

van Dorne's

Class

Compendium,

vol. 1

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Welcome to volume 1 of vanDorne's Class Compendium, a gathering of class archetypes giving players a range of different options to make your games more interesting.

Within this tome you will find a selection of class archetypes from many walks of life and formatted for 5th edition

DUNGEONS & DRAGONS.

Many of these were based on classes or prestige classes from previous editions of the game, and have been updated for a more recent edition. Where possible, these have incorporated community feedback when first posted.

Some of these have been previously posted on [Game Masters Stash](#) on Facebook, or [Building Paper Mountains](#) (my personal blog), along with a massive collection of monster stats, NPCs, locations, plot helpers, whole campaign ideas, and much, much more.

So have a look at these, see what you think, and feel free to send feedback:

Buildingpapermountains@hotmail.com

Without further ado, please entertain yourselves, and may these help you conquer all the dungeons and defeat all the dragons which deserve such.

Kindest wishes, vanDorne

Written by Luke Swadling, for Game Masters Stash.

Find more of this content at:

[Building Paper Mountains](#)

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Archetypes by Base Class

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The Actuary of fates

Wizard

School of abjurant defense
School of the alienist
School of the arcanist
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Barbarian Paths

Path of the Guardian

The vitality and energy of a barbarian is sometimes channelled into the Path of the Guardian, that of solemn and competent combatants. While they possess great might, they are also masters of the fighting arts and of their own bodies

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in Athletics. Your proficiency bonus is doubled when you make an ability check that uses the Athletics skill.

Improved Critical

From 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Warding Stance

From 6th level, when you activate your rage, you may choose to instead enter a warding stance as a bonus action. Instead of the usual benefits of your rage, you instead gain the following benefits:

- Your speed is reduced by 15 feet.
- You have advantage on Constitution checks and Constitution saving throws.
- Your AC is increased by a number that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapon attacks.
- Your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your warding stance lasts for 1 minute. It ends early if you are knocked unconscious. You can

also end your warding stance on your turn as a bonus action.

Fighting Style

From 10th level, you can choose one of the fighting style options from the 'Fighting Style' list of a fighter.

Indomitable Ward

From 14th level, your physical might grants you proficiency in all saving throws. Additionally, when you fail a saving throw and fail, you can spend 1 use of rage to reroll it and take the second result.

Path of the Nihilist

Barbarians are masters of the physical world, and some find the concept of magic abhorrent. This belief can sometimes be enough to challenge those who wield magic against them.

Iron Will

At 3rd level, when you select this path, you may add your proficiency bonus to saving throws on Intelligence, Wisdom, or Charisma saving throws against spells.

Bonus Proficiency

From 3rd level, you gain proficiency in one of the following skills of your choice: Arcana, Investigation, or Insight.

Pierce Protection

From 6th level, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

When your weapon attacks target a creature which casts spells, they deal an additional 1d6 Force damage.

Annul Magic

From 10th level, your hatred of magic is so great that you can actively cancel a spell which affects you. As a reaction when you are targeted by a spell, you can spend 1 use of rage to *Counterspell* the effect. The effective level of the slot is equal to your proficiency bonus.

Indomitable Will

From 14th level, if you are under the effects of a spell or magical effect at the start of your turn, you may spend 1 use of rage to make a new saving throw. If this saving throw succeeds, it ends the effect immediately.

Path of the Outrider

For some barbarians, a mount is more than just a ride- it is a friend, it is freedom, it is life itself. The Path of the Outrider is a path of companionship and unrivalled speed.

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Acrobatics, Animal Handling, Intimidation, Performance, or Survival.

Born to the Saddle

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Loyal Steed

Starting at 3rd level, you can call a beast of up to CR ½ as your loyal steed. If you are riding

this beast, you can spend a bonus action to make it attack or move on your initiative.

Your loyal steed gains the benefits of your class abilities when you gain them:

unarmoured defense, danger sense, fast movement, feral instinct, and brutal critical.

If your loyal steed is dismissed or killed, you can try another one from a mundane animal in one day.

Warding Maneuver

At 6th level, you learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or shield. Roll the die and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage. You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Storm Clouds, Fire, and Steel

At 10th level, your presence on the battlefield is a thing that terrifies enemies and inspires the desperate. As a bonus action on the first round of combat, you and up to ten other creatures of your choice within 60 feet gain advantage on attack rolls and saving throws until the start of your next turn.

Ferocious Charger

Starting at 14th level, you can run down your foes, whether you're mounted or not. If you move at least 10 feet in a straight line before attacking a creature and you hit it with an attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature only once on each of your turns.

Path of the Ravager

Some barbarians go so far down the path of rage that they fill themselves with demonic power, feeding on the pain they inflict on others around them. While some heroic figures can fight against losing themselves in this violence, others give themselves over to it completely. Some barbarians glory in inflicting destruction, gaining power from the damage they exact. The Path of the Ravager is one of unequalled destruction, thrilling from the pain of others.

Ravager's Curse

Beginning at 3rd level when you choose this archetype, you gain the ability to cast *Hellish Rebuke* as if using a spell slot equal to your proficiency bonus. The saving throw is Constitution-based.

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

Ravager's Fury

Starting at 3rd level, you gain power from the enemies you slay. Whenever you reduce a hostile creature to 0 hit points, you gain a number of temporary hit points equal to 5x their Challenge rating (minimum 1). These last for 1 hour or until 'used up'. Undead or construct enemies do not grant this benefit.

Aura of Pain

From 6th level, you can radiate an aura of psychic pain, inflicting your constant agony on others around you. You can activate or deactivate this aura as a bonus action, and you and all creatures within 10 feet of you take 3 (1d6) psychic damage at the start of their turns or when they enter the aura. This damage increases to 7 (2d6) psychic damage at 14th level.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Rampage

Starting at 14th level, your presence causes constant and unceasing destruction. Once per turn, when you hit a creature with an attack, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wound on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Bard Colleges

College of Masks

Bards of the College of Masks know that belief and perception shape reality. Wearers of a thousand faces, with an identity as fluid as that of a crowd of strangers, bards of this college decide what is real and what can be.

Persona Masks

Beginning at 3rd level when you choose this archetype, you can take on personality traits and mannerisms belonging to any persona you create. On choosing a persona over the course of ten minutes, you can select up to two appropriate skills or sets of tools to gain proficiency with while you are in that persona. You can change your persona over the course of ten minutes, or 'drop' a persona as a full-round action.

Unsettling Words

From 3rd level, you can spin words laced with magic that unsettle a creature and cause it to doubt itself. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.

Unfailing Performance

From 6th level, your performance is so persuasive that others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.

Universal Performance

From 6th level, your performance can be understood by body language, intent, and more than a little inherent magic. As an

action, choose one or more creatures within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). The chosen creatures can magically understand you, regardless of the language you speak, for 1 hour.

Once you fuse this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of any level to use it again.

Peerless Skill

From 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

College of the Ingenue

Bards of the College of the Ingenue often have a simple nature, and their innocence shines through, inspiring their allies and captivating even their worst foes.

Armour of Fate

From 3rd level, when you select this college, your presence of spirit shines through so strongly that foes find it difficult to injure you. While you are wearing no armour and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Bonus Proficiency

At 3rd level when you select this college, you gain proficiency in either History or Persuasion. Your proficiency bonus is doubled when you make an ability check that uses either of these skills.

Inspirational Presence

From 6th level, an ally to who you have granted a Bardic Inspiration die may choose to use it as an action to regain a number of hit

points equal to the number rolled, instead of gaining this bonus to an ability check, attack rolls, or saving throw.

Inner Reserves

From 14th level, when you roll initiative and have no Bardic Inspiration dice remaining, you regain 1 Bardic Inspiration die.

College of the sublime chord

Bards of the college of the sublime chord know that music is more than just a pleasant sound; it is also the expression of mathematical relationships fraught with significance. The college of the sublime chord teaches that music is a stepping-stone to true universal insight into the legendary song of creation heard at the dawn of time.

Bonus Proficiencies

When you join the college of the sublime chord at 3rd level, you gain proficiency with Arcana and History. If you have either or both of these skill proficiencies, gain any other skill proficiency in exchange.

In addition, you learn one additional bard cantrip.

Song of Arcane Power

From 3rd level, you learn to use bardic music to empower your magic. When you cast a spell, you can use your reaction to expend one of your uses of Bardic Inspiration. The saving throw DC of the spell increases by +1 if your Bardic Inspiration die is a d6 or d8, +2 if it is a d10, or +3 if it is a d12.

If an opponent attempts to cast *counterspell* or *dispel magic* against your spell, the DC of their check is increased by the same number.

Song of Timelessness

At 6th level, you can spend one of your uses of Bardic Inspiration to cast *Haste* or *Slow*, at your choice.

Song of Cosmic Fire

At 14th level, you learn to unlock the secrets of the colourless fire from before time. When you cast a spell which deals damage to a creature, you can spend a use of your Bardic Inspiration to transform it into cosmic fire, which bypasses all types of damage reduction or damage immunity.

Fochlucan College

Warrior, thief, spy, poet, woodland champion- bards of the Fochlucan college serve as champions of the common folk, heralds, and teachers. The great bards who lead the college choose only individuals who have demonstrated skill at arms and stealth, learning and cleverness, superb talent with performance, and an ear for the stories of old.

Bonus Proficiencies

When you join the college of Fochlucan, you gain two additional skill proficiencies of your choice, and proficiency with martial weapons. In addition, you learn the *Druidcraft* and *Thaumaturgy* cantrips.

Bonus Bardic Inspiration

At 3rd level, you gain one additional use of Bardic Inspiration. From 10th level, you gain one more additional use.

Unbound

From 6th level, you gain proficiency with medium armour. In addition, you may count any spells on the druid spell list as bard spells. This means you may select from the bard spell list and druid spell list any time you learn new spells.

Battle Magic

At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your

action to cast a bard spell, you can make one weapon attack as a bonus action. When you use your action to make the Attack action, you may cast one cantrip as a bonus action.

College of the Seeker

Beyond magic, beyond sound, beyond good or evil, lies music so profound and powerful that even deities quake at its sound. This primal music –of unknown origin and with no limit to its power – is incomprehensible to the mortal ear. To some who hear a fragment of this music, it becomes beauty incarnate, and they devote entire lifetimes to its discovery. These seekers, as they are called, wield the power of music in ways that amaze even the most skilled bards.

Bonus Proficiencies

When you join the college of the seeker at 3rd level, you gain proficiency with any two skills of your choice.

Bonus Bardic Inspiration

At 3rd level, you gain two additional uses of Bardic Inspiration. You gain two more additional uses at 6th level, and at 14th level.

Seeker Music

From 3rd level, you can learn special harmonies that allow you to warp the nature of the universe.

