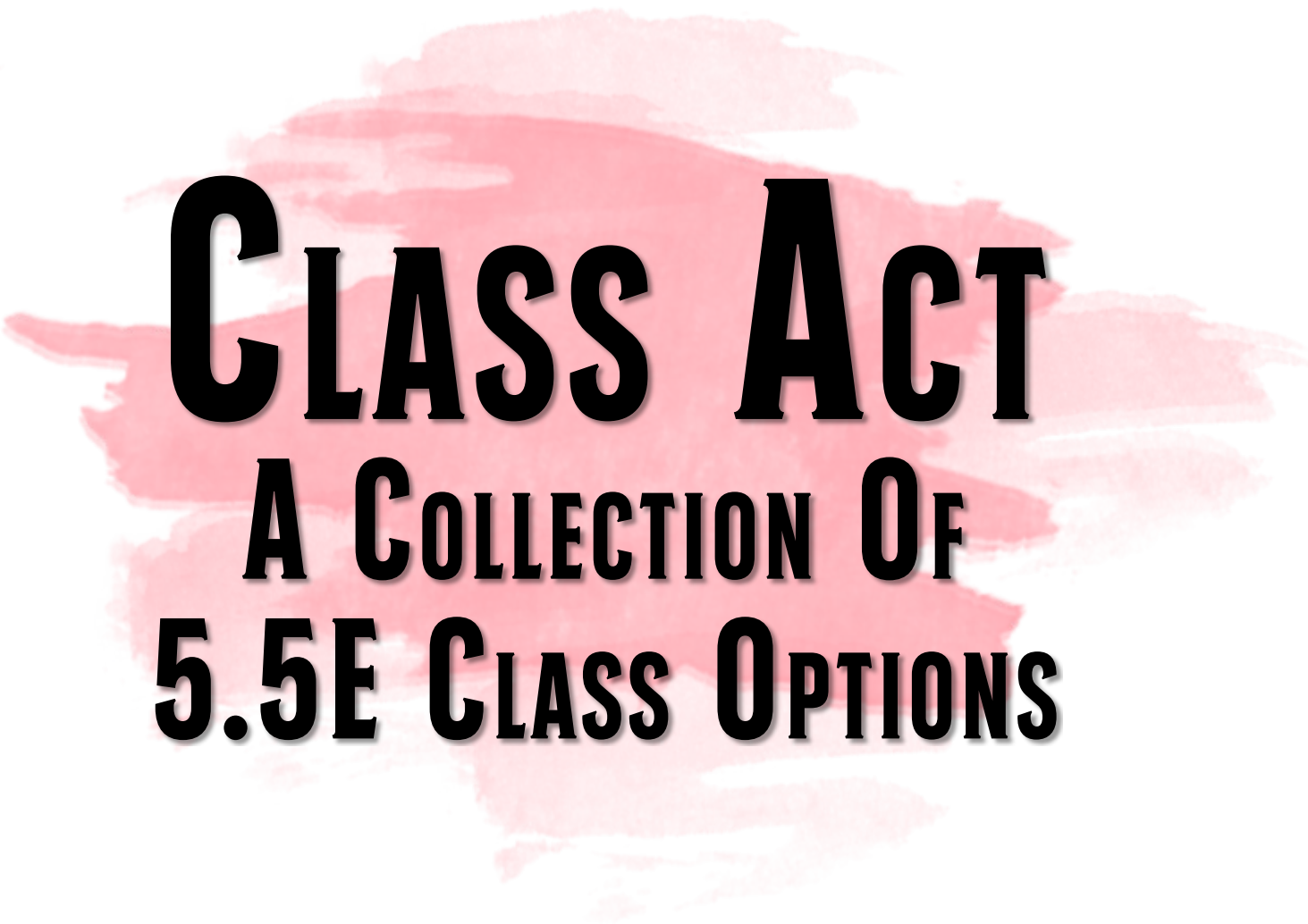




CLASS ACT

A COLLECTION OF 5.5E CLASS OPTIONS

BY DM TUZ

This PDF contains all of DM Tuz's released subclasses
D&D5.5e and will be updated with each new release.
Check my [patreon](#) or [ko-fi shop](#) for the latest version!

INDEX

Barbarian Primal Paths	
Cannibal	3
Fighter Martial Archetypes	
Crusader	5
Paladin Oaths	
Repentance.....	7
Ranger Conclaves	
Culinary	9
Rogue Roughtish Archetypes	
Physician.....	12
Saboteur.....	14
Warlock Pacts	
Maw.....	17
Monarch.....	19
Wild Hunter.....	21
Wizard Arcane Traditions	
Hedgemage.....	23



CANNIBAL

PRIMAL PATH

Whether stemming from ancient beliefs, unconventional burial rites, or simply the cravings of a disturbed mind, cannibalism is a peculiar rite practiced by people the world over. As one would expect from such a gristly act as consuming the flesh of other sentient beings, this barbaric compulsion is one which often attracts the attention of entities of death and evil, and its adherents are often treated as pariahs, misfits, with little distinction made between a misunderstood cultural phenomenon ... or the work of an absolute madman.

CANNIBAL FEATURES

BARBARIAN LEVEL FEATURES

3 rd	Cannibal's Bite
6 th	Bloodlust, Wicked Teeth
10 th	Ravenous Feast, Voracious
14 th	Vorpal Bites

LEVEL 3: CANNIBAL'S BITE

You gain a wicked bite which you can use to make Unarmed Strikes. It deals Piercing damage equal to 1d4 plus your Strength modifier, instead of the normal damage of an unarmed strike. Its damage increases as you gain levels, increasing to 1d6 at 6th level and 1d8 at 10th level and 1d10 at 14th level.

When you enter a rage, you can make a bite attack as part of the same Bonus Action against a creature in range. As long as you rage, you can use a Bonus Action to make a bite attack.

LEVEL 3: BLOODLUST

Once per turn when you hit a creature with a bite attack while you rage, you can gain Temporary Hit points equal to your Proficiency Bonus. If your bite attack causes a creature to be Bloodied, or kills it, you gain twice the amount of Temporary Hit Points instead.

LEVEL 6: WICKED TEETH

When you are raging, your bite attack ignores Resistance to Piercing damage.

LEVEL 10: RAVENOUS FEAST

You can use an action to consume the body of a Small or larger non-construct creature within 5 ft. of you that died since the beginning of your previous turn. If you do so while raging, this ac-

tion extends your Rage until the end of your next turn. When you consume a creature you gain the following benefits:

Gruesome Feast. Each hostile creature within 10 feet of you must succeed a Wisdom saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or gain the Frightened condition until the end of your next turn.

Sated. You are nourished for 24 hours and regain Hit Points equal to the creature's maximum hit points or 1d12 + your Barbarian level, whichever is lower.

Additionally, you can safely consume meat of any kind of creature, fresh or rotten.

LEVEL 10: VORACIOUS

You can use your Brutal Strike feature without having to forgo Advantage on attack rolls you make with your bite attack, but if you do so, you can't choose a Brutal Strike effect for the attack.

