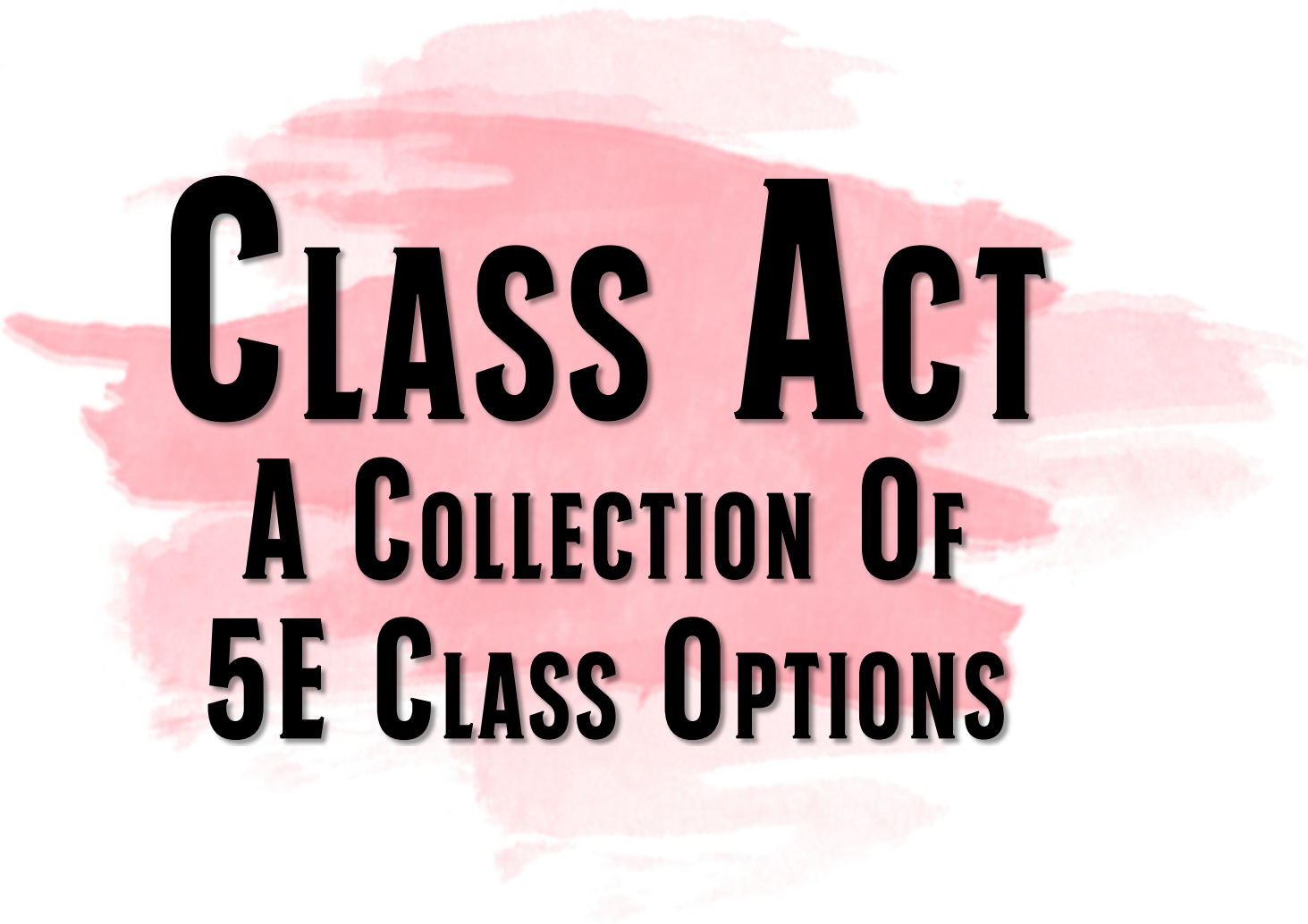




CLASS ACT

A COLLECTION OF 5E CLASS OPTIONS

BY DM TUZ

This PDF contains all of DM Tuz's released subclasses D&D 5e and will be updated with each new release.

