on the d20, it takes an additional 8 thunder damage and is knocked prone.

Tiger Claws

Weapon (knuckle knives), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, this magic item has 3 charges. You can use your action and expend 1 or 2 charges to cast the *polymorph* spell on yourself, turning into a **cat** or **tiger** if you expended 1 charge or a **saber-toothed tiger** if you expended 2 charges. This item regains all expended charges at dawn.

Tiger Style Armlet

Wondrous item, very rare

This bronze armlet depicts a tiger pouncing on an unseen prey. While you're wearing this wondrous item, you gain a +2 bonus to the attack and damage rolls of your unarmed strikes. In addition, your unarmed strikes score a critical hit on a roll of 19 or 20 on the d20.

Token of Faith

Spell catalyst, uncommon

A trinket given to you by someone you've protected or helped, symbolizing their gratitude to you and faith in you. When you cast the *shield of faith* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts its full duration without requiring your concentration and grants the target a +3 bonus to its AC, instead of +2.



ENMANUEL LEMA MARTINEZ



ARMANDO AYALA

Tome of Ineffable Secrets

Wondrous item, legendary (requires attunement by a wizard)

This deceptively thin tome with a rune- and sigil-inscribed cover is latched by three locks, none of which has a keyhole. Any spellcaster within 10 feet of it can feel the call of its hidden knowledge and extreme power. When you attempt to attune to the tome, you must make three ability checks in sequence, each of which are DC 20: Intelligence (Arcana), Intelligence (History), and Intelligence (Investigation). If you fail any of the ability checks, you fail to attune to the tome and you can't attempt to attune to it again until 1 week passes. If you succeed on all three ability checks, you learn how to undo each of the latches and become attuned to the tome. Any creature you attempt to teach how to open the latches immediately forgets how to do so.

The tome contains an infinite number of pages, with extradimensional portals on the inside covers facilitating the rotation of pages as you turn them. The pages contain encoded secrets in every language there ever was and shall be, and the symbols and letters are mixed in a seemingly random sequence unbroken by punctuation. If you are attuned to the tome, you are able to make some sense of the bounty of information the tome carries.

While attuned to this item, you can use it as a spellbook containing every wizard spell and as an arcane focus. Spells you cast through the tome gain a +2 bonus to their spell attack rolls and spell save DC.

As an action, you can force the tome to reveal all of its secrets to you. For 1 hour, your Intelligence score becomes 30. For the duration, you automatically succeed on any Intelligence check you make to recall or learn information or to find hidden objects, traps, or entrances. Once the hour expires, the tome vanishes to a hidden corner of the multiverse, your attunement to it ends, you forget it exists, and you become unable to ever attune to a *tome of ineffable secrets* again.

Tome of Slaying

Wondrous item, rare (1 creature type), very rare (2 creature types), legendary (3 creature types) (requires attunement)

This magical tome is an ancient leather-bound text containing the secrets to combating and destroying entire categories of foes. Each tome grants the knowledge of how to track and slay a number of creature types depending on the tome's rarity, as well as granting its bearer special advantages to facing those creature types.

While carrying the tome on your person, you gain the following benefits against creatures of the type(s) described in the tome:

- Your weapon attacks count as magical for the purpose of overcoming any resistance or immunity to nonmagical attacks and damage against such a creature.
- You have advantage on Intelligence checks to recall information about and Wisdom (Survival) checks to track such a creature.
- Once per turn when you miss an attack roll against such a creature, you can choose to reroll the attack. You must take the second roll, even if the roll is less than or equal to the original roll.

The tome also grants you special abilities based on the creature type(s) listed within:

Aberration. You have resistance to psychic damage, and you have advantage on saving throws against the Mind Blast and spells of aberrations.

Celestial. You have resistance to radiant damage, and your spells and magical effects ignore the Magic Resistance trait of celestials.

Construct. Your weapons count as being adamantine, and your spells and magical effects ignore the Immutable Form and Magic Resistance traits of constructs.

Dragon. You have advantage on saving throws against being frightened, as well as against the breath weapons of dragons.

Elemental. You don't take damage from lava or other environmental hazards unless it is part of a creature's attack or spell, and you have advantage on saving throws you make against the actions and spells of elementals.