Harmonies. You learn three harmonies of your choice, which are detailed under “harmonies” below. These are activated by spending a Bardic Inspiration die. You may only use one harmony (and its refrain) per turn.

Some harmonies include a secondary effect, called a refrain. When a seeker has used a harmony, they may spend another use of Bardic Inspiration, usually as a bonus action, to activate the matching refrain, usually in the next turn, but sometimes as part of the same action.

You learn two additional harmonies when you reach 6th level, and 14th level.

Each time you learn new harmonies, you can also replace one harmony you know with a different one.

Some harmonies require a spell slot. If your Bardic Inspiration die is a d6, it is a 2nd-level spell slot. If your Bardic Inspiration die is a d8, it is a 3rd-level spell slot. If your Bardic Inspiration die is a d10, it is a 4th-level spell slot. If your Bardic Inspiration die is a d12, it is a 5th-level spell slot.

Rapture of the Song

From 6th level, you can access the hidden rhythm of the primal song, allowing you to evade damage. As a reaction when you are the target of an attack, or an ability which causes you to make a saving throw, you can roll a Bardic Inspiration die and add the result to your AC, or to your saving throw, for this attack.

Overture

From 14th level, when you roll initiative and have no Bardic Inspiration dice remaining, you regain 1 Bardic Inspiration die.

Harmonies

The harmonies are presented in alphabetical order.

Anthem of thunder and pain. As a reaction when you or an ally you can see within 30 feet are subject to an attack which causes lightning or thunder damage, spend your Bardic Inspiration die to give you and allies within 30 feet resistance to lightning and thunder damage against the attack.

Anthem of thunder and pain, refrain. In the round immediately after you activate *anthem of thunder and pain*, you cast *Thunderwave* as a bonus action.

Aria of everywhere. You cast *Misty step* as a bonus action.

Ballad of agony reborn. As a reaction when you or an ally you can see are subject to an attack which causes poison or psychic damage, spend your Bardic Inspiration die to give you and allies within 30 feet resistance to poison and psychic damage against the attack.

Ballad of agony reborn, refrain. In the round immediately after you activate *ballad of agony reborn*, you cast *Hex* as a bonus action.

Burning melody. As a reaction when you or an ally you can see within 30 feet are subject to an attack which causes fire or radiant damage, spend your Bardic Inspiration die to give you and allies within 30 feet resistance to fire and radiant damage against the attack.

Burning melody, refrain. As part of your reaction when you activate *burning melody*, you cast *hellish rebuke* as a bonus action.

Dirge of dissolution. As a reaction when you or an ally you can see within 30 feet are subject to an attack that causes force or necrotic damage, you and allies within 30 feet gain resistance to acid and force damage against the attack.

Dirge of dissolution, refrain. In the round immediately after you activate *dirge of dissolution*, you cast *Magic missile* as a bonus action.

Dirge of frozen loss. As a reaction when you or an ally you can see within 30 feet are subject to an attack which causes cold or necrotic damage, give you and allies within 30 feet resistance to cold and necrotic damage against the attack.

Dirge of frozen loss, refrain. As part of the reaction when you activate *dirge of frozen loss*, you cast *Armour of Agathys*.

Hymn of spelldeath. As a reaction when you or an ally you can see within 30 feet is subject to a spell effect that requires the target to make a saving throw, you or one ally within 30 feet gains advantage on a saving throw against the spell.

Hymn of spelldeath, refrain. (Prerequisite: 6th level) As part of your reaction when you activate *dirge of songdeath*, you cast *Counterspell*.

Note of solitude. You cast *Protection from evil and good*.

Note of solitude, refrain. (Prerequisite: 10th level) In the round immediately after you activate *note of solitude*, you can cast *Banishment* as an action.

Song of life. You cast *Healing word* as a bonus action.

Song of life, refrain. (Prerequisite: 6th level) In the round immediately after you activate *song of life*, you cast *Healing word* as a bonus action.

Song of unmaking. You cast *Shatter*.

Song of unmaking, refrain. (Prerequisite: 14th level) In the round immediately after you activate *song of unmaking*, you cast *Disintegrate* as an action.

Cleric Domains

Contemplation Domain

For any servant of a deity, no joy is greater than at those rare moments when the presence of their patron deity is a real, tangible force, sending shivers of power through their body and sending their soul soaring. For some, the taste of this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation. Those who follow this path are often referred to as contemplatives.

Contemplation Domain Spells

You gain domain spells at the cleric levels listed below. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Cleric level 1st: *Sanctuary, Sleep*

Cleric level 3rd: *Augury, Calm emotions*

Cleric level 5th: *Beacon of hope, Sending*

Cleric level 7th: *Aura of purity, Divination*

Cleric level 9th: *Circle of power, Commune*

Divine Health

From 1st level, the divine magic flowing through you makes you immune to disease.

Bonus Proficiencies

You gain proficiency in one skill of your choice.

Channel Divinity: Deific Presence

Starting at 2nd level, you can use your Channel Divinity to momentarily take on a deific form. You retain your game statistics, but your body becomes luminous, and you shed bright light within a 10-foot radius and

dim light for an additional 10 feet. The form lasts until the end of your next round. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again. While you have assumed your deific form, you can treat any roll of 9 or lower on a d20 roll as a 10. In addition, any creature (including you) that enters or starts its turn within your radius of light regains a number of hit points equal to your Charisma modifier (minimum 1).

Empowered Body

From 6th level, any weapons you are using count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Divine Strike

At 8th level, you gain the ability to infuse your weapon attacks with divine energy. Once on each of your turn when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Eternal Body

From 17th level, you become permanently suffused with some of the essence of your deity. You visibly take on some element of their form- for example, eyes that blaze with light, or sacred writings suffusing your skin. You are immune to poisons, and you suffer none of the frailty of old age, and cannot be age magically. You no longer need food or water.

In addition, you have proficiency in all saving throws, and advantage on all saving throws against spells.

Favoured Soul Domain

Free agents of divine power, clerics of the favoured soul domain wander from place to place, wielding divine power to advance the

causes they deem worthy in the eyes of their god. Some choose to undertake great crusades, while others merely revel in the power they have been granted through birthright or gift.

Favoured Soul Domain Spells

You gain domain spells at the cleric levels listed below. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Cleric level 1st: *Divine favour, Heroism*

Cleric level 3rd: *Enhance ability, Magic weapon*

Cleric level 5th: *Crusader's mantle, Magic circle*

Cleric level 7th: *Aura of purity, Guardian of faith*

Cleric level 9th: *Circle of power, Dominate person*

Bonus Proficiencies

At 1st level, you gain proficiency with any one saving throw of your choice, as well as any one skill of your choice.

Channel Divinity: Exert Will

Starting at 2nd level, you can use your Channel Divinity to exert supernatural will upon the probability of the world. When you make an ability check or saving throw, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the GM says whether the roll succeeds or fails.

Channel Divinity: Conjure Awe

At 6th level, you can use your Channel Divinity to unnerve someone before you. As an action, you present your holy symbol and speak a

word of power, using your Channel Divinity. Choose one creature within 60 feet that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failed save, this creature is frightened and restrained for 1 minute or until it takes any damage.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Energy Resistance

From 8th level, you gain resistance to two energy types of your choice from the following list: acid, cold, electrical, fire, necrotic, poison, psychic, radiant, or thunder.

Divine Form

From 17th level, you can assume a divine form. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Your appearance becomes wholly supernatural, in a fixed appearance that you choose when you gain this ability. This may include wings, at your choice.
- You gain a flying speed of 60 feet.
- You emanate an aura of menace in a 30-foot radius. The first time an enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage.

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

Oracular Domain

Those who are granted foresight by the gods have special gifts to anticipate future events. Although their sight may not be clear, they

can sometimes act on or communicate this foresight to others, and influence the outcome. Those with these gifts are called 'oracles'.

Oracular Domain Spells

You gain domain spells at the cleric levels listed below. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Cleric level 1st: *Bless, Detect evil and good*

Cleric level 3rd: *Augury, See invisibility*

Cleric level 5th: *Beacon of hope, Clairvoyance*

Cleric level 7th: *Divination, Guardian of faith*

Cleric level 9th: *Commune, Mislead*

Bonus Proficiencies

At 1st level, you gain proficiency with Insight and Perception skills. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Bonus Cantrip

You learn the *guidance* cantrip.

Channel Divinity: Oracular Vision

Starting at 2nd level, you can use your Channel Divinity to glimpse the future. When you use your oracular vision, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these oracular vision rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each oracular vision roll can be used only once, and must be used within one hour. Any oracular vision rolls not used by the end of the hour are lost.

Just as Planned

Beginning at 6th level, casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

Exact Strikes

Beginning at 8th level, you gain the ability to place your blows in the precise spot they are most needed. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage, of the same type as the weapon's base damage. When you reach 14th level, the extra damage increases to 2d8.

Foresight

From 17th level, any time you use your Oracular Vision, you gain the benefit of a *Foresight* spell on yourself for one hour.

Druid Circles

Circle of Ivy

The Circle of Ivy is made up of philosophers and activists who work together to preserve and restore the natural world, often in spite of civilization. They have a special bond with plants, allowing them to change forms and eventually to take on aspects of plant life themselves.

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Circle Spells

Your mystical connection to the natural world infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to your form. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. 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.

3rd level: *Barkskin, Calm emotions*

5th level: *Call lightning, Plant growth*

7th level: *Freedom of movement, Grasping vine*

9th level: *Awaken, Commune with nature*

Plant Form

When you choose this circle at 2nd level, you gain the ability to use your wild shape to transform into a variety of plant creatures. The following forms are available for you to wild shape into, depending on your level.

2nd level: Twig blight (CR 1/8), Needle blight (CR 1/4)

4th level: Vine blight (CR 1/2)

8th level: Dryad (CR 1)

Viridian Blood

At 6th level, the blood flowing through your veins is replaced with oozing, green sap. You gain resistance to poison damage, and have advantage on any saving throw against poison effects. In addition, you can use *Speak with Plants* by expending one use of your wild shape, without expending a spell slot or material components.

Nature's Ward

When you reach 10th level, you can't be charmed or frightened by elementals or fey creatures, and you are immune to poison and disease.

Shifting Form

At 14th level, your type counts as both Plant and your previous race type, and you may use whichever gives you greater benefit in any situation. In addition, you can use *Tree stride* at will, without expending a spell slot or material component.

Circle of the Reeve

Forest reeves patrol local wilderness areas, checking for dangers and activities that could be harmful to the land. While they have druidic powers, they learn the skills of civilized lands as well, in order to tread the borders and keep the peace.

Guard the Borders

From 2nd level, when you choose this circle, you are no longer bound by the restriction that druids cannot use armours or shields made of metal. You also learn the *Blade ward* cantrip.

In addition, you gain proficiency in your choice of Strength or Constitution saving throws.