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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
14 th	Vorpal Bites

CANNIBAL'S BITE

When you choose this path at 3rd level, you gain a natural bite attack that deals 1d4 + your Strength modifier piercing damage. Its damage increases as you gain levels, increasing to 1d6 at 6th level and 1d8 at 10th 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.

BLOODLUST

Starting at 6th level, 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 scores a critical hit or your attack reduces the creature to 0 hit points or kills it, you gain twice the amount of temporary hit points instead.

WICKED TEETH

When you reach level 6, your bite attack counts as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

RAVENOUS FEAST

Starting at level 10, 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 action counts as an attack against a hostile creature. When you consume a creature, you are nourished for 24 hours, regain hit points equal to the creature's maximum hit points, or $1d12 + \text{your barbarian level}$, whichever is lower, and you have advantage on your attack rolls until the end of your next turn.

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

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 hit points are equal or lower the amount of your barbarian level. Additionally, when you are raging and your bite you made as a bonus action scores a critical hit or your bite reduces the creature to 0 hit points or kills it, you can immediately make another bite against a creature within your range as part of the same bonus action.

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	Fanatical Surge
15 th	Battle Rite
18 th	Warrior of Faith

RELIGIOUS STUDIES

When you choose this archetype at 3rd level, 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.

HUMBLE PRAYER

At 3rd level, 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.

BATTLE PRAYERS

At 3rd level, you learn prayers to prepare your body and spirit for the trials ahead through devotion and the study of sacred texts.

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

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.

CONSECRATED ARMS

When you reach 7th level, your weapons become extensions of your faith. Any weapon you wield that you are proficient in, including your unarmed strikes, counts as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

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 become frightened condition until the end of your next turn. The DC is equal to 8 + your Wisdom modifier + your proficiency bonus.

FANATICAL SURGE

At 10th level, 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 a

prayer of your choice without expending a bonus action, possibly changing the prayer you currently have invoked. When you use this trait while you are frightened, you ignore the effects of being frightened until the beginning of your next turn.

BATTLE RITE

At 15th level, you learn the *Bless* spell. 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.

WARRIOR OF FAITH

At 18th level, your devotion has reached its peak. 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
3 rd	Oath Spells, Redirect Burden, Repentance Strike
7 th	Aura of Penance
15 th	Repenter's Reward
20 th	Redeemed Form

OATH SPELLS

You gain oath spells at the paladin levels listed.

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



CHANNEL DIVINITY

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

Redirect Burden. You can use your Channel Divinity to take the burdens of others upon yourself. As a bonus action you can touch a creature that was blinded, charmed, deafened, paralyzed, petrified, poisoned or stunned within the past 24 hours. Any of these conditions are transferred to yourself. Any effects that go along with the condition do affect you, as if you were the original target of the effect. If you are immune to the condition, your immunity to the condition is suppressed for the duration of the condition.

Repenter's Strike. When you deal damage with your *Divine Smite*, you can use your Channel Divinity to deal an additional 1d8 radiant damage. Another creature within 30 ft. of you can regain hit points equal to the total radiant damage dealt by your attack.

AURA OF PENANCE

Starting at 7th level, 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.

At 18th level, the range of your mark increases to 30 feet.

REPENTER'S REWARD

Starting at 15th level, anytime you heal another creature with your **Lay on Hands** feature or with a **Repentance Strike**, you regain hit points equal to half the number of hit points restored. If this healing would cause you to exceed your hit point maximum, the excess is gained as temporary hit points, which fade at the end of your next turn.

REDEEMED FORM

At 20th level, as an action, 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. This transformation lasts for 1 minute and within this form you gain the following benefits:

- When you enter this form you regain all of your missing hit points.
- Any enemy creature within your Aura of Penance who can see you has disadvantage on attack rolls targeting creatures other than you.
- 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.

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.

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 Magic, Culinary Proficiency, Daring Cooking
7th	Iron Stomach
11th	Choice Cut, Snacking
15th	Culinary Daredevil

CULINARY MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. The spell counts as a ranger spell for you, but doesn't count against the number of ranger spells you know.

