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BARBARIAN

PATH OF THE DREADNOUGHT

Few things are more terrifying than a raging Barbarian bearing down on you, but one of those more terrifying things is a raging Barbarian clad in hulking heavy armor. Implacable, unstoppable, and utterly often drenched in the gore of those they have smashed through, these armored juggernauts serve as the ultimate vanguard.

Their thick armor lets them throw themselves into battle with reckless abandon, breaking their enemies upon their armored bodies before stepping over their corpses and doing it all over again.

HEAVY PLATING

Starting at 3rd level, you gain proficiency in heavy armor. Additionally, while wearing heavy armor, you can still gain the benefits of the Rage and Fast Movement features.

RECKLESS RAMMING

Additionally at 3rd level, once per turn when you hit a creature after making a Reckless Attack, you deal additional damage equal to your half Barbarian level (rounded up), and, if it is no more than one size larger than you, can knock that creature up to 5 feet away from you.

IRONCLAD BROADSIDE

At 6th level, once per turn when you make a melee weapon attack using Reckless Attack, you can forgo gaining advantage from the attack to attack two different targets within reach without advantage.

You can apply Reckless Ramming to all targets hit in this way.

STEEL SKIN

Starting at 10th level, your adaptation to heavy armor is so extensive that you no longer include the weight of heavy armor in your carrying capacity, and can rest while wearing heavy armor without any penalty.

IMPROVED BROADSIDE

Additionally at 10th level, when you use your Ironclad Broadside feature you can attack up to 3 different targets within reach.

IMPLACABLE DREAD

Starting at 14th level, whenever you hit another creature with a critical hit or are hit by a critical hit, you can force the other creature (the target or attacker) to make a Wisdom saving throw with a DC of 8 + your Strength modifier + your proficiency bonus. On failure, they become Frightened of you until the start of your next turn. This Frightened condition ends immediately if you are Incapacitated.

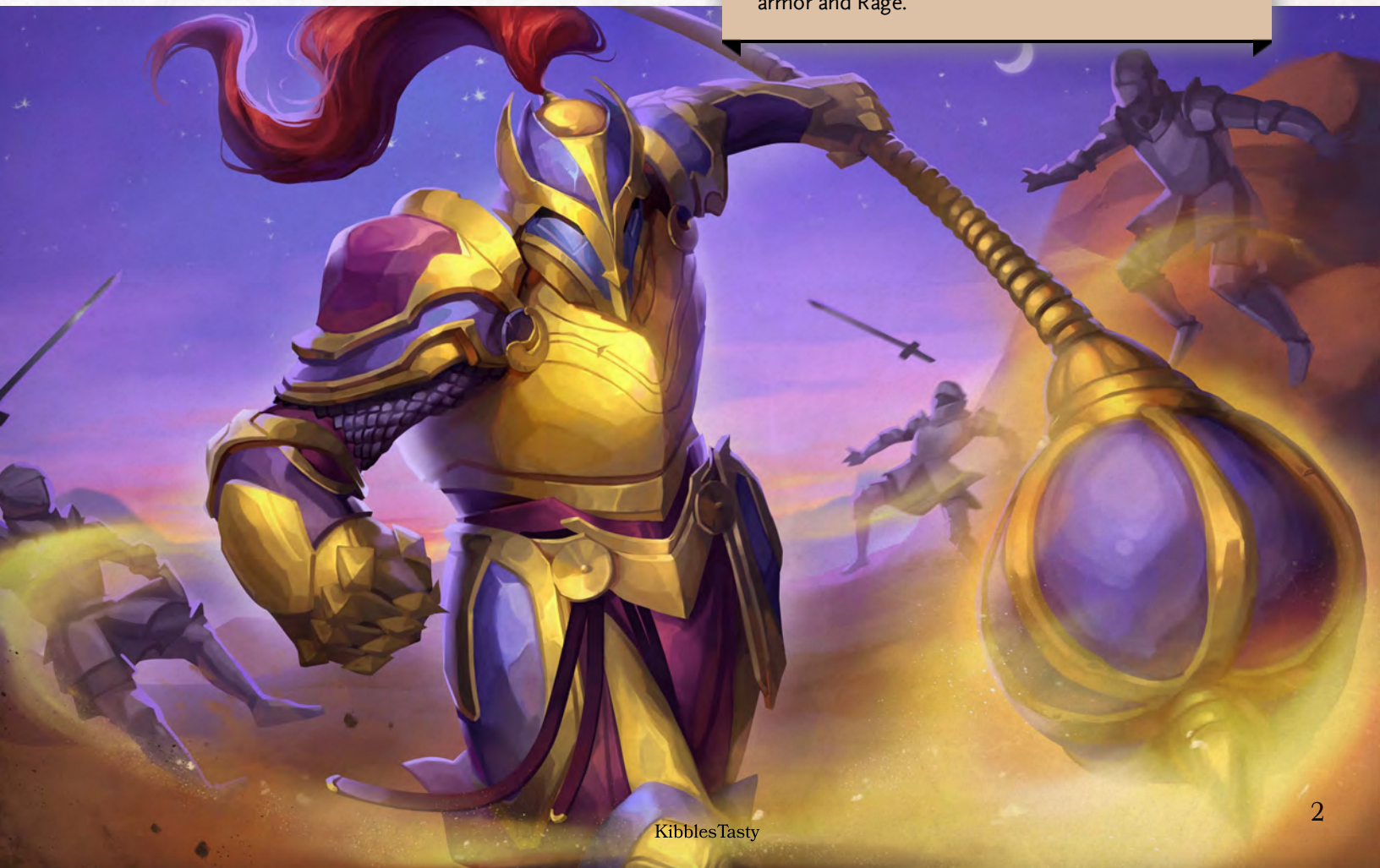
If you successfully Frighten a creature that struck you with a critical hit, you negate the bonus damage from the critical hit, during it into a normal hit.

ULTIMATE BROADSIDE

Additionally at 14th level, when you use your Ironclad Broadside feature, you can attack up to 4 different targets within reach.

DESIGN NOTES

Dependent on Reckless Attack. The early features are dependent on Reckless Attack. This is to mitigate the value of the subclass as an ultra-defensive option being able to benefit from heavy armor and Rage.



CLERIC

VOID DOMAIN V0.9

Clerics of the Void Domain draw their power from the emptiness between stars, the dark corners of the universe where light dares not venture. These Clerics are masters of the unseen and the unfathomable, wielding the very essence of nothingness to warp reality. They can vanish into nothingness, reappearing elsewhere in an instant, and conjure voids that consume light and hope. As emissaries of the void, they channel the terrifying, awe-inspiring power of the infinite darkness, turning the very absence of existence into a formidable weapon. Their presence is a chilling reminder that not all power comes from the light; some lies hidden in the darkness, waiting to be harnessed.

VOID DOMAIN FEATURES

Cleric Level Features

1st	Domain Spells, Void Step, Void Storage
2nd	Channel Divinity: Void Capture
6th	Void Negation, Unimpeded Steps
8th	Potent Spellcasting
17th	Void Obliteration, Unlocked Steps

DOMAIN SPELLS

You gain domain spells at the Cleric levels listed on the Void Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

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

VOID DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create pit^K, shadow bind^K</i>
3rd	<i>misty step, silence</i>
5th	<i>crushing singularity^K, hungering void^K</i>
7th	<i>dimension door, spatial swap^K</i>
9th	<i>passwall, teleportation circle</i>

VOID STEP

When you choose this Domain at 1st level, you gain the ability to step through the void crossing a long distance in a single step. As a bonus action, you can teleport a number of feet up to 5 × your Cleric level to an unoccupied space you can see. This teleportation cannot pass through creatures or objects that block your path.

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

VOID STORAGE

Additionally at 1st level, you gain the ability to store a Large or smaller object in the void. As an action, you can touch it and drop it into the void, where you can then retrieve it later as an action, causing it to appear within 5 feet of you. You can have one object stored this way at time.

CHANNEL DIVINITY: VOID CAPTURE

Starting at 2nd level, you can use your Channel Divinity to toss creatures into the void.

As an action, you open a void portal that attempts to engulf a Large or smaller creature or object within 60 feet of you. The target must make a Dexterity saving throw against your spell save DC. On failure, it is dropped into an endless black void for 1 minute. While in the void it is Incapacitated and cannot interact with or be seen from the plane it was captured from. At the end of each of its turns in the void, it makes a Charisma saving throw. On success, or after 1 minute has passed, it returns to the place where it was originally captured.

VOID NEGATION

Starting at 6th level, you gain the ability to negate certain attacks by sending them into the void. When a ranged attack roll targets you or a creature within 30 feet of you, you can use your reaction to open a crack in the void which swallows that attack, causing it to automatically miss and have no effect.

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

UNIMPEDED STEPS

Additionally at 6th level, your Void Step is no longer blocked by creatures and objects between you and your target space, allowing you to freely teleport to any unoccupied space you can see.

DIVINE EMPOWERMENT

Pick one of the following options:

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack made as part of the attack action, you can cause the attack to deal an extra 1d8 force damage to the target.

When you reach 11th level, the extra damage increases to 2d8, and when you reach 17th level, the extra damage increases to 3d8.

POTENT SPELLCASTING

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

VOID OBLITERATION

Starting at 17th level, you learn the spell *blackhole^K*. It is always prepared and does not count against the number of spells you can prepare. It is considered a Cleric spell for you. You can cast it without expending a spell slot once, but when you do so, the radius is reduced to 5 feet, and the range of the disruption to movement is reduced to a 60 feet radius.

You regain the ability to cast it this way again when you complete a long rest.

UNLOCKED STEPS

Additionally at 17th level, your Void Step no longer requires you to see the target space, allowing you to step to any unoccupied space within range.

If you would arrive in a place already occupied by an object or a creature, you take 4d6 force damage, and the ability fails to teleport you.

SUN DOMAIN

The sun has watched over mortal civilization since the dawn of time, providing it light and life and serving as the domain of a powerful god in almost any society that has them. Those Clerics that can call upon it bring its scorching radiance to sear and blind their enemies, purging that which would lurk in the darkness.

Graced by light and flame, Clerics of this Domain burn away those who would challenge their faith, favoring more active and destructive solutions than other Clerics might.

SUN DOMAIN FEATURES

Cleric Level	Features
1st	Bright Light, Blinding Radiance
2nd	Channel Divinity: Solar Flash
6th	Grace of Light
8th	Potent Spellcasting
17th	Solar Evocation

DOMAIN SPELLS

You gain domain spells at the Cleric levels listed on the Sun Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

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

SUN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, eyes of immolation^K</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>daylight, fireball</i>
7th	<i>heavenly ray^K, wall of fire</i>
9th	<i>flame strike, heavenly ascent^K</i>

BRIGHT LIGHT

At 1st level, you gain the *light* cantrip. This cantrip doesn't count against the number of Cleric cantrips you know. The spell sheds bright light for its entire 40 foot radius when you cast it.

BLINDING RADIANCE

Also at 1st level, when you deal fire or radiant damage to a creature, you can force them to make a Constitution saving throw. On failure, they become Blinded until the start of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all uses when you complete a long rest.

CHANNEL DIVINITY: SOLAR FLASH

Starting at 2nd level, you can use your Channel Divinity to call forth a brilliant flash of sunlight that blinds and burns your foes while banishing darkness.

As an action, you present your holy symbol and call forth a powerful emanation of sunlight. Each hostile creature of your choice within 30 feet of you that does not have total cover from you must make a Constitution saving throw, taking 2d6 + your Cleric level radiant damage on a failed save, or half as much on a successful save. If you use Blinding Radiance on a creature that failed their saving throw, it automatically fails its save against Blinding Radiance.

GRACE OF LIGHT

At 6th level, when you cast a spell that deals fire or radiant damage to an area, you can select a creature within that area to be protected. Instead of taking damage, it gains temporary hit points equal to the fire or radiant damage it would have otherwise taken.

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

DIVINE EMPOWERMENT

Pick one of the following options:

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack made as part of the attack action, you can cause the attack to deal an extra 1d8 radiant damage to the target.

When you reach 11th level, the extra damage increases to 2d8, and when you reach 17th level, the extra damage increases to 3d8.

POTENT SPELLCASTING

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

SOLAR EVOCATION

Starting at 17th level, as an action you call down a manifestation of the sun, causing a brilliant ball of radiant fire to appear above a point within 60 feet of you. The manifestation sheds bright light for 60 feet and dim light for an additional 60 feet. The light is considered sunlight.

Any hostile creature that starts its turn within the bright light burns, taking 2d6 radiant damage and 2d6 fire damage. Both the radiant and fire damage a creature takes increases by 1d6 each consecutive time a creature takes this damage, up to a maximum total of 4d6 of each.

The manifestation lasts for up to 1 minute, or until you dismiss it as a bonus action. Once you use this ability, you cannot use it again until you complete a long rest.

MOON DOMAIN

The light of the moon has graced mortals as long as the light of the sun, and serves as its softer reflection. It augments the darkness, rather than drives it away, providing sanctuary and succor for those who are lost or in need, its touch more subtle and discreet than the searing light of its counterpart.

MOON DOMAIN FEATURES

Cleric Level	Features
1st	Evening Light, Lunar Blessing
2nd	Channel Divinity: Lunar Phase
6th	Domain Eclipse
8th	Divine Empowerment
17th	Warding Glow

DOMAIN SPELLS

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

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

MOON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>disguise self, sanctuary</i>
3rd	<i>moonbeam, star dust^K</i>
5th	<i>remove curse, tiny hut</i>
7th	<i>starfall^K, greater invisibility</i>
9th	<i>field of stars^K, lunar wrath^K</i>

EVENING LIGHT

At 1st level, you gain the *dancing lights* cantrip. This cantrip doesn't count against the number of Cleric cantrips you know. The spell does not require concentration when you cast it, and the duration is increased by up to 10 minutes. You can end the spell early at any time.

Additionally, you can reduce the bright light of any Cleric spell you cast that creates light to dim light without affecting the range of the light the spell produces.

LUNAR BLESSING

Starting at 1st level, you gain a blessing that grants you the following effects:

- **Twilight Sight.** You can see in dim light as if it were bright light.
- **Subtle Steps.** Armor which would normally cause disadvantage on Dexterity (Stealth) checks does not for you.
- **Lunar Wisdom.** You gain proficiency in one Wisdom related skill of your choice. You can change the selected skill through 1 minute of focus and prayer.



You can share any Lunar Blessing by touching another creature granting them the same effect. This can be shared with one other creature at a time, and granting it again ends the effect on the previous target.

CHANNEL DIVINITY: LUNAR PHASE

At 2nd level, you can use your Channel Divinity to call forth an aspect of the moon.