LEVEL 14: VORPAL BITES

Starting at 14th level, when you are raging and hit a creature with your bite, you can choose to kill it if its remaining number of Hit Points is equal or lower than your barbarian level. Additionally, when you are raging and your bite caused a creature to be Bloodied, or kills it, you can immediately make another bite attack against a creature within your range as part of the same attack.

CRUSADER

MARTIAL ARCHETYPE

A Crusader is a fighter who transforms faith into a weapon as deadly as any blade. Where clerics call upon miracles and paladins are anointed with divine grace, the Crusader requires no such gifts—their prayers are not pleas for power, but solemn vows that steel the mind and sharpen the body.

CRUSADER FEATURES

FIGHTER LEVEL	Features
3 rd	Religious Studies, Humble Prayer, Battle Prayers
7 th	Consecrated Arms
10 th	Arrow Prayer
15 th	Battle Rite
18 th	Warrior of Faith

LEVEL 3: RELIGIOUS STUDIES

You gain proficiency in the Religion skill and learn to speak, read, and write Celestial or Infernal. If you are already proficient in the Religion skill, you can choose History instead.

LEVEL 3: HUMBLE PRAYER

You learn a short prayer for aid in your task at hand. As a Bonus Action on your turn, you may utter a short prayer which adds 1d4 to your next Ability Check you make before the end of your turn. If you are under the effect of the *Guidance* cantrip, you may roll both bonuses and choose the higher one, but you can't benefit from both. Once you reach 10th level the you add 1d6 to your next Ability Check instead.

LEVEL 3: BATTLE PRAYERS

Through daily devotion and study of sacred texts, you have learned prayers that prepare your body and spirit for the trials ahead.

Devotion. Your faith manifests as a tangible divine force that empowers your prayers. This force is represented by your Devotion Die. Your Devotion Die is a d4. It grows as you gain fighter levels, as shown in the Devotion Die table.



LEVEL	Devotion Dice
3 rd	d4
7 th	d6
10 th	d8
15 th	d10

Prayers. You can invoke a prayer as a Bonus Action. Once you invoke a prayer, you can't invoke another until the current combat ends or 1 minute has passed. You know the following prayers:

Prayer of Zeal.

"Guide my hand, that your will be done."

Until this prayer ends, when you make a weapon attack, you can roll your Devotion Dice and add it to the result. Once you use this effect, you can't use it again until the beginning of your next turn.

Prayer of Protection.

"I fear none, for I am clad in faith."

Until this prayer ends, when you take damage, you can roll your Devotion Dice and reduce the damage suffered by the result. Once you use this effect, you can't use it again until the beginning of your next turn.

Prayer of Salvation.

"In your mercy, preserve me."

Until this prayer ends, when you make a saving throw, you can roll your Devotion Die and add it to the result. Once you use this effect, you can't use it again until the beginning of your next turn.

Prayer of Vengeance.

"Let me deliver your judgement."

Until this prayer ends, when you hit a creature with a weapon attack that dealt damage to an allied creature you could see since the end of your last turn, you deal additional damage equal to your Devotion Die. Once you use this effect, you can't use it again until the beginning of your next turn.

LEVEL 7: CONSECRATED ARMS

Your weapons become extensions of your faith. You gain the following benefits:

Blessed Weapon. Any weapon you wield that you are proficient in, including your Unarmed Strikes, ignore resistances to Bludgeoning, Piercing, and Slashing damage.

Righteous Wrath. Whenever you score a critical hit with a weapon you are proficient with, you deal additional Radiant damage equal to your Devotion Die, and the target must succeed on a Wisdom saving throw or gain the Frightened condition until the end of your next turn. The DC is equal to 8 + your Wisdom modifier + your Proficiency Bonus.

LEVEL 10: ARROW PRAYER

When the climax of battle reaches its zenith, your faith can channel the power of full prayers

from quick prayers, may they be fanatical shouts or breathless plea for help. You gain the following benefits:

Zealous Bellow. Whenever you use an Action Surge and use the additional action to attack, each attack you make as part of that action deals additional Radiant damage equal to your Proficiency Bonus. Additionally, when you use an Action Surge you can immediately invoke the Prayer of Zeal without expending a Bonus Action, possibly changing the prayer you currently have invoked.

In Times Of Need. When you use your Second Wind, you can change your active prayer to a different one as part of the same Bonus Action.

Fear Not. Whenever you use Zealous Bellow or In Times Of Need, you ignore any effects the Frightened condition until the beginning of your next turn (this does not end the condition).

LEVEL 15: BATTLE RITE

You learn the *Bless* spell and have it always prepared. You can perform a 10 minute sacred rite to prepare yourself and your companions for the trials ahead. You can do this as part of a Short Rest. Choose a number of creatures that participated in the rite with you, up to a number equal to your Proficiency Bonus. Each chosen creature gains Temporary Hit Points equal to your Devotion Die roll plus your Proficiency Bonus, and is affected by the *Bless* spell for 1 hour without requiring Concentration

When you are affected by this *Bless* and one of your active prayers would add your Devotion Die to the same roll, you cannot also add the 1d4 from *Bless* to that roll.

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

LEVEL 18: WARRIOR OF FAITH

After endless crusades, you truly have become the very idea of a warrior of faith. You can now have two different prayers active simultaneously. While you have two prayers active, you can use a bonus action to change one or both of your active prayers to different ones.

Your prayers no longer end when combat ends or when 1 minute passes. They persist until you choose to change them.

REPENTANCE

PALADIN OATH

The Oath of Repentance is taken by those with honest intentions of leaving behind their life of evil. Paved with blood and sacrifice, the Oath of Repentance is the beginning of a journey of atonement. Those who swear this Oath do so knowing that they will most likely meet their end on the road ahead and considering that possibility a worthy price for the evil they committed.

TENETS OF REPENTANCE

Compensation. You owe the world a debt for the evil you committed that must be repaid, no matter the cost.

Responsibility. History cannot be undone and you will not run from the consequences of your past vile deeds.

Sacrifice. Self-sacrifice is your proof to the world that your change is not mere lip service.

Self Control. Never again will you fall prey to the temptations that led you to wickedness.

OATH OF REPENTANCE FEATURES

PALADIN LEVEL	FEATURES
3rd	Oath Spells, Repentance Strike
7th	Aura of Penance
15th	Repenter's Reward
20th	Redeemed Form

LEVEL 3: OATH SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the table below, you thereafter always have the listed spells prepared.

PALADIN LEVEL	SPELLS
3rd	Guiding Bolt, Sanctuary
5th	Silence, Warding Bond
9th	Life Transference, Spirit Guardians
13th	Death Ward, Freedom of Movement
17th	Commune, Hallow



LEVEL 3: REPENTER'S STRIKE

When you deal damage with your Divine Smite, you can expend one use of Channel Divinity to deal an additional 1d8 Radiant damage. One creature of your choice within 30 feet of you, other than yourself, regains Hit Points equal to the total Radiant damage dealt.

LEVEL 7: AURA OF PENANCE

Each enemy creature that starts its turn within 10 ft. of yourself that can see you has disadvantage on its first attack roll it makes before the end of its turn unless it targets you.

LEVEL 15: REPENTER'S REWARD

Whenever you restore hit points to another creature using your **Lay on Hands** feature or **Repenter's Strike**, you regain hit points equal to half the amount restored. If this healing would cause you to exceed your hit point maximum, you gain the excess as temporary hit points, which fade at the end of your next turn.

