



van Horne's
Class
Compendium,
vol. 2

Welcome to volume II of vanDorne's
Class Compendium, another
gathering of 50 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](#)

Archetypes by Base Class

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School of war

Artificer Specialisations

Loose Cannon specialisation

A Loose Cannon is an artificer unburdened by the vagaries of "health and safety", specialising in a variety of destructive energies. Their chaotic creations bring panic, devastation, and overwhelming firepower to the table, perhaps at the cost of others around them. The loose cannon might be a savant of slaughter, or merely an experimenter driven by the burden of terrible knowledge. Either way, their inventions are as calamitous as they are awe-inspiring.

Bonus Proficiencies

When you adopt this specialisation at 3rd level, you gain proficiency with smith's tools. In addition, your reflexes are enhanced, perhaps honed by years of your own destructive creations. You gain proficiency with Dexterity saving throws.

Loose Cannon Spells

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

Artificer level 3rd: *Chromatic orb, faerie fire*

Artificer level 5th: *Shatter, silence*

Artificer level 9th: *Fear, fireball*

Artificer level 13th: *Confusion, wall of fire*

Artificer level 17th: *Cone of cold, destructive wave*

Chaos Bombs

From 3rd level, you learn how to create chaos bombs. Using smith's tools or tinker's tools, whenever you finish a long rest, you can produce a number of *chaos bombs* in an empty flask or canister equal to your proficiency bonus. You can create additional

chaos bombs when you finish your long rest by expending a spell slot of 1st level or higher for each one. Each chaos bomb requires its own flask or container.

As an action, you can attach a chaos bomb to a creature within 5 feet of you or throw it with range 20/60 feet. In either case, make a melee or ranged spell attack roll against a target creature. It can trigger immediately, or you can use a bonus action to have it trigger within 3 rounds. If you do not trigger it within 3 rounds, the chaos bomb deactivates and no longer functions.

When the chaos bomb triggers, roll on the Chaos Bomb table below for the results. For any results that require a saving throw, use your spell save DC. If you choose, you can expend a spell slot of 1st level or higher when the chaos bomb triggers to either add 1 or subtract 1 from the d6 result (to a minimum of 1 or a maximum of 6).

Creating a chaos bomb requires you to have smith's tools or tinker's tools on your person, and any chaos bombs you create with this feature last until they are used or until the end of your next long rest.

Chaos Bomb Table

d6 --- Effect

1 - Dud. The chaos bomb lets out a disappointing puff of smoke or a sad trombone noise, and there is no effect.

2 - Thunderbomb. The chaos bomb detonates loudly with a 10ft. radius, inflicting 2d8 thunder damage on each creature in the area and becoming deafened until the end of their next turn. Creatures can make a Constitution saving throw, taking half damage and not becoming deafened if they are successful.

3 - Forcebomb. The chaos bomb detonates with concussive force in a 10ft. radius, inflicting 2d8 force damage on each creature and object in the area, and knocking them prone. Creatures can make a Strength saving

throw, taking half damage and not becoming prone if they are successful.

4 - Shriekbomb. The chaos bomb emits an ear-piercing siren in a 20ft. radius, inflicting 2d6 psychic damage on each creature in the area and making them frightened until the end of their next turn. Creatures can make a Wisdom saving throw, taking half damage and ignoring the frightened effect if they are successful.

5 - Spatterbomb. The chaos bomb erupts in brightly-coloured sticky fluid in a 10ft. radius, inflicting 3d6 acid damage on each creature and object in the area. Creatures can make a Dexterity saving throw, taking half damage if they are successful.

6 - Firebomb. The chaos bomb detonates with a 10ft. radius, inflicting 3d6 fire damage on each creature and object in the area. Creatures can make a Dexterity saving throw, taking half damage if they are successful.

Boisterous Chaos

From 5th level, when you use the Attack action to attack with a chaos bomb, or when you use an action to cast an artificer spell with a casting time of 1 action, you can make an additional attack with a chaos bomb as a bonus action.

Improved Chaos Bombs

From 9th level, the effect of your chaos bombs is enhanced. When you roll the effect of a chaos bomb, you can choose to enhance the effect when it is triggered. If you do so, increase the radius by 5ft. and increase the damage by 1 die of the appropriate type. From 15th level, the radius increases by an additional 5ft. and the damage dice are increased by a further 1, for a total increase of 10ft. radius and 2 damage dice, when you choose to enhance the effect.

Delayed Blast

Starting at 15th level, you can delay the

detonation of your damage-dealing spells in order to increase their potency. When you cast a spell that inflicts damage and has an instantaneous duration, you gain the option to hold concentration on the spell for up to 1 minute. The spell effect becomes a visible and glowing point of magical energy at the end of the tool you use to create the spell. When your concentration breaks or you choose to end delaying the effect, it takes effect immediately.

At the end of your turn, if you have not ended the delaying effect, increase the spell's damage by an additional 1d6, of the spell's base damage type. For spells that deal multiple types of damage, only one type of damage increases.

If the glowing point of energy is touched before you choose to end delaying the effect or your concentration is broken, the creature touching it must make a Dexterity saving throw. On a failed save, the delay ends immediately and the spell takes effect at the point of energy. On a successful save, the creature can throw the point of energy up to 40 feet. When it strikes a creature or solid object, the spell takes effect from that point immediately.

Warwright specialisation

Some artificers choose to specialize in building, maintaining, and operating the giant constructs known as automatons. While effective on their own, these warwrights can climb into their automatons and become true engines of destruction, wreaking havoc on their foes while encased in a suit of impregnable armour.

Tool Proficiency

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

Warwright Spells

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

Artificer level 3rd: *compelled duel, heroism.*

Artificer level 5th: *heat metal, magic weapon*

Artificer level 9th: *conjure barrage, elemental weapon*

Artificer level 13th: *fabricate, staggering smite*

Artificer level 17th: *conjure volley, destructive wave*

War Readiness

From 3rd level, your training in use of battle constructs and armour prepare you to defend yourself well.

- You gain proficiency with heavy armour.
- When you are riding your automaton, you can add your Intelligence modifier to the automaton's attack and damage rolls with its attack action.

Automaton

By 3rd level, your craft means you have finalized your very own automaton- a lumbering war-construct. It is friendly to you and your companions, and obeys your commands. See the creature's game statistics in the stat block provided. You determine the creature's appearance and constructions; your choice has no effect on its game statistics. Some are twisted flesh-shaped beings, while others are wheezing golemlike machines belching smoke and flames as they crash around.

In combat, your automaton shares your initiative count, but takes its turn immediately after yours unless you are 'riding' it. It can move on its own, but does not possess enough acumen to attack other creatures unless you concentrate hard. The only actions it can take on its turn are to make the Demolish action in its stat block, unless you spend your action on your turn to allow it to

take the Attack, Dash, Disengage, Dodge, Help, Hide, or Search action.

If the *mending* spell is cast on your automaton, it regains 2d6 hit points. If it has died within the last 24 hours, you can use your smith's tools to revive it if you finish a long rest within 5 feet of it, and expend a spell slot of 1st level or higher. The automaton then returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new automaton if you have your smith's tools with you and expend a spell slot of 1st level or higher. If you already have an automaton from this feature, the first one immediately perishes.

As an action, you can enter your automaton's space, staying there until you exit as an action. The automaton covers your body entirely, although you can deploy or retract the helmet as a bonus action. If the automaton dies, you exit immediately. While encased in your automaton, you cannot cast any artificer spells except on your automaton, and you cannot cast any non-artificer spells (if you possess them through multiclassing or other means).

Extra Attack

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action. If you are not riding your automaton, you can instead make one attack and your automaton can make one attack as well, or allow your automaton to attack twice.

Automaton Customization

From 9th level, your automaton has been thoroughly improved, and you have personalized it for your own use. You can make one additional Infusion, which must be either a set of armour, boots, or helmet, or a weapon, which must be infused to your automaton.

In addition, when you create your automaton, you can choose one of the below options to

add to it, as well as choosing two different types of damage which it can deal with its Attack action.

- **Defender model.** Your automaton's Armour Class is increased by 1.
- **Energized model.** Your automaton's melee attacks deal an additional 3 (1d6) points of one kind of damage per hit, chosen when you select your automaton's model: acid, cold, fire, lightning, or thunder.
- **Sentinel model.** Your automaton's passive Perception is increased by 5, and when you take a long rest, it can maintain an *alarm* spell for the duration if it is within 10 feet of you.

Improved Automaton

From 15th level, your Automaton can make an Attack action on its own turn. You can use this ability a number of times equal to your proficiency modifier. Any expended uses are refreshed when you complete a short or long rest.

In addition, your automaton's Armour Class is increased by 2, and when your automaton makes a melee attack, its damage is increased by an additional 9 (2d8).

AUTOMATON						
<i>Large construct, unaligned</i>						
Armor Class 16 (natural armor)						
Hit Points equal to the automaton's Constitution modifier + your Intelligence modifier + eight times your level in this class						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
22 (+6)	8 (-1)	15 (+2)	1 (-5)	10 (+0)	1 (-5)	
Damage Immunities psychic						
Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious						
Senses passive Perception 10						
Languages understands commands from you and designated individuals, but cannot speak						
Challenge N/A						
Integrated Weapon. When you create your automaton, choose whether its attack deals bludgeoning, piercing, or slashing damage. From 9th level, you can choose two different types, and when it makes an attack, it can choose which type to deal.						
Robotic. In combat, your automaton shares your initiative count, but takes its turn immediately after yours unless you are 'riding' it. It can move on its own, but does not possess enough acumen to attack other creatures unless you concentrate hard. The only actions it can take on its turn are to make the Demolish action in its stat block, unless you spend your action on your turn to allow it to take the Attack, Dash, Disengage, Dodge, Help, Hide, or Search action.						
ACTIONS						
Demolish. The automaton makes a weapon attack against a stationary object or incapacitated creature. This attack deals double damage to objects.						
Attack (requires your action). <i>Melee Weapon Attack:</i> +6 to hit, reach 5ft., one target. <i>Hit:</i> 16 (2d8 + 6) damage. See the Integrated Weapon trait, above.						

Barbarian Paths

Path of Belligerence

Driven by fierce independence, those barbarians who walk the Path of Belligerence are generally poorly-trained and poorly-disciplined. Barely able to control their own rage, they direct their energies outwards, trying to change the world by the most direct path they can. Those who walk this path are brawlers and scrappers, able to shrug off blows and debilitation.

Defiant Rage

From 3rd level, your determination shines through adversity. While raging, add the below points to the benefits you gain if you aren't wearing heavy armour:

- You have advantage on saving throws against any effect that would make you charmed or frightened.
- On your turn, you can use a bonus action to regain hit points equal to 1d6 + your proficiency modifier. Once you have used this ability, you can't use it again until you begin a new use of rage.

Scrapper

From 3rd level, your experience in battle allows you to fight unarmed. You gain the following benefits while you are unarmed (including fighting with gauntlets) or wielding improvised weapons:

- You can roll a d4 in place of the normal damage of your unarmed strike or improvised weapon. This die changes as you gain levels, becoming a d6 at 6th level, a d8 at 12th level, and a d10 at 18th level.
- When you use the Attack action with an unarmed strike or improvised weapon on your turn, you can make one unarmed

strike as a bonus action. For example, if you take the Attack action and attack with a broken bottle, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

- When you hit an opponent with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Dogged Pursuit

From 6th level, your forward momentum 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 and as part of the same reaction. This movement doesn't provoke opportunity attacks.

Exhilarating Advance

From 10th level, your excitement is infectious, bringing others along with you. When you make a Move action, allies within 10 feet of you can choose to spend their reaction to move half their speed immediately. When you make an Attack action, one ally within 10 feet of you can choose to spend their reaction to make a single attack.

Violent Impulse

From 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make an unarmed strike or improvised weapon against that creature.

Path of Scars

Some barbarians choose to remember those they have fought, and the damage they dealt, by the scars left on their own body. These barbarians pride themselves on their fortitude, their intimidating presence, and

their bloody-minded drive to overcome. While some are mere death-bound slayers, others are gladiators or warriors empowered by their ability to overcome enemies, seeking tougher challenges to defend their people from.

Bonus Proficiencies

When you select this path at 3rd level, you gain proficiency in Intimidation. Your proficiency bonus is doubled when making checks using this skill.

Damage Threshold

From 3rd level, when you choose this path, you gain a damage threshold equal to 4 x your barbarian level. Your damage threshold is triggered when if your current hit points are below this threshold at the start of your turn, or when you take this amount of damage or more from a single attack, and when triggered, stays active until the end of your next turn.

When your damage threshold is triggered, you deal an additional 1d6 points of psychic damage on your melee weapon attacks. From 9th level, this damage is increased to 2d6 points, and from 16th level, this is increased to 3d6.

Path of Glory

From 6th level, your memories of past victories instil you with the arrogance to overcome mind-warping magics. You have advantage on saving throws against any effects that would make you charmed or frightened. If you are charmed or frightened when you enter your rage, you can immediately make another saving throw.

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.

Battleworn Experience

From 14th level, your skill in battle is hard-won but lends you strength. When your damage threshold is triggered, either at the start of your turn or when you take damage, you gain temporary hit points equal to your barbarian level.

Path of Survival

Driven by fury, determination, and sheer willpower, those who follow the path of survival have endurance beyond imagining. In battle, they sustain wounds that would fell lesser beings, and grit their way through even mortal wounds. Some barbarian tribes inflict beatings on young warriors to teach them this path, but others learn it themselves through persisting through some tragedy or catastrophe.

Fierce Determination

From 3rd level, when you adopt this path, your hit point maximum increases by +3, and increases by +1 each time you gain a level in this class.

Implacable Rage

From 3rd level, when you enter a rage, you gain the following advantages in addition to the standard benefits:

- You have advantage on Constitution checks and Constitution saving throws.

- You have resistance to necrotic and poison damage, in addition to your resistance to bludgeoning, piercing, and slashing weapons.

In addition, as a bonus action on your turn, you can spend 1 use of your rage to regain hit points equal to 1d12 + your barbarian level. You cannot use this ability if you are incapacitated.

Strike First

From 6th level, you have survived surprises and dangers that would have ended anyone else. You can give yourself a bonus to your Initiative rolls equal to your Wisdom modifier. At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn and hit a target, the target takes an additional 2d6 extra damage of the weapon's damage type.

Indomitable Rage

Beginning at 10th level, your fury allows you to power on through effects that would leave others incapacitated. While you are in a rage, you gain the following benefits in addition to the standard benefits:

- As a reaction when you fail a saving throw, you can spend 1 use of your rage to reroll with advantage. If you do so, you must use the new roll.
- At the start of your turn, if you suffer from a condition other than *incapacitated* or *unconscious*, you may make a saving throw against the effect. If you succeed, you end the effect immediately.

Enduring Survivor

At 14th level, you attain the pinnacle of resilience in battle. At the start of each of your turns if you have no more than half your hit points left, you regain hit points equal to 5 + your Constitution modifier. You don't gain this benefit if you have 0 hit points.

Path of the Skinchanger

Those who walk the path of the skinchanger are those almost entirely given to their animal mind. They can enter the mind of an animal companion, controlling them both as one body. They call this process "wearing" an animal. Skinchangers might be guardians of humanoid tribes, or powerful champions of the wilds, able to wreak violent havoc on their enemies. The greatest among them can wear the skin of nearly any beast that walks or bird that flies, making them incredibly dangerous as spies and warriors.

Speak with Animals

From 3rd level, when you select this path, you can cast *Speak with animals* a number of times equal to your proficiency bonus. All expended uses are restored when you finish a short or long rest.