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

CULINARY PROFICIENCIES

When you join the Culinary Conclave at 3rd level, you gain proficiency in the use of Cook's Utensils and gain advantage on Perception (Wisdom) checks using your sense of taste.

DARING COOKING

Starting at 3rd level, you learn to collect and prepare unlikely ingredients to great results. As an action, you can strip one choice morsel off a creature 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 and can be cooked or processed until you finish a long rest (or 24 hours).

With one hour of work, or as part of a short or long rest, you can cook a Monstrous Meal as seen on the "Monstrous Meal Table", using one choice morsel and your Cook's Utensils, that can feed for a number of creatures equal to 3 + your proficiency bonus. At the end of the rest, a creature that eats the Monstrous Meal is nourished for 24 hours and receives the Meal's bonus until it finishes a short or long rest.



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

IRON STOMACH

Beginning at 7th level, your years of eating exotic and dangerous ingredients have made your body remarkably resilient. You become proficient in Constitution saving throws, and you can eat things that would be inedible or harmful to others—spoiled food, raw monster meat, alchemical substances—without suffering ill effects.

LEVEL 11: FILET STRIKES

Starting at level 11, when you kill a creature with a weapon attack, you strip a Choice Morsel off the creature as part of the same attack.

SNACKING

At level 11, as a bonus action, you can consume a choice morsel to empower yourself for 1 minutes. While you are empowered you gain the meal bonus of the consumed morsel (meal

bonuses of the same type do not stack). Additionally while you are empowered, once per turn when you attack, you can add your Proficiency Bonus to an attack roll you make. If the attack hits the attack deals an additional 1d6 damage. If the target is the same creature type of the morsel that empowers you, the damage is 6.

Once you enhance yourself with a choice morsel, you can't do so again until you finish a long rest.

CULINARY DAREDEVIL

Starting at 15th level, 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 to use in your cooking. Each creature that eats the food receives bonuses of both types of choice morsel used for the meal and its effect lasts until the creature finishes a long rest or eats another meal that used choice morsel.

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	Bullette 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 maximum hit points are 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 charm, frighten, paralyze, or put you to sleep.
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

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.