LEVEL 20: REDEEMED FORM

You can complete your path to absolution and take the form of pure good, a version of yourself who never fell from the righteous path. As a Bonus Action, you gain the benefits below for 10 minutes. You can use this feature once before finishing a long rest without harm. If you use this feature a second time before you finish a long rest you die and turn to dust the moment the transformation ends. If you die this way only a *True Resurrection* spell or a *Wish* spell can return you to life.

Pure Rebirth. You end any condition on yourself, regain any missing maximum hit points, and regain any missing hit points.

Abhorred by Villainy. Any enemy creature within your Aura of Penance who can see you has disadvantage on attack rolls targeting creatures other than you.

Rebuke Evil. Anytime a creature within your Aura of Penance deals damage to you, you reduce the damage by an amount equal to your Charisma modifier (minimum 1) and you can choose to deal 10 radiant damage to the triggering creature.

CULINARY

RANGER CONCLAVE

Though hunting for the sake of simple sustenance is an agreed necessity of life the world over, there are those who scoff at such a simple notion. For the true culinary daredevil, it is not enough simply to eat to live, one must make an adventure of every new flavor, a quest out of each new ingredient. No risk is too great, no line is worth not crossing, no taboo too sacred to break- the world is ripe with culinary enlightenment, and it must be pursued, no matter what—or who—needs hunting!

CULINARY FEATURES

RANGER LEVEL	FEATURES
3rd	Culinary Mastery, Culinary Training, Daring Cooking
7th	Iron Stomach
11th	Filet Strikes, Snacking
15th	Culinary Daredevil

LEVEL 3: CULINARY TRAINING

You gain proficiency in the use of Cook's Utensils and have advantage on all checks to utilize it. If you already have this proficiency, you gain proficiency with one other type of Artisan's Tool of your choice.

LEVEL 3: CULINARY MAGIC

When you reach a Ranger level specified in the table below, you thereafter always have the listed spells prepared.

RANGER LEVEL	SPELLS
3rd	Grease
5th	Rope Trick
9th	Create Food And Water
13th	Fabricate
17th	Animate Objects



LEVEL 3: DARING COOKING

You learn to collect and prepare unlikely ingredients to great results. You gain the following benefits:

Choice Morsel. As an action, you can strip one Choice Morsel off of the body of Beast, Humanoid, Monstrosity, Ooze, or Plant, that has not been dead for longer than 24 hours. You can gather a single piece of Choice Morsel off of one creature. A piece of morsel remains fresh until you finish a Long Rest (or 24 hours).

Monstrous Meals. With one hour of work, or as part of a Short or Long rest, you can use your Cook's Utensils to expend one Choice Morsel to prepare a basic Monstrous Meal for a number of creatures equal to 3 + your Proficiency Bonus. At the end of the rest, any creature that eats their Monstrous Meal is nourished for 24 hours and receives a bonus depending on what kind of Choice Morsel was used for the Meal as seen on the "Culinary Meal Table" until it finishes a short

or long rest. [Any bonus that refers to a Proficiency Bonus uses yours]

Cooking Mastery. As you gain levels, you learn to cook advanced meals: at 7th level you learn to cook Refined Meals, at 11th level you learn to cook Fantastic Meals, at 15th level you learn to cook Masterful Meals.

LEVEL 7: IRON STOMACH

Years of eating exotic and dangerous ingredients have made your body remarkably resilient. You gain proficiency in Constitution saving throws and you can eat things that would be inedible or harmful to others without suffering ill effects. If you already are proficient in Constitution saving throws, choose proficiency in Strength or Dexterity saving throws.

LEVEL 11: FILET STRIKES

When you kill a creature with a weapon attack, you strip a Choice Morsel off the creature as part of the same attack.

LEVEL 11: SNACKING

As a Bonus Action, you can consume a raw Choice Morsel directly without cooking it to enhance yourself, giving you the following benefits for 1 minute:

Fresh Flavor. You gain the Morsel's Monstrous Meal Bonus for yourself only. This does not stack with the same Meal Bonus.

Nourished and Focused. Once per turn when you make weapon attack, you can add your Proficiency Bonus to your attack roll. On a hit the attack hits the attack deals an additional 1d6 damage or 6 damage if the target is of the same creature type of the Choice Morsel that empowers you.

Once you enhance yourself with a Choice Morsel, you can't do so again until you finish a Long Rest.

LEVEL 15: CULINARY DAREDEVIL

You uncovered culinary truths that open a bold new world of cooking. Whenever you cook using one Choice Morsel you can use an additional Morsel of a different type. Each creature that eats the Monstrous Meal receives bonuses of both Choice Morsel used for the Meal and its effect lasts until the creature finishes a Long Rest or eats another Monstrous Meal.

Additionally, pieces of Morsel now remain fresh indefinitely as long as spend 10 minutes of uninterrupted work preserving them, which you can do as part of a Long Rest.

PURE FLAVORE: RECIPE IDEAS FOR THE CULINARY RANGER

Aberration	Mindblast Jello, Pickled Aboleth, Stir Fried Tentacles, Tadpole Sashimi
Beast	Bear Pot Roast, Boar Schnitzel Sticks, Fried Tarantula, Wolf Wieners
Celestial	Angel Food Cake, Halo Holes, Heretic's Delight, Unicorn On Horn
Construct	Assorted Nuts & Bolts, Clockwork Crackers, Monodrone Macarons
Dragon	Fire Breath Chilli, Fried Wyvern Rind, Drake Tail Steak, Wyrms Tenders
Elemental	Dirt Pie, Fire Saltines, Shivering Sorbet, Windy Windbags
Fey	Crispy Fairy Wings, Hag's Ham, Dancing Satyr Chops, Treant Bark Buns
Fiend	Bearded Casserole, Canian Curry, Hellhound Haunch, Imp Inferno Wings
Giant	Flabby Patties, Giant Giant Leg, Layered Ogre Lasagna, Troll-On-A-Roll
Humanoid	"Actual Ladyfingers", "Barber's Best Pie", "Jerk's Jerky", "Traitor's Tongue" Sausage
Monstrosity	Bulette Briskets, Chimera Surprise, Deadly Cheese, Homestyle Baked Cockatrice
Ooze	Black Pudding ² , Deep-Fried Cubelets, Flambe Ocher Crème, Sticky Slushy
Plant	Baked Blight Bites, Mighty Salad, Shambling Kraut, Stuffed Shrieker
Undead	Bonemeal Bread, Fermented Ghoul Eyes, Mummy Cobbler, Spooky Smoothie

CULINARY MEAL TABLE

BASIC MEALS

CHOICE MORSEL INGREDIENT	MEAL BONUS
Any	The first attack in a turn you make against a creature of the same type of the Choice Morsel used for this meal, adds 1d4 to your attack roll.
Humanoid	Once, when you make an ability check, you can add 1d6 to the result. You must do so before the roll is resolved.
Monstrosity	Once per turn when you deal damage with an attack or spell, you deal an additional 1d6 damage.
Ooze	You have advantage on saving throws against effects that grapple, or restrain you, as well as ability checks to escape being grappled or restrained.
Plant	Your Hit Point Maximum is increased by a number equal to your Proficiency Bonus and you regain an equal number of Hit Points.