Beast Companion

From 3rd level, when you choose this path, you gain a beast companion that accompanies you along your adventures and can fight alongside you. Choose a beast that is no larger than Medium and has a challenge rating of 1/4 or lower.

You and the beast can communicate telepathically while within 1 mile. The beast obeys your commands as well 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 telepathically command the beast where to move (no action required). As a bonus action, you can command the beast to take the Dash, Disengage, Dodge, or Help actions.

As an action, you can command the beast to make the Attack action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to make the Attack action, or it can take one weapon attack when you take the Attack action.

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

Your beast companion can add your proficiency bonus to its AC, attack rolls, damage rolls, as well as to any saving throws or skills it is proficient in. Its hit point maximum equals its normal maximum, or 4 times your barbarian level, whichever is higher.

When you reach 6th level, you can select an animal companion of up to challenge rating 1. When you reach 10th level, you can select an animal companion of up to challenge rating 2, and it may be no larger than Large. When you reach 14th level, you can select an animal companion of up to challenge rating 3, and it may be no larger than Huge.

Beast's Sight

From 6th level, as an action, you can telepathically perceive through your beast companion's senses if it is within a mile of you. You can see through your beast companion's eyes and hear what it hears until the start of your turn, gaining the benefits of any special senses that the beast companion has. During this time, you are deaf and blind with regards to your own senses.

Wild Mind

From 10th level, when you enter a rage, you can spend one additional use of your rage to have your beast companion also gain the same benefits. If rage ends early for one of you, it ends for both of you.

In addition, any time that you regain hit points while you are touching your beast companion, the beast companion is healed by the same amount.

One Mind

From 14th level, when your beast companion hits a target with a melee weapon attack, you can spend your reaction to make a melee weapon attack against that target, with advantage. When you hit a target with a melee weapon attack, you can spend your reaction to have your beast companion make a melee weapon attack against that target, with advantage.

Bard Colleges

College of Aristocracy

Born and trained to social station, some bards hone their talents in the trade of favours and influence. They are experts at logistics, the courtly arts, and leadership. Clad in the finest of garb, their bearing alone is often enough to give inspiration to others.

Bonus Proficiencies

When you join the college of aristocracy at 3rd level, you gain proficiency with two languages of your choice, as well as with one set of artisan's tools, gaming set, or musical instrument of your choice.

Title and Aims

From 3rd level, when a creature knows your name or 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.

Retinue

From 3rd level, when you choose this college, you can call in favours and services accorded to you by your rank.

When you finish a long rest in a town or similar area, you can call upon the services of two NPCs who are in service to you and will follow your orders to a friendly level, even if they do not personally like you. The GM determines what NPCs are available in any area. Note that these NPCs have no compulsion to behave in any particular way, and are not obliged to commit their life for you unless you make an appropriate offer.

From 3rd level, these NPCs can be up from Challenge rating 0 to 1/8 (which might include *Bandits, Commoners, Cultists, Guards, Nobles,*

or Tribal Warriors).

From 6th level, these can be up to Challenge rating 1/2 (which might include *Acolytes, Scouts, or Thugs*).

From 9th level, these can be up to Challenge rating 1 (which might include *Spies*).

From 12th level, these can be up to Challenge rating 2 (which might include *Bandit Captains, Berserkers, Cult Fanatics, Druids, or Priests*).

From 15th level, these can be up to CR Challenge rating (which might include *Knights or Veterans*).

When you use this ability, you must wait 7 long rests and either release the service of the NPCs before you can requisition more retinue NPCs, or renew the service of one or more of the NPCs. If a retinue NPC dies while in your service, you must wait an additional long rest before you can replace them.

Grandiose Command

From 6th level, you gain the ability to cloak yourself in a magic that makes others want to serve you. As a bonus action, you cast *Command*, without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast *Command* as a bonus action on each of your turns, without expending a spell slot.

Any creature frightened by you automatically fails its saving throw against the command you cast with this feature. Once you use this feature, you can't use it again until you finish a long rest.

Ongoing Training

At 6th level, you gain proficiency with one language and one skill of your choice.

Majestic Countenance

From 14th level, your bearing is so impressive as to cow attackers and make them rethink

bearing weapons in your presence. The first time a creature attacks you with a melee attack during its turn, it must make a Charisma saving throw against your spell save DC or be frightened of you until the end of its next turn.

The first time a creature hits you during its turn, it takes 10 points of psychic damage and has disadvantage on saving throws against effects that would make it frightened by you, until the start of its next turn.

College of Heraldry

Messengers, representatives, and ambassadors, those who have studied at the college of heraldry (known as Heralds) have great knowledge of nobles, history, and those in charge. They are invaluable assistants and charming companions to nobles and knights alike.

Bonus Proficiencies

From 3rd level, when you select this college, you gain proficiency in one gaming set, one musical instrument, and one language of their choice, as well as the History skill.

When making a skill check with History, you may add double your proficiency bonus.

In addition, you may add your proficiency bonus to any saving throws to avoid becoming frightened.

Cheer and Jeer

From 3rd level, as a reaction when an opponent you can see within 30 feet rolls a natural 1, you can spend your reaction to grant them disadvantage on their next d20 roll.

As a reaction when an ally you can see within 30 feet rolls a natural 20, you can spend your reaction to grant them temporary hit points equal to 1d6 + your proficiency bonus.

Inspired By Example

From 6th level, when an ally you can see within 30 feet succeeds on a saving throw

against which you also need to save, you gain advantage on the saving throw.

Allies within 30 feet who can see you gain a bonus equal to your proficiency bonus, on saving throws to avoid becoming frightened.

Renewing Inspiration

From 14th level, when you or an ally uses one of your bardic inspiration dice, they also regain hit points equal to double the number rolled on the bardic inspiration die.

College of Scribes

Students of the arcane world as much as the mundane one, Bards who study the College of Scribes try to record their experiences for others to learn from. Masters of the written word, Scribes are experts at guiding their allies and divining the weaknesses of their foes.

Bardic Tome

When you choose this college at 3rd level, you gain a bardic tome, which you can use as a spellcasting focus for your bard spells and for reference when you use bardic inspiration.

If you ever lose your bardic tome or it is destroyed, you can replace it during a long rest with 50 gold pieces' worth of materials.

Discern Weakness

From 3rd level, as an action, you can refer to your bardic tome to find the weakness of a creature you can see within 50 feet. Until the end of your next turn, you and any allies who can hear you within 30 feet of you deal an additional 1d6 points of damage with their first weapon or spell attack that hits the target, unless the creature has resistance to the type of damage inflicted by the attack. You can use this ability a number of times equal to your proficiency bonus. Any expended uses are restored when you finish a short rest.

From 6th level, the bonus damage is increased

to 2d6, and from 14th level, the bonus damage is increased to 3d6.

Bonus Proficiencies

You gain proficiency with artisan's tools for writing, and your proficiency bonus is doubled for any proficiency checks you make using these tools.

Tome of Knowledge

From 6th level, you can turn to your bardic tome to find a magical solution for almost any problem. During a long rest, you can study your tome to temporarily learn one spell of your choice, which must be of a level you can cast. The chosen spell counts as a bard spell for you but doesn't count against the number of bard spells you can cast. The casting time of this spell is 10 minutes longer than normal. When you successfully cast the spell once, or when you finish a long rest, you lose access to this spell.

Watcher

From 14th level, you are at your finest when directing from the rear. When you grant an inspiration die to an ally, you also gain a d4 inspiration die for your own use, which does not reduce your number of inspiration dice.

College of Theology

Bards who have studied from the college of theology (sometimes known as 'preachers') are well-instructed in divine magics. While they do not wield the full might of a cleric, their powers tend to take on more of a religious tone, and they are expert orators, given to stirring speeches and well-timed parables.

Bonus Proficiencies

From 3rd level, when you select this college, you gain proficiency in Persuasion or Religion. In addition, you learn the *Guidance* cantrip,

which does not count against your number of cantrips known.

Channel Divinity

From 3rd level, you gain the ability to channel divine energy directly from your deity through your bardic words, using that energy to fuel magical effects. You start with one such effect: Turn Undead, and gain more effects usable at higher levels.

When you use your Channel Divinity, you must choose which effect to create. You must then finish a short or long rest to use it again. Beginning at 14th level, you can use your Channel Divinity twice between rests. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your bard spell save DC.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak words censuring the undead. This uses one use of your bardic inspiration. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes 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 actions, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can take the Dodge action.

Bonus Spells

From 3rd level, when you select this college, your teachings allow you access to additional spells. At the bardic levels detailed below, the listed spells are added to the list of bardic spells which you can select. If you gain access to a spell that doesn't appear on the bardic

spell list, the spell is nonetheless a bard spell for you.

Bard level 3rd: *Ceremony, command, prayer of healing, warding bond*

Bard level 5th: *Beacon of hope, remove curse*

Bard level 7th: *Aura of life, guardian of faith*

Bard level 9th: *Dispel evil and good, hallow*

Evangelize

From 6th level, you are an expert at using your stirring words and messages of faith to inspire the masses. When you use your bardic inspiration to grant a creature one of your bardic inspiration dice, you may also choose one additional creature within range to gain a d4 bardic inspiration die.

Channel Divinity: Invocation of Faith

From 14th level, you gain access to a new use of Channel Divinity, striking awe into the hearts of those around you. As an action, you hold high your holy symbol and spend one use of your bardic inspiration. Creatures of your choice that can see and hear you within 60 feet must make a Wisdom saving throw or become prone.

Creatures that are hostile to you become blinded until the start of your next turn if they fail the saving throw.

College of the Troubadour

Bards who "study" from the college of the Troubadour might tell you that the roads are their teacher, and that their bruises are the lessons they give and take. They are rambunctious, independent souls who wander the world, even less predictable or organized than standard bards. Many are self-taught or have learned from another bard from this college, without having ever had any formal training. They are a diverse and bizarre lot with a disparate skill set. Some join societies like the Harpers or the Zhentarim, looking for a cause to make their own, while

others merely roam the land having adventures.

Bonus Proficiencies

From 3rd level, when you select this college, you gain proficiency with two skills of your choice, as well as one tool or instrument.

Tavern Brawler

From 3rd level, you are proficient with unarmed attacks and improvised weapons, and that damage with these weapons is always at least 1d4. In addition, when not wearing armour, your AC is 12 + your Dexterity modifier.

Diverse Experience

Your experience surviving on the road and alone means that you have picked up a variety of abilities. At 3rd level, you gain one of the following features of your choice. At 6th level and again at 14th level, you can pick another feature as well. You cannot choose the same feature twice.

- *Creative:* You gain proficiency with any two tool sets, and your proficiency bonus is doubled when making checks with these two tool sets.

- *Cross-caster:* You learn any two cantrips of your choice, and can treat these as bard spells for you.

- *Enthusiastic brawler:* When using improvised weapons or unarmed attacks, your damage die is always at least 1d6.

- *Improved Help:* When you take the Help action, the next attack roll against you before the start of your next turn is made with disadvantage.

Diverse Expertise

From 6th level, you have picked up all sorts of unexpected tricks. You gain the following three features, and you can use each ability once. All expended uses are restored when you finish a long rest.

- *Greater Inspiration*: When you use a Bardic Inspiration die, you can roll the die twice and take the better result.
- *Magic and Mayhem*: When you cast a bard spell that has a casting time of 1 action, you can make a weapon attack with an improvised weapon or unarmed strike as a bonus action.
- *Sword and Sorcery*: When you make an Attack action, you can cast a bard cantrip that has a casting time of 1 action as a bonus action.

Use Magic Device

From 14th level, you have picked up enough of just about every career path that you can fake it. You ignore all class, race, and level requirements on the use of magic items.

Cleric Domains

Faithless Domain

Those whose faith has been sorely tested sometimes break- either they can no longer maintain faith in fallible, though powerful, deities, or perhaps the source of their divine energy has been cut off. They retain some of their power, perhaps lent strength by old pacts made by their former patron, or possibly receiving power from their disbelief itself. Their spells are no less potent, but their powers lack some of the range and versatility granted by a true priest. Some become humanists, others militant atheists, while others merely search for meaning in a universe filled with terrible things and little explanation.

Note: Clerics who have the Faithless domain gain some different abilities from a cleric who chooses a deity and domain as normal. At the GM's option, this may be appropriate for clerics whose deities are cut off or perish in the course of play. If they recover from their crisis of faith, or are chosen by another patron, they should choose another domain, replacing the class features granted by this one.

Faithless Domain spells

Clerics of the Faithless domain are not granted domain spells. Instead, the cleric spell list is replaced entirely with the list below.

Independent Spirit

From 1st level, a Faithless cleric learns to depend upon their own abilities entirely. As a reaction when you fail an ability check or saving throw, you can instead choose to succeed. Once you have used this ability, you cannot use it again until you finish a short or long rest.

Channel Divinity: Instil Doubt

Starting at 2nd level, you can use words and magical power to instil doubt and disbelief in another creature. As an action, you can speak to a creature that can hear you within 60 feet, which must make a Charisma saving throw against your cleric spell save DC or be poisoned for 1 minute. While affected by this ability, the saving throw DC of any ability they use is reduced by 2. An affected creature can make another saving throw at the end of their turn, ending both effects if they are successful.

Channel Divinity: Repudiate

From 6th level, your own faithlessness can be enough to shut down magical effects from others. As a reaction when you see a creature within 60 feet of you casting a spell, you can present an empty hand and use your Channel Divinity to use a *counterspell*. This counts as using a spell slot of level equal to your proficiency bonus.

Potent Spellcasting

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

Motivate the Masses

From 10th level (replacing a cleric's *Divine Intervention* ability altogether), you can weave magic and disbelief into a powerful enchantment, stirring the hearts of a crowd. As an action, you can speak and explain your values to create a *mass suggestion* ability. Once you have used this ability, you can't use it again until you finish 1d3 long rests. From 20th level, this ability functions as if cast using a 9th-level spell slot.

Avatar of Self-Reliance

From 17th level, you have advantage on saving throws against spells, and gain resistance to damage from any spell.

Faithless Cleric Spell List

Cantrips (0 level)

Light

Mending

Message

Prestidigitation

Resistance

Vicious Mockery

1st level

Command

Create or destroy water

Cure wounds

Detect evil or good

Detect magic

Detect poison

Dissonant whispers

Guiding bolt

Inflict wounds

Purify food and drink

Sleep

Tasha's hideous laughter

2nd level

Blindness/deafness

Calm emotions

Detect thoughts

Enhance ability

Enthrall

Find traps

Hold person

Lesser restoration

Locate object

Protection from poison

Silence

Suggestion

Warding bond

Zone of truth

3rd level

Animate dead

Bestow curse

Create food and water

Daylight

Dispel magic

Fear

Feign death

Glyph of warding

Magic circle

Mass healing word

Meld into stone

Protection from energy

Remove curse

Revivify

Sending

Speak with dead

Tongues

Vampiric touch

4th level

Banishment

Compulsion

Confusion

Control water

Death ward

Freedom of movement

Locate creature

Stone shape

5th level

Contagion

Dispel evil and good

Dominate person

Geas

Greater restoration

Hold monster

Legend lore

Mass cure wounds

Planar binding

Raise dead

Scrying

6th level

Blade barrier

Circle of death

Create undead

Find the path

Forbiddance

Harm

Heal
Planar ally
True seeing

7th level

Etherealness
Fire storm
Plane shift
Regenerate
Reverse gravity
Symbol
Teleport

8th level

Antimagic field
Control weather
Dominate monster
Earthquake
Power word stun

9th level

Imprisonment
Power word heal
Power word kill
Time stop

Honour Domain

Those who swear fealty to the domain of Honour keep to the highest of ideals. They serve a ceremonial role as keepers of knighthood, arbiters of lineage, and moral authorities. While they keep to these ideals, they are empowered to enforce these codes in society.