MEDICAL TREATMENT

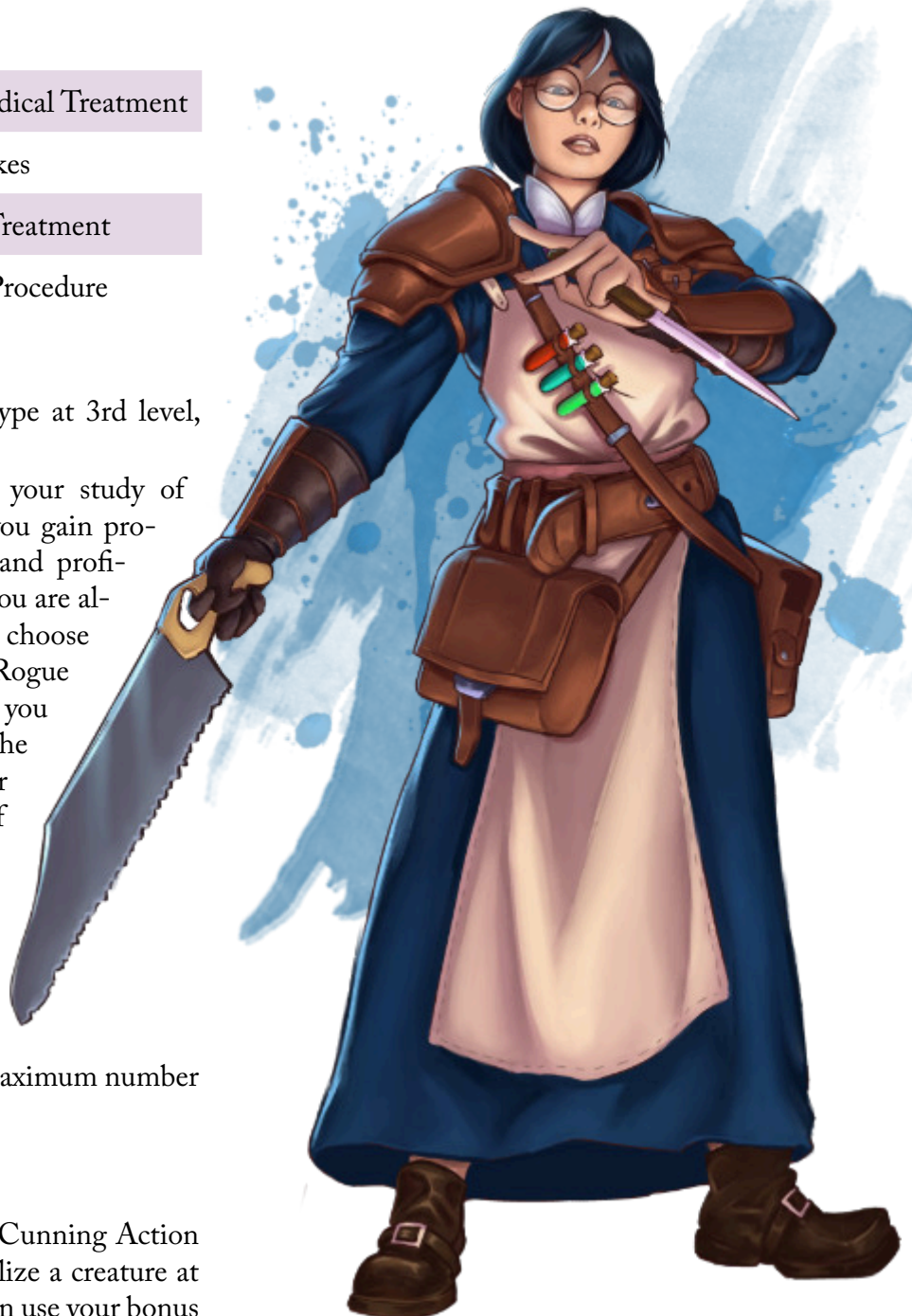
At 3rd level, you can use your Cunning Action to utilize a Healer's Kit to stabilize a creature at 0 hit points. Additionally, you can use your bonus action to tend to a wounded creature within

reach, expending 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.

SURGICAL STRIKES

When you reach 9th level, you can use your bonus action to 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.

When you deal Sneak Attack damage against the chosen creature with a melee attack, you can forgo a number of Sneak Attack dice to apply one of the listed effects. The effect occurs immediately after the attack's damage is dealt. If an effect requires a saving throw, the DC equals 8 plus your Intelligence modifier and proficiency bonus.

Artery (Cost: 2d6). You sever a critical blood vessel. The target must succeed on a Constitution saving throw or it takes 2d6 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 it has Disadvantage on attack rolls and Wisdom (Perception) checks 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.

SPECIALIZED TREATMENT

At 13th level, 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 uninterrupted 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

EMERGENCY PROCEDURE

At 17th level, 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 movement 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, Resupply
9 th	Efficient Bomb-Making
13 th	Stealth Bomber
17 th	Disaster Artist

SABOTEUR BOMBS

When you choose this archetype at 3rd level, you learn to build small custom made bombs filled with a variety of explosives and reagents.

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 items using your bonus action. The DC of your Saboteur Bombs equals 8 plus your Intelligence modifier and Proficiency Bonus.

Before you can throw a bomb, you must prime it as an item interaction, 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.

SABOTEUR TRAINING

Starting at level 3, you are proficient with ranged improvised weapons such as Alchemist's Fire, Acid, and similar thrown weapons which also have the *finesse* property for you. Additionally you gain proficiency in Alchemist's Supplies which you double your proficiency with.

RESUPPLY

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.

EFFICIENT BOMB-MAKING

You have no limit on how many times in a day you can create additional Saboteur Bombs with your **Resupply** feature.

STEALTH BOMBER

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

- 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..."
- 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.
- If you are hidden from a creature you throw a bomb at, or when a rigged bomb explodes that a creature failed to detect, the creature rolls its saving throw with disadvantage.

LEVEL 17: DISASTER ARTIST

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

- 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.