As an action, you present your holy symbol causing a lunar orb to appear over a point within 30 feet of you and fill a 10-foot radius, 30 feet high cylinder with its power until the start of your next turn. When you call it forth, you can select which aspect of the moon to channel:

- **Crescent Moon.** Until the start of your next turn the area becomes suffused with dim light. A number of creatures of your choice within the light up to your Wisdom modifier gain temporary hit points equal 1d6 + your Cleric level.

- **Full Moon.** Until the start of your next turn the area becomes suffused with bright light, and a number of creatures of your choice within it up to your Wisdom modifier must make a Dexterity saving throw. On failure, they become shrouded in this bright light, following them even if they leave the area until the start of your next turn. The first attack roll against an affected creature has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.
- **New Moon.** Until the start of your next turn, the area becomes suffused with magical darkness. A number of creatures of your choice up to your Wisdom modifier within the area turn Invisible until the start of your next turn or until they attack, deal damage, exit the area, or force someone to make a saving throw. Creatures that are turned invisible can see through the darkness created by the effect.

DOMAIN ECLIPSE

At 6th level, you can expend a second use of Channel Divinity when using Lunar Phase to select two different aspects of the moon to call forth. The height and radius of the effect are doubled, and both effects are applied to the area.

When using two aspects, the light filling the area is always dim light, dimming any bright light within the area.

DIVINE EMPOWERMENT

Pick one of the following options:

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack made as part of the attack action, you can cause the attack to deal an extra 1d8 radiant damage to the target.

When you reach 11th level, the extra damage increases to 2d8, and when you reach 17th level, the extra damage increases to 3d8

POTENT SPELLCASTING

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

WARDING GLOW

Starting at 17th level, you and any allied creature within the light you create with Cleric spells or abilities can add 1d6 to their saving throws.

DRUID

CIRCLE OF THE SUN V1.1

Druids revere aspects of nature, and none is more central to the cycle of life than the sun, origin of light and life. Druids of this circle are not Clerics of the god of the sun, but represent its aspect in the cycle of life, the light and heat and it brings, the fiery radiance with which it reigns over the world.

Druids of the Circle often stand in opposition to that which crawls through the dark, that which corrupts in the absence of light, and while still inclined to the neutrality many Druids uphold, they tend to swing further to the extremes of passion and action, willing to burn away the rot. Though they might aim for a controlled burn, a controlled burn may often be more destructive than a simple pruning.

CIRCLE OF THE SUN FEATURES

Druid Level	Feature
2nd	Circle Spells, Unleash Radiance
6th	Burning Light
10th	Cleansing Fire
14th	Emissary of the Sun

CIRCLE SPELLS

At 2nd level, you learn the *light* and *ignite fire*^K cantrips. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Sun Spells table. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Druid Level	Circle Spells
3rd	<i>flame blade</i> , <i>flaming sphere</i>
5th	<i>daylight</i> , <i>fireball</i>
7th	<i>fire shield</i> , <i>wall of fire</i>
9th	<i>flame strike</i> , <i>pyroclastic lance</i> ^K

UNLEASH RADIANCE

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. You absorb sunlight and as a bonus action, you can unleash the stored radiance outward. When you transform with this ability, creatures of your choice within 15 feet of you must make a Constitution saving throw or be Blinded until the start of your next turn on a failed save. For the next minute you gain the following effects.

You gain the following properties when you transform:

- You shed bright light in a radius of 20 feet, and dim light for another 20 feet. The bright light is sunlight.
- You gain resistance to fire and radiant damage.
- Once per turn, when you deal fire or radiant damage on your turn, you can deal an additional 1d4 fire or radiant damage to that enemy.

As an action while you are transformed, you can end the effect early, releasing your stored energy in a beam of light 60 feet long and 5 feet wide.

Each creature in the line must make a Dexterity saving throw. On failure, a creature takes 2d8 radiant damage, or half as much on a success. This damage increases by 1d8 at 5th level (3d8), 11th level (4d8), and 17th level (5d8). You can expend a spell slot when unleashing this power to increase the damage dealt by 1d8 fire damage for each level of spell slot spent (for example, unleashing it at 5th level and using a 3rd level spell slot would deal 3d8 radiant damage and 3d8 fire damage).

If you have not been exposed to sunlight in the last 24 hours, the duration of the transformation is halved, and ending it early does not release a beam of energy.

ABSORB RADIANCE

Additionally at 2nd level, when you end your turn in sunlight, you gain temporary hit points equal to your Wisdom modifier. Once you gain these temporary hit points, you cannot gain them again for 1 minute.

BURNING LIGHT

Starting at 6th level, the first time on your turn that you roll radiant or fire damage against a creature is in bright light, you can add your Wisdom modifier to that damage roll.

CONFLAGRATION

Additionally at 6th level, you enhance certain fire spells granted by your class:

- **Flame Blade.** When you make a melee spell attack with *flame blade*, you can make a second melee spell attack as part of the same action.
- **Ignite Fire.** When you are concentrating on *ignite fire*^K, casting the spell again does not immediately end the previous *ignite fire* spell, and it instead lasts a number of rounds equal to your Wisdom modifier before fading, unless you intentionally end it (no action required).

RULES TIP: STACKING EFFECTS

Multiple instances of *ignite fire*^K would not cause additional damage against the same creature. It would, however, be possible to affect more areas with it. *Ignite fire*^K can be considered comparable to any concentration cantrip that creates a persistent bonfire.

CLEANSING FIRE

Beginning at 10th level, you can cast *remove curse* or *lesser restoration* without expending a spell slot, but when you cast it this way the target takes 1d10 fire damage for each condition or disease removed, or 1d10 radiant damage for each curse removed.

You can do this a number of times equal to your Wisdom modifier, regaining all uses when you complete a long rest.

EMISSARY OF THE SUN

Starting at 14th level, when you use Unleash Radiance, you can become fire itself, gaining the effect of the *form of fire*^K spell. When you do this, you can spend a second use of Wildshape to sprout wings of fire, taking on a phoenix-like form with a flying speed of 30 feet. The light it sheds is now considered sunlight.

FIGHTER

GIANTSAYER

Giantslayers are Fighters who embrace the idea that they are going to hunt monsters far larger than themselves, and match their weapons to scale. They train tirelessly to wield oversized weapons that weigh far more than a normal fighter could handle in order to keep pace with the towering threats they face.

Though specialized in cutting down the largest enemies, it would be a mistake to think they lack the ability to strike down smaller foes: a blow that would fell a giant cleaves through lesser creatures by the handful.

GIANTSAYER FEATURES

Fighter Level	Feature
3rd	Oversized Arsenal, Mighty Blows
7th	Mighty Versatility, Mighty Versatility
10th	Improved Technique
15th	Felled & Finished
18th	Titanic Blows

OVERSIZED ARSENAL

Beginning when you choose this archetype at 3rd level, you gain the requisite training to effectively wield an oversized weapon. You can use melee weapons made for a Large sized creature without a penalty, but they lose any Light or Finesse properties they have, and gain the Two-Handed and Heavy properties, regardless of their normal properties.

When wielded this way, the damage of the weapon is 1d4 greater than the normal sized version of the weapon.

Fighters of this path prefer to salvage their weapons from slain large creatures, but in a pinch can forge their own large-sized weapons from a medium sized weapon with the Heavy property over the course of a long rest using 10 gold pieces worth of materials, creating a crude Large weapon of the same style as the weapon it was created from to ensure they are not without proper equipment. A Large sized weapon weighs eight times the Medium sized version of the weapon.

LARGE WEAPON RULES

The 'correct' damage dice for using a Large weapon will vary between groups, but this subclasses uses +1d4, like *enlarge/reduce*. If this is not the general rule that your group uses, this can be explained as the cost or benefit of their technique in wielding these weapons this way.

SMALL GIANTSLAYERS

Using the rules as written, being a Giantslayer precludes a small ancestry, since they cannot effectively use heavy weapons. However, some players will want to do this because they would find it humorous. It'd be up to the DM if they'd like to allow it, in which case just remove the penalty for heavy weapons that small ancestries have.

Note: Dwarves are not small sized.

MIGHTY BLOWS

Additionally at 3rd level, you can fully leverage the weight and momentum of the weapon to use a Mighty Blow. You can use a Mighty Blow once one each of your turns, but using one leaves you overextended granting the next attack roll made against you before the start of your next turn advantage.

You can unleash a Mighty Blow as an attack as part of the Attack action. Some options are used when you hit a creature, while others are used when you attack or in place of attack. You can only use a Mighty Blow while wielding an oversized melee weapon. If a Mighty Blow triggers a saving throw, the DC is 8 + your Strength modifier + your proficiency bonus.

- **Colossus Breaker.** When you strike a Huge or smaller sized creature, you can force it to make a Strength saving throw. On failure, it falls Prone.
- **Cleaving Swing.** When you take the Attack action on your turn, you can replace one of your attacks with a swing of your oversized weapon in a mighty arc. All creatures within a 10 foot radius in a 180 degree arc around you must make a Dexterity saving throw. On failure, they take damage equal to your weapon damage.
- **Execution Chop.** When you make an attack against a creature that is Incapacitated, Grappled, Restrained, or Prone, you can attempt to finish it with a massive overhead swing. The bonus damage die your Large weapon adds is tripled (to 3d4) for this strike.



DEFLECT DAMAGE

Beginning at 7th level, your experience brawling with the big boys has taught you how to mitigate the heaviest of blows. While wielding an oversized weapon, as a reaction to taking damage from a source you can see, you can interpose the weapon, halving the damage taken.

If this damage comes from the result of a Large or larger creature attacking you with a melee attack, you can leverage this deflection into countering them, dealing damage of your weapon's damage type equal to your Fighter level to them in return.

You can use this feature a number of times equal to your Constitution modifier, regaining all uses when you complete a short or long rest.

MIGHTY VERSATILITY

Additionally at 7th level, you gain new options for Mighty Blow feature:

- **Maximum Impact.** When you strike a Large or smaller creature, you can knock it 10 feet away from you.
- **Weapon Bash.** When you take the Attack action on your turn, you can replace one of your attacks with the hilt or flat of a weapon. On hit, it deals 1d4 bludgeoning damage instead of its normal damage and the creature must make a Constitution saving throw, becoming Dazed on failure.

IMPROVED TECHNIQUE

At 10th level, the bonus damage die you gain from wielding a large weapon increases to 1d6 (making Execution Chop increase to 3d6), and you no longer grant the first attack against you advantage when you use a Mighty Blow.

Additionally, you deal half damage on your Cleaving Swing against targets that pass their saving throw against it.

FELLED & FINISHED

Starting at 15th level, when you use Colossus Breaker and successfully knock the target Prone, you can use Execution Chop against that creature once before the end of your turn.

TITANIC BLOWS

At 18th level, you gain the following benefits to Mighty Blows:

- **Titan Breaker.** Your Colossus Breaker can knock Gargantuan creatures Prone.
- **Improved Damage.** You add 1d6 to the damage rolls of all of your Mighty Blows.
- **Mighty Surge.** After using Action Surge, you can use a Might Blow again, even if you've already used one during your turn.

INVENTOR^{KT} SPECIALIZATIONS

PLANTSMITH V0.7

Where most inventors bend metal and fire to their will, the Plantsmith delves into the wild alchemy of life itself. Through grafts of druidic lore and mad experimentation, they coax roots, thorns, and vines into strange and impossible shapes—living armor that hardens like bark, lash-like tendrils that seize foes, or blooming constructs that walk and fight at their command. To a Plantsmith a seed is both blueprint and weapon. Their creations straddle the line between garden and arsenal, a living laboratory where nature grows according to their will rather than its own.

PLANTSMITH FEATURES

Inventor Level	Feature
1st	Plantsmith's Proficiency, Natural Weapons
3rd	Rapid Growth, Verdant Magic
5th	Extra Attack, Unnatural Onslaught
14th	Cross Pollination

PLANTSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with herbalism kits and the Nature skill.

NATURAL WEAPONS

At 1st level, you gain the ability to grow adaptable plant weapons. As a bonus action, you can create any of the following weapons. Each weapon takes one free hand to wield, and lasts for up to an hour after you create it before withering away.

- **Lashing Vine.** A lashing vine that grows coiled around one arm. It is a natural melee weapon that does 1d8 slashing damage on hit and has the Reach property.
- **Thorn Launcher.** A dense thorn covered plant grows around one arm. It is a natural ranged weapon that does 1d6 piercing damage on hit, and has a range of 60/180.

Attacks made with your natural weapons created by this feature can be made with Intelligence in place of Strength or Dexterity for attack and damage rolls. You are proficient with these weapons.

BLOOMING VINE

Medium plant, unaligned

Armor Class 10 + your Intelligence modifier.

Hit Points 5 + Your Intelligence modifier + your Inventor level

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	1 (-5)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Intelligence*, Wisdom*

Skills Stealth*

Damage Vulnerabilities Fire

Condition Immunities Blinded

Senses Blindsight 20 + [5 × your Inventor level] feet.

Languages N/A

Tangle. Each foot of movement away from within 5 feet of the plant requires an additional foot of movement, as if in difficult terrain.

Thorns. Creatures that hit this vine with a melee attack from within 5 feet of take 1d4 piercing damage.

Actions

Lash. *Melee Weapon Attack:* +[your spell attack modifier], reach 10 ft., one target. *Hit:* 1d8 + your Intelligence modifier slashing damage.

Thorn Launch. *Ranged Weapon Attack:* +[your spell attack modifier], range 60/180, one target. *Hit:* 1d6 + your Intelligence modifier piercing damage.

LEACHING RETROFIT

You can allow your cultivated plants to consume a magical item that grants a magical +1/+2/+3 bonus to attacks and damage or armor class (excluding sentient items and artifacts) in a special process that takes place over the course of 24 hours, leaching the magic out of the item and destroying it.

After doing so, if the item granted a bonus to attack and damage rolls, you can apply that bonus to your Natural Weapons and Blooming Vines attack and damage rolls. If the item granted a bonus to AC, that AC bonus is applied to your Blooming Vine, and the natural armor you create with the Bramble Armor upgrade. Bonuses transferred this way replace any existing bonus the feature has, and are not additive with similar bonuses.

RAPID GROWTH

Starting at 3rd level, you gain the ability to sprout a seed into a full grown plant in mere moments. As a bonus action, you can toss one of these seeds to an empty space within 15 feet of you, causing it to grow rapidly.

The plant uses the Blooming Vine statblock. Items marked with a "*" use your Intelligence saving throw or an Intelligence ability check by you in place of the Blooming Vine rolling.

The Blooming Vine lasts for up to 10 minutes after being created, or until it is reduced to 0 hit points, after which it withers away and crumbles to mulch. The Blooming Vine takes no action unless you direct it to take an action using your action. You can direct it to take the Dodge action, or any action listed on its stat block. It cannot take reactions on its own, but you can use your reaction to direct it to take a reaction (such as an opportunity attack).