REFINED MEALS

CHOICE MORSEL INGREDIENT	MEAL BONUS
Fey	You have Advantage on saving throws against effects that cause the Charmed, Frightened, Paralyzed, or Unconscious condition, and saving throws to end these conditions.
Giant	You have a +2 bonus to Strength, to a maximum of 22, gain advantage on ability checks using Strength, and your carrying capacity is doubled.
Undead	Once per turn when you deal damage to a creature with an attack or spell you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

FANTASTIC MEALS

CHOICE MORSEL INGREDIENT	MEAL BONUS
Construct	You have a +2 bonus to your AC, this can't increase your AC to be higher than 20.
Dragon	The first time in a turn when you hit a creature with a weapon attack, you can deal an amount of acid, cold, fire, lightning or poison damage equal to your proficiency bonus—which damage type is determined when cooking the meal.
Elemental	When you take acid, cold, fire, or lightning damage, you gain resistance to the triggering damage type for 1 minute.

MASTERFUL MEALS

CHOICE MORSEL INGREDIENT	MEAL BONUS
Aberration	You have advantage on Intelligence, Wisdom, and Charisma saving throws.
Celestial	The next time when you start your turn with 0 hit points, or fail a death saving throw, you gain a number of hit points equal to your level.
Fiend	Once, when you fail an ability check, attack roll, or saving throw, you can roll it again but must use the second result.

PHYSICIAN

ROGUSH ARCHETYPE

You are a rogue trained in the field of medicine. Those who become physicians do so for a wide array of reasons: back-alley surgeons patching up criminals for coin, disgraced doctors stripped of their licenses and their scruples, and battlefield medics who learned that the same knowledge keeping soldiers alive could just as easily do the opposite. Physicians wield an intimate understanding of the body to devastating effect in combat.

PHYSICIAN FEATURES

ROGUE LEVEL	FEATURES
3rd	Surgeon, Medical Treatment
9th	Surgical Strikes
13th	Specialized Treatment
17th	Emergency Procedure

LEVEL 3: SURGEON

When you choose this archetype at 3rd level, you gain the following benefits:

Medical Knowledge. Through your study of medicine and the living body you gain proficiency in the Medicine skill and proficiency with Herbalism Kits. If you are already proficient in Medicine, choose another skill among the list of Rogue Skills proficiencies. Whenever you make an ability check using the Medicine skill, you can use your Intelligence modifier in place of your Wisdom modifier.

Apothecarian. You learned to create a variety of common remedies. Over the course of a long rest, you can use your Herbalism Kit to refill one Healer's Kit, restoring it to its maximum number of uses.

LEVEL 3: MEDICAL TREATMENT

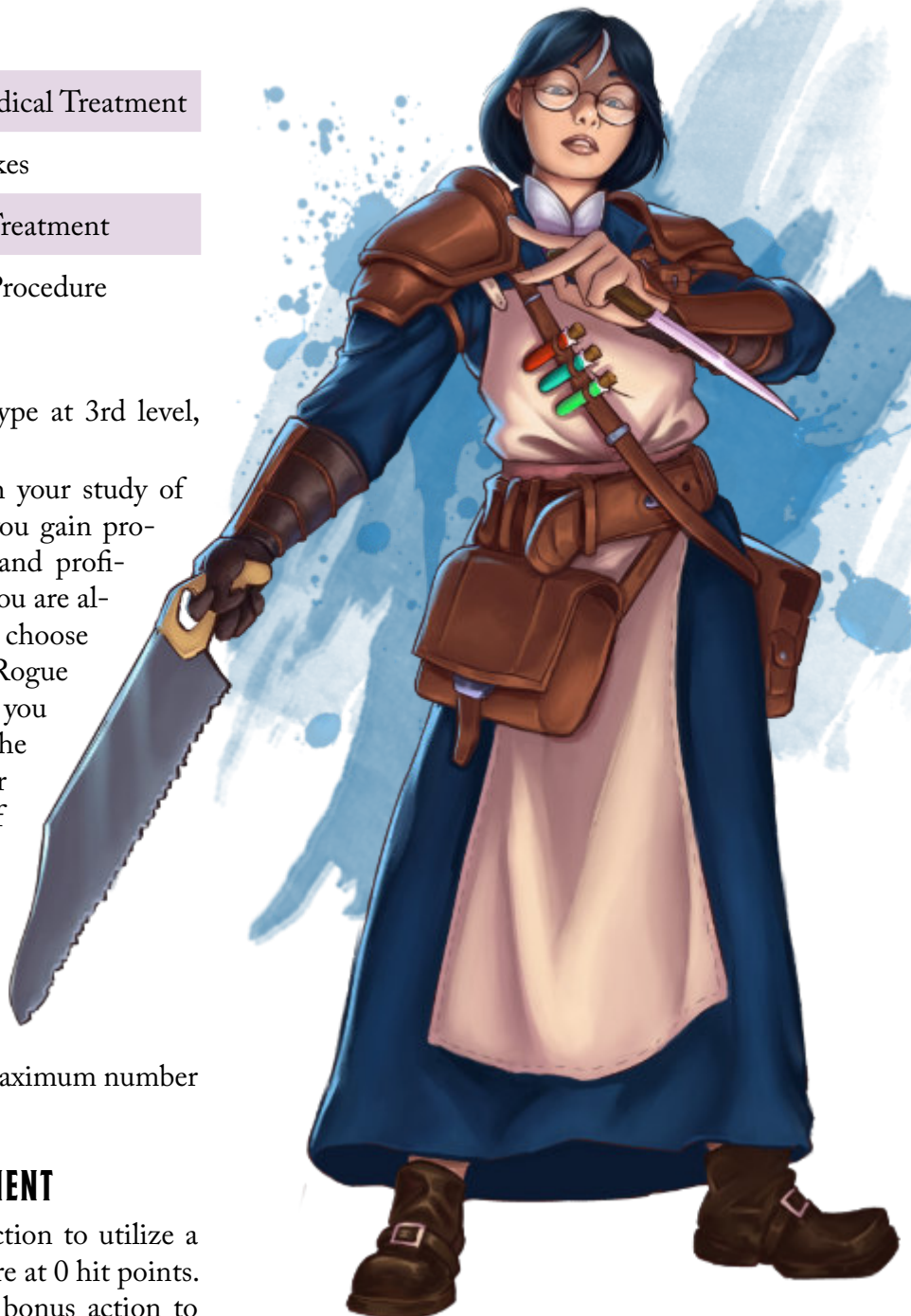
You can use your Cunning Action to utilize a Healer's Kit to stabilize a creature at 0 hit points. Additionally, you can use your bonus action to tend to a wounded creature within reach, ex-

pending one use of your Healer's Kit to restore a number of Hit Points equal to half your Sneak Attack dice, rounded up.

You can use this healing a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a short or long rest.

LEVEL 9: SURGICAL STRIKES

As a Bonus Action, you analyze the physiology of one creature you can see within 30 feet of you. For 1 minute, you can use your Sneak Attack against that creature without needing Advantage



on the attack roll or an ally within 5 feet of it, provided you don't have Disadvantage on the attack roll.