Fey. You have advantage on saving throws you make to resist being charmed, as well as on Intelligence checks you make to pierce the illusions of fey creatures. Additionally, you are immune to all forms of magical sleep.

Fiend. You have resistance to fire, necrotic, or poison damage, your choice when you attune to the tome. Whenever you finish a long rest or roll initiative for

a combat that includes a fiend, you can change this damage type. Additionally, you have advantage on saving throws you make to resist being poisoned by fiends.

Giant. You have advantage on Dexterity (Stealth) checks, and the first time each turn that you deal damage to a giant, it takes an extra 1d12 damage of the same type.

Monstrosity. You have resistance to acid, cold, fire, lightning, or poison damage, your choice when you attune to the tome. Whenever you finish a long rest or roll initiative for a combat that includes a monstrosity, you can change this damage type.

Ooze. You have resistance to acid damage, and objects you're wearing or carrying can't be corroded by the effects of oozes.

Plant. You have resistance to poison damage, and you have advantage on saving throws against being poisoned or put to sleep by the effects of plants.

Undead. You have resistance to necrotic damage, and your hit point maximum and ability scores can't be reduced by the spells or effects of undead.

When giving a tome of slaying to an adventuring party, you can either choose the creature type(s) it describes or roll on this table a number of times depending on the tome's rarity, rerolling repeats.

Tome of Slaying

d12	Creature Type
1	Aberration
2	Celestial
3	Construct
4	Dragon
5	Elemental
6	Fey
7	Fiend
8	Giant
9	Monstrosity
10	Ooze
11	Plant
12	Undead

Torch of Ignition

Wondrous item, uncommon

While you're holding the torch, you can use your bonus action to cause it to light or extinguish. While lit, the torch's flame can be covered or hidden, but not smothered or quenched. The flame still gives off heat and can be used to set flammable objects that aren't being worn or carried alight. The torch's flame doesn't require oxygen to function.

Treefeller

Weapon (any axe), rare

You gain a +1 bonus to the attack and damage rolls made with this magic weapon. When you deal damage to a plant creature with this weapon, you deal an additional 1d6 necrotic damage. While you are wielding this magic item, you have advantage on all Charisma (Intimidation) checks you make against plant creatures.

When used to fell a mundane tree, it takes no more than three chops with this weapon, regardless of the size of the tree.

Twin Sai of the Gale

Weapon (two sai), legendary (requires attunement)

These identical sai are enchanted to be wielded together, allowing you to strike and weave through enemies like the wind. You gain a +3 bonus to attack and damage rolls made with these magic weapons, and you can draw or stow both weapons simultaneously when you would normally be able to draw or stow only one. While wielding both weapons, you have a flying speed equal to your base walking speed. This benefit only works in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

When you make an attack against a creature with one of the sai, you can make an extra attack against the target using the other sai. This ability can be used no more than once against a single target during any given turn but can be used against multiple different targets during that turn, provided you have enough attacks.

Unluck Blade

Weapon (any sword), very rare (requires attunement)

This sword superficially resembles a *luck blade*, but was designed by a cruel mage to spread chaos and misfortune upon all who come into contact with it. Any attempt to determine its properties in a method other than attuning to it indicates that it is a *luck blade*. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Curse. The sword is cursed, and becoming attuned to the sword extends its curse to you. As long as you remain cursed, you have disadvantage on attack rolls with weapons other than this one and you suffer a −1 penalty to all saving throws.

Distorted Wish. The sword has 1d4−1 charges. While holding it, you can use an action and expend 1 charge to cast the *wish* spell from it. When you do, the magic of the sword twists the meaning of your wish to grant it in the worst possible way. For example, if you wish to create an object, the sword instead teleports that object from somewhere else in the multiverse, leaving a note

in its place indicating you as the creature who stole it; if you choose to cause creatures to regain hit points, the sword reduces you to 0 hit points with two failed death saves; if you choose to grant creatures resistance to damage, it also gives them a damage vulnerability and causes you to gain vulnerability to all types of damage except the chosen one; if you cast a spell that would harm one or more of your enemies, the sword also targets you with the spell; if you cast a spell that would heal or grant some bonus to one or more allies, it causes the spell to target your enemies, as well. Once you cast *wish* from the sword, this property can't be used again until the next dusk. The sword loses this property if it has no charges.