Alter Self

From 2nd level, when you activate Wild Shape, you may instead expend a use of wild shape to *Alter self*, which changes your form to suit your surroundings. This requires concentration, as if you had cast it as a spell.

Land's Stride

From 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *Entangle* spell.

Defender of the Land

Starting at 10th level, you learn to make your weapon attacks undercut a creature's resistance to your spells. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Nature's Rejuvenation

Your service to the natural world grants you understanding and endowment. From 14th level, when you finish a short rest, you can cast one of the following spells, without expending a spell slot or requiring material components: *Commune with nature*, *mass cure wounds*, or *plant growth* (as the 8-hour casting).

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

Circle of the Spirits

Influential in the spirit world, the spirit shaman follows an ancient divine tradition. Their world is filled with powerful, living

spirits, some helpful and some malign. By bargaining with these spirits, the spirit shaman gains power over the natural world and mighty divine magic with which to aid their comrades or smite their enemies.

Chastise Spirits

When you choose this circle at 2nd level, you gain the ability to turn aside hostile spirits. Each fey, fiend, or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw against your spell saving throw DC. If the creature fails its saving throw, it is *Frightened* of you for 1 minute or until it takes damage.

If a creature's true form is concealed by an illusion, shapeshifting or other effect, that form is revealed while it is frightened by this effect.

Beginning at 6th level, you can use your Chastise Spirits twice between rests, and beginning at 14th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Circle Spells

Your circle grants you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to specific circle spells as listed below.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. 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.

Druid level 3rd: *Augury*, *Hold person*

Druid level 5th: *Speak with dead*, *Spirit guardians*

Druid level 7th: *Aura of purity*, *Banishment*

Druid level 9th: *Commune with nature*, *Dispel evil and good*

Spirit Form

From 6th level, you can assume a purely spiritual form yourself when you use Wild Shape. You can expend one use of Wild Shape to transform into a Specter.

Ghost Warrior

From 10th level, you are infused with spiritual energy. Any fey, fiends, and undead have disadvantage to hit you with melee attacks. In addition, your melee weapon attacks count as being magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, against any fey, fiends, and undead.

Weaken Spirits

From 14th level, when you use your Chastise Spirits ability, any creature that becomes frightened by the ability also lose any resistance or immunity to nonmagical attacks for 1 minute, as well as taking disadvantage on saving throws for 1 minute.

Fighter Archetypes

Enforcer

Scoffing at the ideals of honour or a fair fight, an enforcer is a feared and elite warrior, striking with precision, uncanny timing, dirty tricks, and, worst of all, competent teamwork. An enforcer could strike any time, eliminate their foes, and then fade away without a trace. Those few who know their name quake from the threat of it.

Fearsome Reputation

At 3rd level, you gain proficiency with Intimidation. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

Sneak Attack

Beginning at 3rd level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of extra damage increases to 2d6 at 10th level, and 3d6 at 15th level.

Opportunist

At 7th level, you can exploit a creature's momentary distraction when it is hit by an attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.

Improved Teamwork

From 10th level, your ability to work with your allies is honed to the point of instinct. When

you take a Help action, you may make a melee attack as a bonus action.

Third Wind

From 15th level, you may use your second wind twice per rest. In addition, when you use your action to take a second wind, your first attack roll in the following round has advantage.

Elusive

From 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Knight Protector

The few, the proud, Knight Protectors are warriors dedicated to following the ideals of knightly chivalry before they fade forever. They see moral decay everywhere they look in the world around them, brought on by a lapse in ethical behaviour.

Protective Fighting

At 3rd level, when you choose this archetype, you gain the *Defense* or *Protection* fighting style. If you already have both of these fighting styles, you may gain another fighting style of your choice.

Shining Beacon

Also at 3rd level, whenever you or a friendly creature within 10 feet makes a saving throw to avoid becoming Frightened (or any effect that also includes becoming frightened), you may add your proficiency bonus to the roll. You must be conscious to grant this bonus. From 18th level, the range of this aura increases to 30 feet.

Relentless

From 7th level, you have advantage on any opportunity attacks you make.

In addition, you may take a second reaction after you have already used your reaction in a round, which must be triggered by a different action. Once you have used a second reaction, you must finish a short or long rest before you can use this ability again.

Retributive Attack

From 10th level, as a reaction when an ally is reduced to 0 hit points, you may make a melee attack against the creature that damaged them, if you are in reach.

In addition, allies who are adjacent to you have advantage on death saving throws.

Master Defender

From 15th level, when you use your Indomitable ability to reroll a saving throw if you fail, one adjacent ally can also reroll a failed saving throw, if you choose.

Untouchable

From 18th level, you can use your reaction when you are damaged by an attack to reduce the damage by a number equal to your Armour Class. Once you have used this ability, you must finish a long rest before you can use this ability again.

Tempest

A tempest is the point of calm within a whirling barrier of deadly blades. Poets use colourful terms such as “dancing” to describe the movement of a tempest and their two blades, but mastery of this fighting style is not about dancing, nor is it about impressing anyone—least of all poets. A tempest focuses on learning the secrets of two-weapon fighting for a single purpose: the destruction of their enemies.

Two-weapon Fighting Style

At 3rd level, when you select this archetype, you gain the Two-Weapon Fighting fighting style. If you already have this class feature, you may choose one additional fighting style you don't have.

In addition, you gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand, as long as you aren't wearing heavy armour.

Like Lightning

At 3rd level, you gain proficiency in Dexterity saving throws. If you already have proficiency in Dexterity saving throws, you instead gain proficiency in one other saving throw of your choice.

Multiattack Defense

From 7th level, when a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature until the start of your next turn.

Razor Reflexes

From 10th level, you have advantage on opportunity attack rolls and initiative rolls.

Closing Storm

From 15th level, the first time you hit a creature with a melee attack, you gain a +2 bonus on all subsequent attacks against that creature until the end of your next turn.

Perfect Strikes

From 18th level, your weapon attacks score a critical hit on a roll of 19 or 20.

In addition, as a reaction when you drop an opponent to 0 hit points, you may use a bonus action to Dash or Disengage.

Warlord

Warlords are accomplished and competent battle-leaders. They stand on the front line

issuing commands and bolstering their allies while leading the fight with a weapon in hand. They know how to rally their team to win a fight, and make inspiring leaders for any cause.

Assess the Field

From 3rd level, when you select this archetype, you have the ability to assess the flow of a battle and analyse weak spots. In the first round of combat you may take an action to gain up to three influence dice, each of which is a d4. When an ally you can see and who can hear you within 30 feet makes an attack roll or saving throw, you may roll 1 influence die and add the result to the ally's roll.

The number of dice you gain increases by 1 at 7th (4), 10th (5), 15th (6), and 18th (7) levels, and the type of die increases at 10th (d6) and 18th (d8) levels.

Rally the Troops

From 3rd level, you can use inspiring words and confidence to soothe your allies' wounds and weariness during a short rest. If you or any friendly creatures who can hear and see you regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 10th level, 1d10 at 15th level, and to 1d12 at 18th level

Lead the Charge

From 7th level, any time you make an attack against a creature that is within 5 feet of one of your allies, and that ally isn't incapacitated, you have advantage on your attack roll against that creature.

Reposition

From 10th level, when you take a Move action, any allies within 10 feet of you may

spend their reaction to move up to half their speed. When you take an Attack action, any allies within 10 feet of you may spend their reaction to make a single attack.

From 18th level, the range of this ability increases to 20 feet.

Master Defender

From 15th level, when you use your Indomitable ability to reroll a saving throw if you fail, one adjacent ally can also reroll a failed saving throw, if you choose.

One-Person Army

From 18th level, when a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Monastic Traditions

Way of the Enlightened Fist

Not all monks pursue metaphysical perfection to the exclusion of all other study. Some monks combine a rigorous discipline of academic study with martial arts and development of the body. For these monks, that study includes the practice of magic and the implementation of certain arcane tricks into their unarmed combat styles. These enlightened fists master the use of touch spells, creating new forms of combat where their fists strike with blinding speed, phenomenal power, and magical energy.

Spellcasting

When you choose this way at 3rd level, you augment your martial prowess with the ability to cast spells.

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

Spell Slots. The Enlightened Fist Spellcasting table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must 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 *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either spell slot.

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

The Spells Known column of the Enlightened Fist Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of

a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

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

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Arcane Fist

From 6th level, when you use your action to cast a cantrip, you can make one unarmed strike or monk weapon attack as a bonus action.

Fist of Energy

From 11th level, you can channel arcane energy through your unarmed strikes and directly into your foes. When you hit a creature with an unarmed strike, you can expend one enlightened fist spell slot to deal energy damage to the target, in addition to the strike's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each

spell level higher than 1st, to a maximum of 5d8.

The extra damage is fire or lightning, chosen each time you use this ability.

Adamant Soul

From 17th level, the arcane power flows through you. You have advantage on saving throws against spells. Furthermore, you have resistance to the damage of spells.

Enlightened Fist 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	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Way of the Tattooed Ascetic

Certain monastic orders keep the secrets of supernatural power by inscribing magical tattoos within their skin. These tattooed monks often shave their heads, speak only in cryptic maxims and riddles, and in many cases, wander the land furthering their quest for enlightenment by facing and conquering temptation.

Tattoo Powers

When you choose this path at 3rd level, your skin is inlaid with tattoos which can be drawn upon with magical powers. You may draw upon the powers in your tattoos a number of times equal to 1 + your Constitution modifier (minimum once).

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

You gain one additional use of your tattoo powers per rest at 6th level, and another use at 11th and 17th.

Tattoos

At 3rd level, you may choose three tattoos from the list below. You may select an additional two tattoos at 6th level, and again at 14th level and 17th level.

Arrowroot: You may expend one use of your tattoo powers as an action. You or one creature you can touch regains a number of hit points equal to 1d8 + your Wisdom modifier + your proficiency modifier.

Bamboo: You may expend one use of your tattoo powers as a bonus action to gain advantage on Constitution saving throws and ability checks for one minute. You also gain 2d6 temporary hit points, which are lost when the power ends.

Bat: You may expend one use of your tattoo powers as a bonus action to gain advantage on Dexterity saving throws and ability checks for one minute.

Bellflower: You may expend one use of your tattoo powers as a bonus action to gain advantage on Charisma saving throws and ability checks for one minute.

Butterfly: You may expend one use of your tattoo powers as a bonus action to gain advantage on Wisdom saving throws and ability checks for one minute.

Centipede: You may expend one use of your tattoo power as a bonus action to cast *Misty step*.

Chameleon: You may expend one use of your tattoo powers to cast *Alter self* for one minute, with no concentration required.

Chrysanthemum: This tattoo does not require you to expend uses of your tattoo power. If you regain any hit points when you finish a short rest, you regain an additional 2d6 hit points.