Domain Spells

Cleric level 1st: *Compelled duel, Detect evil and good*

Cleric level 3rd: *Augury, Zone of truth*

Cleric level 5th: *Heroism, Remove curse*

Cleric level 7th: *Banishment, Death ward*

Cleric level 9th: *Dispel evil and good, Hallow*

Bonus Proficiencies

From 1st level, when you select this domain, you gain proficiency with heavy armour, one martial weapon of your choice, and with History.

Voice of Honour

You can invoke the power of honour to embolden an ally to act. If you cast a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately to make one weapon attack roll against a creature that you can see.

If the spell targets more than one creature, you choose the ally who can make the attack.

Channel Divinity: Aura of Integrity

From 2nd level, you can use your Channel Divinity to unite your allies with powerful sincerity.

As an action, you present your holy symbol and a glowing aura surrounds you. The sphere is centered around you, has a 30 foot radius, and is filled with a dim light. The sphere moves with you, and it lasts for 1 minute or until you are incapacitated or die. Whenever a creature (including you) ends its turn in the sphere, you can grant that creature one of these benefits:

- You grant it temporary hit points equal to 1d6 + your cleric level.
- You end one effect on it causing it to be *charmed* or *frightened*.

Death Before Dishonour

From 6th level, your principles allow you to push on, past hardship. When you fail a saving throw against a spell or ability that would make you suffer a condition, you can instead lose a number of hit points equal to 5 + double the spell's level, or 5 + the creature's Hit Dice, ending the condition (but not necessarily other effects of the ability) immediately.

Once you have used this ability, you must finish a short or long rest before you can use it

again.

Potent Spellcasting

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

Unimpeachable Honour

From 17th level, no attack roll against you has advantage while you aren't incapacitated. In addition, you do not suffer disadvantage on any saving throw while you aren't incapacitated.

Inquisition Domain

Clerics who follow the domain of Inquisition seek the truth, delving into mysteries to discover whether miracles are real, whether heresy has been committed, and deeper truths of philosophy. They are investigators, interrogators, and scholars above all. Their keen minds are sometimes employed to solve mysteries, although evil-aligned inquisitors can be the architects of truly fiendish plots themselves.

Bonus Proficiencies

From 1st level, you gain proficiency with Investigation and one skill from the following: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any checks made with these two skills.

Compel Truth

From 1st level, when you speak to someone, you have a way of ferreting the truth out of them, whether they want to or not. If you make a successful Deception, Insight, or Persuasion check against a creature, you learn a fact or secret about them that they wish to conceal - where they have hidden a weapon, how many allies they have with them, whether they believe in the truth of what they have said.

You may use this ability a number of times equal to your proficiency bonus. Any expended uses are restored when you finish a short or long rest.

Domain Spells

Cleric level 1st: *Command, identify*

Cleric level 3rd: *Hold person, zone of truth*

Cleric level 5th: *Dispel magic, speak with dead*

Cleric level 7th: *Compulsion, locate creature*

Cleric level 9th: *Legend lore, modify memory*

Channel Divinity: Reveal Truth

Starting at 2nd level, you can use your Channel Divinity to counter illusions and lies. As a reaction when you or another creature you can see within 30 feet makes a saving throw against an illusion effect or an ability check against a deception, you present your holy symbol and utter a prayer of revealing. This saving throw or ability check is made with a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the saving throw or ability check was successful.

Channel Divinity: Counter magics

At 6th level, you can use your Channel Divinity to counter hostile magics. As a reaction when you see a creature within 60 feet of you casting a spell, you present your holy symbol and attempt to shut it down. Unlike the *counterspell* spell, you must make an ability check using your spellcasting ability, regardless of the spell's level. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Potent Cantrips

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

Pierce Secrets

At 17th level, your long experience allows you

to see through any illusions or concealment. You gain truesight, with a range of 90 feet. In addition, any time you cast a spell of 1st level or higher and a creature fails its saving throw against the spell, you learn one secret from the creature, as if you had used compel truth on it. If a spell causes multiple creatures to fail saving throws, you may choose which creature's secret you learn.

Druid Circles

Circle of the Great Wheel

Familiar with all of the multiverse's most dangerous places, those druids who train under the circle of the Great Wheel are at home wherever they go. These druids can attune to their surroundings and become empowered by exposure to other planes, taking on aspects of these planes as needed. Some keep the peace between the different planes, while others actively work to undermine or bring down the barriers between these planes.

Energy Adaptation

From 2nd level, when you choose this circle, you can expend a use of Wild Shape as a bonus action to gain resistance to one type of damage from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

This resistance lasts until you finish a short or long rest.

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: *Branding smite, misty step*

Druid level 5th: *Magic circle, protection from energy*

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

Druid level 9th: *Contact other plane, planar binding*

Planar Adaptation

From 6th level, when you finish a short or long rest, you can use your energy adaptation for free without expending a use of Wild Shape. As a bonus action, you can expend a use of Wild Shape to gain resistance to another energy type from the list of your choice, or to change the type of one of your resistances. You can only use this ability to gain resistance to two energy types from the list.

Planar Empowerment

From 6th level, when you are on a plane other than the Material plane (or in a coterminous zone of another plane), or within 50 feet of a gate or portal leading to another plane, you can use a bonus action to become empowered with that plane's energy. While empowered, you gain the following benefits, based on the plane you have become empowered by. If your campaign uses a different cosmology, discuss with your GM what planes are most appropriate for your empowerment abilities.

Astral Plane: You act as if under the effects of the *Haste* spell.

Ethereal Plane: You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and your melee attacks count as being magical for the purposes of overcoming resistance and immunity to nonmagical damage.

Feywild: You are immune to the Feywild's memory loss effect, and can cast *Misty step*. Once you have used this spell, you must wait 1 minute before you can use it again.

Shadowfell: You are immune to the Shadowfell's despair effect, and can cast *Invisibility*. Once you have used this spell, you must finish a short rest before you can use it again.

Plane of Air: You have a fly speed equal to your walking speed, and can hover.

Plane of Earth: You have a burrow speed equal to your walking speed, and increase

your AC by 1.

Plane of Fire: You have resistance to fire damage. If you select fire for your energy adaptation, you have immunity to fire damage instead.

Plane of Water: You have a swim speed equal to your walking speed, and can breathe underwater.

Chaos-Aligned Planes: You ignore any negative effects caused by the plane, and benefit from the *Blur* spell while you remain empowered by the plane.

Evil-Aligned Planes: You ignore any negative effects caused by the plane, and you can cast *Hellish rebuke*. Once you have used this spell, you must wait 1d4 rounds before you can use it again.

Good-Aligned Planes: You ignore any negative effects caused by the plane, and benefit from the *Bless* spell while you remain empowered by the plane.

Law-Aligned Planes: You ignore any negative effects caused by the plane, and benefit from the *Protection from evil and good* spell while you remain empowered by the plane.

Elemental Wild Shape

From 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, earth elemental, fire elemental, or water elemental.

Always Native

From 10th level, any time when you would be banished or teleported to another plane, you can choose to be immune to the effect.

Master of the Multiverse

From 14th level, when you complete a long rest, you can select one type of planar empowerment and gain its benefits until you finish a long rest. As a bonus action, you can change which plane empowers you.

Circle of the Rose

Legend tells that deep in a forest, a hero once died, and that their anguished companion called to all the gods of nature to heal their wounds, for the sake of love. Fruitlessly they channelled energy, slamming every incantation they could recall into the lifeless corpse. The magical energy, wasted, flowed off and into the ground around the body, sprouting a tangle of impenetrable vines and blooms around the body.

Decades later, guarded by a forest of roses and thorns, there lies a corpse refusing to rot. Still instilled with healing energy, this incorruptible body is held by druids of the Circle of the Rose as an example of nature's finest gift- that of life itself. These druids are sometimes-gentle, sometimes-wild defenders of living things, guarding them against those who would harm them. Good-aligned druids of this circle are protectors of all life, while evil-aligned druids who follow these teachings choose which lives they value, and which are expendable.

Disciple of Life

From 2nd level, when you choose this circle, your healing spells are more effective. When you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Circle Spells

The druids who follow the teachings of this circle learn additional mystical secrets, granting them access to certain spells. You gain access to the additional circle spells 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 2nd: *Healing word*

Druid level 3rd: *Gentle repose, prayer of healing*

Druid level 5th: *Aura of vitality, revivify*

Druid level 7th: *Aura of purity, death ward*

Druid level 9th: *Circle of power, raise dead*

Instil Vitality

From 6th level, as a bonus action you can select a creature that you can see within 30 feet. That creature gains temporary hit points equal to 10 + your druid level. From 12th level, this increases to 20 + your druid level. You can use this ability a number of times per day equal to your proficiency bonus. All expended uses are restored when you finish a long rest.

Surging Energy

From 10th level, you have resistance to necrotic energy and at the start of any round where you have less than 50% of your maximum hit points, you regain 5 hit points. In addition, when you cast a spell of 1st level or above which restores hit points to a creature, you can choose for it to gain resistance to necrotic damage until the start of your next turn.

Anointed Ground

From 14th level, your prolonged presence brings life to the world. When you and any creatures within 0 feet of you expend hit dice to regain hit points during a short rest, any dice rolls of 1, 2, or 3 are considered to be a 4. When you finish a long rest, you may choose to cast *Hallow* on the immediate area without expending a spell slot or material components. The additional effects you can choose from are: *courage, energy protection, everlasting rest, extradimensional interference, or tongues*. The zone lasts until the next time you use this ability.

Twisted Circle

Some druids choose to forsake the so-called 'natural' order and instead choose what is known as 'the twisted circle', using the very same monsters that so often threaten them, to fight monsters themselves. Their powers are dangerous and awful, and any 'civilized' druid would instantly shun them. Those of the twisted circle croak vile words of sorcery to confound their foes, and they are masters of monstrous shape-forming and conjuring.

Twisted Words

When you choose this circle at 2nd level, you learn *Vicious mockery* as a druid cantrip. Additionally, you can influence aberrations and monstrosities using the Persuasion skill as if they were humanoids.

Twisted Shapes

From 2nd level, when you use your Wild Shape ability to take the form of a beast, you can choose one additional feature to add to your form, chosen each time you use your Wild Shape.

From 6th level, you can select 2 twisted shapes to add to your form when you use Wild Shape, and from 14th level, you can select twisted shapes to add to your form.

- **Dripping ichor.** When damaged by a melee attack, the attacker takes 3 (1d6) points of acid damage.

- **Thicker hide and heavier fur.** The form's AC is increased by 2.

- **Venomous.** Select one melee weapon attack, which inflicts an additional 7 (2d6) points of poison damage on the first successful hit per round.

- **Vicious fangs and talons.** Each of the form's melee weapon attacks increases its damage by an additional 2 points.

- **Vile tentacles.** The form gains an additional Tentacles melee weapon attack with a reach of 10 feet, which uses the highest attack modifier available to the form. On a hit, the tentacles inflict bludgeoning damage equal to

1d6 + Strength modifier. If the target is a creature, it is grappled (escape DC 8 + proficiency bonus + Strength modifier). Until the grapple ends, the target is restrained, and the tentacles can't be used on another target.

Circle Spells

Your twisted power infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th levels, you gain access to the following circle spells. Once you gain access to these spells, you always have them prepared, and they don't count against the number of spells you can prepare each day.

Druid level 3rd: *Crown of madness, web*

Druid level 5th: *Hunger of hadar, vampiric touch*

Druid level 7th: *Evard's black tentacles, Summon Aberration (Tasha's Cauldron)*

Druid level 9th: *Cloudkill, contact other plane*

Pervert Conjunction

From 6th level, you can try to hijack an opponent's summoning spell to call monstrous beings from the Far Realms, rather than the options the opponent has chosen. As a reaction when a creature you can see within 60 feet uses a spell or ability to conjure or summon creatures, you can make an ability check using your spellcasting ability, with a DC of 10 + the spell's level (or the creature's spellcasting DC, if this is not a spell). If you succeed, the spell instead conjures aberrations or monstrosities of the same Challenge Rating as the creatures that would have been conjured. These creatures are not friendly to either you or the creature that summoned them.

Alien Mind

From 10th level, your mind has become truly alien, and even contacting it can be enough to shatter a creature's mind. You can no longer be charmed or frightened. Any time you

would be subject to psychic damage, you can spend your reaction to have resistance to that damage, and the attacker takes the same amount of damage that you do.

Deformed Allies

From 14th level, any creatures that you conjure or summon with spells each gain 1 twisted shape option.

Fighter Archetypes

Atavist

Guided by the far-too-real spirits of their ancestors, an Atavist embodies the concept of genetic memory. While some are empowered by their forebears living on through them, others find the experience maddening and that it robs their own agency. Depending on an atavist's own ancestry and their ability to control the experience, some might be honourable guardians or crusaders, while others use this strength and skill to oppress others.

Ancestor Spirit

From 3rd level, when you choose this archetype, you have ancestor spirits which speak to you. When you finish a short rest, you can make a Wisdom saving throw (DC 15) to change which aspect of spirit inhabits you for the time. When you finish a long rest, you can choose which aspect of spirit inhabits you. While a spirit's aspect inhabits you, you gain the listed features.

Aggressive. Your spirit favours direct confrontation, and action over discussion. You can add +2 to your initiative rolls, and you can add +2 to Athletics and Intimidation rolls.

Cautious. Your spirit favours being unnoticed and avoiding enemies. You can increase your AC by +1, and you can add +2 to Acrobatics and Stealth rolls.

Insightful. Your spirit is perceptive and wise. You can cast *Resistance* as a bonus action without requiring any components, and you can add +2 to Insight and Perception rolls.

Sociable. Your spirit is friendly, and interacts with others well. You can cast *Message* as a bonus action without requiring any components, and you can add +2 to Deception and Persuasion rolls.

At the GM's discretion, feel free to name and assign personality traits to these ancestor

spirits, although this does not affect their aspect or powers.

Ancestral Guidance

From 3rd level, you can seek help from your ancestor spirits. You gain the *Guidance* cantrip.

Spiritual Focus

From 7th level, you can concentrate, becoming more in tune with your ancestral spirits. Depending on what aspect of spirit inhabits you, you gain an additional power.

Aggressive. Your strikes land with spiritual and physical might at once, counting as magical for the purposes of overcoming damage resistance and immunity to nonmagical attacks and damage.

Cautious. Your spirit speeds your body, increasing your base movement speed by 10 feet.

Insightful. Your spirit's awareness of the surrounding area spreads to you, granting you blindsight out to a range of 10 feet.

Sociable. Your spirit inspires you, granting you advantage on saving throws against effects that would charm or frighten you.

Speak With Dead

From 7th level, you can *Speak with dead*, but only as a ritual.

Unity of Purpose

From 10th level, you can select which aspect of spirit inhabits you on finishing a short rest without being required to make a saving throw.

As an action, you can make a Wisdom saving throw (DC 15) to change which aspect inhabits you.

In addition, you can use your Second Wind ability a second time before needing to finish a short or long rest.

Second Spirit

From 15th level, you can commune with multiple aspect of your ancestor spirits at a time. As an action, you can call a second aspect to inhabit you for 1 minute. At the end of this period, you gain 1 level of exhaustion.