You can grow a Blooming Vine with this feature a number of times equal to your Intelligence modifier, regaining all uses when you complete a long rest. Alternatively, you can expend a 1st level or higher spell slot in place of consuming a use of the feature. When you use the feature expending a spell slot, the Blooming Vine gains additional hit points equal to 5 × times the level of the spell slot spent.

VERDANT MAGIC

Additionally at 3rd level, you learn the *druidcraft* cantrip and when you learn an Inventor spell, you can select one of the following spells instead. They are considered Inventor spells for you.

Inventor Level	Expanded Spell List
3rd	<i>bramble binding</i> ^K , <i>grasping roots</i> ^K , <i>entangle</i> , <i>goodberry</i>
5th	<i>barkskin</i> , <i>spike growth</i> , <i>sprout tree</i> ^K
9th	<i>bramble barrier</i> ^K , <i>plant growth</i> , <i>speak with plants</i>
13th	<i>carnivorous garden</i> ^K
17th	<i>tree stride</i>

EXTRA ATTACK (PLANTSMITH)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You can replace one or both actions with directing one of your Blooming Vines to act.

UNNATURAL ONSLAUGHT

Additionally at 5th level, when you cast a spell using your action, you can control one of your Blooming Vines to act as a bonus action.

CROSS POLLINATION

At 14th level, you gain the ability to emit powerful pollens from yourself or any of your Blooming Vines as a bonus action, selecting from one of the following effects:

- **Choking Pollen.** Creatures within 10 feet of your or one of your Blooming Vines suffer violent allergies. They must succeed on a Constitution saving throw, or become Poisoned for 1 minute. A poisoned creature can repeat its save at the end of each of its turns, ending the effect on success. It has disadvantage on the save if it remains within 10 feet of you or the Blooming Vine that poisoned it.
- **Soothing Pollen.** Creatures within 10 feet of your or one of your Blooming Vines are calmed. Any Frightened condition on the creature is ended, and it must make a Wisdom saving throw against your spell save DC if they attempt to attack you or your allies before the start of your next turn. On failure, the attack fails and is wasted.

You can use each pollen type once, after which you must complete a short or long rest to use it again.

PLANTSMITH UPGRADES

UNRESTRICTED UPGRADES

Bramble Armor

As an action, you can grow and equip a natural set of natural armor that has an AC of 13 + your Intelligence modifier. If you are already wearing armor, this grows over your normal armor, and only changes your AC if the new AC would be higher. While wearing this armor, any creature within 5 feet of you that strikes you with a melee attack takes 1d4 piercing damage. This armor lasts until you cause it to wither as an action.

Grasping Tangle

When a creature attempts to move out of the range of your Blooming Vine's Tangle feature, you can use your Reaction to force them to make a Dexterity saving throw against your spell save DC. On a failed save, they become grappled by the Blooming Vine (escape DC 10 + your Intelligence modifier).

Grasping Vines

The range of your Lashing Vine and your Plant's Lash attack increases to 15 feet and when they hit a creature, they can force it to make a Strength saving throw or be pulled to within 5 feet of you or your Blooming Vine (based on who made the attack).

Additionally, while a creature is within 5 feet of you, you can use your vines to attempt to grapple creatures, using your Intelligence modifier in place of your Strength modifier to initiate or maintain the grapple.

Engineered Vines

During a long rest you can grow vines that serve as ropes or nets. You can grow up to 200 feet of rope, or spend 50 feet of that to make a net instead. Ropes or Nets created this way last only until your next long rest.

Ropes created this way can climb a surface on their own, moving along a surface and securing themselves without mental direction as long as you are within 20 feet of them. Nets created this way can use your Intelligence modifier in place of your Strength or Dexterity modifier for attack rolls.

Pollen Poison

You learn the *poison spray* cantrip, it becomes an Inventor spell for you. When a creature fails their saving throw against it, they become Poisoned until the start of your next turn.

Poison Pods

Your Blooming Vine gains a poisonous pod. When the Blooming Vine is reduced to 0 hit points, it explodes, forcing all creatures within 10 feet of it to make a Constitution saving throw against your spell save DC. On failure they take 2d6 poison damage and become poisoned for 1 minute. On success, they take half as much damage and are not poisoned. A poisoned creature repeats its save at the end of reach of their turns, ending the effect on a success.

As a bonus action, you can detonate the pod, reducing the Blooming Vine to 0 hit points and triggering the effect.

Soporific Spores

You engineer a type of spore that puts creatures to sleep. As an action you toss the spores in a 15 foot cone, causing creatures within it to make a Constitution saving throw. On failure, they become Dazed. At the end of the turn while Dazed, the save again, becoming Slowed as well on failure. At the end of their turn while Dazed and Slowed, they make a final save. On failure, they fall asleep becoming Unconscious until they take damage or a creature spends an action to wake them. If they pass any of their saves against the ability, the effect ends.

If you use these on creatures that are already asleep, they become much harder to rouse, sleeping through all but the loudest sounds or being damaged, and they are Dazed for a round when they wake up.

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

Thorn Barrage

While you have a Thorn Launcher natural weapon, you can make a special attack as part of the Attack action, launching a hail of thorns. All creatures within 10 feet of a point within 60 feet must make a Dexterity saving throw. On failure, they take 2d6 + your Intelligence modifier piercing damage. On success they take half as much damage. The damage increases by 1d6 at 5th (3d6), 11th (4d6), and 17th level (5d6).

Once you use this special attack, you cannot use it again until you complete a short or long rest.

Uprooted Vines (Incompatible with Wall of Plant)

Your Blooming Vines gain a movement speed of 10 feet per turn, and can move at your mental direction during your turn (no action required). The Dash action is added to their list of actions.

Wall of Plant (Incompatible with Uprooted Vines)

When you create a Blooming Vine, you can make it take up a 15-foot wide by 5-feet long space within range instead of taking up a 5 foot space as normal.

If you gain the ability to make Large Blooming Vines (such as through the Towering Plants), they can instead take up a 30-foot wide by 10 feet-long space.

5TH LEVEL UPGRADES

Blooming Woods (Prerequisite: Uprooted Vines)

Your Blooming Vines become Blooming Woods, increasing their movement speed to 20 feet, their AC to 12 + your Intelligence modifier, and their duration to 1 hour.

Expedited Germination (Incompatible with Engineered Growth)

Your uses of Rapid Growth increase by 1, and you regain a use of Rapid Growth whenever you complete a short rest.

Engineered Growth (Incompatible with Expedited Germination)

When you create a Blooming Vine using Rapid Growth, you can choose to make the Blooming Vine Large. When you do so, the hit points increases to 5 + your Intelligence modifier + twice your Inventor level

Field of Thorns.

As an action you can throw out a handful of engineered seeds sprouting into a *spike growth* spell. When you cast this spell this way it does not require a spell slot or components and it does not require concentration, but lasts for only 1 round and has a range of only 60 feet.

Once you cast it this way, you cannot do so again until you complete a short or long rest.

Floating Flower

As an action you toss a seedling into the air and it blooms into a floating flower. The flower floats at a point you toss it within 15 feet for a number of rounds equal to your Intelligence modifier, radiating healing spores. At the end of each of your turns, creatures within 5 feet of the flower regain 1d4 hit points. The flower is an object with 1 hit point, an AC of 10.

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

Magically Modified Organisms (Prerequisite: 5th level, *goodberry* spell)

You engineer *goodberry* to produce unnaturally fruitful produce. When you cast *goodberry* with a 2nd level or higher spell, the amount of hit points each berry restores when consumed increases by 1 for each level higher than 1st level. Any creature that consumes more than 10 of these modified berries since their last long rest ceases to gain hit points from them becomes poisoned until they complete a long rest.

Parasitic Spores

You engineer a virulent strain of parasitic spores that can infect and puppeteer the corpse of a creature. You can cast *morbid puppet*^K without expending a spell slot or any components, though the range of spell is decreased to 20 feet.

Once you do so, you cannot do so again until you complete a short or long rest.

9TH LEVEL UPGRADES

Dazzling Blooms

When you create the Blooming Vine, it spawns dazzling flowers that emit psychoactive pollen. Creatures within 15 feet of the Blooming Vine when it is sprouted must make a Wisdom saving throw. On failure, their vision is replaced by a brilliant kaleidoscope of colors, Blinding them for 1 minute. A creature Blinded this way repeats their saving throw at the end of each of their turns, ending the effect on a success.

Once you create a Blooming Vine using these blooms, you cannot do so again until you complete a short or long rest.

Hungry Garden

You generate a batch of ready to use carnivorous seedlings. You can cast the *carnivorous garden*^K spell once without expending a spell slot, after which you must complete a long rest before casting it again.

Reactive Growth

Directing a Blooming Vine to take a reaction (such as an opportunity attack or Grasping Tangle) no longer consumes your reaction.

Venus Humantrap

When you create a Blooming Vine, you can give it a large biting maw that gives it another attack option. This attack deals 1d10 piercing damage on hit. If the target is its size or smaller, it must make a Strength saving throw against your spell save DC, becoming Grappled and Restrained by the Blooming Vine on hit (escape DC 10 + your Intelligence modifier).

Potent Spores (*Prerequisite: Parasitic Spores*)

Your parasitic spores become more dangerous, gaining the ability to infect living creatures. You can cast *macabre marionette*^K without expending a spell slot, any components, or concentration. However, when you do so the range of the spell is reduced to 20 feet, and the maximum duration of the spell becomes equal to your Intelligence modifier number of rounds.

Once you cast this spell this way, you cannot do so again until you complete a long rest.

11TH LEVEL UPGRADES

Poisoned Plants

Your Lashing Vine, Thorn Launcher, and your Blooming Vine's attacks add 1d6 poison damage on hit.

Restless Growth

At the end of your turn, one of your Blooming Vines can move (if it is capable of moving) or take an action on its own, following your will.

Tumbling Tangle

As an action you sprout a seedling into a Huge ball of grasping thorn weeds in an empty space within 5 feet of you. At the end of each of your turns, it rolls 15 feet away from you (not changing direction once it starts rolling).

Any Large or smaller creature it passes through must make a Dexterity saving throw, moving to the nearest spot within their movement range out of the path of the tumble on success. On failure, it becomes restrained in tangle, moving with it and taking 4d4 piercing damage.

A restrained creature takes 2d4 piercing damage any time it ends its turn restrained by the tumble. It can attempt to free itself as an action, making a Strength saving throw against your spell save DC, taking 2d4 additional piercing damage on success or failure. A creature that cannot move out of the path of it automatically fails their saving throw.

After the tumble travels 60 feet (after 5 rounds) it falls apart releasing any still restrained creatures. It can be destroyed, having an AC of 15 and 30 hit points with a vulnerability to fire damage. It frees all creatures when destroyed, though if it is destroyed with fire damage, restrained creatures that wouldn't otherwise take the same instance of fire damage take half as much fire damage.

15TH LEVEL UPGRADES

Nature's Army (*Prerequisite: Restless Growth*)

When you use Rapid Growth, you can summon two Blooming Vines (expending multiple uses or spell slots to do so). Additionally, at the end of your turn, all of your Blooming Vines can move (if they are capable of moving) or take an action on their own, following your will, instead of just one of them.

Symbiotic Armor (*Prerequisite: Bramble Armor*)

Your armor becomes a symbiotic entity that actively supports you. While wearing it, you gain the following benefits:

- You can use your Intelligence modifier for any ability check or saving throw against becoming grappled or restrained instead of your Strength or Dexterity modifier.
- If you become Paralyzed you can instead treat it as Slowed.
- When you cast a spell you gain temporary hit points equal to 5 × the level of spell slot spent.
- If you spend at least 4 hours in sunlight during a day, you do not need to eat food.

WINGSMITH V1.0

Not all ground-bound creatures are content with their lot in dirt plodding life, and some dream of the skies. When one of those creatures is an Inventor who makes their dreams reality, a Wingsmith is born. Experts of all things flying, they build advanced flying gear that unshackle them from gravity.

With each step the Wingsmith's quest to conquer the sky goes higher and keeps them aloft longer until they are as natural an inhabitant of the heavens above as any bird.

Some Inventors pursue the skies for a love of adventure, others seek to claim them for more practical matters, serving as scouts, explorers, or messengers. Others still view the sky as the final frontier of warfare, always seeking the higher ground to bombard, snipe, or dive upon their foes, always having the upper hand.

WINGSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with martial weapons and tinker's tools.

GLIDING GEAR

At 1st level, you construct your gliding gear. The form of this gear can vary, but is most typically a set of artificial wings that can be folded or deployed. You can deploy the gear as a bonus action at any time, or as a reaction to falling 30 feet or more. While your gliding gear is deployed, you count as one size larger for moving through tight spaces, and you gain no benefits from your gliding gear being deployed if you are squeezing through a space too small for you. You can fold your gliding gear as a bonus action at any time.

While you have this gear deploying and aren't wearing heavy armor, you gain the following benefits:

- **Controlled Descent.** When falling, you can decide how far you want to fall, from a minimum of 10 feet to a maximum of 60 feet in a turn. You take no falling damage.
- **Gliding.** When falling, you can move up to 30 feet horizontally in any direction during your turn, as long as you fall 10 or more feet.
- **Assisted Jumps.** You can use your Dexterity or Intelligence ability score to calculate your jumping distance for long and high jumps instead of your Strength ability score. Your jumping distance is doubled.

Your gear can lift only you. If you are holding another creature when you attempt to glide, you instead only slow your descent halving any falling damage. If your Gliding Gear is ever lost or destroyed, you can rebuild it over the course of a long rest with parts either created and scavenged over the course of 24 hours, or worth 5 gold pieces.

Your gliding gear can be upgraded through subclass Upgrades.

POWERED WINGSUIT

Starting at 3rd level, you improve your gliding gear to allow bursts of powered flight propelled by ingenious technology. When activated at the start of your turn (no action required), you gain 30 foot flying speed until the start of your next turn. When this flying speed ends at the start of your next turn, you fall unless otherwise held aloft (potentially triggering the gliding functions of your Gliding Gear).



You can use this feature a number of times equal to your Intelligence modifier (minimum 1). You regain all expended uses when you complete a short or long rest.

When you gain this feature, you can add one additional Upgrade of your choice to your Gliding Gear.

DEATH FROM ABOVE

Additionally at 3rd level, the first time you make a weapon attack against a creature at a lower elevation on your turn you gain advantage on the attack roll.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

AERIAL EXPERT

At 14th level, you gain the Enduring Flight Upgrade. It does not count against your maximum Upgrades. While flying, you gain the following benefits:

- **Safety Landings.** When you are knocked Prone, you fall only 20 feet. If this causes you to hit the ground, you land safely without taking falling damage and are no longer knocked Prone.
- **Aerial Acrobatics.** You have advantage on Dexterity saving throws and Dexterity (Acrobatics) ability checks.
- **Quick Disengage.** You can take the Disengage action as a bonus action.