Crab: You may expend one use of your tattoo powers to give yourself resistance to nonmagical bludgeoning, piercing, and slashing damage for one minute.

Crane: This tattoo does not require you to expend uses of your tattoo power. You are immune to disease.

Crescent Moon: You may expend two uses of your tattoo powers to cast *Etherealness* for up to one hour. (Prerequisite: 11th level)

Dragon: You may expend a use of your tattoo powers as an action to breathe fire in a 15ft. cone. Creatures in the cone must make a Dexterity saving throw (DC 8 + your Constitution modifier + your proficiency bonus). A creature takes 2d6 fire damage on a failed save, or half as much on a successful one. This damage increases to 4d6 at 6th level, 5d6 at 11th level, and 6d6 at 17th level.

Dragonfly: You may expend a use of your tattoo powers as a bonus action to increase your AC by +2 for one minute.

Falcon: This tattoo does not require you to expend uses of your tattoo power. You are immune to being *frightened*.

Full Moon: You may expend a use of your tattoo power as a reaction when you need to make a saving throw to gain advantage on the roll.

Lion: You may expend a use of your tattoo powers when you hit a creature with a melee weapon attack or unarmed strike, to deal 2d8 force damage to the target, in addition to the weapon's damage.

Monkey: You may expend a use of your tattoo powers as a bonus action to immediately

move your base speed. This can be combined with moving and the Dash action, if you choose.

Mountain: You may expend one use of your tattoo power to become immovable, as if you were an object that weighed 8,000 pounds. Your actual weight does not change, but you are immune to any effects which would move you from your position, unless you choose to be subject to them. You are also immune to effects which would make you *grappled*, *prone*, or *restrained*.

Phoenix: This tattoo does not require you to expend uses of your tattoo power. You have advantage on saving throws against spells.

Scorpion: You may expend a use of your tattoo power as a reaction when you are the target of a ranged or melee attack. This attack is made with disadvantage.

Spider: You may expend a use of your tattoo powers when you hit a creature with a melee weapon attack or unarmed strike, to deal 1d6 poison damage to the target, in addition to the weapon's damage. The target must succeed on a Constitution saving throw (DC 13) or become *poisoned* until the start of your next turn.

Sun: You may expend a use of your tattoo power as a reaction when you make an ability check to gain advantage on the roll.

Tiger: You may expend one use of your tattoo powers to cast *Magic weapon* affecting your unarmed strikes for one minute, with no concentration required.

Tortoise: You may expend one use of your tattoo power to gain proficiency in one skill or tool with which you are not proficient, for one minute.

Unicorn: This tattoo does not require you to expend a use of your tattoo powers. When you finish a long rest, roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this

roll. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

If you do not use this roll by the time you finish your next long rest, that result is lost.

Wasp: You may expend one use of your tattoo powers to cast *Haste* affecting yourself for one minute, with no concentration required.

White Mask: This tattoo does not require you to expend uses of your tattoo power. Your thoughts can't be read by telepathy or other means unless you allow it.

Way of the Wild Fist

Some monks choose a feral ascetism, pursuing an animalistic lifestyle of survival over meditation. Their style is undoubtedly effective, but earns disdain from many monasteries who prefer a cleaner and tidier way of life.

Monks who follow the path of the wild fist may only use clubs, quarterstaves, and spears as monk weapons.

Fortitude

At 3rd level, when you choose this way, you gain proficiency in Constitution saving throws.

Unarmoured Defense

From 3rd level, your unarmoured defense equals 11 + your Dexterity modifier + your wisdom modifier.

From 6th level, this increases to 12 + your Dexterity modifier + your wisdom modifier.

From 11th level, this increases to 13 + your Dexterity modifier + your wisdom modifier.

From 17th level, this increases to 14 + your Dexterity modifier + your wisdom modifier.

Feral Trance

In battle, a monk of the wild fist can enter a feral trance. On your turn, you can enter the

feral trance as a bonus action by spending 2 Ki points. While in the feral trance, you gain the following benefits if you aren't wearing armour:

- You have advantage on Strength checks and Strength saving throws.
- When you make an unarmed strike attack, you gain a bonus to the damage roll that increases as you gain levels as a monk, as shown in the column below.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while in a feral trance.

Your feral trance lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature or taken damage since then. You can also end your feral trance on your turn as a bonus action.

Feral Instincts

By 6th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your feral trance before doing anything else on that turn.

Relentless Feral Trance

Starting at 11th level, your feral instincts can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're in a feral trance and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 0.

Feral Senses

At 17th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature that you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

**Way of the Wild Fist
table: Feral Trance**

Monk Level	Feral Trance Damage
3rd	+2
4th	+2
5th	+2
6th	+2
7th	+2
8th	+2
9th	+3
10th	+3
11th	+3
12th	+3
13th	+3
14th	+3
15th	+3
16th	+4
17th	+4
18th	+4
19th	+4
20th	+4

Paladin Oaths

Oath of Perfection

Those who swear the Oath of Perfection are part of a highly exclusive Order, admitting only those truly worthy to be called 'excellent'. They are as renowned for their prowess as their pride (or arrogance), and although the sight of just one of these paragons has been enough to halt a war, the presence of a number almost invites an escalation of force. For this reason, and that of their respective egos, they generally travel alone. The Oath is one of truly giving their finest at all things.

When things seem chaotic and without control- this is when Oaths of Perfection are sworn, when champions of all things fine and beautiful emerge to drive back the ravaging hordes. To these paladins, maintaining their own purity is the most important factor of all. These Laurel Knights, as they call themselves, are venerated champions and highly feted wherever they pass. They maintain their gear to absolute perfection, and are shamed to be seen wearing anything less than the finest.

Tenets of Perfection

The tenets of the Oath of Perfection vary by paladin, but all the tenets revolve around being a flawless inspiration. Paladins who uphold these tenets swear never to compromise in the face of mediocrity, so they are often lawful in alignment. The core principles of their tenets can be complex to follow.

- Be the champion. Faced with a choice between inferiority and glory, I will always choose glory. I, and I alone, define my victory. I will not allow lessers to speak for me, nor to define how I win.
- Never compromise. Even in the face of Armageddon, I will not allow my own purity to be sullied. I regard failure as a personal failing,

and will resolve to be better.

- In all things, I will accomplish greatness. I will never give less than my utmost.

- Be seen to do great things. I will ensure not only that I accomplish greatness, but also that others will see and be inspired by my deeds.

Oath Spells

You gain the following oath spells as listed below. See the Sacred Oath class feature for how oath spells work.

Paladin level 3rd: *Charm person, True strike*

Paladin level 5th: *Aid, Enthrall*

Paladin level 9th: *Beacon of hope, Spirit guardians*

Paladin level 13th: *Dominate beast, Stoneskin*

Paladin level 17th: *Dominate person, Seeming*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Abjure Enemy. As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Divine Skill. As an action, you can imbue yourself with positive energy. For 1 minute, your proficiency bonus is doubled for ability checks you make that use for one ability that you choose at the time that you use this feature. If you fall unconscious, the effect ends.

Aura of the Unsullied

By 7th level, your own confidence in your ability and purity helps you shrug off imperfections imposed upon you by others. You and other friendly creatures within 10 feet of you gain advantage on any effect that would change their mind or their form (such as *charm*, *polymorph* or *petrification*, but not damage).
At 18th level, the range of this aura increases to 30 feet.

Immaculate

Starting at 15th level, when you are at maximum hit points, you have resistance to all damage types.

Paragon

Starting at 20th level, as an action, you transform for 1 minute into the most blindingly perfect version of yourself that you imagine. You have advantage on all die rolls, and have immunity to all conditions.
In addition, at the start of each of your turns you regain 10 hit points.
Once you use this ability, you can't use it again until you've finished a long rest.

Oath of the Crow Knight

The Crow Knights, elite templars of the Raven Queen's church, are feared and grim warriors. They arbitrate in matters of life and death, especially concerning necromantic issues. Although few in number, their dour demeanour and supernatural powers make them quickly recognized. The oath of the Crow Knights call to those whose lives have been scarred by the dark powers of undeath. They act as messengers, warriors, and extensions of the Raven Queen's will. Those who swear service to the Raven Queen are granted limited powers of the Shadowfell, to cast down undead who endanger the Material

plane.

Tenets of the Crow

The words of the Crow Knights' oath is a secret going back generations, never to be shared outside of their sacred brotherhood. It is uttered under the breath at the going down of the sun and in the morning, a solemn undertaking and reaffirmation each time.

- *Remember the fallen*. All life is sacred, and those lost must be commemorated and celebrated. You must help others deal with their strong emotions, and move on from their loss.

- *Do not suffer the undead to exist*. Undead creatures are anathema, and prevent the souls of the dead from going to where they should. It is your holy duty to escort souls to their proper afterlife.

- *Hold no pity for those who suffer*. Death is the natural end of life, and suffering is only temporary.

- *The chains of fate are unbreakable*. You must bring down the proud who think themselves more important than the power of Fate. You must punish hubris where you find it, and assist in weaving the skeins of fate.

Oath Spells

You gain the following oath spells as listed below. See the Sacred Oath class feature for how oath spells work.

Paladin level 3rd: *Arms of Hadar, Cause fear*

Paladin level 5th: *Darkness, Misty step*

Paladin level 9th: *Speak with dead, Spirit guardians*

Paladin level 13th: *Death ward, Guardian of faith*

Paladin level 17th: *Dream, Modify memory*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- ***Guided Strike***. You can use your Channel

Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

- **Turn the Unholy.** As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Fate

Beginning at 7th level, the strings of fate weave close around you, tying about those nearby and sparing you all from an untimely end. You and friendly creatures within 10 feet of you have resistance to necrotic damage, and advantage on death saving throws.

At 18th level, the range of this aura increases to 30 feet.

Watchful Spirit

Starting at 15th level, a watchful spirit guards you in battle. Whenever a creature hits you with an attack, that creature takes necrotic damage equal to your Charisma modifier (minimum 1) if you're not incapacitated.

Emissary of Fate

At 20th level, you gain the ability to become an emissary of inescapable fate. As an action, you can magically become an avatar of fate,

gaining the following benefits for 1 minute:

- You have resistance to all damage.
- You cannot fail death saving throws.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

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

Oath of the Inquisition

Inquisitors are sworn to root out corruption wherever it leads. Good-aligned inquisitors find evil where it hides, while evil-aligned inquisitors often root out weakness or dissent in the ranks.

Tenets of the Inquisition

A paladin who takes this oath learns well the strictures of their power, and carries an emblem of the power with which they have been entrusted- a badge of office, a ceremonial chain, or oath-papers decorating their armour.

- *Abhor the corrupt.* Those who betray the faith are far worse than those who are merely our enemies.

- *No mercy for the wicked.* Ordinary foes might win my mercy, but my sworn enemies do not.

- *By any means necessary.* My qualms can't get in the way of exterminating my foes.