Unluck. If the sword is on your person, you can call on its unluck (no action required) to reroll one attack roll, ability check, or saving throw on which a creature succeeded. The creature must use the second roll. This property can't be used again until the next dusk.

Vampire Fang

Spell catalyst, very rare

The fang of a vampire can be used to augment the effects of spells that drain the life force of others. When you cast the *vampiric touch* or *vampiric weapon* [UAH] spell, you can choose to allow the spell to consume this spell catalyst. When you do, the number of hit points regained from the spell is doubled for the spell's duration.

Volatile Weapon

Weapon (any weapon), rare (dangerous), very rare (explosive), legendary (deadly) (requires attunement)

Attacks you make with this magic weapon score a critical hit on an increased range of attack roll results depending on the weapon's rarity (see the Volatile Weapon table below). Additionally, attacks you make with this weapon ignore all sources of advantage and disadvantage.

Curse. The weapon is cursed, a fact that is revealed only when an *identify* spell is cast on the weapon or you attune to it. Attuning to the weapon curses you until you are targeted by the *remove curse* spell or similar magic; removing the weapon fails to remove the curse. As long as you remain cursed, you have disadvantage on attack rolls with weapons other than this one. Additionally, the weapon has an increased failure range. If the result of an attack roll you make with this weapon is within the failure range, the attack misses regardless of any modifiers or the target's AC, and you lose 1d8 hit points.



Volatile Weapon

Volatility	Critical Range	Failure Range
dangerous	19 or 20	1 or 2
explosive	18-20	1-3
deadly	17-20	1-4

Wand of the Conductor

Wand, legendary (requires attunement by a bard)

This wand — a beautifully lacquered and stained length of hawthorne with a gold-embossed handle — is clearly ancient but lovingly cared for, having been passed down through generations of conductors. Their magical abilities, love of music, and performing skills have seeped into the wand over centuries. While you hold the wand, each creature within 30 feet of you gains a +3 bonus to Charisma (Performance) checks and to ability checks made with instruments, and you gain a +2 bonus to your spell save DC and to ability checks you make for the purpose of spells.

The wand has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the wand regains 1d12 + 1 charges.

Conductor's Presence. While holding the wand, when another creature you can see within 30 feet of you casts an enchantment spell, you can use your reaction to attempt to absorb the spell's magic into the wand. Make a spellcasting ability check with a +2 bonus against a DC equal to 10 + the spell's level. If you succeed, you cancel the spell's effect and the wand gains a number of charges equal to the spell's level.

GISBERTO CACCIA

However, if doing so brings the staff's total number of charges above 50, the wand teleports itself to another bard worthy of it elsewhere in the multiverse and you lose your attunement to it. You permanently gain one additional use of your Bardic Inspiration, and are unable to ever attune to a *wand of the conductor* again.

Ensemble Inspiration. When you use your bonus action to grant a Bardic Inspiration die to a creature, you can also grant a Bardic Inspiration die to one other creature that can hear you within 60 feet of you. You expend only one use of your Bardic Inspiration to grant the die to both targets.

When you have no uses remaining of your Bardic Inspiration, you can use your bonus action and expend 4 charges from the wand to use your Bardic Inspiration.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *animate objects* (5 charges), *compulsion* (4 charges), *dominate monster* (8 charges), *hypnotic pattern* (3 charges), *locate creature* (4 charges), *mass cure wounds* (5 charges), *mass suggestion* (6 charges), *nondetection* (3 charges), *Otto's irresistible dance* (6 charges), *programmed illusion* (6 charges), *shatter* (7th-level version, 7 charges), *silence* (2 charges), *skill empowerment* XGE (5 charges).

You can also cast one of the following spells from the wand without using any of the charges: *calm emotions*, *dissonant whispers*, *enhance ability*, *faerie fire*, *message*, or *thunderclap* XGE.

Wand of Warping

Wand, very rare (requires attunement)

The wand has 7 charges you can expend to cast spells from it (listed in the Wand of Warping table). A spell cast from the wand has a spell attack bonus of +7 and a spell save DC of 15.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, unless you are attuned to a *ring of weaving*, the wand crumbles into ashes and is destroyed.