WINGSMITH UPGRADES

UNRESTRICTED UPGRADES

Bomber

You develop explosive devices meant to be rained upon your enemies from above. These unstable devices can only be used by you, and must be used as soon as they are armed. When you throw one as an action, you target a point on the ground within 15 feet + your current elevation (for example, if you are 15 feet in the air, you can target a point on the ground within 30 feet), up to a maximum of 60 feet away.

Each creature within 5 feet of the point must make a Dexterity saving throw. On failure, they take 1d4 fire damage and 1d4 thunder damage. If you are at a higher elevation than your target, you add your Intelligence modifier to damage dealt.

You may use these explosives at will.

The fire and thunder damage increase by 1d4 (to 2d4) at 5th level, and again at 11th level (to 3d4), and 17th level (to 4d4).

Bracing Frame

While you have your gliding gear deployed, you count as mounted for the purposes of wielding a lance.

Compact Gear

You streamline your design to make it better work in tight spaces. Your gliding gear no longer makes you count as one size larger for the purposes of moving through spaces when deployed.

Diving Gear (Prerequisite: Death From Above)

When you fall 20 or more feet toward a target before making a melee weapon attack against them that would trigger Death From Above, you deal 1d6 additional damage on hit. Immediately after making attack on a turn you've made a melee attack benefiting from Death From Above, you can fly upwards up to 10 feet less than you've fallen during your turn (for example, if you dive 30 feet toward a creature before making an attack, you can fly upward 20 feet after making the attack).

Jump Jet

You build a rapid acceleration booster. You can activate it as a bonus action, launching yourself 30 feet straight up. This movement does not trigger attacks of opportunity. Once you activate the Jump Booster, you cannot activate it again until you complete a short or long rest.

Launch Module

You build a portable rocket with a grab arm that can launch anything it attaches to. As an action, you toss it at a creature or object within 20 feet of you. The rocket grabs the target and launches it 30 feet in a direction of your choice. If the target is not a willing creature, it can make a Dexterity saving throw to avoid being launched by the rocket module. You can use this upgrade once, after which you complete a short or long rest before using it again.

Machine Loader

You build a machine loader that allows you to automate the loading process of certain weapons. While wearing your Gliding Gear, you can ignore the loading property of ranged weapons.

EXAMPLE WINGSMITH ARCHETYPES

As with most Inventor subclasses, there is an innumerable variety of directions you can go when playing a Wingsmith. Three will be listed here as some basic examples, which can be used as a guide, inspiration, or starting point for making the Wingsmith you want to play, each focusing on a different possible main attribute.

Aerial Technician (Intelligence). In order to go this route, take Intelligence as your primary attribute and Dexterity as your secondary attribute. This build focuses on area of damage and skill based utility, staying out of reach of their enemies. It can loosely be categorized as a highly mobile blaster, with a secondary focus on utility.

Level	Upgrade
3	Bomber, Wind Magic
5	Cluster Bombs
CDK	Blasting Rod or Infused Weapon
7	Evasion Module
9	Enduring Flight
11	Power Vent

Aerial Archer (Dexterity). In order to go this route, take Dexterity as your primary attribute and Intelligence as your secondary attribute. This build is safe striker and scout, maximizing mobility and target access.

Level	Upgrade
3	Jump Jet, Machine Loader
5	Extended Flight
CDK	Infused Weapon
7	Compact Gear
9	Enduring Flight
11	Gravity Assist

Aerial Knight (Strength). In order to go this route, take Strength as your primary attribute, and try to have at least a +2 for your Dexterity modifier (in order to gain value from medium armor). This build is a striking skirmisher that floats (literally) at the edge of reach. It can be categorized as a highly mobile Striker.

Level	Upgrade
3	Bracing Frame, Shield Proficiency
5	Extended Flight
CDK	Gadgetsmyth Upgrade
7	Diving Gear
9	Enduring Flight
11	Gravity Assist

Weaponized Wings

You install bladed claws in your wings, allowing them to be used as natural weapons while your Gliding Gear is deployed. These weapons do not require your hands to wield, and deal 1d8 slashing damage on hit. They have the reach and finesse properties.

Wind Magic

You have engaged in in-depth study of arcane wind magic. These spells are considered Inventor spells for you and do not count against your spells known:

Level	Spell Known
3rd	<i>gale bolt</i> ^K
5th	<i>dust cyclone</i> ^K
9th	<i>vortex blast</i> ^K
13th	<i>aero barrage</i> ^K
17th	<i>tornado</i> ^K

You can cast *gale bolt*^K once without expending a spell slot, regaining the ability to do so after completing a long rest.

Wing Block

You build defensive plates in your wings. As a reaction to being hit by an attack while your gliding gear is deployed, you can attempt to block with your wings, adding your proficiency bonus to your AC against that attack. If you are flying or gliding above ground when taking this reaction, you lose 10 feet of elevation.

5TH-LEVEL UPGRADES

Cluster Bombs (Prerequisite: Bomber)

You develop a special explosive for when an entire area needs to be leveled. You can replace a normal Bomber action by throwing out four bombs targeting different points within range. Each bomb deals an additional 1d4 fire and thunder damage. A creature caught in the area of multiple bombs only takes damage once, but has disadvantage on the saving throw against taking damage, and takes half damage even if they pass their saving throw against the bombs.

You can use this upgrade a number of times equal to your Intelligence modifier, after which you must complete a long rest to recharge your stock of cluster bombs, regaining all uses. You can use it again early by expending a 1st level or higher spell slot.

Decoy Deployment

You build a special illusion decoy module you can use to cast *mirror image* without expending a spell slot. Once you cast the spell using this upgrade, you cannot do so again until you complete a short or long rest.

Evasion Module

You develop a special booster that allows you to take extreme evasive action. As a reaction to being hit by a ranged attack roll while you are flying, you can activate this module to make the attack miss. Once you activate this module, you cannot do so again until you complete a short or long rest.

Extended Flight

When you use your Powered Wingsuit feature to grant yourself a flying speed, the flying speed lasts for 1 minute instead of 1 round.

Turbulent Strikes (Prerequisite: Weaponized Wings)

Your wing natural weapons granted by Weaponized Wings gain the Light property. Each time you make an attack with them, you can move 5 feet without expending any movement, as long as your movement speed isn't 0. This movement does not provoke opportunity attacks.

9TH-LEVEL UPGRADES

Enduring Flight

While you have your Gliding Gear deployed you gain a flying speed of 30 feet. Whenever you use your Powered Wingsuit, it instead increases your flying speed to 60 feet for the duration it would have granted a flying speed.

Flame Wake

As a bonus action while your Gliding Gear is deployed, you vent superheated plumes from your Gliding Gear granting an explosive boost. Your movement speed doubles until the end of your turn, and when you pass within 5 feet of another creature it must make a Dexterity saving throw. On a failed save, it takes 4d6 fire damage, or half as much on a successful save. A creature only has to make this save once during the effect, regardless of how many times you pass within 5 feet of them.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Meteor Module

You gain the ability to overload your Gliding Gear to cast *meteor jump*^K without expending a spell slot. Once you do this, you cannot do so again until you complete a short or long rest.

Power Vent

You gain the ability to harness your Gliding Gear's propulsion core to make a powerful attack based on the concepts used to power it. You can select Fire, Lightning or Gravity when you select the upgrade, each of which grants a different effect when activated as an action while your Gliding Gear is deployed:

- **Fire.** All creatures in a 30 foot cone must make a Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much on a successful save.
- **Lightning.** All creatures in a 100 foot long 5 foot wide line must make a Dexterity saving throw, taking 8d6 lightning damage on a failed save, or half as much on a successful save.
- **Gravity.** All creatures in a 15 foot radius must make a Strength saving throw, taking 6d6 bludgeoning damage and being knocked 15 feet away from you on a failed save, or half as much damage without being knocked back on a successful save.

Once activated, it cannot be activated again until you complete a short or long rest.

11TH-LEVEL UPGRADES

Cargo Lift

You gain the ability to fly even while carrying another creature, as long as that creature is your size or smaller. Any gain in elevation costs twice as much movement while carrying another creature.

Gravity Assist

When you make an attack that gains advantage from Death From Above, the attack deals an additional 2d6 damage on hit.

Redundant Systems *(Prerequisite: An upgrade the recharges on a short or long rest)*

You can activate an already used Wingsmith upgrade that would normally not be available until you take a short long rest. Once you've used this to activate an upgrade again early, you cannot use this feature to activate an upgrade again until you complete a short or long rest.

15TH-LEVEL UPGRADES

Foldable Airship. You build a small personal airship. This airship folds into a small spatially compressed form, and weighs only 25 pounds when collapsed into its magical carrying case.

When unfolded in a process taking 1 minute, it is 15 feet long and 10 feet wide, and can carry up to four people while flying in crowded conditions and carry a total of 2,000 pounds. While you are onboard, you can fly the ship. It has a flying speed of 120 feet, but cannot easily maneuver or change direction, reducing its speed to 30 feet on any turn it changes directions. It has an AC of 15 and 100 hit points. It can be repaired during a long rest if damaged or destroyed as long as it can be salvaged, or rebuilt over the course of one week if completely lost.

A creature other than you can fly the ship as long as you've spent at least 1 hour teaching them how to fly it, but when being flown by another creature its flying speed is halved.

Fire Ship *(Prerequisite: Foldable Airship)*

While your Foldable Airship is deployed, as an action or as a reaction to being reduced to 0 hit points, you can detonate it. All creatures and objects that are not being worn or carried within 40 feet of its center point must make a Dexterity saving throw, taking 30d6 fire damage, or half as much on a successful save. When used, the airship is completely destroyed and cannot be salvaged.

Raining Swords

You gain the ability to cast *rain of swords*^K without expending a spell slot, but when you do so you can only cast it beneath your current location, and it only lasts until the start of your next turn. The spell does not require concentration, but does require 10 swords to cast. At the start of your turns when the spell would end, you can continue the spell as an action by expending another 10 swords. The swords do not vanish at the end of the spell, though ¼ of them are broken.

Once you do use this feature, you cannot use it again until you complete a long rest.

Supersonic

You build an extreme boost jet that allows you to launch yourself at great speed. As a bonus action while your Gliding Gear is deployed, you can activate it, increasing your movement speed to 500 feet until the end of your turn. Once during your movement you can emit a sonic boom, forcing all creatures and objects that are not being worn or carried within 20 feet of you to make a Constitution saving throw, taking 6d6 thunder damage on a failed save, or half as much on a successful save.

Once you use this feature, you cannot use it again until you complete a short or long rest.



MONK

WAY OF THE CLOSED FIST [UNEDITED]

While most Monks master unarmed strikes, Monks of the Closed Fist perfect them. Through tireless training and painstaking effort their fists become harder than stone and steel, and their techniques taken on an aspect of supernatural devastation to observers.

Some who walk this path focus on drowning their foes in a sea of strikes, while others pour everything into the perfect finisher, but all paths lead up the same mountain toward the pinnacle of pugilism.

WAY OF THE CLOSED FIST FEATURES

Monk Level	Features
3rd	Fist Techniques, Hardened Fists
6th	Lightning Reflexes
11th	Combat Momentum
17th	Pinnacle of Power

FIST TECHNIQUES

When you choose this Way at 3rd level, you gain the ability to use your Ki to unleash powerful barrages of attacks that defy normal limitations. You learn two Fist Techniques (listed below). You learn one additional technique at 6th, 11th, and 17th level. Whenever you learn a new technique, you can also replace one technique you already know with a different one.

Some techniques require your target to make a saving throw to resist the technique's effects. The saving throw DC is calculated as follows:

Technique Save DC = 8 + your proficiency bonus + your Dexterity modifier.

HARDENED FISTS

Additionally at 3rd level, endless training has hardened your fists beyond human limits. Your fists are considered an adamantine weapon for the purposes of overcoming resistances and attacking objects.

LIGHTNING REFLEXES

At 6th level, you gain the ability to use Deflect Missiles against melee weapon attacks in addition ranged weapon attacks. If you reduce the damage of the incoming attack to 0 and make a counter attack, it no longer costs a Ki Point.

D&D 2024 OR 5E++

This feature is designed with the fact that first half of it is the default behavior of D&D 2024 or 5e++. The power of this feature is that it makes the counter attack free.

COMBAT MOMENTUM

At 11th level, your mastery of momentum and flow in combat gives you your choice of one of the following features based on your preferred style:

- **Perfect Tempo.** When you hit with both attacks made as part of the Attack action, you the next time you use Flurry of Blows before the end of your turn it does not cost a Ki point.
- **Recovering Rythm.** When you miss an attack made as part of the Attack action, you the next time you use Patient Defense before the end of your turn it does not cost a Ki point.

PINNACLE OF POWER

At 17th level, you select a special pinnacle technique that represents your ideal of pugilism. Select one of the following abilities:

- **Hundred Fist Strike.** You can strike with endless fists. When you make a Flurry of Blows, you can expend 2 additional Ki points to forgo your normal attacks to make it a storm of a hundred strikes against a creature within range. The target makes a Constitution saving throw against your Technique Save DC. On a failed save it takes 10d10 bludgeoning damage. On success, it takes half as much damage.
- **Final Fist.** After briefing charging up you can unleash world shattering attack. If you took the Patient Defense bonus action on your last turn, you can expend 2 Ki points to unleash your full power into a single blow as an action on your turn. One creature within reach of your unarmed strike and all others creatures in a 30 foot long 10 foot wide line extending behind the target from you must make a Dexterity saving throw. On a failed save, the target takes 8d12 bludgeoning damage and is knocked back 30 feet, or half as much damage on a successful save. All other creatures in the line take 4d12 thunder damage on a failed save, or half as much on a successful save.

FIST TECHNIQUES

Distant Fist

When you make a Flurry of Blows, your reach for unarmed strikes increases by 10 feet until the end of your turn.

Fist Hurricane

When you make a Flurry of Blows, you can force all creatures of your choice within 5 feet to make a Dexterity saving throw instead of attacking twice. Creatures that fail their saving throw take bludgeoning damage equal to two rolls of your Martial Arts die + your Dexterity modifier. Creatures that pass take half as much damage.

Heavy Punch

When you make a Flurry of Blows, you can instead make a single strike with Advantage. On hit, it deals bludgeoning damage equal to three rolls of your Martial Arts die + your Dexterity modifier + your Strength modifier (minimum 1).

Rattling Blows

Once per turn, when you miss at least two unarmed strikes against a creature, you can deal bludgeoning damage equal to your Dexterity modifier to the creature.

Unstoppable Onslaught

When you make a Flurry of Blows, you can roll your Martial Arts three times instead of attacking. The target takes bludgeoning damage equal to the value rolled.

Pounding Flurry

When you make a Flurry of Blows, if you hit both attacks (or hit with a Heavy Punch) against a creature that is no more than one size Larger than you, you can shove the creature 10 feet away from you.