- *I am outside ordinary laws.* Others will abuse the law's protection. I must not allow myself to be bound executing my duty.

- *None is above my purview.* An inquisitor's mind must never be idle for threats.

Oath Spells

You gain the following oath spells as listed below. See the Sacred Oath class feature for how oath spells work.

Paladin level 3rd: *Command, Hunter's mark*

Paladin level 5th: *Branding smite, Hold person*

Paladin level 9th: *Counterspell, Crusader's mantle*

Paladin level 13th: *Banishment, Locate creature*

Paladin level 17th: *Banishing smite, Dispel evil and good*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel divinity options.

Abjure Enemy. As an action, you present your holy symbol and speak a prayer of denunciation using your Channel Divinity. Choose one creature that you can see within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failed save, the creature is frightened for 1 minute, or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Vow of Spite. As a bonus action, you can utter a vow of spite against a creature that you can see within 10 feet of you, using Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Aura of Menace

Starting at 7th level, you constantly emanate a menacing aura when you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

Opponents within the aura have disadvantage on saving throws to avoid being frightened.

If a creature is frightened of you, it takes psychic damage equal to one-half your paladin level if it starts its turn in your aura.

At 18th level, the range of this aura increases to 30 feet.

Spite Unending

From 15th level, your authority gives you greater power over your foes. When a creature under the effect of your Vow of Spite makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

Limitless Authority

At 20th level, your authority shines through so intensely that it is clear for all to see. As a bonus action, you gain the following benefits for 1 minute:

- You have resistance to all damage.
- Once on each of your turns when you make a weapon attack and miss, you can cause that to hit instead.
- If you fail a saving throw, you can use your reaction to survive it. You must use this new roll.

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

Ranger Archetypes

Arcane Guardian

The arcane guardians are a special order of rangers who use arcane powers along with the divine gifts granted to them, in order to combat their foes and protect the wild lands. Some are solemn warriors who protect orders of mages or dangerous artefacts, while others are vengeful hunters who seek to conquer. Taking on the archetype of the Arcane Guardian means gaining special arcane powers, serving as a bulwark between the world of witches and monsters, and civilization. As you walk the path of the Arcane Guardian, you gain powers to imbue your strikes with arcane energy and even to fowl an enemy's spells entirely.

Arcane Strikes

From 3rd level, you can augment your weapon strikes with magical energy. When you hit a creature with a weapon attack, you can expend one ranger spell slot to deal damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage can be acid, cold, fire, or lightning, chosen each time you activate this power.

Arcane Guardian Spells

You gain access to additional magical secrets when you reach certain levels in this class, as listed below. Each spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

3rd level: *Compelled duel, Searing smite*

5th level: *Magic weapon, Mirror image*

9th level: *Counterspell, Magic circle*

13th level: *Banishment, Dimension door*

17th level: *Circle of power, Hold monster*

Arcane Familiarity

From 7th level, your familiarity with arcane magic guards your mind against enchantments. As a result, whenever you make a saving throw against becoming charmed or frightened, you have advantage on the save.

In addition, any time you or a creature you can see within 120 feet of you succeeds on a saving throw against being charmed or frightened, you can use your reaction to force a different creature you can see within 120 feet of you to make a Wisdom saving throw against your spell save DC. If the save fails, the target is charmed or frightened by you (your choice) for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Thwart Spell

From 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted.

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

Turn Spell

From 15th level, you can attempt to 'catch' a spell cast at you and turn it back on its caster. When a creature you can see casts a spell or magical effect cast within 120 feet of you which targets you, you can use your reaction to try to turn the spell back at the target. The creature must succeed on a Wisdom saving throw against your spell save DC. On a success, the spell continues as normal. If the save fails, you are treated as if you had cast

the spell, and you may choose a new target within range.

Consecrated Harrier

The consecrated harrier acts as a bounty hunter for their religion or organization. Where church inquisitors hunt corruption within a church, a consecrated harrier hunts blasphemers, heretics, and those who betray or attack the church directly.

Enemy of the Faith

A consecrated harrier can devote themselves to a target or group which has been outlined in scripture as an enemy of the faith. From 3rd level, the consecrated harrier treats the individual or members of the group, as appropriate, as an additional Favoured Enemy.

In addition, you gain a +2 bonus to damage against such designated enemies of the faith. Only one group or individual can be declared the consecrated harrier's enemy of the faith at a time. A new enemy of the faith can be declared after 7 days.

Blessed Scriptures

You gain access to additional magical secrets when you reach certain levels in this class, as listed below. Each spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

3rd level: *Hunter's mark, Wrathful smite*

5th level: *Aid, Branding smite*

9th level: *Crusader's mantle, Dispel magic*

13th level: *Locate creature, Staggering smite*

17th level: *Banishing smite, Geas*

Sanctified Sight

From 3rd level, as an action, you can open your senses to detect supernatural creatures. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you. You know the type

(celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place of object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you complete all expended uses.

Iron Will

By 7th level, you have honed your ability to resist the powers of your prey. You gain proficiency in Wisdom saving throws. In addition, you gain the *Guidance* and *Thaumaturgy* cantrips.

Reliable Skill

At 11th level, you learn to attack with such unexpected speed and reliable skill that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

Implacable Hunt

From 15th level, your dedication to your duty keeps you from failing. If you drop to 0 hit points and don't die outright, you can make a DC 10 Wisdom saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 0.

Justicar

Where there are laws, there are those who defy them, and where citizens live in fear of these lawbreakers, brave souls hunt them down. These are the justicars. They are fearless, relentless, and single-minded in pursuit of their prey.

Expanded Spell List

You gain access to additional spells when you reach certain levels in this class, as listed below. Each spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

3rd level: *Compelled duel, Hunter's mark*

5th level: *Cordon of arrows, Locate object*

9th level: *Blinding smite, Fear*

13th level: *Locate creature, Grasping vine*

17th level: *Banishing smite, Geas*

Bring 'Em Back

At 3rd level, when you select this archetype, when you make a grapple attempt as part of an Attack action, you have advantage on the Strength (Athletics) check.

You also learn the *Spare the dying* cantrip.

Nonlethal Strike

Also at 3rd level, when you attack with specific weapons which are less than lethal, you can cause strike your target for additional damage.

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a club, quarterstaff, unarmed strike, whip, or improvised weapon, or another similar weapon, like a chain.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases to 2d6 at 11th level, and 3d6 at 15th level.

If this attack drops an opponent to 0 hit points, they automatically become unconscious rather than die immediately, and this attack cannot cause massive damage.

Relentless Pursuit

By 7th level, your focus helps you close off a foe's retreat. When you hit a creature with an

opportunity attack, you can move up to half your speed immediately after the attack as part of the same reaction. This movement doesn't provoke opportunity attacks.

Extra Attack (2)

From 11th level, when you take the Attack action in combat, you can attack three times.

Stand Against the Tide

From 15th level, when a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Liberator

The liberator is a warrior dedicated to overthrowing tyranny wherever it may be found. They are strong-willed, independently-minded, and direct their efforts against anyone who would impose their own power over regular people.

Ranger's Companion

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower (appendix D presents statistics for the hawk, mastiff, and panther as examples). Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher. The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash,

Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action. While traveling through your favoured terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Iron Resolve

From 3rd level, when you choose this archetype, your mind is your own, and you cannot be controlled. You have advantage on saving throws to avoid becoming charmed. From 11th level, you are immune to being charmed.

Lead the Charge

From 7th level, you motivate your allies into action. When you and any creatures of your choice within 10 feet of you roll initiative, you all gain a bonus to initiative equal to your proficiency bonus.

At 15th level, the range of this aura increases to 30 feet.

Learn From Adversity

From 11th level, the first time you hit a creature with a melee attack, you gain a +2 bonus on all subsequent attacks against that creature until the end of your next turn.

Always Outclassed

From 15th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Occult slayer

The occult slayer stands between the worlds of civilization and horror, a force keeping the balance. They might believe that mortals should not wield the powers of magic, or they might see themselves as the only barrier keeping regular people safe. They are a dangerous foe for monsters and spellcasters alike.

Disrupt Magic

From 3rd level, when you choose this archetype, you are an expert at tangling with spellcasters and disrupting their magics. When a spellcaster you have damaged needs to make a Constitution saving throw to keep concentration, the DC of the saving throw is increased by your proficiency bonus. In addition, if a creature within 5 feet of you casts a spell or uses innate spellcasting, you may use your reaction to make an opportunity attack. If your opportunity attack causes damage, then the creature must make a Constitution saving throw, as if it were holding concentration, to complete the spell or innate spellcasting ability.

Arcane Senses

From 3rd level, you can almost 'sniff out' traces of magical energy. As an action, you can *Detect magic*.

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

Resist Enchantment

From 7th level, you have advantage on saving throws against spells.

Thwart Spell

From 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to

try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted.

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

Evasion

From 15th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a *lightning bolt* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and half damage if you fail.

Sharpshooter

Sharpshooters are expert shots with any ranged weapon, concentrating and meditating on the movement of missiles. Their focus aids them in remaining undisturbed, and their mastery of ranged attacks is unparalleled.

Improved Ranged Critical

From 3rd level, when you choose this archetype, your ranged weapon attacks at a range of 30 feet or more score a critical hit on a roll of 19 or 20.

Precision Shot

From 3rd level, you gain the ability to make a ranged attack that lands with great precision. As an action, make a ranged attack roll at a target that you can see within normal range. If this attack hits, the weapon's base damage is increased by an additional 1d8 (for example, an arrow from a longbow normally inflicts 1d8 piercing, a precision shot would increase this to 2d8 piercing).

From 11th level, this additional damage is increased to 2d8.

Close Combat Shot

From 3rd level, you no longer have disadvantage when making a ranged attack in close combat.

You can use this feature a number of times equal to your Constitution bonus (minimum once). Any expended uses are regained when you finish a long rest.

Escape the Horde

From 7th level, opportunity attacks against you are made with disadvantage.

Volley

From 11th level, you can use your action to make a ranged attack against any number of creatures within 10 feet of a point that you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Stand Against the Tide

From 15th level, when a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Rogue Archetypes

Avenger

In the broken hearts and shattered dreams of the tragically wronged, the seeds of vengeance take root. Avengers are grim and merciless stalkers, who bring fear and death in equal parts, instilling terror in those who survive their blades.

Bonus Proficiencies

At 3rd level when you choose this archetype, you gain proficiency in either Intimidation or Stealth. Your proficiency bonus is doubled for any check you make that uses either of those proficiencies.

Assassinate

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't yet taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Terrifying Presence

From 9th level, your menacing demeanour is no more apparent than when you have downed a target. When you drop a creature to 0 hit points, you may make an Intimidation check against a creature that can see you within 30 feet as a bonus action.