True Unity

From 18th level, when a spirit inhabits you, you mantle all of their power, becoming perfectly in tune. The features you gain for being inhabited by an aspect change to the below features instead of those listed under Ancestor Spirit.

Aggressive. Your spirit favours direct confrontation, and action over discussion. You can add +4 to your initiative rolls, and you can add +4 to Athletics and Intimidation rolls. In addition, all of your weapon attacks deal an additional 1d6 force damage on a hit.

Cautious. Your spirit favours being unnoticed and avoiding enemies. You can increase your AC by +2, and you can add +4 to Acrobatics and Stealth rolls. In addition, you can cast *Misty step* as a bonus action without requiring any components.

Insightful. Your spirit is perceptive and wise. You can cast *Resistance* as a bonus action without requiring any components, and you can add +4 to Insight and Perception rolls. In addition, you are always under the effects of a *Protection from evil and good* spell.

Sociable. Your spirit is friendly and interacts with others well. You can cast *Message* as a bonus action without requiring any components, and you can add +4 to Deception and Persuasion rolls. In addition, you can cast *Detect thoughts* as an action without requiring any components.

Deathsworn Knight

With deathly-pale skin and clad in their trademark black-enamelled plate armour, the Deathsworn Knights are a mysterious clique, each slowly ritually slain through a magical

ritual and returned to the living. Through this ritual, they become inured to the energies of death, and able to strike down spirits that threaten the mortal realm. The order was formed to combat a legion of undead that assaulted the lands for several generations, and although this threat seems to have subsided, the order has forged on, their skills still of clear use. In joining the order, a member is pronounced legally dead, and all debts and bonds must be forsworn.

Inured to Death

From 3rd level, when you choose this archetype, you gain resistance to necrotic damage. In addition, you have advantage on saving throws against any effects that deal necrotic damage, or would make you Frightened or Poisoned.

Deathsworn Strike

From 3rd level, you can empower strikes against beings not of this world. Your melee weapon attacks count as magical for penetrating resistance and immunity to non-magical attacks and damage.

In addition, when you hit a creature which is a fiend or undead with a melee weapon attack, you can deal force damage in addition to the weapon's damage. The extra damage is 1d6 at 3rd level, and increases to 2d6 at 7th level, 3d6 at 10th level, and 4d6 at 15th level.

You can use this ability a number of times equal to your proficiency bonus. You regain expended uses when you finish a short or long rest.

Drain Resistance

From 7th level, your maximum hit points cannot be reduced by life drain effects, such as a vampire's bite or a wight's life drain attack.

Spare the Dying

From 7th level, you learn the *Spare the dying*

cantrip.

Old Familiar Companion

From 10th level, you have advantage on death saving throws.

Banishing Blow

From 15th level, your deathsworn strikes have the ability to banish creatures from reality.

When you activate your deathsworn strike, the target must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma bonus) or be banished.

While banished in this way, the creature's speed is 0 and it is incapacitated. At the end of its next turn, it reappears in the space it vacated or the nearest unoccupied space, if that space is occupied.

Deathless Duty

From 18th level, death holds no dread nor danger for you, being such a familiar friend. You are immune to necrotic damage and to being Frightened.

Additionally, you only die on your fourth failed death saving throw.

If any effect would kill you immediately or slay you when you reach 0 hit points (such as the effects of a *Disintegrate* spell), you instead drop to 0 hit points. Once you have used this feature, you must finish a long rest before you can use it again.

Errant

Those who walk the path of Errants are skilled mercenary combatants, fighters who pick up skills from here, there, and everywhere. They are more likely to win by foul means than fair, and many wander the lands in search of paid adventure. Some choose to prove their prowess in duels or tournaments, while others waylay others to test their skill or merely go to war for coin. What they share is having little illusion of their place- all are killers who fight to win a combat, not to keep

a code of honour.

Bonus Proficiencies

From 3rd level, when you choose this archetype, you gain proficiency in one skill, one tool set, and one language of your choice.

Dirty Tricks

You learn two dirty tricks from the list below. You may use each dirty trick once. All expended uses are refreshed when you finish a short or long rest. When you reach 7th level, and again at 10th and 15th level, you learn an additional two dirty tricks.

Blinding blow. When you have hit an opponent with a melee weapon attack, they must make a Constitution saving throw (DC 8 + your proficiency modifier + your Dexterity modifier) or be blinded until the end of your next round.

Cloak and dagger. When you take the Disengage action, you become *invisible* until the start of your next round.

Disarming strike. When an opponent attacks you with a melee weapon attack, you can use your reaction to attempt to disarm them of the weapon. The target must make a Strength saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or drop one item that they are holding, of your choice. If this is a weapon, you can choose to be holding it instead.

Distracting strike. When you hit an opponent with a weapon attack, the DC for concentration checks to retain concentration on a spell is 15 or half of the damage taken, whichever is higher.

Extra strike. When you have hit an opponent with a melee attack, you may deal an additional 1d4 + your Dexterity modifier points of damage, either bludgeoning, piercing, or slashing (your choice).

Fouling strike. When you hit an opponent who is wearing armour or using a shield, you can cut straps, foul joints, and otherwise

disable the armour, giving them a -2 penalty to their Armour Class until this can be repaired.

Low blow. When you have hit an opponent with a weapon attack or unarmed strike, they become *poisoned* until the start of your next turn.

Momentum. When a creature enters melee range with you, you can use your reaction to make a Shove attempt. The creature has disadvantage on this roll.

Opportunity. When an ally hits a creature in range or when a creature in range rolls a natural 1 on their attack roll, you may use your reaction to make a melee attack against the same target.

Quick cover. If you take the Dodge action, or as a bonus action if you are adjacent to an object at least half your size, you gain half cover against attacks from one opponent of your choice.

Sacrifice. When a creature targets you with a weapon attack, you can use your reaction to have the attack to target an adjacent creature instead.

Tiring attack. When an opponent misses you with a melee attack, you can use your reaction to give them a level of exhaustion.

Unexpected attack. When an opponent declares a melee attack against you, you can use your reaction to make a melee attack against an opponent using an unarmed strike, improvised object, or light weapon. This is resolved before the opponent's attack.

Bastardry

From 7th level, you have advantage on initiative rolls.

Additional Fighting Style

At 10th level, you can choose a second option from the fighting Style class feature.

Improved Bastardry

From 15th level, you have advantage on

attack rolls against any creature which hasn't acted in the combat yet, or is surprised by your attack.

Constantly Surprising

From 18th level, whenever you roll initiative, you refresh the use of all of your dirty tricks.

Gallant

Some warriors prefer caution and careful tactics to win the day- but not the gallant. Throwing caution to the wind, the gallant is one who lives their life to the fullest, dancing a line between bravery and foolhardiness narrower than a thread. A gallant is one whose prowess is undoubted and unfettered.

Unfettered

From 3rd level, when you select this archetype, you gain the *Dueling* fighting style. If you already have this fighting style, you may choose another fighting style of your choice.

Reckless Swashbuckling

From 3rd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack in a turn, you can decide to attack recklessly. If you do so, your melee weapon attack rolls inflict an additional amount of damage equal to your proficiency bonus until the start of your next turn, but all attack rolls against you until the start of your turn have advantage.

Joyous Guard

From 7th level, when you take the dodge action, you gain advantage on your next weapon attack roll.

In addition, you gain proficiency in Dexterity saving throws.

Action Surge

From 10th level, you can use your action surge twice before a rest, but only once on

the same turn. When you reach 17th level, you can use this three times before a rest, but still only on the same turn.

Counter- Attack

From 15th level, when a hostile creature misses you with a melee attack, you can use your reaction to make a melee attack against that opponent.

Relentless Attack

From 18th level, your probing attacks lead your foes into errors, and none can hope to hold out against you for long. If you miss an opponent with one of your attacks, your next attack against that opponent before the start of your next turn is made with advantage.

Pistoleer

Note: *As with all major character choices, this should be discussed with your GM, and the game setting carefully considered before inclusion. Although firearms have been in use since the 10th century AD, many GMs find that firearm use do not suit the settings or themes of their campaigns, particularly if these are set in an early-Medieval or Ancient milieu.*

Pistoleers, specially-trained soldiers who make use of flintlock weapons, are experts at their craft. Responsible for the engineering and maintenance of their own weapons, as well as for taking the battle to their foes with thunderous noise and swift action.

Firearm Proficiency

From 3rd level, when you select this archetype, you gain proficiency with the pistol and musket, as detailed in the *Dungeon Master's Guide* (pages 267 - 268). In addition, you gain proficiency with tinker's tools.

Fine Aim

From 3rd level, when you choose this

archetype, you can use your action to take aim at a creature or object you can see within range. This grants advantage on your next ranged attack roll against that target before the end of your next turn. However, if you are damaged or disturbed before you make this attack, you must make a Constitution saving throw, as if maintaining concentration on a spell.

Precision Shot

From 3rd level, you gain the ability to make a firearm attack that lands with great precision. Once per round, if you have advantage on your attack roll, you can deal an additional 1d10 damage of the same type as the weapon's base damage (for example, a bullet from a pistol normally inflicts 1d10 piercing, a precision shot would increase this to 2d10 piercing).

From 10th level, this additional damage is increased to 2d10.

Lightning Reflexes

From 7th level, your reactions at evading attacks and missile weapons are finely tuned. You gain proficiency in Dexterity saving throws. In addition, your Armour Class is increased by 2 against ranged attacks.

Quick Fingers

From 7th level, you can ignore the loading quality of pistols.

Thunderous Volley

From 10th level, you can use your reaction while armed with one or more firearms to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have enough ammunition for each target, as normal, and you must make a separate attack roll for each target.

Professional Warrior

From 15th level, your weapon attacks score a critical hit on a roll of 19 or 20.

Hunter's Eye

From 18th level, you can take aim as a bonus action instead of an action.

Weaponmaster

By learning or destiny, a weaponmaster is a genius of using one particular type of weapons. Combat comes as naturally to them as the flow of magic to a sorcerer, and each sparring session, each mortal duel, is only practice for their art.

Chosen Weapon Type

From 3rd level, when you choose this archetype, choose one type of weapons: bludgeoning, piercing, or slashing. This type of weapon is used for several class features of the weaponmaster, and any weapon which inflicts this type of damage can be used for its features.

When you are holding a weapon of your chosen type, you gain a +1 bonus to AC, and a +1 bonus on weapon attack rolls with your chosen type of weapon.

In addition, once per turn, when you roll damage with a weapon of your chosen type, you can reroll one of the attack's damage dice, and you must use the new roll.

Great Renown

From 3rd level, when you are holding a weapon of your chosen type and you make a Deception check in combat, or an Intimidation or Persuasion check, you can add your proficiency bonus to the roll.

Parrying Defense

From 7th level, you can fend off strikes directed at you or creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack while you are holding a

weapon of your chosen type, you can roll 1d8 as a reaction and add that to the target's AC against that attack. If the attack still hits, subtract the result of the d8 roll from the attack's damage.

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

Weapon Mastery

From 10th level, when you inflict damage with a weapon of your chosen type, you inflict 1d6 extra damage of the same damage type.

In addition, when you are holding a weapon of your chosen type and are forced to make a saving throw against an effect that would make you *blinded*, *frightened*, *grappled*, *prone*, *restrained*, or *unconscious*, you may add your proficiency bonus to the saving throw.

Fluid Strikes

From 15th level, if you take the Attack action on your turn when using your chosen weapon type, and have advantage on an attack roll against one of the targets, you can forego the advantage for that roll and instead make one additional weapon attack against the target. You can do so no more than once per turn.

Unerring Skill

From 18th level, if you miss with a weapon attack on your turn using a weapon of your chosen type, you can reroll it. You can use this feature only once per turn.

Monastic Traditions

Way of Meditation

Those monks who follow the way of meditation can find calm through the howling of a hurricane and the turmoil of battle. These monks can instil peace in their allies and sometimes even their foes, their every moment filled with serenity and perfection.

Bonus Proficiencies

When you choose this way at 3rd level, you gain proficiency with Insight and with one set of tools.

Seek Calm

When you choose this way at 3rd level, you can add your proficiency bonus to Constitution saving throws to retain concentration on a spell or ability. In addition, as an action if you are charmed, frightened, poisoned, or stunned, you can spend 1 ki point to make a saving throw against the effect's save DC. If you are successful, you end the effect immediately.

Touch of Peace

From 6th level, you can instil calm in others with your meditation. As an action, you can spend 1 ki point to cast *Calm emotions* with a 20-foot radius centred upon yourself.

Rebuke Violence

From 6th level, when you have taken the Dodge action, you can rebuke a creature which tries to do violence to you. As a reaction when a creature you can see makes a melee attack against you or an ally you can see within 15 feet, you can spend 1 ki point to force the creature to make a Constitution saving throw or be stunned until the end of your next turn.

Aura of Serenity

At 11th level, the calm within radiates outwards to others. You and friendly creatures that can see you within 10 feet can't be charmed or frightened while you are conscious.

Aura of Purity

From 17th level, you can spend an action and 4 ki points to cast *Aura of purity* centred upon yourself.

Be As Water

From 17th level, when you take the Dodge action, you also have advantage on saving throws against effects you can see until the start of your next turn.

Way of the Crystal Soul

Monks who follow the way of the Crystal Soul turn their *Ki* energy outwards, channeling it into tangible energy to overcome their foes. This usually takes the form of a blade or staff of blazing energy, although they can also manifest telekinetic power. Some favour balance in the universe, while others are driven by their emotions and ethics to affect change in the world. As combatants, they tend to be decisive and favour an aggressive style.

Energy Weapon

From 3rd level when you select this way, you gain the ability to manifest a weapon made of energy as a bonus action. You choose the form of this weapon when you select this way, but can select a different form instead when you gain a new monk level.

This weapon is considered to be a simple melee weapon which has the finesse quality, and deals 1d6 force damage on a hit. This counts as a monk weapon.

At 6th level, this increases to 1d8 points of force damage.

At 11th level, this increases to 1d10 points of

force damage.

At 17th level, this increases to 1d12 points of force damage.

If you become unconscious or incapacitated, this energy weapon dissipates.

Actualization

From 3rd level, your study allows you better control of your body, and you begin to be able to manifest telekinetic energy with your Ki. You gain proficiency with either Acrobatics or Athletics, and count double your proficiency bonus when making checks with the selected skill.

In addition, you gain the *Mage hand* cantrip.

Ki Smite

From 6th level, when you have hit an enemy with your energy weapon, you may spend 1 Ki point to deal additional damage by an amount equal to your Martial Arts die. You can use this feature only once on each of your turns.

Living Energy Control

From 6th level, you can spend 2 Ki points as an action to cast *Gust of wind*.

Additionally, you can spend 2 Ki points as an action to cast *Haste* affecting yourself for 1 minute, or until you lose concentration.

Improved Energy Control

From 11th level, you can spend 3 Ki points as an action to use *Telekinesis*.

Living Energy Sense

From 11th level, you are also in tune with the living energy of the universe, and you can tune in with this sense. You can spend 5 Ki points when you finish a short rest to *Commune with nature*.

Improved Energy Sense

From 17th level, your control of the living energy allows you to sense all things around

you. You gain truesight with a range of 30 feet.

Way of the Operative

Trained from an early age in perfection of talent, stealth, and the unarmed arts, monks who follow the way of the operative are secretive and effective killers. Often at their best with no weapons, no supplies, and no support, they are effective spies and assassins for a variety of causes.

Bonus Proficiencies

When you choose this way at 3rd level, you gain proficiency in one of the following skills, as well as with either disguise kits or poisoner's kits: Acrobatics, Deception, Investigation, Persuasion, Sleight of Hand, or Stealth.