Weapon of Bloodletting

Weapon (any), very rare (requires attunement)

When you make an attack with this weapon, you can choose to take necrotic damage up to half your level and reduce your hit point maximum by the same amount. This necrotic damage can't be reduced or prevented in any way. If you take necrotic damage this way, the damage roll of the attack gains a bonus equal to double the amount of necrotic damage you took. You must choose to take the necrotic damage before you make the attack roll. You can't use this effect if there is an effect that prevents your hit point maximum from being reduced, such as the *aura of life* spell.

When you reduce your hit point maximum this way, your hit point maximum can't be restored to its normal value or increased until you finish a long rest, at which point it is restored to your normal hit point maximum.

The first time you hit a creature with this weapon each turn, it begins to bleed profusely. At the start of its next turn, it takes 1d8 necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage it takes. At the end of each of its turns, the creature can make a DC 16 Constitution saving throw, ending the ongoing necrotic damage on a success. Creatures without blood, or that don't rely on blood to survive (such as undead and most constructs) are immune to this effect.

Weapon of Defense

Weapon (any without the defensive property), rare

The weapon has the defensive property, seeming to move by itself to aid in its wielder's defense.

Weapon of Inverted Probability

Weapon (any weapon), common (requires attunement)

When you make an attack with this magic weapon, the attack automatically misses when you roll a 20 on the d20, and scores a critical hit when you roll a 1 on the d20, instead of the normal rules for attack rolls. When you score a critical hit with this weapon, you roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Wand of Warping

Charge Cost	Enchantment	Illusion	Necromancy	Transmutation
1	*suggestion*	*invisibility*	*blindness/deafness*	*enlarge/reduce*
2	*confusion*	*fear*	*blight*	*fly*

Curse. The weapon is cursed, and becoming attuned to the weapon extends its curse to you. As long as you remain cursed, you have disadvantage on attack rolls with weapons other than this one.

Weavesaber

Wand, uncommon (+0), rare (+1), very rare (+2), legendary (+3) (requires attunement by a spellcaster)

When you use the wand as a spellcasting focus, you gain a bonus to spell attack rolls and your spell save DC. As a bonus action while holding the wand, you can cause a column of magical energy to extend approximately 4 feet from the wand's tip until the wand leaves your hand or you use your bonus action to cause the column to recede back into the wand. When you attune to the wand, you choose the column's color.

While the column is extended, the wand is considered a simple melee weapon that deals 1d8 force damage on a hit and has the finesse, light, and versatile (1d10) properties. You gain a bonus to attack and damage rolls you make using the wand as a melee weapon.

The bonus to spell attack rolls, spell save DC, melee weapon attack rolls, and melee damage rolls using the wand are each determined by the wand's rarity.

Whirlwind Boomerang

Weapon (boomerang), uncommon

When you make an attack with the boomerang, it generates a weak cyclone. It picks up objects in its flight path of 5 pounds or less that aren't being worn or carried and deposits them on the ground in your space upon its return.

Writ of Execution

Spell catalyst, rare

A written order from a ruler or religious leader that gives you the authority to condemn a creature to death. When you cast the *banishing smite*, *blinding smite*, *branding smite*, *dispelling smite* [UAH], *reaping smite* [UAH], *searing smite*, *staggering smite*, *sundering smite* [UAH], *thundering smite*, *vengeful smite* [UAH], *warding smite* [UAH], or *wrathful smite* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts its full duration without requiring your concentration and its initial damage increases by 2d8.

Written Prayer

Spell catalyst, common

A small note containing a prayer to a deity that contains a portion of the worshipper's faith. When you cast the *bless* spell, you can choose to allow the spell to consume this spell catalyst. When you do, each target of the spell uses a d6 for the duration, instead of a d4.



WEAVESABER

VINCENT VAN HOOF

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The Ultimate Adventurer's Handbook is the ultimate resource for creating new characters to play in your next Dungeons & Dragons campaign. Within this book you'll find new races, subclasses, feats, spells, magic items, and more. In addition to new options available to every class published by Wizards of the Coast, as well as Matt Mercer's Blood Hunter, this book features updated and expanded versions of two popular DMsGuild classes: the Accursed and the Pugilist.

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