From 17th level, your Intimidation check applies to all creatures that can see you within a 30 foot radius.

Unerring Pursuit

From 13th level, your hunger for vengeance is almost impossible to foil. As an action, you can sense the presence of illusions, disguises, shapechangers that are not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided you

aren't blinded or deafened. You sense that an effect is trying to trick you, but you gain no insight into what is hidden or its true nature. You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum once), and you regain all expended uses of it when you finish a long rest.

Sudden Strike

Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.

Delver

A delver explores the dark crevices of the world, seeking treasure in the most unlikely spots. Their mastery of the dark depths is unmatched, and they can survive in situations that seem impossible.

Umbral Sight

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

Deep Survival

At 3rd level, you gain proficiency in Survival. In addition, when you make an Intelligence or Wisdom check related to survival underground, your proficiency bonus is doubled if you're using a skill that you're proficient in.

While traveling for an hour or more underground, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you're engaged in another activity while traveling (such as foraging, navigating, or tracking) you remain alert to danger.
- If you are traveling alone, you can travel at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they travelled through the area.

Blindsight

At 9th level, your sensitivity to minute vibrations means you can detect unseen objects unerringly. You gain blindsight to a range of 30 feet.

Stonetelling

From 13th level, your power of construction and geology becomes supernatural. You may use either *Legend Lore* or *Passwall*. Once you have used this feature, you must finish a short or long rest before you can use this feature again.

Delver's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you're surprised.

Dread Pirate

Thugs and cutthroats in every port lay claim to the title 'pirate', but actually making a fortune through piracy is no easy task. Some dread pirates make their living through fear, while others manifest a curious code of ethics. What is common is that their reputation is as powerful a tool as their weapon.

By Hook or By Crook

At 3rd level, when you select this archetype, you gain proficiency in either Intimidation or Persuasion, as well as tool proficiency with Vehicles (water). If you already have these skills, you may choose an additional skill or tool proficiency.

Dread Title

Starting at 3rd level, when a creature knows your title, you gain a bonus on Deception, Intimidation, and Persuasion checks made to influence them equal to your proficiency bonus.

Note that creatures which do not understand your language cannot be affected by this ability.

Scourge of the Seas

From 9th level, when you use your Uncanny Dodge ability to reduce damage from an attack, any allies adjacent to you may use their reaction to halve the attack's damage against them as well. When you use your Cunning Action ability to take a Dash, Disengage, or Hide action, any ally adjacent to you can use their reaction to take the same action that you take.

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

Impossible Luck

At 13th level, when you make an ability check, you may choose to treat the d20 roll as a 20. If

you do so, you take 1 level of exhaustion after completing the action. Once you have used this ability, you must finish a long rest before you can use this ability again.

Motivate the Crew

From 17th level, your crew are inspired by witnessing your prowess. As a reaction when you reduce a creature to 0 hit points, you and allies who can see you within 30 feet regain a number of hit points equal to 1d8 + your Charisma modifier (minimum +1), and have advantage on their next attack roll. After you use this ability, you must finish a long rest before you can use it again.

Infiltrator

An infiltrator would prefer never to be noticed, making their way in the dark and quiet. Their skill verges on supernatural and includes a variety of tricks which can even hide them from magical detection. Many have multiple identities by which they are known, perhaps even to those they trust.

Bonus Proficiencies

From 3rd level, when you choose this archetype, you gain proficiency with Acrobatics and Stealth. Your proficiency bonus is doubled for any check you make that uses either of those proficiencies.

You also gain proficiency with disguise kits.

Quick Escape

From 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Infiltration Expertise

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend

seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from a remote city so that you can insinuate yourself into the company of other wealthy merchants.

Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until and unless given an obvious reason not to.

Supreme Sneak

From 9th level, you have advantage on Dexterity (Stealth) checks if you move no more than half your speed on the same turn.

Defy Detection

From 13th level, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful, and you can't be compelled to speak the truth by magic.

In addition, any Divination spell which would detect you may slip over you without noticing you. When you are subject to a spell which might detect you, you may make a Wisdom saving throw against the caster's spell saving throw DC. If you succeed, you are not detected by the spell, unless you wish to be.

Infiltrator's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Invisible Blade

An invisible blade is an assassin who can strike from hiding in plain sight, one who wears no armour and strikes with concealed weapons. Their skill is undeniable, and their reflexes are legendary, bringing them out of danger in a variety of situations.

Unfettered Defense

At 3rd level, when you select this archetype, while you are not wearing any armour and holding only light weapons, your Armour Class equals 10 + twice your Dexterity modifier. You may not use a shield and still gain this feature.

Invisible Blade

At 3rd level, the base damage of any light melee weapon you use is increased by 1d4 (for example, a dagger normally inflicts 1d4 piercing, this would increase to 2d4 piercing). From 11th level, this additional damage is increased to 2d4.

Skirmisher

At 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Bleeding Wound

From 9th level, you can create wounds that continue bleeding, slowing pursuit or allowing you to seek out another foe quickly. Once per turn, when you hit a creature with an attack, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wound on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check,

ending the effect of such wounds on it on a success.

Ambush Master

Starting at 13th level, you excel at leading ambushes and acting first in a fight. You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that creature have advantage until the start of your next turn

Master of the Blade

From 17th level, your blinding speed and mastery of combat allows you to turn failure into success. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature until you have completed a short or long rest.

Mountebank

Mountebanks are frauds and con artists, capable of slipping into new identities as others change clothing. While they can fit in just about anywhere they go, they are also adept at getting out of tight situations.

Bonus Proficiencies

At 3rd level, when you select this archetype, you gain proficiency with the Deception skill, and with disguise and forgery kits. You also learn two languages of your choice. Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land or region, provided that you know the language.

Cantrips

Beginning at 3rd level, you gain the *Druidcraft*, *Prestidigitation*, and *Thaumaturgy* cantrips.

Incredible Luck

From 3rd level, you can roll one check or saving throw with advantage. You must complete a short or long rest before you can use this feature again.

From 13th level, you may use this feature twice per rest.

Insightful Manipulator

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside of combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any) or Hit Dice

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Use Magic Device

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items, if you choose.

Misdirection

Beginning at 17th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature is within 5 feet of you, you can use your reaction to have the attack target that creature instead of you.

Temple raider

Temple raiders are an odd bunch- sometimes irreverent, sometimes possessed of far more

piety than anyone would expect, from someone keeping company with a band of thieves. Their luck is suspiciously extraordinary, and they seem to be protected from a variety of dangers and pitfalls.

Muttered Prayers

From 3rd level, when this archetype is selected, you can cast the *Resistance* cantrip as a reaction, if you are forced to make a saving throw by an attack, spell, or trap. You can do this a number of times equal to 1 + your Wisdom modifier (minimum once). All expended uses are regained after completing a short or long rest.

Spellcasting

When you choose this way at 3rd level, you augment your skills with the ability to cast divine spells.

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

Spell Slots. The Temple Raider Spellcasting table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must 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 *healing word* and have a 1st-level and a 2nd-level spell slot available, you can cast *healing word* using either spell slot.

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 abjuration and divination spells on the cleric spell list.

The Spells Known column of the Temple Raider Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration or divination 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 cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or divination spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

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

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Sanctified Sneak

From 9th level, you and any allies within a 10-foot radius have advantage on Dexterity (Stealth) checks if you do not move during your turn.

Use Magic Device

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items, if you choose.

Misdirection

Beginning at 17th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature is within 5 feet of you, you can use your reaction to have the attack target that creature instead of you.

Temple Raider Spellcasting

Rogue 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	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Vigilante

Some vigilantes have suffered personally at the hands of criminals and are bent on revenge. Others have lost loved ones to knives in the alleyway. Still others are atoning for the time they spent on the wrong side of the law. But they all have one thing in common: a burning desire to solve crimes and bring criminals to justice.

Spellcasting

You've studied the workings of magic and how to cast spells, channelling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you

appear to produce wonders from mundane items and outlandish inventions.

Tools Required

You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature (meaning the spell has an "M" component when you cast it). You must be proficient with the tool to use it in this way. See the equipment chapter in the Player's Handbook for descriptions of these tools.

When you choose this archetype at 3rd level, you know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Vigilante Spellcasting table. When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

Preparing and Casting Spells

The Vigilante Spellcasting table shows how many spell slots you have to cast your artificer spells. To cast one of your artificer spells of 1st level or higher, 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 artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you have four 1st-level and two 2nd-level spell slots. If you prepare the 1st level spell *Cure wounds*, you can cast it using a 1st level or a 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 artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer 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

Bonus Proficiencies

From 3rd level, you gain proficiency in either Intimidation or Stealth, as well as proficiency with one type of tools.

Surprise Attack

From 3rd level, you can strike down the fearful and unwary by attacking with surprise. You have advantage on attack rolls against any creature that hasn't yet taken a turn in the combat yet. In addition, any hit you score

against a creature that is surprised is a critical hit.

Quick Shroud

From 9th level, when you use Cunning Action to make a Hide action, you can move up to half your speed as part of the action.

Mettle

From 13th level, your toughness astounds your foes. You have proficiency in Constitution saving throws.

Mob Violence

From 17th level, when a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Vigilante Spellcasting table

Rogue level	Cantrips Known	Artificer Spells Known	1st	2nd	3rd
3rd	2	2	2	-	-
4th	2	3	3	-	-
5th	2	3	3	-	-
6th	2	3	3	-	-
7th	2	4	4	2	-
8th	2	5	4	2	-
9th	2	5	4	2	-
10th	3	6	4	3	-
11th	3	7	4	3	-
12th	3	7	4	3	-
13th	3	8	4	3	2
14th	3	9	4	3	2
15th	3	9	4	3	2
16th	3	10	4	3	3
17th	3	10	4	3	3
18th	3	10	4	3	3
19th	3	11	4	3	3
20th	3	12	4	3	3

Sorcerous Origins

Acolyte of the Skin

An acolyte of the skin is one who grafts a piece of a fiend's skin to themselves in order to take on the aspect and powers of the fiend itself. They might do so to turn an enemy's weapons against them, or to emulate them. Over time, the fiendish skin grows in potency, increasing their powers and protections.

Fiendish Skin

As magic flows through your body, it causes physical traits of the fiend whose skin you have taken to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are visibly replaced by patches of warty, scaly, or discoloured hide. When you aren't wearing armour, your Armour Class equals 13 + your Dexterity modifier.

Bonus Language

At 1st level, when you choose this sorcerous origin, you learn either the Abyssal or Infernal language, your choice.