At 11th level, you gain proficiency with another skill from the list.

Impairing Strikes

From 3rd level, you are an expert of tying your enemies up in combat, leaving them off-balance. When you hit an opponent with an unarmed strike or monk weapon, the opponent is unable to make reaction attacks until the start of your next turn.

Know Your Enemy

Starting at 7th level, if you spend at least 1 minute observing or interacting with a creature outside of combat, you can learn certain information about its capabilities compared to your own. You may instead spend 1 ki point as an action to observe a creature. The DM tells you two of the following of your choice:

- One resistance or immunity the creature possesses
- Armour class
- Current hit points
- Total hit dice (if any)

- Lowest saving throw (and then next lowest saving throw, if you choose this twice)
- One attack type, and the bonus on its attack roll (for example, "bite, +9 melee")

Weakening Strike

From 11th level, when an opponent fails a saving throw against your Stunning Strike, the target gains the poisoned condition until it is able to finish a short rest. If the opponent succeeds on the saving throw, it gains the poisoned condition until the start of your next turn.

Defy Impairment

From 17th level, your training allows you to shake off any impairment. Any time you are subject to one of the following conditions, you can spend 2 ki points at the start of your turn to end the effect immediately:

Blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, restrained, stunned, or unconscious.

Way of the Swordsage

A master of martial maneuver, those who follow the way of the swordsage can unlock potent skills. Blurring the line between martial prowess and magical skill, swordsages can attain true perfection through their knowledge. While some swordsages are free-roaming champions of the weak and downtrodden, other believe only in their own superiority over others.

Bonus Proficiencies

When you choose this way at 3rd level, you gain proficiency with martial melee weapons and with either blacksmith's tools or tinker's tools. You can use any martial melee weapon as a monk weapon, even if it has the heavy or two-handed property.

Discipline Focus

When you choose this way at 3rd level, you can focus your discipline into martial exploits by drawing on your pool of ki energy. You gain the following benefits:

Stance of Focus. You can spend 1 ki point to select an opponent you can see within 30 feet. While you maintain concentration for up to 1 minute, you have advantage on attack rolls with unarmed strikes and monk weapons against this target, and disadvantage on attack rolls against any other target. You can end this stance at any point during your turn.

Perfect Strike. Once per round, when you hit a creature with a melee weapon attack using an unarmed strike or monk weapon, you can expend 1 ki point to deal psychic damage equal to twice your martial arts damage, in addition to the weapon's damage.

Hearing The Air

From 6th level, your senses are so attuned that while you are holding a monk weapon, you gain blindsight with range of 10 feet. From 11th level, this range increases to 20 feet. From 17th level, this range increases to 30 feet.

Plant Doubt

At 6th level, you can prey on your opponents' uncertainty to instill fear in your skill. As a reaction when a creature misses you with a melee attack, you can spend 1 ki point to make the creature have disadvantage on attacks against you until the end of your next turn.

Soul Strike

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

Stance of Iron Bones

From 11th level, you can enter a meditative state that renders you nearly invulnerable to

harm. You can spend 3 ki points to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks for 1 minute.

Perfect Reaction

From 17th level, 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 unless you spend 2 ki points to refresh it.

Strike of Perfect Clarity

From 17th level, your mastery of weapons allows you to deliver unparalleled excellence when you strike an opponent. When you hit a creature with a melee weapon attack using an unarmed strike or monk weapon, you can expend 1 ki point to automatically deal the weapon's maximum damage for its damage dice (for example a longsword would deal 8 damage if used one-handed or 10 if used two handed, rather than 1d8 or 1d10).

Paladin Oaths

Broken Oath

Like steel being tempered, a paladin's oath strengthens and hardens them against corruption. However, when their oath and their own morals come into conflict, something must give. Either the paladin's oath makes them a zealot, or the paladin forswears their oath. Some choose to embrace this, becoming an Oathbreaker, but some still believe in the tenets of their oath, but have been forced into breaking their oath out of morality or necessity. These paladins can take on the benefits of the Broken Oath, below, until such time as they either choose a new oath or find some kind of redemption.

Note: it is recommended that a paladin who breaks their oath wait a certain period before gaining the benefits of this archetype, such as until levelling up or until they have had time otherwise to come to terms with their failure somehow. You may alternately choose to have this change occur immediately when the paladin's oath has been broken so severely as to render their faith lost entirely - a paladin of the Crown having to slay their own monarch, for example.

A paladin who has broken their oath exchanges the benefits of the oath they had previously sworn with the benefits of this oath instead. If a paladin finds redemption or swears another oath, they lose the benefits of this oath.

Tenets of the Broken Oath:

Those who have broken their oath are not required to follow tenets, but many continue to follow some tenets or aspects of their previous oath as they wish.

Oath Spells

A paladin who has broken their oath cannot

cast paladin spells. They retain their paladin spell slots, and can use these to power their Divine Smite ability.

Channel Divinity

A paladin who has broken their oath has the following two Channel Divinity options.

Determination. You can use your Channel Divinity to power through hardship. As an action, you remember your broken oath, and end any one condition that is affecting you (blinded, charmed, frightened, etc.), and regain a number of hit points equal to 1d10 + your paladin level.

Echoes of Glory. You can use your Channel Divinity to briefly shine with your past glory. As an action, you hold tight to your past oath and one weapon that you are holding is imbued with power. For 1 minute, you add your Charisma modifier to damage rolls (with a minimum bonus of +1). If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

From 7th level, you can use your Channel Divinity twice between rests.

Reckless Attack

From 7th level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Retaliatory Strike

From 15th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon

attack against that creature.

Unstoppable Determination

At 20th level, when you roll initiative and do not have any uses of Channel Divinity remaining, you regain one use.

In addition, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

Oath of the Draconic Champion

Some warriors swear binding oaths of service that pledge them to be the champion of a dragon, gaining the incredible might of their master in order to serve as their agent in the world. These draconic champions tend to hold similar morals to their oathsworn master, although they retain their own independence. Some are forced into servitude against their will, although most choose the path freely. Draconic Champions must bear a token given by their master- a scale, fang, talon, or other part of their body.

Tenets of the Oath of the Draconic Champion

Although the terms tend to be different for each dragon, all hold to the same core tenets.

- **Courage:** A draconic champion represents their master, and must not show cowardice, although preserving their own life is paramount.
- **Family:** A draconic champion must shelter family, and protect the young of their master and others.
- **Guardianship:** A draconic champion must defend their master above all else.
- **Might:** A draconic champion must prove their prowess when called upon.
- **Respect:** A draconic champion must show deference to true dragons, although they might be called upon to battle against the foes of their master.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin level 3rd: *Charm person, feather fall*

Paladin level 5th: *Enlarge/reduce, enthrall*

Paladin level 9th: *Counterspell, fly*

Paladin level 13th: *Dominate beast, stoneskin*

Paladin level 17th: *Dominate person, legend lore*

Elemental Affinity

When you take this oath at 3rd level, you gain affinity for one type of energy from the following list: acid, cold, fire, lightning, or poison, based on the dragon to whom you have sworn your oath. Several of your class features will rely on this energy.

Once chosen, this type cannot change, unless you swear an oath to a different type of dragon.

Channel Divinity

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

- **Awe Foe.** As an action, you present a sign of your oath and call upon your master's awesome presence, 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. Dragons have advantage on this saving throw, while humanoids have disadvantage on the saving throw.

On a failed save, the creature is frightened for 1 minute. On a successful save, the creature is frightened until the start of the draconic champion's next turn.

- **Draconic Wrath.** As an action, you can imbue one weapon that you are holding with elemental energy, using your Channel Divinity. For 1 minute, damage rolls with the weapon deal additional damage of your elemental affinity type equal to your Charisma modifier (with a minimum bonus of +1). The weapon

also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end the effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Aura of Elemental Resistance

From 7th level, your training and the supernatural power with which you have been imbued ward you against elemental energy. You and friendly creatures within 10 feet have resistance to damage from your elemental affinity type.

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

Draconic Endurance

Starting at 15th level, when you are reduced to 0 hit points and not killed outright, you can choose to drop to 1 hit point instead. Once you have used this ability, you can't use it again until you finish a long rest.

Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.

Dragon Champion

At 20th level, you can assume the form of your dragon master, sprouting scaly skin and wings.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You are granted a flying speed of 60 feet.
- You have resistance to bludgeoning, piercing, and slashing damage from weapons.
- You are immune to damage of the same type as your elemental affinity.
- Your weapon attacks deal an additional 6 points of damage.

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

Oath of the Eightfold Path

Devout warriors in the service to the powers of chaos, those who swear to the Oath of the Eightfold Path are given strange powers.

Although some who swear this oath seek to do good with the only powers available to them, most are blackhearted villains given over to utter depravity and fomenting Chaos in the world.

Tenets of the Eightfold Path

A paladin who swears this oath serves many powers, and these tenets often place the paladin at odds with one another. Many choose to serve one master above others, but all pay service to each of their masters in turn.

- **Boldness begets victory.** Following the Eightfold path requires the arrogance to reject the ways of Order. Be not afraid of defeat.

- **No status quo.** Those in power do not deserve it. By might alone, and by proving your might again and again, do you deserve power. Never allow the status quo to protect those who do not deserve their power.

- **Nothing is forbidden.** You alone are the arbiter of your fate; allow none to forbid your desires or ambitions.

- **Serve the Eightfold Path.** The Gods are weak, but your masters are mighty beyond reckoning, and any command they give must be followed in spirit or letter. Failure proves only your own weakness.

- **Change is constant.** Change is inescapable in the universe, and your own form is no exception. Accept that chaos is not only present but necessary to move forward.

Eightfold Path Spells

You gain oath spells at the paladin levels indicated.

Paladin level 3rd: *Arms of Hadar*, *hex*

Paladin level 5th: *Crown of madness*, *shatter*

Paladin level 9th: *Bestow curse*, *hunger of Hadar*

Paladin level 13th: *Blight, Evard's black tentacles*

Paladin level 17th: *Destructive wave, planar binding*

Minor Mutation

Any time you gain a minor mutation, roll 1d8.

- 1** - One of your fingers becomes a slimy tentacle, which retains grip strength but can bend in many directions.
- 2** - One of your eyes changes colour, or emits light like a candle (random colour).
- 3** - A patch of skin about the size of your hand, somewhere on your body, becomes suppurating and weeps, as if diseased.
- 4** - Your tongue becomes forked.
- 5** - Your breath smokes or hisses in the air.
- 6** - Your teeth become pointed.
- 7** - Any hair on your body changes colour or writhes as if alive.
- 8** - Additional non-functional but inconvenient mutation, GM's choice.

Channel Divinity

When you swear this oath at 3rd level, you gain the following two Channel Divinity options. Each time you Channel Divinity, you gain a minor mutation. When you complete a long rest, you can make a d20 roll. On a 10 or higher, you may lose one mutation of your choice.

Dreadful Aspect. As an action, you channel the darkest emotions and focus them in a burst of magical menace. Each creature of your choice within 30 feet must make a Wisdom saving throw if it can see you. On a failed save, the creature is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it.

Utter Certainty. You are granted astounding and terrible secrets of the universe. When you make an attack roll or skill check, you can use your Channel Divinity to gain a +10 bonus to

the roll. You can make this choice after you see the roll, but before the DM says whether the roll succeeds or fails.

Killing Instinct

Starting at 7th level, you and any allies within 10 feet have advantage on Initiative rolls. In addition, you and any allies within 10 feet who score a critical hit deal an additional +2d6 necrotic damage.

Blessings of Chaos

At 15th level, as a reaction when you are dropped to 0 hit points, you can instead drop to 1 hit point and gain one level of exhaustion. When you do so, you gain a major mutation that affects you permanently. When you use this ability, you cannot use this ability again until you have finished a long rest.

Major Mutation

When you gain a major mutation, roll 1d8. If you roll the same major mutation more than once, a different limb or area of the body is affected, or treat it as a roll of 8.

- 1** - One of your limbs becomes a tentacle, able to bear weight and grip light objects at your same Strength. It is flexible in multiple directions.
- 2** - Both eyes are replaced by inky blackness, or burning coal-like lights.
- 3** - Your skin begins rotting away and oozing pus, or becomes transparent, or your blood veins are visible as black tracks beneath the surface.
- 4** - Over the course of 24 hours, you bond with any clothing or armour you wear, and it gains an organic and horrifying appearance. If you don new armour or clothing, this replaces the existing appearance and bonds with you over the course of the next 24 hours.
- 5** - When you exhale, a small furnace flame or a plume of scented incense or a cloud of flies is breathed out.
- 6** - Your teeth elongate and your jaw

lengthens into a snout. If you make a bite attack, it deals piercing damage equal to 1d4 + Strength modifier but is treated otherwise as an unarmed strike.

7 - Your hair is replaced with needle-like growths of quills or minuscule writhing serpents with tiny fangs or softly flickering flames of a random colour.

8 - Additional horrifying mutation, generally functional and hard to hide.

A major mutation can be reversed with a *Wish* spell.

Lord of Chaos

At 20th level, you can become one with the forces of Chaos. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You emanate an aura of peril in a 30-foot radius. Whenever an enemy starts its turn in the aura, it takes 10 points of psychic damage.
- You have advantage on saving throws.
- When you use Divine Smite, you deal an additional 1d8 damage.

When the transformation ends, you gain a major mutation permanently.

Oath of the Quest

Devoted seekers of a goal that may never be achieved in their lifetime - whether recovery of a fabled artefact, restoration of a lost kingdom, or to embody a set of ideals - paladins who swear the Oath of the Quest are faithful and hopeful figures. They strive to be the best kind of champions, and their inner strength and grace shine through to inspire others. Good-aligned paladins of this oath are true champions of humility and mercy, while evil-aligned paladins of this oath (although rare) are driven and inspiring figures.

Tenets of the Oath of the Quest

- **Restless devotion.** You must seek the goal of your quest without relent or distraction.

Seeking the object of your quest is the highest responsibility. Forsake worldly possessions to accomplish this goal if you must.

- **Franchise.** Your carriage shows what others could be if they strove hard enough.

Commoners should look up to you, contemporaries should emulate you, and lords should wish for servants as faithful as you.

- **Chivalry.** Defend those who cannot defend themselves. Stand as a beacon of hope and prowess. Be loyal to your oath, and your fealty.

- **Faith.** You must keep and demonstrate your faith unwaveringly. Your commitment provides an example to others, even when they challenge it.

Oath Spells

3rd level: *Hunter's mark, shield of faith.*

5th level: *Locate object, warding bond.*

9th level: *Beacon of hope, crusader's mantle.*

13th level: *Aura of purity, freedom of movement.*

17th level: *Commune, dispel evil and good.*

Channel Divinity

You gain the following two features, either of which can be activated with your Channel Divinity.

Overcome Adversity. As an action, you focus on your quest and power through an effect that torments you. You cast *lesser restoration* on yourself. From 15th level, you cast *greater restoration* instead.

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (to a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim

light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or you fall unconscious, this effect ends.

Aura of Warding

From 7th level, from grace shields you and others around you from harm caused by the cowardly attacks of others. You and creatures within 10 feet have resistance to damage from ranged weapons and ranged spell attacks.

Purity of Spirit

Beginning at 15th level, you are always under the effect of a *protection from evil and good* spell.

Glorious Icon

When you reach 20th level, your inner grace shines through at all times.

You can use your Channel Divinity twice between each short rest.

You also gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Once on each of your turns, you can add your Charisma modifier (with a minimum bonus of +1) to either an attack or damage roll you make. You can choose to add this after the roll, but before the GM declares a success or failure.