Shockwave Punch

When you make a Flurry of Blows, you can instead release a mighty punch that causes a shockwave within a 15 foot cone. All creatures within the cone must make a Constitution saving throw. Creatures that fail their saving throw take thunder damage equal to three rolls of your Martial Arts die.

Skyward Slam *(Prerequisite: Pounding Flurry, 11th level)*

When you would knock a creature backwards with Pounding Flurry, you can expend an additional Ki point to instead knock it upwards (causing it to immediately fall taking 1d6 bludgeoning damage and falling prone if does not have a flying speed or other method of staying aloft).

Thousand Fist Strike *(Prerequisite: Hundred Fist Strike, 17th level)*

The ultimate technique of your order, when you use Hundred Fist Strike, you can expend 2 additional Ki points to target all creatures of your choice within reach of your unarmed strikes forcing each of them to save against the ability, up to a maximum of 10 creatures.

After the first time you use this ability, you gain a level of Exhaustion for each subsequent time you use this ability before completing a long rest.

Extinction Event *(Prerequisite: Final Fist, 17th level Monk)*

If you take Step of the Wind and move at least 20 feet before unleashing your attack with Final Fist, both the target and creatures within the line take an additional 4d12 fire damage on a failed save, or half as much on a successful save.

After the first time you use this ability, you gain a level of Exhaustion for each subsequent time you use this ability before completing a long rest.

Way of the Demon v1.0

Way of the Demon Monks are those that channel demonic power to unleash special techniques. These techniques are often vicious and brutal, relying on raw power.

Using them may corrupt a Monk's Ki to something dark and impure, causing other Monks to shun them.

Many on this path have fallen to it out of pursuit of power, a dark history, or a demonic nature, but even if their powers may seem evil, not all that wield it are evil themselves. Sometimes a righteous Monk will have acquired these powers from a strange path, such as sealing something demonic within themselves to protect the world from it, or be an inheritor of the techniques that will seek to use them for good.

The corruption of the Ki sometimes leaves physical mutations or markings on practitioners, leaving various demonic marks. You can optionally roll on the demonic mark table when selected this way.

DEMONIC MARKS TABLE

d6	Mark
1	Your eyes gleam red.
2	You grow small demonic horns.
3	Your skin gains a red hue.
4	You gain glowing markings on your body.
5	Your body is warped more resembled a demonic creature.
6	Your hair becomes stiff and bristling.

Way of the Demon Features

Monk Level	Features
3rd	Demonic Techniques
6th	Abyssal Passage
11th	Asura Unleashed
17th	Ultimate Rage

DEMONIC TECHNIQUES

Starting at 3rd level when you select this Way, you gain the ability to unleash your demonic arts into powerful techniques. As an action, you can perform any of the following techniques:

- **Demon Burst.** You unleash a wave of demonic energy. Each creature within 5 feet of you must make a Dexterity saving throw, or take Necrotic damage equal to your Martial Arts die + your Wisdom modifier.
- **Demon Punch.** You make an unarmed strike. On hit, the damage is converted to Necrotic damage and the target is knocked 5 feet away from you for each die of damage dealt by this attack.
- **Demon Flare.** You unleash a flare of demonic fire at a creature within 30 feet, making a ranged weapon attack. On hit the target takes Fire damage equal to your unarmed strike.

Empowered Techniques. When you use a Demonic Technique, you can empower it by spending 1 Ki Point, increasing the damage dealt by one roll of your Martial Arts die.

Quick or Charged Techniques. When you reach 5th level and gain the Extra Attack feature, you can either use any Demonic Technique you know as an attack as part of the Attack action, or as an action, charging it. When it is charged, you can add two rolls of your Martial Arts die to the damage dealt (potentially three rolls if it is charged and empowered with a Ki point).

Charged & Empowered. When a technique is Charged and Empowered, it does half damage even if the target passes their saving throw against it, or the attack roll misses.



ABYSSAL PASSAGE

Starting at 6th level, when you use your Step of the Wind feature, you can take on the form of a demonic shadow, gaining resistance to all damage and a flying speed equal to half your walking speed. While in this form you can pass through other creatures without expending extra movement, and when you do so for the first time on a turn, they must pass a Dexterity saving throw or take necrotic damage equal to your Martial Arts die. This form ends at the end of your turn, or when you make an attack.

ASURA UNLEASHED

At 11th level, When you roll initiative, or as a bonus action at any time, you can expend 2 Ki Points to manifest your inner demonic power, growing four additional demonic limbs sprouting from your shoulders for 1 minute. These arms can be used to make unarmed strikes or to grapple creatures. While you have these arms manifested, your Flurry of Blows does not cost a Ki point, and you can perform it even if you did not take attack action on your turn.

ULTIMATE RAGE

Starting at 17th level, as an action, you project a demonic shadow toward a creature within 20 feet, and make a single unarmed strike through it.

On hit you can choose to expend 4 Ki points to teleport to a space within 5 feet and fully unleash your demonic rage on it, making three unarmed strikes with advantage. If all three of the attacks hit, the target is knocked Prone and becomes Dazed.

Demonic Reversal. If you are Bloodied when you use this ability, you make two additional unarmed attacks.

WAY OF TIME v0.9

Monks who follow the Way of Time learn to bend the river of moments that flows around all things. Through intense meditation and precise motion, they gain the ability to glimpse the future, rewind fleeting instants, and even delay the inevitability of death.

These Monks see time not as a tyrant, but as a tool—one to be shaped by discipline and clarity of purpose. Whether darting through the battlefield in a blur or pausing a foe mid-strike, practitioners view time and space as singular tapestry, meandering through both equally.

WAY OF THE TIME FEATURES

Monk Level	Features
3rd	Borrowed Time
6th	Time Manipulation, Rewind
11th	Adaptive Learning
17th	Solitary Moment

BORROWED TIME

Starting at 3rd level when you select this Way, you learn to store time. You can choose to be under the effect of the *slow* spell until the start of the next turn. After you do so, you are under the effect of the *haste* spell the subsequent turn until the start of the turn after that. You do not suffer any lethargy when the *haste* from this feature ends.

You can gain the effect of *haste* until your next turn immediately without storing time by expending 2 ki points.

BORROWING TIME OUTSIDE OF INITIATIVE

While a DM may allow you to borrow time outside of initiative if you wish to perform a hasted action during exploration, any time you roll initiative the process of borrowing time is interrupted and you do not gain a subsequent benefit from previously borrowed time.

TIME MANIPULATION

Additionally, you learn the following spells at the following levels, and can expend ki points equal to the level of the spell to cast them.

If a spell uses a DC, it uses your Ki Save DC. Any spells cast through Time Manipulation require no verbal or material components, but always require a somatic component.

Monk Level	Spells Known
3	<i>tranquil moment</i> ^K
5	<i>time skip</i> ^K
9	<i>slow</i>
13	<i>split timeline</i> ^K
17	<i>hold monster</i>

REWIND

At 6th level, you gain the ability to manipulate the flow of time to redo events. As a reaction to missing an attack roll, failing a saving throw or ability check, or being hit by an attack roll, you can force it to be rerolled, using the new roll as the outcome instead.

Each time you do this again before completing a long rest, the ki point cost increases by 1, and resets to 0 upon completing a long rest.

ADAPTIVE LEARNING

Starting at 11th level, when you use Rewind to retry an event, you gain advantage on the roll, or force the creature rolling to attack you to have disadvantage.

Additionally, the cost of Rewind is reduced by 1 ki point any time you complete a short rest (to a minimum of 1).

SOLITARY MOMENT

Starting at 17th level, on your turn you can spend 4 ki points to take an additional action. During this action, all other creatures cannot take reactions and automatically fail Strength and Dexterity ability checks and saving throws. You have advantage on all attacks against them, and all successful melee attacks are critical hits.

Each time you do this, the cost in ki points doubles. If you do this more than once during the same turn, you gain a level of Exhaustion for each additional action taken after the first additional action immediately after the action completes.

The ki point cost resets when you complete a short or long rest.

OCCULTIST^{KT}

TRADITION OF THE ANTIQUARIAN V0.9

An Antiquarian is a delver of secrets, seekers of magic, mystery, and mysticism. They collect, curate, and catalog their curios with great gusto, often taking great pride in their work, even if others may find it hard to share the enthusiasm for dusty tomes, broken antiques, and cursed artifacts.

To antiquarians, every item has a story, every secret piece of lore value, every piece of knowledge a place. While many antiquarians come off to others as eccentric academics, they can come in a wide variety, from brave treasure hunters unearthing history with their own hands, to shady merchants weaving grand tales of historic importance for their dubious merchandise.

Those that survive on this path are often with feet as quick as their mind, as little of what they study is found in safety and comfort.

ANTIQUARIAN FEATURES

Occultist Level Features

1st	Scholar of Antiquity, Delver of Antiquity
3rd	Clever Curator, Unshackled Curios
6th	Quick Footed Casting
14th	Always Prepared

SCHOLARLY PURSUITS

When you select an Antiquarian as your subclass as an Occultist, you can select Intelligence as your spellcasting stat instead of Wisdom, representing Antiquarians that take a scholarly interest in the history and magic they delve.

The DM may consider disabling multiclassing for characters that make this choice if they have concerns about potential interactions, but single classed characters selecting Intelligence will cause no issues in balance.

SCHOLAR OF ANTIQUITY

At 1st level when you gain this Tradition, you gain proficiency in the Arcana and History skills, and learn one additional language, usually an ancient language used in obscure texts and ruins.

You learn the following spells at the following levels. These are Occultist spells for you, and do not count against your spells known.

Occultist Level	Spells Learned
1st	<i>identify</i> , <i>protection from evil and good</i>
3rd	<i>locate object</i> , <i>misty step</i>
5th	<i>gaseous form</i> , <i>remove curse</i>
7th	<i>death ward</i> , <i>dimension door</i>
9th	<i>animate objects</i> , <i>legend lore</i>

When you use the *identify* spell on an object, you gain advantage on any ability check to determine the age, cultural heritage, region of origin, and estimated value of the item.

DELVER OF ANTIQUITY

Additionally at 1st level, you gain the wherewithal to survive and thrive while doing the fieldwork of your scholarly pursuits. You gain the following benefits:

- **Savvy Stepper.** You gain advantage on saving throws against traps, and resistance to any damage you take from them.
- **Burst of Survival.** You can gain advantage on Strength or Dexterity ability checks, or gain a climbing speed or swimming speed, until the end of your turn (no action required). Once you do so, you cannot do so again until you complete a short or long rest.
- **No Stone Unturned.** If you spend an additional minute taking them, you gain advantage on Wisdom (Perception) or Intelligence (Investigation) checks to uncover hidden passages, doors, or treasures.



CLEVER CURATOR

Starting at 3rd level, you excel at using the magic items you collect effectively, gaining the following benefits in handling magical items:

- **Magic Item Master.** When you use a magic item to cast a spell, you can use your spell save DC or spell attack bonus instead of the item's specified spell save DC.
- **Recharge Item.** If a magic item or curio can be used to cast spells and has charges or uses, as an action you can expend a spell slot to recharge charges or uses. You can only expend a spell slot of a level of spell the item can cast, and it regains a number of charges equal to the number of charges required to cast the spell. You cannot charge the same item again until it regains charges normally.
- **Borrowed Power.** As an action, you can form a temporary bond of attunement with a magic item that requires it. You gain all the effects of being attuned to that item for one minute, but it does not count against your attunement limit. Once you do so, you cannot do so again until you complete a long rest.
- **Clever Hands.** You can draw or stow any number of items on your turn, but can only end your turns carrying a number of items equal to your number of available hands.

Additionally, you can use any magic item you are attuned to or curio (gained from an Occult Rite) that can cast spells in place of a material component for casting Occultist spells, as long as that component has a cost of less than 50 gold × your Occultist level and is not consumed by the casting of the spell.

UNSHACKLED CURIOS

At 3rd level, you expand your list of curios. You can select one additional Occult Rite from the Antiquarian specific rites with the "curio" tag. The selected rite does not count against your Occult Rites known, and represents the study and occult rituals required to bring forth the otherwise dormant or faded power of the item. This rite can be exchanged when you gain a level (like normal), but can only be exchanged for another rite with the "curio" tag that does not have a level requirement.

You can select an additional curio rite following the same rules at 6th, 9th, and 12th level. The 12th level selection can be one that has a level requirement of 5th level or lower.

QUICK FOOTED CASTING

Starting at 6th level, when you cast a spell of 1st level or higher with your action (using either a spell slot or an item), you can take the Dash or Disengage action as a bonus action.

ALWAYS PREPARED

Starting at 14th level, when you use the Clever Curator feature to form a temporary attunement to a magic item, the duration of the bond increases from 1 minute to 1 hour, and you can form this type of bond three times before you need to complete a long rest to regain all uses of the feature. You can only have one of these bonds at a time, and any existing bond is ended if you use it again while the previous one is still active.

Alternatively, you can expend a use of this feature to gain access to an Occult Rite with the 'curio' tag that requires 5th level or lower and that you don't already have selected; when you do so, you gain access to the rite for 1 hour, losing its effect at the end of the effect.

ANTIQUARIAN RITES

ANCIENT CURIOS

Some Occult Rites are labeled as '(curio)'; these interact with your Antiquarian features in various ways, and are typically items that can be used to cast a spell once per long rest. The default appearance of a curio can be changed, as long as they are tiny to small items that can be held in your hand.

The value and providence of the curios is often not apparent to anyone other than the antiquarian who collects them, and they are not magic items in the hands of others.

Ancient Expertise

You gain expertise in your choice of Arcana or History.

Ancient Key (*curio*)

An odd looking key the size of a small cudgel you can use to cast *knock* without expending a spell slot. Once used, it cannot be used again until you complete a long rest.

Broken Grail (*curio*)

A piece of a shattered chalice you can use to cast *heroism* without expending a spell slot. Once used, it cannot be used again until you complete a long rest.

Additionally, it sheds 1 drop of holy water every day, allowing you to create 1 flask of holy water a week for free if you collect all the drops.

Chattering Skull (*curio*)

A talking skull that you can use to cast *comprehend languages* without expending a spell slot. Once used, it cannot be used again until you complete a long rest.

Curse Resistance

Your handling of dark and cursed items has inoculated you to its dark magic. You gain advantage on saving throws against becoming affected by a curse, and you become immune to one curse from a Common or Uncommon item you would otherwise be cursed by (of your choice if you are suffering from multiple such curses).

Dazzling Salesman

You gain proficiency in the Persuasion or Deception skill (your choice), and gain advantage on any Charisma ability checks using the chosen skill to negotiate the price of buying or selling antique items (magical or otherwise).

Demonic Finger (*curio*)

A desiccated demonic finger made into a necklace. While wearing it, you can cast *hellish rebuke* without expending a spell slot. Once used, it cannot be used again until you complete a long rest.