Bonus Spells

The fiendish skin whispers secrets of power to you. The following spells are added to the sorcerer spell list for you. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell, you can choose the new spell from the spells listed below or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

1st level: *Hellish rebuke*

2nd level: *Crown of madness*

3rd level: *Bestow curse*

4th level: *Fire shield*

5th level: *Contact other plane*

Fiendish Glare

From 6th level, your eyes can light with a fiery gaze that supernaturally terrifies those who see it. As an action, you may spend 1 sorcery point to target a creature that can see you within 50 feet. The target must make a Charisma saving throw against your spell DC, or become *frightened* until the end of your next turn. As a bonus action on your turn, you can spend 1 sorcery point to extend the duration until the end of your next round. At the end of the creature's turn, it can make another saving throw, ending the effect on a success.

Fiendish Hide

At 14th level, your skin is thoroughly toughened by the fiendish essence you have taken on. You have resistance to fire, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Fiendish Ally

At 18th level, when you finish a long rest, you may spend 8 sorcery points to summon a fiend of up to CR 6, which is neutral to you when summoned, and will consider reasonable requests, if offered payment or service in kind.

You may only have one fiendish ally at a time, and any ally you have summoned vanishes to its home plane if you use this ability again. Note that this does not discharge its service, if you have agreed upon one.

Once you have used this ability, you may not use it again until you complete a long rest.

Beguiler

Some hold truth to be the greatest virtue, but a beguiler appreciates that it can do more damage than fiction. Beguilers use deception,

misunderstanding, and secrets as skilfully as a soldier employs weapons of war. Your inner magic comes from those to whom deception is as simple as drawing a breath- the Fey, Devils, and shapechangers of all kinds.

Cloaked Casting

Starting at 1st level, when you choose this bloodline, you know how to use your magic to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with a spell attack if you have advantage on the spell attack roll.

You don't need advantage on the spell attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the spell attack roll.

This extra damage increases to 2d6 at 6th level, 3d6 at 14th level, and 4d6 at 18th level.

Beguiling Influence

From 1st level, as a bonus action, you can exert your force of personality upon reality itself. You have advantage on all Charisma ability checks for 1 minute.

Once you have used this ability, you can't use this feature again until you have finished a short or long rest.

Subtle Spell

At 6th level, you gain the *Subtle Spell* Metamagic. You can use this at a cost of 0 sorcery points a number of times equal to 1 + your Charisma modifier.

Any expended uses are regained after a short or long rest.

Silver Tongue

From 6th level, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful, if you chose.

Surprise Casting

At 14th level, your magic is insidious, and much harder to resist by unwary opponents. If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw against the spell this turn.

Slippery Soul

From 18th level, you have advantage on saving throws against spells and magical effects.

Blood Mage

Blood mages are feared because of their power, as well as the gory nature of their gift. By manipulating the power in their own, and eventually others,' blood, they can improve the potency of their spells and wreak havoc and destruction. Despite their intentions, many blood mages turn to violent and horrific ends to continue their research.

Sanguine Resilience

At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Blood Sacrifice

From 1st level, spilling your own blood allows you to increase the effect of a damaging spell upon those affected by it. As part of the casting of any spell which causes damage, you may choose to lose 1 hit point to add 1d4 necrotic damage, in addition to the spell's damage. For spells which target multiple opponents, this increase is applied to each target.

This additional damage increases by an additional d4 at 8th level (2d4) and 16th level (3d4).

Maleficaric Secrets

There are many secrets of blood magic. From 1st level, the following spells are added to the sorcerer spell list for you. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell, you can choose the new spell from the spells listed below or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

1st level: *Inflict wounds*

2nd level: *Calm emotions*

3rd level: *Vampiric touch*

4th level: *Death ward*

5th level: *Geas*

Sanguine Restoration

From 6th level, you can gather sorcerous power from the dying energies of a living being. If you are within 5 feet of a dying creature, or a creature which has died since the end of your last turn, you may gather energy as an action. You regain 1 spent sorcery point when you take this action. Constructs, elementals, and undead may not be used to grant this benefit.

Awaken Blood

From 14th level, your power can affect a target's blood even before it is spilled, weakening them to your magic. When casting a spell that causes targets to make a saving throw, you can spend 1 sorcery point to give one target of the spell disadvantage on the first saving throw made against the spell. You may use this ability a number of times equal to 1 + your Constitution modifier (minimum once). You regain all expended uses of this ability when you complete a long rest.

Blood Harvest

From 18th level, if you drop to 0 hit points, and still have any sorcery points remaining, you may spend any number of these as a reaction, assigning them to any living creatures within 30 feet. For each sorcery point assigned to it, a creature takes an amount of necrotic damage equal to 1d6 + your Constitution modifier. You regain a number of hit points equal to one-half the total amount of necrotic damage inflicted by this ability.

Once you have used this feature, you must complete a long rest before you can use it again.

-Kinetic

A -kinetic, or -kineticist is a character that has discovered that a little power goes a long way — if you are interested in only a single type of arcane energy, that is. -Kinetics somehow have an incredible focus on magical power to a single type of energy. Each of these specialists is known by a slightly different name, depending on their specialty, as below.

Acid: acetokineticist, or acetokinetic

Cold: cryokineticist, or cryokinetic

Fire: pyrokineticist, or pyrokinetic

Force: hyperkineticist, or hyperkinetic

Lightning: electrokineticist, or electrokinetic

Thunder: sonokineticist, or sonokinetic

Energy Focus

At 1st level, when you choose this sorcerous origin, select one type of energy: acid, cold, fire, force, lightning, or thunder. This affects some of the class features gained through this sorcerous origin. You have an innate and almost-total control when accessing this power, and an affinity for the creatures that use it. Your mastery of this energy means that when you cast a spell which uses your chosen energy type, you treat any damage rolls of 1 or 2 as if you had rolled a 3.

In addition, you gain the Primordial language.

Energy Aura

From 1st level, you can call up a swirling aura of your chosen energy which guards and protects you. As a bonus action, you can surround yourself in a magical aura composed of your chosen energy for up to 1 minute, which is visible and audible while activated. While the aura persists, you gain the following benefits:

- If you are attacked, you can use your reaction to impose disadvantage on the attack roll.

- When you cast a spell of 1st level or higher, the aura around you intensifies until the start of your next turn. During this time, your aura expands to a radius of 5 feet. Any creature that enters the aura, or ends its turn within the aura, takes 1d6 damage of your chosen energy type. This damage increases by 1d6 at 6th level (2d6) and 11th level (3d6).

You may dismiss the aura as a bonus action if you choose.

Once you have used this ability, you must complete a short rest before you can use it again.

When you gain access to sorcery points, you may spend 2 sorcery points when the aura is dismissed or ends. If you do, this ability is not considered expended.

Focus Spells

Your mastery of your chosen energy means you have instinctive knowledge of the base spells which use it. From 1st level, you gain the below cantrip, depending on your energy focus.

Acid: *Acid splash*

Cold: *Ray of frost*

Fire: *Fire bolt*

Force: *Eldritch blast*

Lightning: *Shocking grasp*

Thunder: *Thunderclap* (*Xanathar's Guide to Everything*)

You also gain access to additional magical secrets when you have access to certain levels of magic, as listed below. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of spells you know. When you use this spell, it inflicts damage of your chosen energy type instead of the usual damage type, even if that is usually not an option for this spell. If the spell does not inflict damage, it instead protects from your chosen energy type, as appropriate.

1st level: *Chromatic orb*

2nd level: *Flame blade*

3rd level: *Protection from energy*

4th level: *Elemental Bane* (*Xanathar's Guide to Everything*)

5th level: *Destructive wave* (all of the spell's damage becomes your chosen energy type)

Energy Infusion

From 6th level, you have resistance to damage from your chosen energy type.

In addition, when you damage a creature with a spell, you can spend 1 sorcery point to enhance it with the power of your chosen energy. The spell takes on a visual appearance that reflects the energy infusion (embers drift through the spell's area, icy crystals form, a powerful boom sounds, and so on) and delivers the following additional effects depending on your chosen energy. If the creature has immunity to the energy type, it is not subject to the additional effects.

Acid: The creature is distracted by pain. It is *poisoned* until the end of its next turn.

Cold: Icy crystals form on the creature, impairing its movement. The creature's speed is halved until the end of its next turn.

Fire: The creature is set alight briefly, taking 1d4 fire damage at the start of its next turn.

Force: The creature is pushed 10 feet directly away from you.

Lightning: The creature is wracked by pain as arcs of lightning writhe across it. It can't take reactions until the start of its next turn.

Thunder: The creature is deafened and prone until the end of its next turn.

Energy Backlash

From 14th level, if you are hit by a melee attack, you can spend 1 sorcery point and your reaction to deal an amount of damage equal to 1d6 + your sorcerer level to the attacker, of your chosen energy type. In addition, the attacker suffers the effects of your elemental infusion.

Primordial Soul

From 18th level, you gain immunity to damage of your chosen energy type.

You also gain the ability to spend 8 sorcery points as a bonus action to take on a form of pure energy, gaining the following benefits for 1 minute.

- Your physical form is replaced by a whirling mass of primordial energy of your chosen type.
 - You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
 - You have a flying speed equal to your normal speed.
 - You have advantage on attack rolls for any spell which uses your chosen energy type.
- You can dismiss this form as a bonus action. Once you have used this ability, you cannot use it again until you have completed a long rest.

Warlock Patrons

Hag initiate

Your patron is a trio of hags who have imbued you with unearthly power. You can hear their voices in your mind, behind your eyes, and though they sometimes squabble with one another, they drive you inexorably to wicked deeds, guiding others to ruin and gradually increasing the evil within the world. Those whose patron is a coven of hags are known as Hag Initiates.

Expanded Spell List

The coven teaches you from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

1st level: *Identify, Ray of sickness*

2nd level: *Alter self, Locate object*

3rd level: *Bestow curse, Lightning bolt*

4th level: *Phantasmal killer, Polymorph*

5th level: *Dominate person, Modify memory*

Fey Presence

Starting at 1st level, your coven bestows upon you the ability to project the beguiling and fearsome presence of a true hag. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of our next turn.

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

Entropic Ward

At 6th level, you learn to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses

you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

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

Beguiling Defenses

Beginning at 10th level, your coven teaches you how to turn the mind-affecting magic of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

Dark Delirium

Starting at 14th level, you can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

You must finish a short or long rest before you can use this feature again.

Rainbow servant

Those who swear pacts with the Couatls, the fabled feathered serpents, are known as Rainbow Servants. Some take the powers offered to them and do wicked deeds, while others are gracious and compassionate. Your patron is a benevolent serpentine being

of great intellect and insight, sending agents out to wreak kindness in the world. They safeguard the balance of nature and humanity, and assist to fulfil or forestall prophecy.

Expanded Spell List

The Couatl whispers mystical secrets to you, allowing you to 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:

1st level: *Colour spray, Cure wounds*

2nd level: *Gust of wind, Prayer of healing*

3rd level: *Beacon of hope, Revivify*

4th level: *Death ward, Freedom of movement*

5th level: *Flame strike, Scrying*

Celestial Power

At 1st level, you learn the *Guidance* and *Sacred flame* cantrips.