This effect ends early if you use this feature again or if you make a Sneak Attack against a different creature. While a creature is marked by this feature, the following options are added to your Cunning Strike list:

Artery (Cost: 2d6). You sever a critical blood vessel. The target must succeed on a Constitution saving throw or it takes 1d6 Necrotic damage at the start of each of its turns for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the creature regains any amount of Hit Points.

Hamstring (Cost: 2d6). You strike a tendon or muscle in the target's leg. The target must succeed on a Constitution saving throw or its Speed is halved and it can't take the Dash action for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the creature regains any amount of Hit Points.

Vocal Cord (Cost: 2d6). You deliver a precise strike to the target's throat. The target must succeed on a Constitution saving throw or it can't speak or cast spells with a Verbal component for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the creature regains any amount of hit points.

Ocular (Cost: 3d6). You strike at the target's eyes or visual organs. If the target relies on sight, it must succeed on a Constitution saving throw or gains the Blind condition for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the creature regains any amount of Hit Points.

LEVEL 13: SPECIALIZED TREATMENT

Your Medical Treatment improves as your surgical expertise deepens. When you use Medical Treatment to restore hit points to a creature, you can forfeit any number of Sneak Attack dice (after halving) before rolling to instead end one condition affecting the creature, chosen from the table below. Roll the remaining dice as normal for healing. If no dice remain, the condition is removed but the creature regains no Hit Points.

When you forfeit dice to treat a condition, make a Medicine check against the DC of the effect that caused the condition, or DC 15 if no DC was specified. On a success the condition ends. On a failure the forfeited dice are still spent. This check cannot benefit from Reliable Talent unless you are outside of combat. Once you fail to heal a condition, you can only reattempt to heal it by performing an involved treatment that takes 10 minutes of uninterrupted work, at the end of which you make another Medicine check to end the condition.

CONDITION	COST
Deafened	1d6
Frightened	1d6
Poisoned	1d6
Blinded	2d6
Stunned	3d6
Paralyzed	4d6

LEVEL 17: EMERGENCY PROCEDURE

When a creature you can see within 30 feet of you drops to 0 Hit Points, you can use your Reaction to move up to your Speed toward that creature without provoking Opportunity Attacks. If you end this movement within reach of the creature, you can immediately expend one use of your Medical Treatment to restore Hit Points to it equal to your full Sneak Attack dice. If the hit points restored are enough to bring the creature above 0, it regains consciousness immediately and is no longer dying. The creature also gains Temporary Hit Points equal to your Rogue level, which last until the start of your next turn. Once you use this feature, you can't do so again until you finish a Short or Long Rest.

SABOTEUR

ROGUISH ARCHETYPE

You are a rogue trained in the field of sabotage. Those who become saboteurs do so for a wide array of reasons: hired mercenaries, cooperate agents that target rival operations, and rebels that fight back by throwing wrenches into the machinery of their oppressors. Saboteurs utilize highly adaptable explosives to get the job done

SABOTEUR FEATURES

ROGUE LEVEL	FEATURES
3 rd	Saboteur Bombs, Saboteur Proficiencies
9 th	Efficient Bomb-Making, Long Range Throws
13 th	Stealth Bomber
17 th	Disaster Artist



LEVEL 3: SABOTEUR BOMBS

You learn to build small custom made bombs filled with a variety of explosives and reagents.

Saboteur Bombs. During a Long Rest you can create an amount of Saboteur Bombs equal to your Proficiency Bonus, which weigh 1 lb. each and remain usable until you either finish a Long Rest or 24 hours pass.

You can retrieve and throw a bomb as an action, targeting a creature or point within 20 feet of yourself. When you have one hand free, you can retrieve and throw a bomb, a vial of Acid, or similar thrown item using your Bonus Action.

Create Additional Bombs. With one hour of uninterrupted work, or over the course of a Short Rest, you can use your Alchemist's Tools to construct one additional bomb. You can only do so if you used one or more Saboteur Bombs since your last Short or Long Rest from which you can salvage material or if you have material to create more bombs at hand. Once you do so you can't do so again until you finish a Long Rest.

Explosives & Reagents. Before you throw a bomb you prime it and choose both components of the bomb; the Explosive and Reagent, of your choice from the respective "Explosive-" Reagents Options". The Explosive and Reagent determine the area and effect of your bomb's explosion.

You have access to Common Explosives and Reagents. When you reach Rogue level 9 you learn to use Specialist Explosives and Reagents.

Set Up Bombs. Instead of throwing Saboteur Bombs, you are able to set up your bombs on the ground, walls, or small or larger Objects. It takes 1 minute to set up one bomb and you can determine a time frame between 1 and 10 minutes after which the bomb will explode. Alternatively you can set a simple condition for the bomb to explode. Examples include: "If the chest the bomb is attached to is opened...", or "If someone steps on the spot I placed the bomb on...". If the condition of the bomb is not fulfilled the bomb will not detonate. A creature must succeed on a Perception check to find the bomb. The DC for this check is equal to 8 plus

your Intelligence modifier and Proficiency Bonus.

Saving Throws. Your Saboteur Bombs require saving throws. The DC equals 8 plus your Intelligence modifier and Proficiency Bonus.

LEVEL 3: SABOTEUR TRAINING

You gain proficiency in Alchemist's Supplies and have advantage on all checks to utilize it to start a fire. If you already have this proficiency, you gain proficiency with one other type of Artisan's Tool of your choice.

LEVEL 9: EFFICIENT BOMB-MAKING

You have no limit on how many times in a day you can create additional Saboteur Bombs.

LEVEL 9: LONG RANGE THROWS

The distance you can throw your Sabotage Bombs and items such as Acid or Alchemist's Fire becomes 60 feet.

LEVEL 13: STEALTH BOMBER

Your mastery in the art of sabotage has deepened. You gain the following benefits:

Artful Mechanisms. When you set up a bomb, you can choose a condition when a bomb explodes, you can now choose complex conditions for the bomb's detonation. Examples include: "If a Medium size creature steps through the door...", "One minute after the treasure chest in this room was opened..." or "When the door on the other side of the room closes..."

Timed Fuse. When you set up a bomb and choose the time frame in which the bomb will detonate to be up to 24 hours and you can set a bomb to detonate if the condition of its detonation is not met after up to 24 hours.

Surprise! If you have the Invisible condition when you throw a bomb at a creature, or when a rigged bomb explodes that a creature failed to detect, the creature rolls the saving throw with Disadvantage.

LEVEL 17: DISASTER ARTIST

You have truly perfected the art of sabotage and bomb building. You gain the following bonuses:

Boom, Baby. When you prepare a Saboteur Bomb and choose your Explosive component,

you can choose to add the Potent or Volatile explosive in addition to any explosive you choose for the bomb. If you choose the potent explosive twice, you apply the Potent effect to the bomb and the DC of the bomb increases by 2.

Quick Set-Up. You can set up a bomb as an action.

Safety. You automatically succeed saving throws against effects of your own Saboteur Bombs, as long as you are aware of when it explodes.

EXPLOSIVE OPTIONS

The Explosives are separated between Common and Specialist Explosives.