Ranger Archetypes

Name

Flavour text

Ability name

Ability description

Conclave of Couriers

Those sworn to the conclave of couriers are rangers who brave the wilderness to preserve civilization, proceeding through any hardship to carry out their dangerous duty. They are driven, determined individuals, and neither snow, nor rain, nor gloom of night stays them from the swift completion of their appointed rounds. Although they are as skilled as any other ranger in dealing with the wilderness, they are also experienced envoys and ambassadors.

Bonus Proficiencies

From 3rd level, when you select this conclave, you have additional training in the diplomatic arts. You gain proficiency with two languages, and either Deception, Insight, or Persuasion.

Determination

At 3rd level, your determination allows you to continue on when you would otherwise fall behind. You have advantage on ability checks or saving throws against any effects that would grant you the *grappled*, *prone*, or *restrained* conditions.

In addition, your speed increases by 5 feet when you aren't wearing heavy armour.

Emissary

From 7th level, your status as a courier means you are respected by all parties, even those who would ordinarily treat you as an enemy. An opponent's first attack against you in a round is made at disadvantage. If you make an attack against a creature, this effect ends

for that creature.

In addition, you gain proficiency in Intelligence or Charisma saving throws (your choice).

Greater Determination

From 11th level, your determination is so great that it allows you to power through even magical effects. If you are subject to any of the following conditions at the end of your turn, you can make a saving throw against one of the effects (at the effect's saving throw DC, or DC 15 if there has not been a saving throw otherwise). On a successful save, you end the effect.

Conditions: *blinded*, *charmed*, *deafened*, *frightened*, *incapacitated*, *paralyzed*, *petrified*, *poisoned*, *prone*, *restrained*, *stunned*, or *unconscious*.

Vigilance

From 15th level, your constant vigilance for danger in any situation leaves you able to react to danger when surprised. You have advantage on initiative rolls.

In addition, if you make a successful weapon attack against a creature which has a lower initiative score than you, you deal an additional 1d8 points of damage. This damage is the same type as the weapon's attack.

Conclave of Grim Slayers

Renowned as the finest monster hunters, those who join the conclave of grim slayers are professional, prepared, and dangerous rangers. Each is trained laboriously in knowledge of the creatures that threaten civilized lands, and the ways in which to dedicate themselves to their pursuit. Some bend their talents to seeking wealth and power for hire, while others do so to follow their calling or to protect innocents.

Dedicated Hunter

From 3rd level, when you select this conclave, you learn one additional favoured enemy. In addition, when you finish a long rest you can select one of your favoured enemy types. You can add a +2 bonus on weapon damage rolls against this type of creature, as well as adding an amount equal to your proficiency bonus on Intelligence checks to recall information about them. This bonus lasts until you finish a long rest and choose a different favoured enemy.

Bonus Proficiencies

From 3rd level, you gain proficiency in Investigation, as well as with one type of tool set.

Resilience

From 7th level, your exposure to all sorts of monsters and effects gives you tremendous resilience. You gain proficiency with Constitution saving throws, and you have advantage on saving throws against paralyzation and poison effects.

Slaying Strike

From 11th level, your expertise in hunting allows you to identify weak spots and strike them for tremendous damage. When you successfully cause a critical hit on a creature, you deal an additional 2d6 damage in addition to the critical hit.

If you successfully cause a critical hit on a creature which you have chosen as your Dedicated Hunter type, you instead deal an additional 6d6 damage.

Resist Foe

From 15th level, your expert timing and knowledge of your foes allows you to evade and resist the attacks of your enemies. You can spend your reaction when you are subject to an effect that forces you to make a saving throw to gain advantage on saving throws

against that effect until the start of your next turn.

Conclave of Wardens

Wardens are those rangers who patrol to keep the peace, and to keep their people safe. They are shadowy, secretive, and work from the shadows, often striking fast and disappearing into the night before they can be traced. They are experts of fighting unseen wars, and hunting their foes in grim silence. Good-aligned wardens are often vigilante protectors, while wicked ones are often serial killers, vicious hunters, and oppressive gang-lords.

Street Smarts

From 3rd level, when you select this conclave, you learn thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversations. Only another creature that understands thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

You also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

In addition, you also gain proficiency in two of the following skills of your choice: Acrobatics, Deception, Insight, Intimidation, Investigation, Persuasion, Sleight of Hand, or Stealth, as well as with thieves' tools.

Know Weakness

From 3rd level, your study of a foe can allow you to find their weaknesses. If you observe a creature for at least 1 minute outside of combat, your weapon attacks against them deal an additional 3 points of damage. You

can study a number of opponents equal to your proficiency bonus, and any expended uses of this ability are restored when you finish a short or long rest.

Terrifying Strike

From 7th level, you can instill opponents with fear by your presence, either a glance or the effect you have on their allies. Once per turn as a bonus action, you may choose an opponent within 30 feet who can see or hear you, or which has seen or heard one of their allies be attacked by you. They must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become Frightened until the end of your next turn. In addition, when you hit an opponent with a weapon attack in a surprise round, it is automatically a critical hit.

Avatar of Fear

From 11th level, your very presence eats at the mind of those who are terrified. Any opponent within 30 feet of you who begins their turn with the Frightened condition takes 2d8 points of psychic damage. The opponent does not need to be able to see or hear you for this to take effect.

I Am The Night

From 15th level, your stealth has become supernatural, and you can step from one shadow to the next without trace. When you are in dim light or darkness, you can use your action to become invisible until you make an attack, cast a spell, or are in an area of bright light.

In addition, when you are in dim light or darkness, you may also step from one shadow into another as a bonus action, teleporting up to 60 feet to another unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of your turn.

Rogue Archetypes

Name

Flavour text

Ability name

Ability description

Breakneck

Those rogues who feel the relentless need for speed and mobility turn to the path of the Breakneck. Driven by devil-may-care attitude and hair-trigger reflexes, a breakneck is nearly impossible to restrain, and a master of striking first and striking hard.

Relentless Speed

From 3rd level, your speed increases by 10 feet while you aren't wearing medium or heavy armour. This bonus increases to 15 feet from 6th level, 20 feet from 10th level, 25 feet from 14th level, and 30 feet from 18th level. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Ambush Master

From 3rd level, you can add your proficiency modifier to your initiative rolls. In addition, you have advantage on your first attack against any creature that hasn't taken a turn in the combat yet.

Breakneck Dodge

From 9th level, when you take the Dash action, you can spend your reaction to take the Dodge action as well.

Free Running

From 13th level, you can use a bonus action to be affected by *Freedom of movement* until the start of your next turn. You can use this ability a number of times equal to your Dexterity bonus, and all expended uses are refreshed

when you finish a short or long rest.

Break Time

From 17th level, your velocity can break the laws of time and physics themselves. As an action, you can use *Haste* yourself for up to 1 minute (although you still need to maintain concentration). Once you have used this ability, you must finish a short or long rest before you can use it again.

Additionally, as an action, you can cast *Time stop* affecting yourself. Once you have used this ability, you lose the ability to break time until you finish a long rest.

Courtier

Courtiers are scoundrels of a different kind, versed in politics and oratory rather than swordplay and burglary. Their attacks might involve cutting words that stagger or terrify their opponents, or win them over despite all reason. However, they are no less lethal for their velvet garb and honeyed words.

Bonus Proficiencies

From 3rd level, when you select this archetype, you gain proficiency with two additional languages of your choice, and either Deception, Insight, Intimidation, or Persuasion. In addition, you gain proficiency with either Intelligence, Wisdom, or Charisma saving throws.

Audacity

From 3rd level, you can give yourself a bonus to your Initiative rolls equal to your Charisma modifier.

In addition, when you are wearing fine clothes and no armour, you have an AC equal to 12 + your Dexterity modifier. At 9th level, this increases to 14 + your Dexterity modifier. At 13th level, this increases to 16 + your Dexterity modifier.

Authority

From 3rd level, as an action, you can cause a target who can understand you within 30 feet to make a Charisma saving throw (DC 8 + your proficiency modifier + your Charisma modifier).

If they fail, you can choose whether they become *charmed* or *frightened* of you for 1 round, or whether they take psychic damage equal to your sneak attack roll.

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

Schemes and Intrigue

Starting at 9th level, you gain proficiency in any two skills of your choice.

In addition, as a reaction when you succeed at a saving throw to avoid becoming charmed or frightened by an opponent, you can use your reaction to turn the tables, forcing the opponent to make a saving throw as if you had targeted them with the same ability.

Misdirection

From 13th level, you can convince your enemies to target another creature instead of you. When you are targeted by an attack while another creature is within 5 feet of you, you can use your reaction to have the attack target that creature instead of you.

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

Enhanced Authority

From 17th level, you can use Authority twice. Any expended uses are restored when you finish a short or long rest.

You gain an additional option to make the target *stunned* for 1 round instead of being charmed or frightened when you use this ability.

Ghostblade

Trapped between planes, these rogues able to blend their own form incorporeally, almost at will. Some are expert assassins, while others use their abilities to vanquish hostile spirits and other beings. Their power often astounds onlookers, allowing them to flash between realities in the blink of an eye.

Essence

From 3rd level, when you choose this archetype, you gain the ability to become incorporeal for short periods of time. Your access to this energy is represented by a number of essence points, which are equal to 1 + your proficiency bonus. You can spend these points to access various features. You start knowing three such features: ghost form, ghost step, and ghost strike. You learn more features as you gain levels in this class. When you finish a short or long rest, any expended essence points are regained.

Ghost Form. You can spend 1 essence point as a bonus action to blur your form until the end of your next turn. Any attackers have disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or if it is a celestial, fiend, elemental, or undead.

Ghost Step. You can spend 1 essence point as a bonus action to cast *misty step*.

Ghost strike. You can spend 1 ghost point as a bonus action to make your next weapon attack, whether melee or ranged, become pure energy as they phase into incorporeality until the end of your next turn. Your attack is made with advantage, and counts as magical for the purposes of overcoming damage resistance and immunity to nonmagical attacks. In addition, the bludgeoning, piercing, or slashing damage they deal is replaced by force damage.

From 10th level, this affects all your weapon attacks until the end of your next turn.

Improved Essence

At 9th level, you gain the ghost body, ghost sense, and ghost speed features, and gain an additional 2 essence points (bringing your total to 3 + your proficiency bonus).

Ghost Body. You can spend 1 essence point as a reaction when you are targeted by an attack or effect, to gain resistance to bludgeoning, piercing, or slashing damage from nonmagical attacks, until the start of your next turn.

Ghost Sense. You can spend 2 essence points to gain truesight, to a range of 30 feet, for 1 minute. This means you can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger, or a creature that is transformed by magic. Furthermore, you can see into the Ethereal plane, within the same range.

Ghost Speed. You can spend 2 essence points as a bonus action to *haste* yourself for 1 minute. You need to maintain concentration, as if you had cast the spell.

Advanced Essence

At 13th level, you gain the ghost leap and ghost smite features, and gain an additional 2 essence points (bringing your total to 5 + your proficiency bonus).

Ghost Leap. You can spend 3 essence points as an action to cast *dimension door*.

Ghost Smite. You can spend 3 essence points as a bonus action to cast *blinding smite*.

Unquenchable Essence

From 17th level, you gain an additional 2 essence points (bringing your total to 7 + your proficiency bonus).

In addition, if you roll initiative and have 0 essence points remaining, you gain 4 essence points.

Half-Life

From 17th level, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. When you use an essence point to activate *ghost body*, you instead gain immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks, until the start of your next turn.

Sorcerous Origins

Name

Flavour text

Ability name

Ability description

Grave Bloodline

Some sorcerers are gifted or inherit power from great spirits, while others experience terrible magic in the womb that affects them for the rest of their life. However it is gained, this can grant them the necromantic power to harvest energy from those slain by their magic, and even control over the undead.

Inheritance of the Grave

From 1st level, when you select this bloodline, you gain either *Chill touch* or *Spare the dying* as a bonus cantrip.

Soul Harvest

From 1st level, when you reduce a creature to 0 hit points with a spell of 1st level or higher, you can use your reaction to harvest the soul energy of one of the creatures slain, which is visible as a spectral energy that swirls around you momentarily. You can only hold one spirit's soul energy at a time, and for up to one hour before it dissipates. While you hold a spirit's soul energy, you start each turn with a number of temporary hit points equal to 5 + your proficiency bonus.

As an action, you can choose to consume the spirit energy, restoring a number of hit points equal to 1d6 per point of your proficiency bonus.

Once you have used this ability, you must finish a short rest before you use it again, unless you choose to spend 1 sorcery point to refresh it.

Bonus Spells

The secrets of necromantic energy trickle through your veins. At the sorcerer level indicated below, you learn one of the spells listed, which must be of a level you can cast. This spell does not count against your known spells.

In addition, when you reach the listed levels, the appropriate spells are added to the list of sorcerer spells for you, and you can learn them with your allotment of known spells.

Sorcerer level 1st: *Arms of Hadar*, *ray of sickness*

Sorcerer level 3rd: *Gentle repose*, *ray of enfeeblement*

Sorcerer level 5th: *Animate dead*, *spirit guardians*

Sorcerer level 7th: *Death ward*, *guardian of faith*

Sorcerer level 9th: *Antilife shell*, *contagion*

Necromantic Affinity

Starting at 6th level, you have resistance to necrotic damage.

In addition, any time you are subject to necrotic damage from an attack, you can spend 1 sorcery point as a reaction to gain immunity to necrotic damage and resistance to bludgeoning, piercing, and necrotic damage from nonmagical weapons, until the start of your next turn. While this is in effect, your visage becomes haggard and pale, as if you are grievously wounded or dead.

Wraith Form

From 14th level, you can transmute your own form into a pure spirit form for a short time. As an action, you can polymorph into a Wraith for up to 1 hour.

Once you've used this ability, you can't use it again until you finish a long rest, or unless you spend 5 sorcery points.

Necrotic Mastery

From 18th level, your type changes to Undead, and you have resistance to

bludgeoning, piercing, and slashing damage from nonmagical attacks.

When you use a sorcery point to activate your necromantic affinity feature, you instead have immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, when you spend sorcery points to use a metamagic effect on a spell, you can also choose to change the damage type of the spell to necrotic, at no additional cost.

Inferno Bloodline

Whether descended from Efreeti, or having power gifted to them by a Phoenix or similar creature, those sorcerers of the inferno bloodline have fire in their blood. Relentlessly energetic and often short-tempered, these sorcerers can manipulate energy in amazing ways.

Tongue of Fire

From 1st level when you choose this bloodline, you can speak and understand Primordial language. In addition, you gain the *Produce flame* cantrip.

Flame Wreath

From 1st level, when you cast a spell of 1st level or higher, you are wreathed momentarily in flame, increasing your Armour Class 1 against the first attack roll that targets you, before the start of your next turn.

From 6th level, your Armour Class is increased by 2, and from 14th level, your Armour Class is increased by 3.

In addition, before this duration expires, any creature that hits you with a melee attack take fire damage equal to double the level of spell that you cast.

Bonus Spells

The fire magic burns in your blood, and you learn secrets not available to most sorcerers. At the sorcerer level indicated below, you

learn one of the spells listed, which must be of a level you can cast. This spell does not count against your known spells.

In addition, when you reach the listed levels, the appropriate spells are added to the list of sorcerer spells for you, and you can learn them with your allotment of known spells.