Fiendish Fetish (*curio*)

A horned skull with a flame burning within it that sheds bright light in a 15 foot radius and dim light for an additional 15 feet that you can use to cast *eyes of immolation*^K without expending a spell slot. Once used, the light fades and it cannot be used again until you complete a long rest.

Familiar Skull (prerequisite: chattering skull)

The talking skull gains the ability to fly and act on its own, becoming a familiar as per the *find familiar* spell. You learn the *find familiar* spell, but when you use it this way, you can only call for the Chattering Skull as a familiar option (stat block below).

CHATTERING SKULL

Tiny undead, varying alignment

Armor Class 13

Hit Points 2

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	11 (+1)	12 (+1)	12 (+1)

Skills Perception +2

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages Common, and two additional languages selected the first time it is summoned.

Challenge Rating 0

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage

Ghoulish Claw (curio)

A ghoulish claw turned into a wicked dagger. When you hit a living creature with an attack using this claw, it must make a Constitution saving throw against your spell save DC or become Poisoned until the start of your next turn. You can use the dagger to cast *inflict wounds* without expending a spell slot. Once used to cast the spell, it ceases to poison creatures on hit and cannot be used to cast the spell again until you complete a long rest.

Handy Whip

You gain proficiency with a whip. While carrying a whip in your hand, you gain a climbing speed equal to the reach of your whip, and can perform simple object interactions (opening doors, picking up items) at the reach of your whip.

Honed Reflex (prerequisite: 14th level Occultist)

Your honed survival instincts tell when to get out of the way. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Insightful Eye (curio)

An eye encased in crystal that you can use to cast *detect magic* without expending a spell slot. Once used, it cannot be used again until you complete a long rest.

Linguistic Scholar

You learn in two additional languages of your choice.

Looter of Antiquity

Your excellence at packing and storage allows you to leave nothing behind. As long as you have a backpack, you increase your maximum carry weight by a number of pounds equal to 10 × your Wisdom or Intelligence modifier (your choice).

ENCUMBRANCE

When using the Variant Encumbrance rules, the value is halved but is added to the amount of weight you can carry before being considered encumbered.

Scroll Saver

You can use scrolls of any spell that are of a level of spell you can cast as an Occultist, even if the spell is not on your class spell list. When you use a scroll to cast a spell, roll a dX die where X is the level of the spell + 1 rounded up to the nearest even. If you roll a maximum value on the die, the scroll is not consumed.

Skeletal Hand (curio) (prerequisite: 5th level Occultist)

A skeletal hand that you can use to cast *mage hand* or *bestow curse*. Once you use it to cast *bestow curse* it cannot be used to cast either spell again until you complete a long rest.

Spirit Lantern (curio) (prerequisite: 5th level Occultist)

A lantern that casts pale ghostly dim light in a 15 foot radius. While holding it, you can use it to cast *spirit guardians* without expending a spell slot. Once used, it ceases to shed light and cannot be used again until you complete a long rest.

Treasure Hunter

You gain proficiency with Cartographer's Tools and your choice of Water or Land Vehicles. Additionally, you gain advantage on any ability check to decipher a map or description of a location.

CREATING CURIOS

There is an endless supply of odds and ends that an Antiquarian can find some use in, with the general concept that the Occult Rite required to activate them is the study and occult rituals required to bring forth the otherwise hidden or dormant power of the curio.

When creating a new curio, they should generally be a 1st level spell that can be cast once per long rest when unrestricted or a 3rd level Occultist spell when 5th level restricted. In some cases, a 2nd level utility spell or more unique spell can be used, but such options should be considered more carefully before being introduced.

Any additional effects of the curio should be minor and passive benefits (such as creating light).

TRADITION OF THE POSSESSED v1.0

Occultists of this path draw on the power of spirits directly, allowing the spirits to share their body in exchange for a portion of their spirit's power.

This relation is typically one of mutual benefit, but the benefits the spirits gain from it are often esoteric and hard to understand—simply gaining a mortal shell to anchor them to the world or experience the world of the living may be enough for them.

Mastery of this path rests in managing and balancing the chaotic mix of powers and personalities inherent to the nature of it, and almost all that walk it end up eccentric if not outright mad.

POSSESSED FEATURES

Occultist Level	Features
1st	Spirit Host, Poltergeist's Presence
3rd	Spirit Powers
6th	Embodied Spirits
14th	Spirits Unleashed

SPIRIT HOST

At 1st level when you select this subclass, you can bind a spirit to your body. The nature of the spirit varies. Select its archetype and mechanical properties from the list at the end of this feature. You can optionally use the roll table at the end of the Tradition to determine the rest of its nature and more thematic properties.

Spirit's Influence and Behavior. The spirits are usually at least quasi-sentient, but only the Occultist that binds them can see or hear them normally, though a creature that can see into the ethereal plane can see them circling their host. A spirit's consciousness and knowledge is often quite fragmented and esoteric in nature, and they don't typically possess useful knowledge beyond the proficiencies granted by features, though a DM may determine otherwise in rare cases.

Passive Powers. Each spirit grants a passive benefit while bound to the host that depends on the type of spirit.

Channeled Powers. In addition, you can spend a bonus action to channel the spirit, allowing it to partially possess and guide you for 10 minutes, until you end the effect with an action, or use this feature again, causing the spirit to fall dormant once more.

When you do so, you remain in control of your actions though your appearance and disposition may be influenced by the spirit. While being possessed by it, you gain an additional power that depends on the type of spirit being channeled.

TYPES OF SPIRITS

The following are the broad archetypes of spirits that a Possessed Occultist can serve as a host to.

Spirit Type	Passive Power	Channeled Power
Arcane	You gain proficiency in the Arcana skill.	Arcane Cantrips. You gain the ability to cast <i>magic missile</i> , <i>shield</i> , and two Wizard cantrips of your choice (selected at the time of binding the spirit).
Deathly	You gain darkvision. If you already possess darkvision, your darkvision range increases by 30 feet.	Life Drain. When you start to channel this spirit and as a bonus action on subsequent turns for the duration, you can deal 1d4 necrotic damage to a creature within 20 feet of you. You gain temporary hit points equal to half the damage dealt. The damage increases by 1d4 (to 2d4) at 5th level, and again 11th (to 3d4), and 17th level (to 4d4).



Spirit Type Passive Power		Channeled Power	
Divine	You gain proficiency in the Religion skill.	Divine Grace	You learn two 1st level Paladin or Cleric spells of your choice (Selected at the time of binding the spirit).
Martial	You gain proficiency with Medium armor.	Martial Weapons.	You gain proficiency with martial weapons. You can use your Wisdom modifier in place of your Strength or Dexterity modifier for weapon attacks.
Occult	You learn one language from Abyssal, Celestial, Deep Speech, Infernal, Primordial, or Sylvan (selected at the time of binding the spirit).	Eldritch Power.	You gain the ability to cast <i>eldritch blast</i> .
Savage	Your movement speed increases by 5 feet.	Natural Weapons.	You gain a pair of natural melee weapons of an ethereal nature on your hands (typically in the shape of claws) with which you are proficient that deal 1d8 force damage on hit. You can use your Wisdom modifier in place of Strength modifier for attack and damage rolls made with these weapons.

Uses. Each time after the first that you channel each specific spirit, you make a Wisdom saving throw with a DC of $5 \times$ the number of additional times you've channeled that spirit (starting at 5, then 10, 15, etc). On success, you remain in control normally. On failure, you act erratically as the spirit unduly influences you and interferes with your ability to act, rolling on the possession table below immediately and then again at the start of each of your turns until the possession ends and you stop channeling that spirit. This resets for all spirits when you complete a short or long rest (allowing you to use it without making a save once before scaling up from 5 again).

d6 Effect

- 1 You are stunned as you wrestle for control with the spirit.
- 2 Roll a d2. On a 1 you spend your movement moving toward the closest hostile creature. On a 2 you spend your movement moving away from the closest hostile creature.
- 3 You must convince the spirit to act the way you want, passing a DC 12 Charisma (Persuasion) check. On failure, you become incapacitated until the end of your turn.
- 4 You struggle to control your limbs. If you attempt to move, you must pass a DC 12 Dexterity (Acrobatics) check or fall Prone.
- 5 You control your actions, but not your mouth. You cannot cast spells with verbal components, and the spirit can speak for the turn.
- 6 You act normally.

Binding Spirits. You can bond with one spirit when you gain this feature, and another at 5th (two spirits), 11th (three spirits), and 17th level (four spirits). Once a spirit is selected, the bond is permanent, but a spirit can be exchanged for a different spirit on leveling up. Some Occult Rites grant additional spirits, these do not count against your maximum number of bound spirits.

If a spirit grants the ability to cast a spell, it is an Occultist spell for you.

POLTERGEIST'S PRESENCE

Additionally at 1st level, while you have at least one spirit you are bound to but aren't currently channeling, you can cast the *thaumaturgy* and *mage hand* spells without any components.

SPIRIT POWERS

Starting at 3rd level, each spirit gives you an additional power while you are actively channeling it.

Spirit Type Empowered Effect

Arcane	Arcane Apprentice. As a bonus action when you cast a spell, you can fire a single arcane missile at a creature within 60 feet, dealing $1d4 + 1$ damage.
Deathly	Deathly Conduit. When you use the Life Drain effect, you can target an additional creature, but your current and maximum hit points are reduced by 1 for each additional creature you target. This effect lasts until you take a short or long rest.
Divine	Celestial Shroud You grant a creature of your choice within 30 feet of you $1d6$ temporary hit points.
Martial	Martial Prowess. You gain one Fighting Style from the Fighter class (selected at the time of binding the spirit or gain this feature) while channeling the spirit.
Occult	Mysterious Force. When you deal damage with a cantrip, you can push or pull the target 5 feet away from you or towards you.
Savage	Violent Instinct. As a bonus action, you can move up to half your speed toward a hostile creature and gain advantage on your next melee weapon attack against it.

EMBODIED SPIRITS

At 6th level, you gain a benefit for each spirit you are bonded to. You gain this benefit while bonded, even if you are not channeling the spirit.

- **Arcane Spirit:** You can cast *magic missile* without expending a spell slot. The level at which it is cast increases at 11th (to 2nd level) and again at 17th level (to 3rd level).
- **Deathly Spirit.** You can add your Wisdom modifier to damage dealt by Life Drain.
- **Divine Spirit.** The effect of Celestial Shroud adds your Wisdom modifier to the temporary hit points granted.
- **Martial Spirit:** You can attack twice, instead of once, whenever you take the Attack action on your turn.
- **Occult Spirit:** You can add your spellcasting modifier to damage dealt by your Occultist cantrips.
- **Savage Spirit:** When you use Violent Instinct, you can make a natural weapon attack as part of the same bonus action.

SPIRITS UNLEASHED

At 14th level, as an action you gain the ability to unleash your spirits to briefly act on their own in a devastating attack. You can target either a 30 foot cone, or a 15 foot radius around yourself. All creatures of your choice in that area must make a Wisdom saving throw. On failure, they take 6d6 necrotic damage. On success, they take half as much damage. There are additional effects based on all of the spirits you have bound:

- **Arcane.** Targets that fail their save are Dazed until the start of your next turn.
- **Deathly.** The necrotic damage is increased by 2d6.
- **Divine.** Allied creatures within the area regain 2d6 hit points.
- **Martial.** Targets that fail their save are knocked 10 feet away from you.
- **Occult.** Targets that fail their save have disadvantage on their next saving throw against one of your Occultist spells until the end of your next turn.
- **Savage.** Targets that fail their save are knocked Prone.

Targets that pass their saving throw take half as much damage, and do not suffer the secondary effect. Once you use this ability, you cannot use it again until you complete a short or long rest.

POSSESSED OCCULTIST RITES

Additional Spirit

You can bind an additional spirit of your choice, increasing the maximum number of spirits you have bound by 1.

Arcane Inguinity (*Prerequisite: Bound Arcane Spirit*)

You gain expertise in Arcana, and can pick one additional 1st level Wizard spell you gain the ability to cast while channeling that spirit.

Guardian Spirits (*Prerequisite: able to cast spirit guardians*)

When you cast *spirit guardians*, if you are not channeling any spirits, you have your spirits maintain the spell, making the spell no longer require concentration, but the damage is changed to being a number of a d8s equal to the spirits you have bonded, and you cannot channel any spirits for the duration of the spell.

Martial Embodiment (*Prerequisite: Bound Martial Spirit*)

You gain 1 additional hit point per Occultist level, and whenever you channel your Martial spirit, you regain 1d8 hit points.

Spirit Chimera (*Prerequisite: 12th level*)

When you channel a spirit, you can pick a second spirit to channel, gaining the effects of both. This counts as a use of both spirits.

Spirit Hydra (*Prerequisite: 5th level Occultist*)

The spirits within your body can reach out to strike nearby foes. While you are channeling a spirit, as a bonus action you can make a melee weapon attack against a creature within 10 feet of you. On hit, this attack deals $Xd4$ + your Wisdom modifier necrotic damage where X is the number of unchanneled spirits. (for example, having two unchanneled spirits would deal $2d4$ + your Wisdom modifier damage)

Spirit Revival

If you are unconscious, you use Spirit Host to channel a spirit, regaining consciousness and channeling that spirit. If you were unconscious due to being at 0 hit points, you regain 1 hit point.

Spirit Sentinel (*Prerequisite: 15th level*)

As a bonus action you can project a spirit into a temporary ethereal form that takes shape in an empty space within 30 feet of you. It has hit points equal to your Occultist level, and resistance to all damage other than Force and Radiant damage. When you summon it, you can pick if it makes melee attacks or ranged attacks with a range of 30 feet. Melee attacks deal $1d8$ + your Wisdom modifier force damage, and ranged attacks deal $1d4$ + your Wisdom modifier force damage. Projecting the spirit counts as one channeling of a spirit (of your choice). It cannot move and lasts for 1 minute or until it loses all of its hit points, at which it returns to you. It acts on your turns.

Once you project a spirit this way, you cannot project one again in this way until you complete a short or long rest.

Unbridled Wrath (*Prerequisite: 5th Level Occultist, bound Savage Spirit*)

When you take damage from a creature while channeling a Savage Spirit, you can use your reaction to make one melee weapon attack against that creature using the natural weapon granted to by channeling the spirit.

SPIRIT ROLL TABLES

The following are roll tables with some examples for Disposition and Nature of spirits. You can optionally roll on the tables, or select one that makes sense. The disposition of a spirit may be inherited as a quirk for a character, may manifest while they are channeling them, or may not affect them at all.