COMMON EXPLOSIVES

Potent. The bomb's effect intensifies and gains a more potent effect (see 'Potent' in each of the Reagent's heightened effects.)

Volatile. The bomb effects a 10 ft. radius centered when it explodes. Each creature within the area must make a saving throw against the effect of the bomb. If the bomb already has an area of effect, the size of its area is doubled.

SPECIALIST EXPLOSIVES

Scatter Blast. When the bomb explodes, it funnels its effect in a 15-foot cone in a direction of your choice.

Piercing Blast. When the bomb explodes, it funnels its effect in a 30-foot line that is 5 feet wide (Combining this option with Volatile option only doubles the length of the line, not its width.)

REAGENT OPTIONS

The Reagents are separated between Common and Specialist Reagents.

COMMON REAGENTS

Elemental Salt. The target must make a Dexterity saving throw. On a failed save the target takes Acid, Cold, Fire, or Lightning damage equal to half of your Sneak Attack (rounded up) and half as much on a successful one. *Potent:* The damage of the chosen type is equal to your entire Sneak Attack instead.

Purple Spore. The target must make a Constitution saving throw. On a failed save the target takes Poison damage equal to half of your Sneak

Attack (rounded up) and half as much on a successful one. *Potent:* The target takes Poison damage equal to your entire Sneak Attack instead.

Mimic Adhesive. The creature must succeed a Strength saving throw, on a failed save the target's speed is halved (to a minimum of 5 ft.) until the end of your next turn. *Potent:* On a failed save, the creature gains the Restrained condition until the end of your next turn instead.

Darkling Smoke. The bomb creates a 10 ft. radius-sphere smoke cloud centered at the point of impact. Its area is Lightly Obscured and lasts until the end of your next turn. *Potent:* The smoke cloud Heavily Obscures the area instead.

Bitter Spar. The creature must succeed on a Constitution saving throw or it has disadvantage on attack rolls. If the creature is immune to the Blinded condition, the creature automatically succeeds the saving throw. Additionally bright light sheds in a 10-foot radius and dim light an additional 10 feet at the point of impact until the end of your next turn. *Potent:* The creature gains the Blinded condition until the end of your next turn instead, and bright light is shed within a 30-foot-radius and dim light in an additional feet at the point of impact until the end of your next turn.

SPECIALIST REAGENTS

Thunder Scales. The target must make a Constitution saving throw. On a failed save the creature takes Thunder damage equal to half of your Sneak Attack (rounded up) and half as much on a successful one. *Potent:* The target takes Thunder damage equal to your entire Sneak Attack instead.

Mind Mold. The target must make a Wisdom saving throw. On a failed save the creature takes Psychic damage equal to half of your Sneak Attack (rounded up) and half as much on a successful one. *Potent:* The target takes Psychic damage equal to your entire Sneak Attack instead.

Fae Glitter. The target must succeed on a Dexterity saving throw or be covered with glitter until the end of your next turn. A creature covered in glitter can no longer have or gain the Invisible condition, has disadvantage on Dexterity (Stealth) checks, and leaves a visible trail of glitter wherever it goes. *Potent:* All attacks against the glittered creature are made with Advantage until the end of your next turn and the creature

is covered in glitter for one minute or until it uses an action to remove it.

Echo Crystal. The creature must succeed a Constitution saving throw or gains the Deafened condition until the end of its next turn. *Potent:* Additionally, a deafened creature cannot talk or use spells that use Vocal components, and the bomb's explosion is audible within 2 miles.

Catoble Gas. The bomb explodes in noxious gas and the creature must make a Constitution saving throw or gains the Poisoned condition until the end of your next turn. *Potent:* Additionally, the poisoned creature can't use Reactions and spends its action on its next turn retching.

THE MAW

WARLOCK PACT

The Maw is a simple, yet powerful primordial entity whose only concern is wanton, unbidden consumption, and for any and all who will deliver more to consume, it gives power freely. Whether taking the form of a bottomless pit, some voracious, unthinkable monstrosity, or a hole in the void that swallows the very stars, it is not hard to seek out its audience- or its favor- if you know where to look. For those who seek a quick path to power, no matter the cost, or outcasts no other entity will take, the Maw welcomes- as long as it can be eternally sated.

THE MAW FEATURES

WARLOCK LEVEL FEATURES

1 st	The Maw Spells, Eldritch Gut, Consuming Maw
6 th	Maw's Boon
10 th	Undeterred Feast
14 th	Satisfied Blessing

THE MAW SPELLS

The Maw 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.

WARLOCK LEVEL SPELLS

3 rd	Entangle, Grease,Enlarge/Reduce, Spike Growth
5 th	Slow, Stinking Cloud
7 th	Grasping Vine (appears as a tongue), Vitriolic Sphere
9 th	Cloudkill, Wall of Stone (appears like rows of teeth)

LEVEL 3: ELDRITCH GUT

At 1st level, you manifest an Eldritch Gut as part of the maw's power. Your Eldritch Gut is a supernatural space connected to your mouth. You can swallow objects and willing creatures of your Size or smaller, and store them in your Eldritch



Gut. Any item in your Eldritch Gut does not count towards your carrying capacity, but your Eldritch Gut can hold up to 300 pounds worth of objects. The size and total weight of objects that you can swallow increases as you gain Warlock levels. You can regurgitate a single object as an item interaction, or more objects as an action which land within 5 ft. of yourself.

Your Eldritch Gut is a magical object and can only be targeted and attacked by anything inside of it and has Hit Points equal to your maximum Hit Points, an AC equal to 8 + your proficiency bonus + your Constitution modifier and shares

your Resistances and Immunities. When your Eldritch Gut is reduced to 0 Hit Points, you take any excess damage and you cannot store more items or creatures for as long as your Eldritch Gut is missing Hit Points. When you die, all items stored in your Eldritch Gut land within 5 ft. of yourself.

Your Eldritch Gut regains any missing Hit Points when you finish a Short or Long Rest, or when you use an action to expend a spell slot of your Warlock Pact Magic feature. If you expend a spell slot to heal your Eldritch Gut, it becomes resistant to any damage until the end of your next turn.

CONSUMING MAW

As an action you can make a melee spell attack against a creature of your size or smaller using your warlock spellcasting modifier. On a hit the creature becomes trapped within your Eldritch Gut. You can hold only one creature in your gut at a time. While in your gut, the creature has Total Cover against attacks and other effects outside of it, but can target your Eldritch Gut with attacks. While a creature is in your Eldritch Gut, you can use a Bonus Action on each of your turns to deal 1d6 + your Charisma modifier Force damage to the creature. The damage you deal to a creature in your Eldritch Gut and the maximum size the creature you can trap increases as you gain levels. You can use an action to regurgitate the creature in an unoccupied space within 5 ft. of yourself. At the beginning of the trapped creature's turn, it can make a Strength saving throw against your spell save DC to escape your Eldritch Gut. When a creature successfully escapes your Eldritch Gut, or when your Eldritch Gut is reduced to 0 Hit Points, the creature reemerges in an unoccupied space of its choice within 5 ft. of yourself.