Sorcerer level 1st: *Burning hands, hellish rebuke*

Sorcerer level 3rd: *Heat metal, scorching ray*

Sorcerer level 5th: *Daylight, fireball*

Sorcerer level 7th: *Fire shield, wall of fire*

Sorcerer level 9th: *Circle of power, flame strike*

Blazing Blood

From 6th level, as an action you can imbue yourself with the essence of flame for up to 1 hour. Your veins and eyes light up from within, and you shed light as a torch. While in this state, you gain resistance to fire damage and have advantage on initiative rolls. You can end the state as a bonus action.

Once you've used this ability, you can't use it again until you finish a long rest, or unless you spend 3 sorcery points.

Inferno Form

From 14th level, you can transmute your own body into pure flame harmlessly. As an action, you can polymorph into a Fire Elemental for up to 1 hour.

Once you've used this ability, you can't use it again until you finish a long rest, or unless you spend 5 sorcery points.

Elemental Body

From 18th level, your type changes to Elemental, and at the start of each of your turns if you aren't unconscious or incapacitated, you regain 5 hit points, up to one-half your maximum hit points.

In addition, when you spend sorcery points to use a metamagic effect on a spell, you can

also choose to change the damage type of the spell to fire, at no additional cost.

Lithic Bloodline

Some sorcerers of this bloodline claim Dao genies or stone giants in their parentage, although others say the power is just within them inexplicably. Mighty and unbreakable, these sorcerers are implacable in battle, and are surprisingly aggressive.

Elemental Inheritance

From 1st level, when you choose this bloodline, you can speak and understand Primordial language. In addition, you gain the *Blade ward* cantrip.

Armour of Stone

From 1st level, when you cast spells, you are momentarily armoured in a casing of stone, deflecting blows and absorbing damage. For 1 minute after casting a spell of 1st level or higher, you have an Armour Class of 13 + the spell's level. In addition, after casting a spell of 1st level or higher, you also gain temporary hit points equal to 5 + double the spell's level.

Bonus Spells

The secrets of elemental stone magic thrum through your body. At the sorcerer level indicated below, you learn one of the spells listed, which must be of a level you can cast. This spell does not count against your known spells.

In addition, when you reach the listed levels, the appropriate spells are added to the list of sorcerer spells for you, and you can learn them with your allotment of known spells.

Sorcerer level 1st: *Entangle, thunderous smite*

Sorcerer level 3rd: *Shatter, spike growth*

Sorcerer level 5th: *Conjure barrage, meld into stone*

Sorcerer level 7th: *Grasping vine, stonesskin*

Sorcerer level 9th: *Commune with nature, destructive wave*

Assume Liquid Form

From 6th level, you gather and hold momentum as you move, becoming more and more solid. You can use your Charisma modifier in place of your Strength modifier on ability checks to resist being shoved or grappled.

You can also use your Charisma modifier in place of your Strength modifier for attack and damage rolls when making unarmed strikes, and can roll a d6 bludgeoning damage in place of the normal damage of your unarmed strike. If you spend 1 sorcery point when you hit with an unarmed strike, you can increase the damage you deal by an additional d6.

Monolithic Form

From 14th level, you can transmute your own body into pure rock. As an action, you can polymorph into an Earth Elemental for up to 1 hour.

Once you've used this ability, you can't use it again until you finish a long rest, or unless you spend 5 sorcery points.

Elemental Body

From 18th level, your type changes to Elemental, and you cannot be moved, grappled, or made prone by an enemy unless you wish to be.

In addition, when you spend sorcery points to use a metamagic effect on a spell, you can also choose to change the damage type of the spell to bludgeoning, at no additional cost.

Maelstrom Bloodline

Some sorcerers of this bloodline count Marids, Nereids, or other creatures from the Elemental Plane of Water among their ancestors, while others have been gifted with the power to control and become as water themselves. Many seem calm or reflective, but this can hide enormous depth of emotion below the surface.

Elemental Inheritance

From 1st level, when you choose this bloodline, you can speak and understand Primordial language. In addition, you gain the *Ray of frost* cantrip.

Rapid Circulation

From 1st level, when you cast a spell of 1st level or higher, your bodily fluids circulate rapidly, restoring your vitality and speeding your reactions. You regain a number of lost hit points equal to 1d4 + the spell level you cast, and as a bonus action, you can move 5 feet from your location. This movement does not trigger attacks of opportunity.

Bonus Spells

The secrets of elemental water run in your blood and your magic. At the sorcerer level indicated below, you learn one of the spells listed, which must be of a level you can cast. This spell does not count against your known spells.

In addition, when you reach the listed levels, the appropriate spells are added to the list of sorcerer spells for you, and you can learn them with your allotment of known spells.

Sorcerer level 1st: *Armour of Agathys, create and destroy water*

Sorcerer level 3rd: *Blur, hold person*

Sorcerer level 5th: *Water breathing, water walk*

Sorcerer level 7th: *Control water, ice storm*

Sorcerer level 9th: *Cone of cold, hold monster*

Assume Liquid Form

From 6th level, you can transmute your form into liquid as a bonus action. Until the end of your next turn, you gain the following benefits:

You can move through a space as narrow as 1 inch wide without squeezing

You automatically escape being grappled or restrained, and are immune to being prone

You have resistance to acid damage, and to bludgeoning, piercing, and slashing damage from nonmagical weapons

You have a swim speed equal to twice your walking speed, and you don't need to breathe underwater

Once you have used this ability, you can't use it again until you finish a long rest, or unless you spend 3 sorcery points.

Maelstrom Form

From 14th level, you can transmute your own body into pure water. As an action, you can polymorph into a Water Elemental for up to 1 hour.

Once you've used this ability, you can't use it again until you finish a long rest, or unless you spend 5 sorcery points.

Elemental Body

From 18th level, your type changes to Elemental, and you have resistance to acid and cold damage.

In addition, when you spend sorcery points to use a metamagic effect on a spell, you can also choose to change the damage type of the spell to cold, at no additional cost.

Magical Bloodline

Some of the most common sorcerers cannot trace their bloodline to any one specific source, and seem to have just inherited raw magical talent. Their powers are no less potent for this uncertainty though- many opponents are surprised and intimidated by their talents.

Arcane Intuition

From 1st level, when you select this bloodline, you gain proficiency in Arcana and with one

language of your choice. You also gain the *Thaumaturgy* cantrip.

Visage of Power

From 1st level, when you cast a spell of 1st level or higher, your visage shifts momentarily, becoming unsettling and terrifying. Select a target that can see you within 30 feet. That target has disadvantage on their next attack roll against you until the start of your next turn.

From 10th level, the target has disadvantage on all attack rolls against you until the start of your next turn.

Bonus Spells

The secrets of magic surge through your blood. At the sorcerer level indicated below, you learn one of the spells listed, which must be of a level you can cast. This spell does not count against your known spells.

In addition, when you reach the listed levels, the appropriate spells are added to the list of sorcerer spells for you, and you can learn them with your allotment of known spells.

Sorcerer level 1st: *Detect magic, hex*

Sorcerer level 3rd: *Blood of retribution, warding bond*

Sorcerer level 5th: *Counterspell, outburst*

Sorcerer level 7th: *Dimension door, ragefire*

Sorcerer level 9th: *Circle of power, hold monster*

Dweomer Absorption

From 6th level, as a reaction when you are targeted by a spell or attack, you can spend your reaction to choose one type of damage from the attack or spell, and gain resistance to that damage type until the end of your next turn.

Once you have used this ability, you can't use it again until you finish a short rest, or unless you spend 2 sorcery points.

Unbound

From 6th level, you can spend 1 sorcery point to gain a fly speed of 10 feet, with the ability to hover, for 1 hour. From 14th level, you instead gain a fly speed of 30 feet when you use this ability.

Potent Powers

From 14th level, you increase your spell save DC by +1, and you can add your Charisma modifier to damage with any damaging cantrips you cast.

Arcane Avatar

From 18th level, your control of magics is unparalleled. You increase your spell save DC by an additional +1.

Shapechanger

Your innate magic is unlearned and incorporates various elements of form-shifting, allowing you to control your form to a great degree. Sorcerers from this bloodline might trace their lineage back to some kind of shapechanged creature in their heritage, whether a dragon, doppelganger, or perhaps even some kind of shapechanged spellcaster has tainted their blood.

Shapeshifter Resilience

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

In addition, you can cause scales or thick hide to manifest briefly when you are about to be hit. When you aren't wearing armour, your AC equals 13 + your Dexterity modifier.

Shapechange

Starting at 1st level, your heritage somehow allows you to change your form over the course of 10 minutes (or as an action if you choose to spend 1 sorcery point), assuming the shape of various beasts that you have

seen before. Once you have used this ability, you must finish a long rest before you can use it again.

Your sorcerer level determines the beasts you can transform into, as shown on the Form Change table. From 1st level, for example, you can transform into any beast that has a challenge rating of 0 that doesn't have a flying or swimming speed.

Table: Form Change

Level	Max. CR	Limitations	Example
1st	0	No flying or swimming speed	Cat
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1		Giant eagle

You can stay in beast shape a number of hours equal to your sorcerer level (round down, minimum of 1 hour). You then revert to your normal form unless you expend 1 sorcery point as a bonus action on your turn. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious drop to 0 hit points, or die.

While you are transformed, the following rules apply:

Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Shapechanger Bonus Spells

Your heritage allows you to access some spells

innately. You gain the following spells at the sorcerer levels noted below, and they don't count against the number of spells you know.

Level Spell

- 1st *Expeditious retreat*
- 3rd *Alter self*
- 5th *Gaseous form*
- 7th *Polymorph*
- 9th *Seeming*

Shapeshifter Rejuvenation

Starting at 6th level, when you cast a spell that affects yourself, you regain hit points equal to 1d6 + twice the spell's slot level. At the same time, you can spend 1 sorcery point to grant yourself resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

Shapeshifter Combination

From 14th level, you can add extra features when you shapechange, creating what some might call hideous abominations. When you shapechange, you can spend 2 sorcery points to add up to one of the following features to the beast's statistics. You may also spend 2 sorcery points to manifest one of these features to your own form for up to 1 hour as a bonus action. You can cease manifesting this feature as a bonus action on your turn.

The form has additional dense bones or plates of thick hide on its skin, increasing its AC by 3.

The form has longer, spindly legs, increasing its movement speed by 20 feet.

The form gains unusual additional limbs or wings, granting it a burrowing, climbing, flying, or swimming speed equal to its ground movement speed.

The form has jagged or enlarged talons, fangs, or other natural weapons. You can add your Wisdom modifier to the beast form's attacks with its natural weapons.

One of the beast form's natural attacks becomes envenomed or toxic, dealing an additional 2d6 points of poison damage on a successful hit.

Shifting Form

From 18th level, you can add one feature from Shapeshifter Combination to your form whenever you use shapechange, and can also add one additional feature at the cost of 2 sorcery points.

As a bonus action, you can manifest one feature from the list for up to 1 hour while you are in your normal form, and can also add one additional feature at the cost of 2 sorcery points. You can cease manifesting both features as a bonus action on your turn.

Warlock Patrons

Name

Flavour text

Ability name

Ability description

Green Pact

From time to time, warlocks find themselves in contact with primeval forces of nature—elemental, natural spirits which confer power as part of a bargain. These patrons are collectively referred to as 'the Green', whether they are all one cosmic energy force or individual nature spirits is not entirely clear. Druids find themselves unusually able to tolerate warlocks of the Green Pact, although their common patron is not necessarily any guarantee of allegiance.

Expanded Spell List

From 1st level, The Green lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell level 1st: *entangle, goodberry*

Spell level 2nd: *pass without trace, spike growth*

Spell level 3rd: *conjure barrage, plant growth*

Spell level 4th: *aura of life, grasping vine*

Spell level 5th: *conjure elemental, contagion*

Bonus Cantrips

At 1st level, you learn the cantrips *druidcraft* and *thorn whip*. They count as warlock cantrips for you, but they don't count against the number of cantrips known.

Charm Animals and Plants

At 1st level, you begin to have control over the natural world, being able to influence animals and plants. As an action, you can cause each beast or plant creature you can

see within 30 feet of you to make a Wisdom saving throw against your warlock spell save DC. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate. You can use this ability a number of times equal to your proficiency bonus. Any expended uses are refreshed when you finish a short rest.

Greenblood

At 6th level, your blood takes on a green, sticky consistency. You gain resistance to poison and radiant damage, and become immune to the poisoned condition.

Eternal Cycle

At 6th level, you begin to understand the eternal cycle of life, death, and rebirth, and gain some minor ability to intercede in its passage. When you or another creature within your reach is reduced to 0 hit points but not killed outright, you can use your reaction to cause the creature to drop to 1 hit point instead. Once you have used this ability, you cannot use it again until you finish a short or long rest.

Stride Through The Green

From 10th level, all plant life is as one to you. If you begin your turn adjacent to a tree or other plant of your size, you can enter the tree and move from inside the tree to inside another tree of the same kind within 500 feet, as the *tree stride* spell.

Green Preservation

From 14th level, you can cause be absorbed by nature itself to protect you from harm. As a reaction if you or an ally you can see within 20 feet is subject to an attack or effect that would inflict damage, you and up to five other creatures within 20 feet of you to are immediately swallowed up into the earth in a

thrash of vegetation.

While you are within the earth, you and all targets are incapacitated, but can take a short rest immediately, and can spend hit dice to regain hit points. You remain within the earth for up to 10 rounds, at your choice. When you choose to end the effect, or at the end of 10 rounds, at the end of your turn, you are returned to the same spaces you occupied or the nearest unoccupied space. Once you have used this ability, you can't use it again until you have finished 1d4 long rests.

Occult Lore (patron)

Some warlocks do not make a single precipitous bargain for their soul- just small, incremental, nearly unnoticeable ones that lead them inevitably towards damnation. These warlocks, sometimes known as Occultists, tend to be daring and have devil-may-care attitudes, as well as a tremendous amount of arcane knowledge. Some make these choices willingly for the power it offers, while others do not realize the direction of their path for a long time.

Expanded Spell List

As an occultist, you can 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 spells: *Command, Detect magic, Identify, Shield of faith*

2nd level spells: *Augury, Prayer of healing*

3rd level spells: *Bestow curse, Spirit guardians*

4th level spells: *Death ward, Phantasmal killer*

5th level spells: *Conjure elemental, Dispel evil and good*

Arcane Student

From 1st level when you select this pact, you gain proficiency in Arcana, and in one language or tool set of your choice. Your proficiency bonus is doubled for any skill

checks you make with Arcana.

Dark Knowledge

From 1st level, you begin to gain glimpses of foresight, hints at possible futures that might be. When you finish a long rest, 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 you can see with one of these dark knowledge rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each dark knowledge roll can be used only once. When you finish a long rest, you lose any unused dark knowledge rolls.

Potent Cantrips

From 6th level, you add your Intelligence modifier to the damage you deal with any warlock cantrip.

Dark Fate

From 6th level, when you finish a long rest, tell the GM to roll a d20 and record the number rolled. The GM can replace any attack roll, saving throw, or ability check made by you or by any creature targeting you with an attack or effect, with this roll. They must choose to do so before the die is rolled, and they can only replace a roll this way once per turn. If two similar abilities (like Dark Knowledge or a School of divination wizard's Portent rolls) are used, then these occur in the order of being declared.

From 10th level, the GM rolls two dark fate dice when you finish a long rest.

From 14th level, the GM rolls three dark fate dice when you finish a long rest.

These die rolls can only be used once. When you finish a long rest, any previous dark fate rolls are lost.

Countermagics

Beginning at 10th level, your studies teach

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.