In addition, you gain proficiency with Constitution saving throws.

Rainbow Wings

From 6th level, as an action, you can sprout brightly-multicoloured wings for a brief period. You gain a fly speed of 60 feet, but must start and end your movement on a solid surface. This lasts for a number of rounds equal to 1 + your Constitution modifier (minimum 1 round). You may also use this feature as a reaction if you fall 10 feet or more. Once you have used this ability, you cannot use it again until you have completed a short rest.

Shielded Mind

From 10th level, your mind is protected against magical intrusion. Your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature

takes the same amount of damage that you do.

Rebirth and Renewal

From 14th level, when you drop to 0 hit points, you are immediately *teleported* to an unoccupied space within 50 feet, and regain a number of hit points equal to 1d8 + your Warlock level. In addition, you regain one Warlock spell slot which has been used. Once you have used this ability, you cannot use it again until you have completed a long rest.

The Actuary of Fates

The Actuary of Fates is an Inevitable, assigned to their role by the creators of Mechanus itself. Their role is as an observer, an independent assessor of all the factors that lead to fate being cut short. As such, they have delegation to select and nominate subordinates, and to empower them to contribute to the overall pool of knowledge. These warlocks use their powers to measure fate, and occasionally, to intervene.

As a mark of their servitude (the contract to which is available and lengthy), these warlocks bear glowing blue vertical script on their skin, marking them to Inevitables. They are often logical and usually meticulous, although some are less impressed by the powers granted to them. In terms of tasks, they are often assigned to investigate large numbers of deaths, to track the source of their deaths and the reasons. Their patron often insists upon exact analytical detail- how many are left-handed, which lived in houses painted yellow, how many paces from the nearest well were their beds?

Expanded Spell List

The Actuary teaches you from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock

spell list for you.

1st level: *Detect evil and good, Sanctuary*

2nd level: *Detect thoughts, See invisibility*

3rd level: *Clairvoyance, Speak with Dead*

4th level: *Compulsion, Freedom of movement*

5th level: *Legend lore, Telekinesis*

Ordered Mind

From 1st level, when you agree to this Pact, the Actuary teaches you to compartmentalize your mind. You have advantage on saving throws to avoid becoming charmed or frightened. In addition, you gain the *Spare the dying* cantrip.

Disciplined Ward

At 6th level, you learn to magically ward yourself against attack and to turn an enemy's failed strike into fortune for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Shielded Mind

From 10th level, your mind is protected against magical intrusion. Your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Subject to Actuarial Examination

From 14th level, when you hit a creature with an attack, you can use this feature to instantly subject the target to review by the Actuary or its higher subordinates. The creature disappears and is subject to a nightmarish barrage of examination, confounding and

shattering their mind.

At the end of your next turn, the target returns to the space it occupied, or the nearest unoccupied space. If the target is not an aberration, it takes 10d10 psychic damage as it reels from the confounding experience. Once you use this feature, you can't use it again until you finish a long rest.

Additional Eldritch Invocations (available to Celestial patron Warlocks)

- **Agonizing Flame.** When you cast *Sacred flame*, add your Charisma modifier to the damage it deals on a hit.

- **Armour of Light.** You can cast *Mage armour* on yourself at will, without expending a spell slot or material component.

- **Celestial's Sight.** (Prerequisite: 7th level) You can see with *truesight*, seeing in normal and magical darkness, as well as seeing invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or creature that is transformed by magic, as well as seeing into the Ethereal Plane, to a range of 15 feet.

- **Forceful Flame.** When you hit a creature with *Sacred flame*, you can push the creature up to 10 feet away from you in a straight line.

- **Sacred Oracle.** (Prerequisite: 9th level) You can cast *Divination* once using a Warlock spell slot. You can't do so again until you finish a long rest.

- **Sacred Ray.** When you cast *Sacred flame*, its range is 100 feet.

- **Sacred Spear.** (Prerequisite: 5th level) Once per turn when you hit a creature with a melee weapon, you can deal 1d8 radiant damage in addition to the weapon's damage. This ability's damage increases by 1d8 when you reach 11th level (2d8), and 17th level (3d8).

- **Speak in Tongues.** (Prerequisite 5th level) You can cast *Tongues* at will, affecting yourself only.

Wizard Schools

School of Abjurant Defense

Abjurant champions are wizards who focus on self-protective magics, warding themselves with layer upon layer of safeguards. They are students of warfare and combat as much as magic itself, and can be formidable foes or loyal allies. Some abjurant champions find confidence and respect in service to courts, warding their members with magical protections. Others use these protections to avoid recriminations for their actions.

Training in War and Wizardry

From 2nd level, when you choose this archetype, you gain proficiency with light armour, and you gain proficiency with one type of one-handed melee weapon of your choice.

In addition, when you cast an abjuration spell with touch range for which the casting time is 1 action, you may cast this as a bonus action or as a reaction (triggered when you are targeted by an attack).

Abjurant Armour

You learn to interweave and enhance your magical protections. From 2nd level, as a reaction when an opponent targets you or an ally who is adjacent to you with a weapon attack, you can choose to magically increase the target's AC by 2. You can do this after the die is rolled but before the attack is declared a hit. You may use this ability a number of times equal to your proficiency bonus, and regain all expended uses after a short rest.

Arcane Boost

From 6th level, when you hit a creature with a melee weapon attack, you can expend one wizard spell slot to deal force damage to the target. The extra damage is equal to 2d6 for a 1st-level spell slot, plus 1d6 for each spell

level higher than 1st.

Improved Abjuration

Beginning at 10th level, when you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in *counterspell* and *dispel magic*), you add your proficiency bonus to that ability check.

Spell Resistance

Starting at 14th level, you have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

School of the Arcanist

Also known as a "guildmage", a member of this school is a spellcaster who belongs to a guild known as the Arcane Order. They choose to specialize in pure technique rather than specialize in one specific type of magic. While their magic is rarely exciting, it is nonetheless powerful.

Arcane Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy any wizard spell into your spellbook is halved. In addition, you know one additional cantrip.

Arcane Study

Starting at 2nd level, your constant study makes your mastery of magic incredibly powerful. When preparing your spells, select one wizard spell you know. You gain +1 to spell attacks and the DC of saving throws for this spell when you cast it. You can change which spell you study any time you prepare your spells.

Arcane Dispersion

From 6th level, while you are holding your arcane focus or spellbook, you can use your

reaction to gain advantage on a saving throw against a spell which targets you.

Arcane Compartmentalization

Starting at 10th level, while you are holding your arcane focus or spellbook, you may maintain concentration on a second spell at once. While maintaining concentration on two spells, the Constitution saving throw DC from taking damage is 15, or the damage taken, whichever is higher.

If you cast a third spell requiring concentration, you may choose which spell to lose concentration on. If you lose concentration due to taking damage, you lose concentration on all your spells.

Master Arcanist

The saving throw DC of all wizard spells you cast is increased by +1. In addition, you gain +1 on saving throws against spells and magical effects.

School of the Alienist

Alienists deal with powers and entities from terrifyingly remote reaches of space and time. For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With knowledge and determination, they pierce the barrier at the edge of time itself. In the Far Realm, outside time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind.

Alien Blessing

From 2nd level, when you select this school, you have advantage on saving throws to avoid becoming *Charmed* or *Frightened*. In addition, you gain proficiency in the Insight skill.

Weaken the Barrier

From 2nd level, you can weaken the barriers between dimensions for a brief period. As an action, pick a point you can see within 50 feet to be the point of origin for the zone of dimensional flux, which is visibly deformed and distorted. The region surrounding this point out to a 10 feet radius becomes difficult terrain, even if there is nothing in it, and creatures inside take disadvantage on saving throws. This zone lasts for a duration of 1 minute, which you can dismiss as a bonus action if you choose.

After creating this zone, you must finish a short or long rest before you can use this ability again.

When you use this ability, you take disadvantage on Wisdom ability checks and saving throw for the next hour, and your passive Perception score is decreased by 5. From 6th level, you may use this ability twice per rest, and from 14th level, you can use this ability three times per rest.

Pseudonatural Zone

From 6th level, when you use Weaken the Barrier, a creature that enters or starts its turn within the zone you create takes 1d6 psychic damage. You are not subject to the damage of this ability.

Alien Aberrations

From 6th level, you may choose to have any creature you summon or create with a conjuration spell be an Aberration instead of their usual type. In this case, they ignore the psychic damage of your Weaken the Barrier ability.

Alien Certainty

From 10th level, contact with your mind is so alien that it harms those who even attempt to contact it. Your thoughts can't be read by

telepathy or other means unless you allow it. In addition, whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Pseudonatural Aberrations

From 10th level, any Aberrations you summon or create with a conjuration spell inflicts an additional 3 (1d6) psychic damage with any weapon attacks. These creatures are visibly abhorrent, shifting form and horrifying to look upon.

Rend the Barrier

From 14th level, when you have used Weaken the Barrier, you may choose to tear open the barrier between worlds. As a bonus action, you rend the barrier, which makes the zone visibly filled with lashing distortion. The psychic damage a creature takes when it enters or starts its turn in the pseudonatural zone is increased to 3d6 (10). The barrier remains this way for the duration of the ability.

School of the Elemental Savant

Wizards who study at the school of the elemental savant are masters of admixture of the various building blocks of the natural world. They are experts at combining different types of destructive spells, and are often employed as battle-mages.

Elemental Resilience

When you choose this school at 2nd level, you gain proficiency with Constitution saving throws, and with light armour.

In addition, you can select two additional cantrips from the list below:

Acid splash, fire bolt, ray of frost, shocking grasp.

Elemental Shroud

From 2nd level, you can surround yourself in a protective barrier of elemental energy. In a round when you cast a spell of 1st level or above which has an effect causing acid, cold, fire, lightning, or thunder damage, you may activate an elemental shroud as a bonus action, which lasts until the end of your next round.

While the elemental shroud is active, you gain a +1 bonus to your AC, and a creature that hits you with a melee attack takes damage of the same type as the spell you used to active the elemental shroud. The amount of damage equals 1d4 + the level of the spell you cast.

Potent Cantrips

From 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half of the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Elemental Counter

Beginning at 10th level, when would take damage from a spell of ability that deals acid, cold, fire, lightning, or thunder damage, you can spend your reaction to have resistance to one of those types of damage.

You can use this ability a number of times equal to 1 + your Constitution modifier (minimum once). Any expended uses are regained after you complete a long rest.

Overwhelming Elemental Force

From 14th level, when you cast a spell that deals acid, cold, fire, lightning, or thunder damage to a creature that has resistance to one of the damage types listed, you may override the target's resistance to that damage.

Once you have used this ability, this may not use this ability again until you have completed a short or long rest.