ELDRITCH GUT PROGRESSION

WARLOCK LEVEL	DAMAGE	MAXIMUM CREATURE SIZE	MAX. WEIGHT
1 st	1d6 + Charisma modifier	Same Size	300 lbs.
6 th	2d6 + Charisma modifier	One Size larger	1000 lbs.
10 th	3d6 + Charisma modifier	Two Sizes larger	2000 lbs.
14 th	4d6 + Charisma modifier	Three sizes larger	5000 lbs.

You can trap a creature within your Eldritch Gut a number of times equal to your Charisma modifier before you have to finish a Long Rest to do so again.

MAW'S BOON

Starting at 6th level, when you deal damage against a creature with your Consuming Maw, your Eldritch Gut regains a number of Hit Points equal to the damage dealt, and you gain a number of Temporary Hit Points equal to half the damage dealt which fade at the end of your next turn. If this damage kills the creature, you can regain a number of Hit Points equal to the damage dealt or the creature's maximum hit points, whichever is lower.

UNDETERRED FEAST

Starting at 10th level, you can eat any food stored within your Eldritch Gut and you gain Resistance to poison damage and become immune to the Poisoned condition. Additionally, when you have a creature in your Eldritch Gut the DC to maintain your Concentration becomes 8 or half the damage taken (rounded down), whichever number is higher.

SATISFIED BLESSING

Starting at 14th level, when you kill a creature with your Consuming Maw feature, your Eldritch Gut regains any missing Hit Points and you gain one bonus spell slot from your Pact Magic feature that remains until the end of your next turn.

Once you use a bonus spell slot gained this way, you can't gain additional bonus spell slots through this feature until you finish a Long rest.

THE MONARCH

WARLOCK PACT

Ancient Monarchs are powerful demigods of a bygone era. While no longer in their prime, many of them remain at the edges of the civilized world. They still command their loyal subjects from the shadows and promise power and riches in favor of loyalty and service. Those who take this offer and swear fealty to a Monarch of old are called vassals. These individuals are bestowed a shard of the Monarch's regal power and are expected to use it to enforce their ruler's will.

THE MONARCH FEATURES

WARLOCK LEVEL FEATURES

3rd	Expanded Spell List, Regal Combatant, Forbiddance
6th	Unapproachable, Mighty Herald
10th	Rejection
14th	Monarch's Protection

LEVEL 3: MONARCH SPELLS

Your Monarch 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.

WARLOCK LEVEL SPELLS

3rd	Command, Thunderwave, Spiritual Weapon, Zone of Truth
5th	Dispel Magic, Sending
7th	Banishment, Resilient Sphere
9th	Geas, Yolande's Regal Presence

LEVEL 3: REGAL COMBATANT

You gain proficiency with medium armor and shields and you learn the *Blade Ward* cantrip.

FORBIDDANCE

You can manifest your monarch's presence as a Bonus Action. Each creature of your choice in a 10-foot emanation that can see you must make a

Wisdom saving throw against your Warlock spell DC. On a failure that creature has Disadvantage on attack rolls while within the range of your Forbiddance until the end of your next turn. You can use this feature an amount of times equal to your Charisma modifier before you have to finish a Long Rest to use it again.



LEVEL 6: UNAPPROACHABLE

The range of your Forbiddance increases to 15 feet and each creature in the area under its effect must spend twice as much movement to move towards you.

LEVEL 6: MIGHTY HERALD

Your maximum hit points are increased by 1 for each warlock level you have and you have advantage on saving throws against diseases and poisons.

LEVEL 10: REJECTION

Starting at 10th level, the range of your Forbiddance is increased to 20 feet and each creature that fails its saving throw against your Forbiddance may be pushed 10 feet away from you. Additionally, whenever a creature within 20 ft. of you targets you with an attack, you can use your Forbiddance as a Reaction, but can only target the attacking creature with your Forbiddance.

LEVEL 14: MONARCH'S PROTECTION

When you take damage or fail a saving throw, you can use a reaction to evoke your monarch's protection. If you do so when you take damage, you reduce the damage by an amount equal to 10 times your Warlock level. If you do so with a failed saving throw, you add your Warlock level to the result, potentially turning the failure into a success.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend 2 of your Pact Magic spell slots (no action required) to restore your use of it.

ELDRITCH INVOCATION

The Monarch grants unique Eldritch Invocations.

ENDURING FORBIDDANCE

Prerequisite: The Monarch Patron

When you use your **Forbiddance** you can use an action on your following turn to extend the duration of your Forbiddance until the end of your next turn (you can repeat this action). When you extend your Forbiddance, each enemy creature within the range of your Forbiddance repeats the saving throw. A creature already un-

der the effect of your Forbiddance that succeeds the saving throw ends the effect on itself.

HERALD'S REGALIA

Prerequisite: 7th level, The Monarch Patron

You can perform a 10 minute ritual to bond with a set of medium or heavy armor. You can perform this ritual as part of a Short Rest. Once completed this armor becomes your regalia. You are proficient wearing your regalia, even if you do not have the proficiency for it. You use your Charisma in place of Strength to determine if you qualify the Strength requirement of the armor and while wearing your regalia you can use your Charisma in place of your Dexterity to determine your AC. You can use an action to summon your regalia on your body or to stow it away in a magical pocket dimension. Only one set of armor can be your regalia at a time. If you perform this ritual your previous regalia loses its property and if it is stowed away it manifests in an empty space within 5 ft. of you.

PROTECTED ENTOURAGE

Prerequisite: 5th level, The Monarch Patron

Anytime you use your **Forbiddance**, each ally within the area of your Forbiddance gains a bonus to saving throws equal to your proficiency bonus until the end of your next turn.

VOICE OF POWER

You can cast the *Command* spell at 1st level at will, without expending a spell slot. When you cast this spell through this invocation and the effect on the creature ends or it successfully saves, the creature is immune to the spell if you cast it through this invocation for 1 hour.

GREATER VOICE OF POWER

Prerequisite: 5th level, Voice of Power

You can cast the *Command* spell cast through your Voice of Power invocation at a level equal to your proficiency bonus without expending a spell slot.

THE WILD HUNTER

WARLOCK PACT

Your patron is a wicked spirit of the hunt, a malevolent force that haunts the spaces between the hunter and the hunted, guiding every bolt, bullet, and arrow toward its mark with cruel inevitability. It cares nothing for loyalty or ambition—only for the thrill of the quarry brought low and the price extracted from those foolish enough to beg its favor.

THE WILD HUNTER FEATURES

WARLOCK LEVEL FEATURES

3rd	Wild Hunter Spells, Huntsman's Arms, Wild Hunter's Shot
6th	Profane Projectile
10th	Hunter's Cowl
14th	The 7th Bullet

LEVEL 3: WILD HUNTER SPELLS

The Wild Hunter 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.

WARLOCK LEVEL SPELLS

3rd	Ensnaring Strike, Zephyr Strike*, Pass Without a Trace, Silence
5th	Conjure Barrage, Lightning Arrow
7th	Freedom of Movement, Locate Creature
9th	Conjure Volley, Far Step*

LEVEL 3: HUNTSMAN'S ARMS

You gain proficiency with all ranged martial weapons and may use your Charisma modifier in place of your Dexterity modifier when making ranged attacks with a weapon. Once per turn as an action you can conjure a magic projectile and make a ranged attack with a ranged weapon. If that attack hits, it deals 1d8 + your Charisma modifier Piercing damage, increasing to 2d8

at level 5, 3d8 at level 11, and 4d8 at level 17.