SPIRIT DISPOSITION

d8 Disposition	Example Influence
1 Wrathful	Urges violence and punishes hesitation.
2 Joyous	Laughs often, lifts mood, distracts in tense moments.
3 Melancholic	Speaks in sorrow, dampens mood, heightens empathy.
4 Protective	Fiercely guards the host and their companions.
5 Cunning	Whispers tricks, lies, and clever shortcuts.
6 Restless	Easily bored, impatient, pushes for constant action.
7 Stern	Demands discipline, order, and respect.
8 Curious	Asks endless questions, drives exploration and risk.

SPIRIT NATURE

d10 Spirit Type	Origin Example
1 Ancestral Spirit	A forebear guiding or judging from beyond.
2 Fey Spirit	A capricious echo of the Feywild.
3 Ghostly Shade	A wandering soul with unfinished business.
4 Elemental Wisp	A fragment of fire, water, stone, or storm.
5 Celestial Remnant	A sliver of divine light or fallen angel.
6 Infernal Echo	A whisper of a devil or hellbound soul.
7 Primordial Beast-Spirit	The essence of an ancient animal predator.
8 Forgotten Godling	The last flicker of worship for a dead deity.
9 Dreamborn Spirit	A being formed of nightmare or fantasy.
10 Cosmic Wanderer	A strange intelligence from beyond the stars.

PSION^{KT}

WARPED MIND V0.6

Some depraved Psions turn their powers on their own body, using it to warp their flesh, twist their bones, and mutate their muscles to give them powers and abilities nature did not see fit to provide. This path of mad self experimentation has resulted in more than one mindless abomination or fleshy pile of gore and goop as such powers run rampant and those that delve this grotesque route are often viewed as monsters—sometimes for good reason. But where there is power, there are practitioners, so there will always be some that ignore the danger, push past the horror, and embrace the madness of these abilities, becoming that which others fear.

METAMORPHIC MIND

At 1st level when you select this archetype, your psionic power turns toward warping your flesh, granting the Psionic Discipline of Biokenesis. When you use the Weapon Morph psionic power it grants, you can use your Intelligence modifier in place of Strength or Dexterity modifier, for attack and damage rolls using the weapons it creates.

RAPID EVOLUTION

Additionally at 1st level, your body rapidly develops to suit different environments. When you complete a long rest in a hostile environment, you adapt to that environment at that end of the long rest. This adaption can be one of the following:

- **Thermal Adaption.** You adapt to extremely hot or cold weather, no longer requiring extra water or cold weather clothing to sustain yourself in those environments.
- **Aquatic Adaption.** You gain a swimming speed equal to your walking speed and the ability to breathe underwater.
- **Darkness Adaption.** You gain darkvision of 30 feet, or if you already had it, your darkvision increases by 30 feet.
- **Inured Immunity.** You become immune to a mundane disease you've been exposed to.

The adaptation must be related to the environment you rest in, and you must not have been exposed to a contradictory element (such as sunlight if you wish to adapt darkvision) for 24 hours. At your DM's discretion, you may be able to adapt to more unique or exotic effects that otherwise serve as climate hazards (such as adapting to tune out constant loud noise or motion).

This adaptation lasts until you complete a long rest, at which point the adaptation continues if you remain in the environment, fades if you enter a neutral environment, or changes to a new one if you rest in a different extreme environment. You can only have one of these adaptations at a time. Alternatively, you can expend 1 psi point to trigger one of these adaptations forcefully as an action, lasting for 10 minutes when you do so.

MUTATION MASTERY

At 3rd level, your power of mutating your body expands and you gain the following benefits:

- **Combined Mutation.** When you use Weapon Morph, you can select multiple options, morphing them at the same time. You can activate Weapon Morph whenever you roll initiative (no action required).

- **Shifting Flesh.** You gain the Flexible Flesh upgrade for free, allowing you to use Flesh Warp as a bonus action when you target yourself.
- **Defensive Adaption.** When you gain an Mutation Die from Flesh Warp, you can roll it (not expending it) and gain temporary hit points equal to the value rolled.
- **Psionic Regrowth.** Whenever you expend a psi point, you regain 1 hit point for each psi point spent

EXPENDED REGROWTH

Psionic Regrowth only triggers when you *expend* a psi point, so does not trigger from Psionic Mastery (as that would keep you permanently at full hit points out of combat).

VORACIOUS ABSORPTION

Additionally at 3rd level, you can absorb weapons with a numerical magical bonus to attack and damage rolls (such as +1, +2, or +3) into your body, draining them of their magic and transferring their bonus to attack and damage rolls to any weapon created with Weapon Morph. This bonus cannot stack, and any new bonus absorbed replaces any older bonus present.

This process takes place over a long rest, and destroys the magical weapon. It cannot be used on a weapon that is sentient or an artifact. This cannot be used to absorb bonus other than a numerical magical bonus (for example, it cannot absorb the bonus of Flametongue Weapon), though a DM may allow this to work at their discretion.

Weapons that have absorbed a bonus of at least +1 are considered magical for the purposes of overcoming resistance to magical damage.

EXTRA ATTACK

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

RAPID REGENERATION

At 10th level, when you expend a psi point triggering Psionic Regrowth, you instead regain 1d4 hit points for each psi point spent. While you are 0 hit points making your Death Saving Throw at the start of your turn, if you succeed the Death Saving Throw, you can expend 1 psi point to regain 1d4 hit points.

ABOMINATION UNLEASHED

Starting at 14th level, you gain the ability to let your twisted powers run rampant through your body, turning you into an undulating abomination of flesh and muscle. When you use Flesh Warp on yourself, for 1 minute, you may gain 5 extra limbs, each one equipped with one of the Weapon Morph upgrades and you gain the effects of all the modifiers of Flesh Warp of your choice at the start of each of your turns (at their minimum expenditure, for ones that allow multiple points to be spent). These do not expend psi points, and do not count against your psi point limit.

Once you use this, you cannot do so again until you complete a short or long rest.

PSION DISCIPLINES

BIOKINESIS DISCIPLINE

Biokinesis is the grotesque ability to warp your flesh and twist your bones with psionic power, causing you to become a horrifying abomination most would kill on sight.

UNCANNY FLEXIBILITY

You can bend and twist your flesh, elongating limbs or squishing body parts. You don't suffer any penalties from squeezing through a space one size smaller than you, and your reach increases by 5 feet when making melee attacks, interacting with objects, or navigating environments (such as reaching a tall ledge).

WEAPON MORPH

Psionic power

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 10 minutes

You warp one of your limbs into a grotesque biological weapon. For the duration, it becomes a natural weapon you are proficient with, selecting from the following options:

- **Bone Spike.** The bone erupts the limb, sharpening into a sharpened spike. It deals 1d8 piercing damage on hit.
- **Chitinous Plating.** The limb is covered with a heavy growth of exoskeleton, serving a shield with which you are proficient.
- **Flesh Club.** The limb swells up and hardens becoming a club of hardened flesh. It deals 1d8 bludgeoning damage on hit.
- **Sinew Whip.** The muscles of the limb explode outward and harden to become tough whips. It deals 1d6 slashing damage on hit, and has the reach property.
- **Viscera Cannon** You create a natural weapon that ejects lumps of flesh and acidic blood at a target with a range of 60/180 feet, dealing 1d8 acid damage on hit. You expend 1 hit point as ammunition for this weapon each time you fire it.

You can end the effect as a bonus action, returning the limb to normal functionality.

FLESH WARP

Psionic Power

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 round

You cause a willing creature you touch to rapidly evolve by your power.

Mutation Die. The target gains a d4 Mutation Die, which they can apply to any ability check, attack roll, or saving throw they make before the start of your next turn.

For a creature other than yourself, they can only benefit from this effect a number of times equal to their Constitution modifier, after which they gain a level of Exhaustion for each time it is used on them until they complete a long rest, resetting how many times they can use it.

Flexible (1 psi point). The target gains the benefits of Uncanny Flexibility until the start of your next turn.

Muscular (1 psi point). The creature grows one size and can add the Mutation Die to all Strength ability checks, attack rolls, and saving throws until the start of your next turn without expending it.

Ocular (1 psi point). The creature grows additional eyes, allowing it to immediately take the Search action as a reaction and giving advantage on Wisdom (Perception) abilities checks, until the start of its next turn.

Resistant (2 psi points). The target gains resistance to your choice of Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Poison, or Slashing damage until the start of your next turn.

Perfected (1+ psi points). The size of the Mutation Die grows by one size (+d2) for each point spent.

ALTERNATE EFFECTS

Additionally, when you learn the Biokinesis Psionic Discipline, you can use your Psionics feature to cast the following spells as per the rules defined in that feature.

Point Cost	Alternate Effects
1	<i>expunge poison^K, longstrider, jump</i>
2	<i>alter self, gory doom^K</i>
3	<i>corpse explosion^K, mutate^K</i>
4	<i>bile beam^K, ichorous blood^K</i>
5	<i>explode heart^K, sonic shriek^K</i>

BIOKINESIS TALENTS

Beast Warping (*Prerequisite: 7th level*)

The *polymorph* spell is added to your Biokinesis Alternate Effects list. You can only target yourself when casting polymorph this way

Bile Blast

You gain the horrifying ability to make a special attack as part of the Attack action, releasing a blast of acidic bile. Creatures in a 20 foot cone of you must make a Dexterity saving throw. On failure, they take 2d6 acid damage. On success, they take half as much. The damage increases by 1d6 at 5th (3d6), 9th (4d6), 13th (5d6), and 17th (6d6) level.

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

Bone Plating

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

ALTERNATIVE TO PSIONIC DEFENSES

This option is *almost certainly* worse than Psionic Defenses if you build focused on Intelligence, but exists so that those who choose to use Strength can opt for this option instead.

Evolutionary Optimization

All of the natural weapons created by the Weapon Morph power gain the Light property.

Expendable Flesh

Your Viscera Cannon no longer expends hit points to generate ammunition.

Additionally, when you are hit by an attack, you can choose to sacrifice one of your limbs, losing the limb and reducing the damage to 0. The limb is then lost until it is regrown, which it does automatically at the end of your next long rest if it has not been regrown through other means. You cannot use this feature again until the limb is regrown.

Flexible Flesh

You gain the ability to cast *flesh warp* as a bonus action when targeting only yourself.

Flexible Existence (Prerequisite: 9th level)

You gain the ability to cast *alter self* at will. The spell no longer requires concentration, and its duration is indefinite, only ending when you use it again or end it as an action.

Malicious Warping

You can target a non-willing creature with your Flesh Warp, adding the following modifiers for the power. A target that is not willing can make a Constitution saving throw to avoid the effects, only suffering the effect on a failure.

- **Exploding (0+ psi points).** The target's flesh distorts and explodes into blood and giblets where you touch. The target takes 1 + the number of psi points spent worth of d8s slashing damage.
- **Exposing (3 psi points).** The target gains vulnerability to your choice of Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Poison, or Slashing damage until the start of your next turn.
- **Spasming (1 psi points).** The target uses its reaction to move 10 feet in a random direction and then falls Prone.

MALICIOUS EXHAUSTION

Note that repeated use of Malicious Warping on the same target can *potentially* stack up Exhaustion on them, but is unlikely to do so given the number of times it needs to be used on them.

Mutant Regeneration (Prerequisite: 15th level)

You gain the ability to cast *regenerate* without expending a spell slot. You can only target yourself when casting it this way, though you can expend the use of one of your 7th level or higher Innate Psionics uses to cast it on another creature.

Once you cast it on yourself without expending a spell slot, you cannot do so again until you complete a long rest.

Mutation Mastery (Prerequisite: 5th level)

Your *mutate*^K spell no longer requires concentration to maintain.

Slime Excretion

As an action, you can excrete a layer of slime. It allows you to slip free of any grapple or restraint or are currently held by, and for the next 1 minute, any time a creature attempts to Grapple or Restrained you by touch, it takes 1d6 acid damage and you have advantage on any save or check to avoid the attempt, as it is probably grossed out.

Spongy Body

Your warped flesh becomes increasingly able to deform to absorb impacts. Any falling damage you take is reduced by half, and when you are struck by a melee weapon, you can cause it to become caught within your body, forcing the attacker to make a Strength saving throw against your spell save DC. On failure, they are grappled by as long as their weapon remains stuck in your body. They can still attack with the weapon, but can only target you. They can attempt to free the weapon as an action, repeating their saving throw and freeing it on a success.

Spittel Cannon

Your mouth gains the permanent ability to serve as a Viscera Cannon, remaining always equipped and not requiring an extra limb to convert into it.

Sprout Limb

You gain an additional limb with a functional hand attached. It functions like the rest of your hands.

Sprout Tentacle

For some godforsaken reason, you gain an additional limb in the form of a tentacle. It is a natural weapon that deals 1d4 bludgeoning damage with the Reach property. You have proficiency with this weapon. Using this tentacle, you can make a Strength (Athletics) check or object interaction with a reach of 10 feet. When this limb is morphed into a Bone Spike or Flesh Club, it retains its reach property.

Sprout Wings

While you are not wearing medium or heavy armor (unless it is specially made for having wings), you can sprout large fleshy wings that give you a flying speed of 30 feet. You can absorb or extrude these wings as an action.

Swollen Muscles

When you use Flesh Warp, you can convert the target creature's Strength ability score to be equal to your Intelligence ability score until the start of your next turn.

RANGER

WERESTALKER V0.9

Rangers are often exposed to variety of strange powers or practices, and some of those allow them to take on wereforms. Sometimes it is the result of a partially cured curse, some primal gift, sometimes it the product of a distant inheritance from a were-blooded ancestor, an esoteric blessing, or the product of a mysterious training from a hidden order of naturalists.

Though Werestalkers generally have full control over their transformation, it can bring with it a certain stigma and sometimes has side effects that impact their personality, causing them to behave more animalistic or violently.

HYBRID TRANSFORMATION

Starting at 3rd level, you gain the ability to transform yourself into a hybrid form as a bonus action. Select from a werebear, wereboar, wereraven, wererat, weretiger, or werewolf. Your selection of beast type affects your selection of natural weapons. You gain the following powers while transformed. You retain any gear, equipment, or armor you were wearing while transformed. The transformation lasts until you end it early as an action.

- **Natural Weapons.** You gain a set of natural weapons with which you are proficient.
 - **Claws** (*Werebear, weretiger, werewolf*) While your hands are free, they become clawed weapons. They deal 2d4 slashing damage and have the Light and Finesse properties.
 - **Bite** (*Werebear, werewolf, weretiger, wererat*). A fanged maw. Deals with 1d10 piercing damage and has the Finesse property.
 - **Tusks** (*Wereboar only*). Deals 1d12 piercing damage.
- **Swift Movement.** Your movement speed increases by 10 feet.
- **Special Attribute.** Additionally, select one of the powers from below that is compatible with the type of hybrid form you've assumed.
 - **Damage Reduction** (*Any*). You reduce damage taken by your proficiency bonus from nonmagical attacks that aren't silvered.
 - **Bloodlust** (*Werewolf, Weretiger*). The first time you attack a bloodied creature on your turn, you gain advantage on the attack roll.
 - **Charge** (*Werewolf, wereboar, weretiger*). If you move at least 20 feet straight toward a creature and hit it with a Tusk/Claw attack, the target must succeed on a Strength saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$) or be knocked Prone.
 - **Agile** (*Wererat*). You can move through the space of other creatures (including hostile creatures) without treating it as difficult terrain.
 - **Glide** (*Wereraven*). Your long and high jump distance is doubled, and you can move two feet horizontally for each foot you fall when falling more than 10 feet (without jumping). You take no fall damage unless you are Incapacitated when falling.