Arcane Wonder

From 14th level, your incredible training in the arcane arts allows you to work true wonders. As an action, you work your arcane wonder, and gain the effects of one spell that is 6th level or lower and has a casting time of 1 action. The spell can be from any class's spell list, and you don't need to meet the requirements in that spell, including any costly material components; the spell simply takes effect as part of the action. Once you use this feature, you can't use it again until you finish 1d4 long rests.

Primordial Void

Some Warlocks, on understanding the nature of the universe, reach out to the vast nothingness and entropy and find *something* beyond it which offers them power. Their energies are wild and unpredictable, sometimes leading them into even more danger. The sheer force of their magical energy is undeniable, and their master, if one even exists, is an unknowable entity of sheer chaos. Some, however, find this distant patronage more appealing than that offered by some kind of fiendish overlord.

Wild Magic Surge

Starting when you choose this patron at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a warlock spell of 1st level or higher, you can

choose to roll a d20, or the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

For this purpose, a roll of 99-100 restores up to three spell levels worth of expended spells slots.

When you do roll for a wild magic surge, you may choose for the triggering spell to deal an additional 2d6 force damage to each target.

Expanded Spell List

The force of the primordial void lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell level 1st: *Colour spray, Tasha's hideous laughter*

Spell level 2nd: *Darkness, moonbeam*

Spell level 3rd: *Bestow curse, stinking cloud*

Spell level 4th: *Evard's black tentacles, phantasmal killer*

Spell level 5th: *Antilife shell, cloudkill*

Fate of the Void

Starting at 6th level, you can vanish into icy blackness when someone tries to harm you. When you take damage, you can use your reaction to vanish into the Shadowfell, leaving a 5-foot area of darkness that blocks sight. Any creature that enters this darkness takes 2d10 cold damage. If the triggering attack was a melee attack, the attacker automatically takes this damage. You reappear anywhere within 30 feet at the start of your turn, and the area of darkness dissipates. Once you have used this feature, you can't use it again until you finish a short or long rest.

One with the Void

Starting at 10th level, your thoughts become unknowable, and those who attempt to beguile you find themselves slipping into the void themselves. Your thoughts cannot 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.

Curse of Roiling Chaos

Starting at 14th level, you can undo the laws of physics and reality that bind a creature together, transforming them forever into a horrific monstrosity. You can use your action to touch a creature, which must make a Constitution saving throw against your warlock spell save DC. The target takes 8d10 force damage on a failed save, or half as much damage on a successful one. If the creature is reduced to 0 hit points, it is transformed permanently into a Gibbering Moulder, which is under your control for up to 1 hour. Once you use this feature, you can't use it again until you finish a long rest.

Pact Boons

While some Warlocks are gifted a familiar, blade, or tome of secrets, others are given something more... personal. They take on a physical portion of their patron- a scale, a small tentacle, a patch of hair, or a sliver of the patron's heart, implanted into their own flesh. This bonds to the warlock, empowering them physically, and the bond can be strengthened with time and effort.

This is a new Pact Boon option which a Warlock can select at 3rd level when their otherworldly patron bestows a gift upon them for their loyal service.

Pact of the Heart

Your patron bonds a portion of their own bodily form to your body. When you gain this feature, your hit point maximum increases by 3 and increases by 1 again whenever you gain a level in this class.

Additionally, you have supernatural

protection against harm. When you aren't wearing armour, your AC equals 13 + your Dexterity modifier.

In addition, add the below options to the list of invocations you can learn.

Fortified Heart

Prerequisite: Pact of the Heart, 7th level

You have strengthened your bond to your patron, and you can call upon their strength to survive attacks that would otherwise slay you. When you finish a long rest, you can choose to benefit from a *Death ward* effect without expending a spell slot. When this effect has triggered, you can't use it again until you've finished 1d4 long rests.

Heart's Bond

Prerequisite: Pact of the Heart, 3rd level

You have learned to share your strength with others. You learn the *Warding bond* spell, and can cast it once as a ritual, using spilled blood from both you and the target instead of the material component. You can't do so again without using a warlock spell slot until you finish a long rest.

Wizard Schools

Name

Flavour text

Ability name

Ability description

School of Lore

Wizards of the School of Lore, often known as Loremasters, are spellcasters who concentrate on knowledge, valuing secrets and lore over the value of gold. They uncover secrets that they then use to better themselves mentally, physically, and spiritually.

Bonus Proficiencies

From 2nd level, when you select this school, you gain proficiency with 2 additional languages, and with one additional skill or tool set.

In addition, choose one skill you have proficiency in from the following list: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check using this skill.

Secret Lore

From 2nd level, you learn secret lore, which is fueled by special dice called Lore dice.

Secrets: You learn 2 secrets of your choice from below, which are detailed under 'secrets', below. Many secrets enhance attacks or skill checks in some way. You can only use one secret for any given roll.

You gain 2 additional secrets at 6th level. At 10th level, you gain 1 additional secret, and 1 final secret at 14th level.

Lore Dice: You have two Lore dice, which are d3s. A Lore die is expended when you use it. You regain all expended Lore dice when you finish a short or long rest.

You gain another Lore dice at 6th, 10th, and 14th levels.

At 6th level, your Lore dice becomes d4s. At 10th level, they become d6s, and at 14th level, they become d8s.

Additional Cantrips

At 6th level, you learn 2 additional cantrips, which can be from any cantrip list. These count as wizard cantrips for you.

Greater Lore

From 10th level, you can cast *Identify* on any items you are holding as part of taking a short rest, without needing to use any material components. Once you have used this ability, you must finish a long rest before you can use it again.

True Lore

From 14th level, you can cast *Legend Lore* as part of taking a long rest, without needing to use any material components. Once you have used this ability, you must finish another long rest before you can use it again.

Secrets

Secret of instant mastery. You can add the result of the Lore die to an ability check you have rolled.

Secret health. As a bonus action, you gain a number of temporary hit points equal to 4x the result of the Lore die roll.

Secret of inner strength. As a reaction, you can add the result of the Lore die roll to a Wisdom or Charisma saving throw made by you or a creature you can see within 30 feet.

Secret of true stamina. As a reaction, you can add the result of the Lore die roll to a Strength or Constitution saving throw made by you or a creature you can see within 30 feet.

Secret of nimble thought. As a reaction, you can add the result of the Lore die roll to a Dexterity or Intelligence saving throw made by you or a creature you can see within 30 feet.

Secret of weapon proficiency. As a reaction, you can add the result of the Lore die roll to a weapon attack roll made by you or a creature you can see within 30 feet.

Secret of avoidance. As a reaction when you or another creature you can see within 30 feet is targeted by a weapon attack, you can add the result of the Lore die roll to the target's AC against that attack.

Secret of newfound arcana. As an action, you can prepare an additional wizard spell of 1st

level. If the Lore die you expend is a d6 or d8, you can instead prepare an additional wizard spell of up to 2nd level. This does not have to be a spell that you know or have in your spellbook.

School of the Hedge

Not all wizards are taught at a formal school—some pick up bits and pieces of magical training from a reclusive mentor, or a variety of them. Often looked down upon by more formally educated wizards, these students are referred to as 'hedge mages', as many are itinerant workers who are forced to sleep in hedgerows or ditches. While some are disreputable charlatans, others are good-hearted muddlers who earnestly attempt great works of magic. Their knowledge is broad, and often incorporates tricks and solutions that would make a trained wizard blanch, but get the job done for the time.

School of the Road

Beginning when you select this school at 2nd level, you gain proficiency in Survival. You also learn an additional wizard cantrip at 2nd level, 6th level, and 10th level.

Tinker's Tricks

At 2nd level, you learn a number of shortcuts, cheap fixes, and make-do solutions for casting spells. Up to once per round, you can cast a wizard cantrip with a casting time of 1 action as a bonus action. You can do this a number of times equal to 2 + your proficiency bonus. All expended uses are restored when you finish a short or long rest.

In addition, when purchasing material components that have a cost, you only need to spend 80% of the item's gold piece cost, as you can generally find cheap alternatives, or know less-than-reputable suppliers.

Long Practice

From 6th level, you can cast any 1st-level wizard spell as a ritual, if you know the spell. From 10th level, you can cast any 2nd-level wizard spell you know as a ritual. From 14th level, you can cast any 3rd-level wizard spell you know as a ritual.

Practiced Cantrips

From 6th level, your control over cantrips is long-practiced. The saving throw DC of any cantrip you cast is increased by +1.

Improved Concentration

From 10th level, you can add your proficiency bonus to Concentration checks to maintain your concentration on a spell.

Carrier Spell

From 14th level, when a target fails a saving throw against a spell you have cast, you can use your reaction to cast a wizard cantrip on the same target. You can use this ability twice. All expended uses are restored when you finish a short or long rest.

Lingering Energy

From 14th level, up to once per round when you cast a cantrip, you gain a +1 bonus to your Armour Class until the start of your next turn.

School of the Spirit Mage

Turning to another being for magical assistance is often thought of as being the domain of warlocks. Some wizards, however, find this option attractive, and offer their bodies for possession by a spirit who can grant some level of power. This is often frowned-upon by more formal wizard schools, as they find the concept of possessing spirits to be dangerous, and can sometimes turn against them or struggle for control.

Dual Spirit

From 2nd level, when you choose this school, you gain advantage on saving throws against becoming charmed, frightened, or possessed. From 10th level, you can choose to be immune to becoming charmed, frightened, or possessed.

Spirit Possession

From 2nd level, when you choose this school, you become possessed by a spirit. You can initially select the kind of spirit from the list

below, although the spirit may have its own opinions and change its aspect based upon your actions. If the spirit changes type, you lose the previous benefits.

The spirit is intent on your survival and will follow your instructions to a friendly level, even if they do not personally like you. Note that the spirit has no compulsion to behave in any particular way, and is not obliged to commit its existence for you unless you make an appropriate offer.

Spirit of Command. Your spirit is one that expects dominion and obedience. The spirit grants you proficiency with Intimidation or Persuasion checks, and the *Vicious mockery* cantrip.

Spirit of Discretion. Your spirit is one that prefers to avoid being detected. The spirit grants you proficiency with Deception or Stealth checks, and the *Mage hand* cantrip.

Spirit of Faith. Your spirit is benevolent and righteous. The spirit grants you proficiency with Insight or Medicine, and the *Spare the dying* cantrip.

Spirit of Purpose. Your spirit has a specific cause that it champions. The spirit grants you proficiency with Persuasion or Survival, and the *Resistance* cantrip.

Spirit of Zeal. Your spirit is aggressive and demands action. The spirit grants you proficiency with Athletics or Intimidation, and the *Guidance* cantrip.

At the GM's discretion, your spirit may have a distinct name and appropriate personality traits, although this does not affect its aspect or powers. This spirit may be a celestial, fiend, or other extraplanar creature, an undead being who has offered power, or something even more strange.

Spirit Teaching

From 2nd level, your spirit grants you knowledge of additional spells, depending on its type. While a type of spirit possesses you, you gain knowledge of the following spells as

you gain levels. Once you gain a spell through spirit teaching you always have it prepared, and it doesn't count against the number of spells you have prepared. In addition, you can cast one of your spirit teaching spells without having to expend a spell slot or use material components. Once you have used this ability, you cannot use this again until you have completed a long rest.

Spirit of command

Wizard level 2nd: *Command*.

Wizard level 3rd: *Enthrall*.

Wizard level 5th: *Beacon of hope*.

Wizard level 7th: *Compulsion*.

Wizard level 9th: *Dominate person*.

Spirit of discretion

Wizard level 2nd: *Sanctuary*.

Wizard level 3rd: *Pass without trace*.

Wizard level 5th: *Gaseous form*.

Wizard level 7th: *Phantasmal killer*.

Wizard level 9th: *Mislead*.

Spirit of faith

Wizard level 2nd: *Healing word*.

Wizard level 3rd: *Warding bond*.

Wizard level 5th: *Remove curse*.

Wizard level 7th: *Aura of purity*.

Wizard level 9th: *Circle of power*.

Spirit of purpose

Wizard level 2nd: *Heroism*.

Wizard level 3rd: *Enhance ability*.

Wizard level 5th: *Haste*.

Wizard level 7th: *Freedom of movement*.

Wizard level 9th: *Dispel evil and good*.

Spirit of zeal

Wizard level 2nd: *Wrathful smite*.

Wizard level 3rd: *Aid*.

Wizard level 5th: *Spirit guardians*.

Wizard level 7th: *Fire shield*.

Wizard level 9th: *Flame strike*.

Manifest Spirit

From 6th level, as an action you can expend a 2nd-level spell slot to manifest your spirit for up to 1 minute. It has the statistics of a Specter, with the same alignment as you, and the benefits of your spirit possession ability, as well as being able to cast one spell of the available spells from your spirit teaching ability. While your spirit is manifested, you lose the benefits of your dual spirit, spirit possession, and spirit teaching abilities. The spirit takes its turn on your initiative, and follows your general instructions.

If the spirit ends its turn in your space, or 1 minute passes, the spirit immediately returns to possessing you. Once you have used this ability, you cannot use it again until you have completed a long rest.

If the spirit is reduced to 0 hit points, it disappears. When you complete a long rest, the spirit returns to possessing you and you regain the benefits of your.

From 12th level, when you manifest your spirit, it has the statistics of a Wraith, with the same alignment as you, and the benefits of your spirit possession ability, as well as being able to cast one spell of the available spells from your spirit teaching ability.

Unity of Spirit

From 10th level, you gain an additional ability based on the spirit's aspect.

Spirit of command: When making a skill check with the skill you gained from spirit possession, you may add double your proficiency bonus.

Spirit of discretion: On your turn, you may use a bonus action to take a Dash, Disengage, or Hide action. Once you have used this feature, you must finish a short rest before you can use it again.

Spirit of faith: When you use your Arcane Recovery ability, you regain an additional two spell levels' worth of spell slots.

Spirit of purpose: On your turn, you can use a

bonus action to regain hit points equal to your 1d10 + half your wizard level. Once you have used this feature, you must complete a long rest before you can use it again.

Spirit of zeal: You may add your proficiency modifier to Initiative rolls.

Duality of Action

From 14th level, you and your spirit can act with fell coordination. While your spirit possesses you, you can spend an action to cast a spell that has a casting time of 1 action, as well as one spell from your list of spells from the spirit teaching ability that has a casting time of 1 action. Once you have used this feature, you must complete a short rest before you can use it again.

School of War

The School of War teaches its students (often known as warmages) utilitarian magic that they drill repeatedly to ensure that they can perform under a wide variety of conditions. They are also trained to wear armour, which is almost unknown for wizards. Some deride the school for its simplistic teachings of the function of magic over the joy of study, but those who have served in battle with, or against, a warmage know their value.

Warmage Fortitude

Starting at 2nd level, when you select this school, you gain proficiency in light armour. When making a Constitution saving throw to maintain concentration on a spell when you take damage, you may add your proficiency bonus.

Warmage Edge

From 2nd level, when you cast a spell that deals damage to one or more targets, you gain a bonus to the damage equal to your proficiency modifier.

Battlemage

From 6th level, when you cast a spell as an action on your turn, you can make a weapon or spell attack (if you have one available) as a bonus action.

In addition, when you take an Attack action on your turn, you can cast a cantrip with a casting time of 1 action as a bonus action.

Combat-casting Reflexes

From 10th level, you do not have disadvantage on your ranged spell attack rolls from being within 5 feet of a hostile creature (see the Ranged Attacks in Close Combat paragraph, p195). If something else gives you disadvantage on this attack, then that still applies.

In addition, when you make an opportunity attack, you may cast a cantrip with a casting time of 1 action instead of making a melee attack.

Overchannel

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deal damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.