LEVEL 3: WILD HUNTER'S SHOT

Once per turn, when making a ranged weapon attack, you can invoke your patron's powers. You add 1d6 to your attack roll and the ranged attack ignores Half Cover. When the 1d6 rolls a 6, the attack scores a Critical Hit (if the target is immune to Critical Hits, it scores a normal hit instead). You can use this feature a number of times equal to your Charisma modifier, regaining all uses after finishing a Long Rest.

LEVEL 6: PROFANE PROJECTILE

When you hit a creature with a ranged weapon attack using your Huntsman's Arms it becomes marked until the end of your next turn. You are always aware of the marked creature's location and it cannot benefit from being invisible from you.

Once per turn, when you cast a spell that targets the marked creature, you do, you either increase the first attack roll of the spell by 1d6, or reduce the creature's saving throw against the spell by the same amount. The mark is then consumed.



LEVEL 10: HUNTER'S COWL

Whenever you expend a Warlock spell slot, you provoke no Opportunity Attacks until the end of your turn. Additionally, whenever you end your turn 10 feet or further from where you started it, the next attack roll targeting you before the start of your next turn has Disadvantage.

LEVEL 14: THE 7TH BULLET

As an action, you can make a ranged weapon attack with your Huntsman's Arms and invoke your patron's full power. You use Wild Hunter's Shot on this attack without expending a use. On each hit, the projectile marks the target with Profane Projectile and leaps to a new target of your choice within your weapon's range that you can see, and you make another ranged attack against the new target. You may invoke Wild Hunter's Shot on each of these attacks without expending uses. The projectile will weave and curve in the air, ignoring all types of cover unless there is no path to the target. This continues until you miss. You cannot choose the same target twice as a new target.

Once you use this feature, you can't use it again until you finish a Long Rest or expend a Warlock Spell slot (no action required).

ELDRITCH INVOCATION

The Wild Hunter grants unique Eldritch Invocations.

ELDRITCH CONDUIT

Prerequisite: Level 6+ Warlock, Wild Hunter Patron

When you mark a creature with your Profane Projectile trait, you become aware of anything within 20 feet of that creature that can be perceived with your senses. When you cast a spell you can cast the spell targeting the marked creature regardless of its position as long as it is on the same plane of existence as yourself. If the spell cast this way targets an area of effect, the marked creature becomes the point of origin. Spells with a range of self are unaffected.

WILD RICCOCHET

Prerequisite: Warlock, Wild Hunter Patron

Whenever you use your Wild Hunter's Shot

trait, you increase the damage of the attack by an amount equal to the 1d6 rolled. If the attack scores a Critical Hit or kills the target, you can choose a second target that you can see within 30 feet of the first target. That creature takes half of the damage dealt.

UNIQUE SPELLS

Until the Spells marked with * in the list of Wild Hunter Spells are receiving their official version for the 2024 rule set, use these as stand-ins:

ZEPHYR STRIKE

1st-level Transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You move like the wind. When you cast this spell, your speed increases by 30 feet until the end of your turn and your movement doesn't provoke opportunity attacks for the duration of the spell.

Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 Force damage on a hit. When you do so the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the Force damage increases by 1d8 for each slot level above 1st.

FAR STEP

5th-level Conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the spell ends, you can use a Bonus Action to teleport in this way again.

HEDGEMAGE

ARCANE TRADITION

Whereas the conventional Wizards dedicate their early years of their arcane profession to studying the way of magic in institutions or under direct tutelage, these unconventional magic users turned their back to such traditions. Hedge Mage is a term for mages who did not undergo proper training. Truly self-taught or having learned from others of their ilk, Hedge Mages are commonly regarded as lesser wizards by their colleagues. But unbound by convention, Hedge Mages can tap into unexpected avenues of magic well worthy of respect.

SCHOOL OF THE HEDGEMAGE FEATURES

WIZARD LEVEL	FEATURES
3 rd	Hedge Magic, Cross Savant
6 th	Greater Hedge Mage, Improvised Spellcasting,
10 th	Hedge Mage Mastery Wizard See Wizard Do
14 th	Freeform Wizardry

LEVEL 3: HEDGE MAGIC

Choose one of the following fields of studies: Divine, Occult, or Primal. Each study contains the spell lists of the listed classes which become accessible to you.

Divine. Cleric.

Occult. Bard and Warlock.

Primal. Druid.

You can use and read spell scrolls that are in the spell lists of classes listed in the chosen field of study, as long as they are not of a level higher than half your Proficiency Bonus (rounded up). You can additionally add these spells to your spell book and prepare them to cast them as normal, but you cannot prepare more than a number of non-Wizard spells with your Wizard **Spellcasting** feature at the start of each day equal to your Proficiency Bonus.

LEVEL 3: CROSS SAVANT

You learn two cantrips of your chosen field of

study (See **Hedge Mage**) which don't count against the number of cantrips you know.

In addition, you can add any two spells that belong to your field of study to your spellbook for free. Whenever you gain access to a new level of spell slots in this class, you can add one non-wizard spell that you can cast to your spellbook for free. The chosen spell must be of a level of which you have spell slots.



LEVEL 6: GREATER HEDGE MAGE

Choose an additional field of study. You may exchange the up to two Cantrips you learned in your **Cross Savant** feature for two other Cantrips that belong to the chosen field of study and you can add one spell that belong to your field of study to your spellbook for free. The chosen spells must be of a level of which you have spell slots.

LEVEL 6: IMPROVISED SPELLCASTING

You can cast a spell you have in your spellbook but not prepared. Once you do so you have to finish a Long Rest to do so again or spend a spell slot of one level higher than the spell when you cast it.

LEVEL 10: HEDGE MAGE MASTERY

You now can use and read any spell scrolls of any level. You can add any non-Wizard spell to your spell book of a level not higher than your Proficiency Bonus.

In addition you can exchange any cantrips you have for other existing cantrips and you can add one non-Wizard spell to your spellbook for free. The chosen spells must be of a level of which you have spell slots.

LEVEL 10: WIZARD SEE, WIZARD DO

When you see another creature cast a spell for which you both have spell slots and can cast it with either your **Spellcasting** or your **Hedge Magic** features, you can use a Reaction to memorize the spell. You can only have one spell memorized this way at a time. Once you memorize a spell you can attempt to transcribe the memorized spell to your spell book before you finish your next Long Rest. When you do so you must make a spellcasting check when you finish transcribing the spell. The DC is equal to 14 plus the spell's level. On a success you transcribe the spell into your spell book without issue. On a failure you fail to do so and any expended resources (gold) is lost.

LEVEL 14: FREEFORM WIZARDRY

You can spend 10 minutes of uninterrupted work to cram and to exchange a prepared a spell in your spellbook for another one of equal level. Whenever you finish a Short Rest, you can exchange a number of prepared spells equal to your Intelligence modifier (minimum of 1).

In addition, among the non-wizard spells you prepare at the start of your day with your Wizard **Spellcasting** feature, you can choose one of which to be of any level. This spell can't be exchanged with this feature.