- You can set up a bomb as an action.
- 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 suc-

cessful 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 until the end of your next turn. If the creature is immune to being blinded, 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 is blinded 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 is revealed if hidden and can't benefit from being invisible, 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 is deafened 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 is poisoned 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 favo—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	Expanded Spell List, Eldritch Gut, Consuming Maw
6 th	Maw's Boon
10 th	Undeterred Feast
14 th	Satisfied Blessing

EXPANDED SPELL LIST

At 1st level, 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.

SPELL LEVEL	SPELLS
1	Entangle, Grease
2	Enlarge/Reduce, Spike Growth
3	Slow, Stinking Cloud
4	Grasping Vine (appears as a tongue), Vitriolic Sphere
5	Cloudkill, Wall of Stone (appears like rows of teeth)

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 up Medium 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 200 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.

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 can have 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 to escape your Eldritch Gut. The DC to escape your gut is equal to your warlock spellcasting DC. 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.

You can trap a creature within your Eldritch Gut an amount 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 an amount of hit points equal to the damage dealt or an amount equal to 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 being poisoned. 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 reduce a creature to 0 hit points 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.

ELDRITCH GUT DAMAGE PROGRESSION

WARLOCK LEVEL	DAMAGE	MAXIMUM SIZE	MAX. WEIGHT
1 st	1d6 + Charisma modifier	Same Size	400 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.

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
1 st	Expanded Spell List, Regal Combatant, Forbiddance
6 th	Unapproachable, Mighty Herald
10 th	Rejection
14 th	Monarch’s Protection

EXPANDED SPELL LIST

At 1st level, a 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.

SPELL LEVEL	SPELLS
1	Command, Thunderwave
2	Spiritual Weapon, Zone of Truth
3	Dispel Magic, Sending
4	Banishment, Resilient Sphere
5	Geas, Scrying

REGAL COMBATANT

Starting at 1st level, you gain proficiency with medium armor and shields.

FORBIDDANCE

At 1st level, you can manifest your monarch’s presence as a bonus action. Each creature of your choice within 10 ft. of yourself 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 proficiency bonus before you have to finish a long rest to use it again.



UNAPPROACHABLE

When you reach level 6, the range of your **Forbiddance** increases to 15 ft. and moving 1 foot towards you costs 2 feet of movement for each creature that fails its saving throw as long as it is within the range of your **Forbiddance**.

MIGHTY HERALD

When you reach level 6, your Monarch shares their health with you. 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.

REJECTION

When you reach 10th level, the range of your **Forbiddance** is increased to 20 ft. and each creature that fails its saving throw against your **Forbiddance** may be pushed 10 ft. away from you.

MONARCH'S PROTECTION

Starting at 14th level, 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.

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 under 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

1 st	Expanded Spell List, Huntsman's Arms, Wild Hunter's Shot
6 th	Profane Projectile
10 th	Hunter's Cowl
14 th	The 7 th Bullet

EXPANDED SPELL LIST

At 1st level, 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.

SPELL LEVEL	SPELLS
1	Ensnaring Strike, Zephyr Strike
2	Freedom of Movement, Locate Creature
3	Conjure Barrage, Lightning Arrow
4	Freedom of Movement, Locate Creature
5	Conjure Volley, Far Step

HUNTSMAN'S ARMS

Starting at 1st level, 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 magical piercing damage, increasing to 2d8 at level 5, 3d8 at level 11, and 4d8 at level 17.

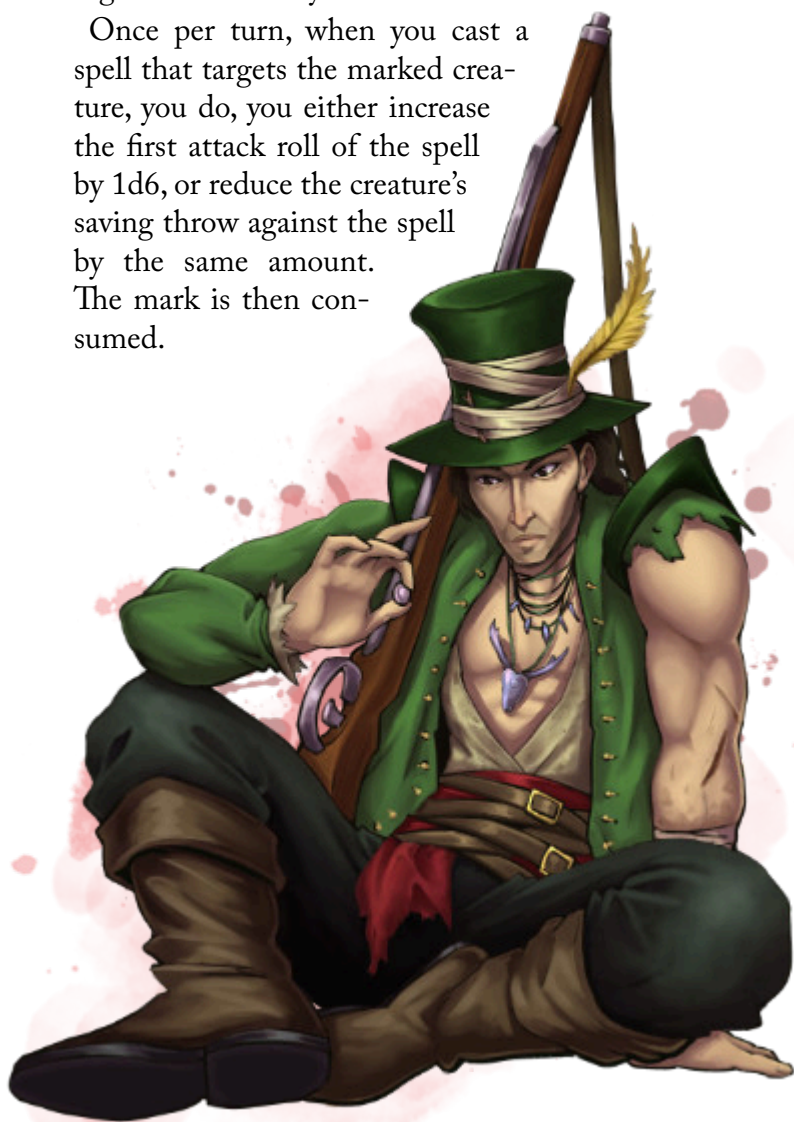
WILD HUNTER'S SHOT

At 1st level, 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.

PROFANE PROJECTILE

At 6th level, 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.



HUNTER'S COWL

When you reach 10th level, whenever you expend a Warlock spell slot, you provoke no opportunity attacks when moving 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.

THE 7TH BULLET

At 14th level, 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).

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.

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.

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
2 nd	Hedge Magic
6 th	Greater Hedge Mage, Improvised Spellcasting,
10 th	Hedge Mage Mastery Wizard See Wizard Do
14 th	Freeform Wizardry

HEDGE MAGIC

Starting at 2nd level, your proficient self study yielded unconventional 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, 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 an number of non-Wizard spells with your Wizard **Spellcasting** feature at the start of each day equal to your proficiency bonus.

When you gain this feature you learn two addi-

tional cantrips from your chosen field and at level 3, 5, 7, and 9, you can a non-wizard spell that you can learn and cast to your spellbook.



LEVEL 6: GREATER HEDGE MAGE

When you reach 6th level, you can choose an additional field of study. You may exchange the up to two cantrips you learned in your **Hedge Magic** feature for two other cantrips that belong to the chosen field of study and you can a non-wizard spell from the same field of study that you can learn and cast to your spellbook.

IMPROVISED SPELLCASTING

At 6th level, Magic has become more an art than a science for you. You are not considerate towards the right form (or risks) of not formulating a spell correctly—especially if circumstance calls for the right spell at hand. 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.

HEDGE MAGE MASTERY

Starting at 10th level, 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 two cantrips you have for other existing cantrips.

When you gain this feature and at level 11, 13, 15, and 17, you can add a non-wizard spell to your spell book that you are able to cast to your spellbook.

WIZARD SEE, WIZARD DO

At 6th level, you have solidified your observational skills. 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.

FREEFORM WIZARDRY

Starting at 14th level, you have become so efficient with your own style of note taking and spell preparation that your own speed of preparing spells exceeds the speed of conventional mages by far. 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.