- **Transformed Fighting Style.** When you transform, you can change your Fighting Style selection for the duration of your transformation, selecting a different option from the list that was available to you when you gained the feature.

WERE VERSATILITY

The wereblood ranger assumes that the Ranger is endowed with primal powers or blessings that allows them to emulate any were-creature, but for people that want to use it to emulate being a specific were-creature in a more balanced manner than the default curse of that creature type (such as werewolf) you can simply select the transformation you want it to represent and only use that transformation.

BESTIAL EMULATION

Starting at 7th level, your synchronization with the beast forms you emulate grows. While transformed into a hybrid form, you gain advantage on any Wisdom (Perception) check that relies on smell. Additionally, you can cast *polymorph* targeting yourself without requiring components or expending a spell slot transforming into a Brown Bear, Wolf, Tiger, Boar, Raven or Rat. Once you do so, you cannot do so again until you complete a short or long rest.

EMPOWERED TRANSFORMATION

Additionally at 7th level, when you transform with Hybrid Transformation, you can select a second Special Attribute that is available to your selected transformation type, and your natural weapons are considered magical for the purposes of overcoming resistance to nonmagical damage.

WILD FRENZY

At 11th level, when you transform into your hybrid form or as a bonus action while in your hybrid form, you can enter a frenzy. Until the end of your turn, you have advantage on all melee weapon attacks, and when you take the Attack action, you can take an additional melee attack against a creature you haven't attacked yet this turn as part of the same action. You can repeat this extra attack until you cannot reach a creature you haven't attacked yet this turn, or you miss an attack.

If you kill a creature or score a critical hit with the bonus attacks this feature grants, the duration of the frenzy is extended 1 round. The frenzy ends early if you become Incapacitated.

Once you use this feature to start a frenzy, you cannot use it again until you complete a short or long rest.

LYCANTHROPIC RESISTANCE

At 15th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered while transformed by Hybrid Transformation or Bestial Emulation.

ROGUE

SHINOBI V0.9

Masters of stealth, disguise, and mystical techniques, Shinobi often trained by esoteric sects or orders as spies, scouts, and assassins.

SHINOBI FEATURES

Rogue Level	Features
3rd	Ninja Tricks, Ninja Tools
5th	Shadow Decoy
9th	Ninja Run
13th	Shadow Counter
17th	Cloning Technique

NINJA TRICKS

At 3rd level when you select this Archetype, you gain access to special techniques. You can pick up two such techniques to learn immediately, and learn an additional technique at 6th, 9th, and 12th level.

Hide In Plain Sight. You can use your Cunning Action to cast *minor illusion* targeting your own space only. The effect ends if you attack, cast a spell, or move. Intelligence is your spellcasting modifier for this spell.

Infiltration Training. You do not require handholds to climb across vertical surfaces or along the bottom of horizontal surfaces, and gain the ability to hold your breath five times as long as normal.

Shadow Shroud. As long as you are wearing all black clothing or a black cloak, you can hide in dim light or darkness, even when not heavily obscured by it.

Shuriken Volley. When you attack with a thrown weapon, you can draw and throw up to three darts, daggers, kunai, or shurikens, targeting different creatures within range. Each attack makes a separate attack roll. If your Sneak Attack damage would apply to a target, you apply half your Sneak Attack damage each target it would apply to.

Smoke Bomb. As an action, you create a burst of smoke heavily obscuring an area within a 5 foot radius of where you use the ability until the end of your next turn.

NINJA TOOLS

You gain proficiency with your choice of a disguise kit, poisoner's kit, alchemist's supplies, or tinker's tools.

SHADOW DECOY

At 5th level, when you use Uncanny Dodge against an attack, you can instead teleport up to 30 leaving a shadow decoy behind that becomes the target of the attack, completely negating the damage and any effects from the attack.

Once you do this, you cannot do it again until you complete a short or long rest.

5TH LEVEL FEATURES

5th Level features are added to Rogues by 5e++; if not using a 5th level feature, simply combine Shadow Decoy into Shadow Counter as one ability at 13th level.

NINJA RUN

Starting at 9th level, you gain the ability to run along vertical surfaces and across liquids without falling during your move.

Additionally, when you take the Dash action, your jumping distances are doubled and you can ignore difficult terrain.

SHADOW COUNTER

At 13th level after you teleport using Shadow Decoy, you can make one attack with advantage using a melee weapon or a ranged weapon with the thrown property against the attacker as part of the same reaction.

Additionally, you can use Shadow Decoy an additional time before resting.

CLONING TECHNIQUE

At 17th level, you gain the ability to use your Cunning Action to make a shadow duplicate of yourself in an empty space within 5 feet. This duplicate lasts for 1 minute, or until it gets more than 60 feet from you, you create another one, or it takes any damage. It uses all of your attributes and stats otherwise. It cannot take an action you don't direct it to take.

When you create it and while it exists, you can use your Cunning Action to control it, making it move up to your movement speed and to take any action you can take. It counts as you for the purpose of dealing Sneak Attack damage once per turn, and any magical item or limited use feature it uses are used from your charges or uses of the item used.

SHINOBI WEAPONS

The following are potential weapons that are used by some Rogues of this archetype.

SIMPLE MELEE WEAPON

Weapon Cost Damage Weight Properties

Kunai	2 gp	1d4 piercing	1/2 lb.	Finesse, light, thrown (range 20/60)
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SIMPLE RANGED WEAPON

Weapon Cost Damage Weight Properties

Shuriken	1 sp	1d4 slashing	1/4 lb.	Finesse, thrown (range 20/60)
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THUG [UNEDITED]

Most rogues prefer the shadows, relying on precision, stealth, and a sharp blade in the dark. You, however, rely on a sharp blow to the jaw and the threatening weight of a heavy club. Thugs are often the enforcers of the criminal underworld—bandits, hired muscle, bouncers, and stand-over men.

You don't need to be invisible if your target is too terrified to scream. You trade acrobatics for athletics, and finesse for brute force.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with medium armor, shields, battleaxes, flails, mauls, scimitar, warhammers, and warpicks.

Additionally, you gain proficiency with your choice of Athletics or Intimidation. If you are already proficient in both skills, you can select another of your choice.

BACK-ALLEY BULLY

At 3rd level, your mastery of brute force tactics grants you the following features:

- **Heavy Handed.** You can use Sneak Attack with any melee weapon, even if it does not have the finesse property.
- **Brutal Bully** You gain a new way to apply your Sneak Attack; you don't need advantage on your attack roll to use Sneak Attack against a creature if it is Grappled, Prone, Frightened, or has been intimidated by your Cunning Brutality feature within the last minute.
- **Cunning Thuggery.** You can use the bonus action granted by your Cunning Action to initiate a grapple, shove, or attempt to intimidate an enemy. When intimidating an enemy in this way, you force it to make a Wisdom saving throw with a DC equal to 8 + your Strength or Charisma modifier (your choice) + your proficiency bonus to Intimidation checks (if applicable). On failed save, it gains disadvantage on the next attack roll it makes before the start of your next turn, and you can apply Sneak Attack damage against it via your Brutal Bully feature.

5TH LEVEL VARIANT FEATURE

If you are using KibblesTasty's 5e++ variant rules, you gain the following feature at 5th level:

TACTICAL VIOLENCE

At 5th level, you gain your choice of Active Ability from the following list: Brutal Threat, Dirty Strike, Martial Toss, or Merciless Break. These ability can be found under the Paragon class, or within Kibbles' Active Martial Feats. If the attack requires an attack, you can use it with the bonus action granted by your Cunning Action.

INTENSE INTIMIDATION

At 9th level, when you use Cunning Thuggery to intimidate a creature, it becomes Frightened on a failed save. If it passes a save against the ability, it becomes immune to being Frightened by it for 24 hours.

HUMAN SHIELDS

At 13th level, you gain the ability to use a Medium or smaller creature you are grappling as a shield. While you are grappling them are considered to have a Shield equipped gaining +2 AC (this bonus does not stack with a normal shield).

Additionally, if you are forced to make a Dexterity saving throw while grappling the creature, as a reaction you can gain advantage on the saving throw and can force the creature to save against the same effect (if it is not already another target of it). When you do so it makes the save with disadvantage.

SCOUNDREL'S STRIKE

Starting at 17th level, you have mastered the art of exploiting unfair opportunities. If an allied creature scores a critical strike, knocks a creature prone, grapples, or restrains another creature, you can move up to half your movement speed toward that creature and make a melee weapon attack against them as a reaction.

SORCERER

COSMIC SOUL

A cosmic soul sorcerer has an innate connection to the cosmos. They can feel the very fabric of existence around them in ways that others cannot hope to comprehend. For them, space is relative and time is but a matter of perception, both taking on a more flexible nature than it might seem to others.

COSMIC SOUL FEATURES

Sorcerer Level	Features
1st	Cosmic Magic, Cosmic Force, Intuitive Relativity
6th	Spacetime Manipulation, Growing Force
14th	Spatial Interference
18th	Warped Space

COSMIC MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Cosmic Soul Origin Spells list. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

Sorcerer Level	Spells
1st	<i>feather fall</i> , <i>longstrider</i>
3rd	<i>fling</i> ^K , <i>time slip</i> ^K
5th	<i>crushing singularity</i> ^K , <i>slow</i>
7th	<i>spatial swap</i> ^K , <i>violent crush</i> ^K
9th	<i>field of stars</i> ^K , <i>lunar wrath</i> ^K

VARIANT SORCERER RULES

If you allow Sorcerers 10 origin spells, you can simply grant them all ten instead of having them choose.

If you let them replace one or more origin spells with other spells when they gain a level (not recommended), they may swap a selected spell for a Conjunction or Transmutation spell on Sorcerer or Wizard spell list of the same level.

COSMIC FORCE

Starting at 1st level, you can tap into your cosmic power of gravity. As a bonus action, you can target a creature within 30 feet of you and force it to make a Strength saving throw against your spell save DC. On failure, you can push them away or pull them closer by 10 feet. The distance this moves the creature is increased by 5 feet for each size smaller than Medium that they are, and decreased by 5 feet (to a minimum of 0) for each size larger they are.

You can do this a number of times equal to your Proficiency bonus, regaining all uses when you complete a long rest. While you have no uses remaining, you can use a sorcery point to use this feature again.

INTUITIVE RELATIVITY

Additionally at 1st level, you gain an innate knowledge of your relation to space and time. You have advantage on any check to know where you are in relation to where you've been, or what time it currently is.

SPACETIME MANIPULATION

Starting at 6th level, you can use your powers over spacetime to manipulate your spells. When you cast a spell, you can do any of the following to it:

- **Expand.** If the spell targets an area of effect, you can increase the area of effect by 5 feet (radius, length, or width).
- **Contract.** If the spell targets an area of effect, you can decrease the area of effect, decreasing it by an amount you choose down to half the original size.



- **Delay.** The spell effect doesn't take place immediately, you can delay its effect taking place as many turns as you would like (decided at the time of casting the spell), up until the start of your next turn.

Once you use one of these features, you cannot use it again until you complete a short or long rest. You can use it again early by expending a sorcery point.

GROWING FORCE

Additionally at 6th level, the distance your Cosmic Force moves a creature increases by 5 feet (to 15 feet). It increases by 5 feet again at 14th level (to 20 feet).

SPATIAL INTERFERENCE

Starting at 14th level, as a reaction to seeing a spell cast within 120 feet of you, you can use the Expand or Contract abilities of Spacetime Manipulation on the spell, even if it is not your own.

Alternatively, you can use them on ranged attack rolls you can see within the same range, giving the attack roll disadvantage.

WARPED SPACE

Starting at 18th level, as an action you warp spacetime connecting two spaces within 300 feet of you. For up to 1 minute, any creature or object that enters one space is immediately teleported to the other, and any effect can pass through the connected space. For example, if an area of effect like a *fireball* spell is cast in one of the spaces, it expands from both of the spaces, but if it was cast 15 feet away from one of the spaces, it expands 5 feet from the other space.

A creature can make ranged attacks or cast spells through the space, but as they cannot see through the space they are considered not be able to see the target unless they otherwise can.

During your turn you can end the connection restoring space to normal at any time (no action required). Once you use this ability, you cannot use it again until you complete a short or long rest.

COSMIC SOUL QUIRKS

The following are some optional quirks for a character of this origin. You can roll on the following table or select one of your choice:

d6	Quirk
1	After using your magic, your eyes shimmer with starlight for the next hour.
2	Glowing constellations of dots appear on your skin, moving across it as stars travel through the sky.
3	Your shadow has countless shimmering stars within it.
4	You can make a tiny item float around you in a slow orbit.
5	You can decrease your subjective perception of time, allowing it to pass faster from your point of view.
6	Your shadow points away from a celestial body selected at the time you gained your powers rather than away from the nearest light.

SPELLBLADE^{KT}

GLYPH KNIGHT 0.9

Glyph Knights weave intricate sigils of power into their Aegis, shaping it with runes that grant greater versatility and strength. Where other spellblades rely on raw arcane force, a Glyph Knight inscribes patterns of warding, binding, and empowerment, turning their defenses into living glyphs that adapt to the flow of battle. Each mark enhances their protection or channels new effects, making their Aegis not just a shield, but a flexible arsenal of magical precision.

GLYPH KNIGHT FEATURES

Spellblade Level	Features
3rd	Glyph Knight Spells, Runic Proficiency, Mutable Aegis, Power Surge
7th	Runic Optimization
15th	Overcharged
20th	Maximum Power

GLYPH KNIGHT SPELLS

Spellblade Level	Spells Learned
3rd	<i>glyph of fire</i> ^K
5th	<i>glyph of translocation</i> ^K
9th	<i>glyph of nullification</i> ^K
13th	<i>glyph of gravity</i> ^K
17th	<i>wall of force</i>

RUNIC PROFICIENCY

Your mastery of runes and glyphs allows you a better understanding of making and reading runes and glyphs.

Tools of the Trade. You gain proficiency in one of your choice of Mason's Tools, Painter's Supplies, Calligrapher's Supplies, or Woodcarver's Tools.

Runic Library. Additionally, your mastery of runes and glyphs gives advantage on any Intelligence (Arcana) check to identify, read, or understand the effects of any magical runes or glyphs.

MUTABLE AEGIS

Starting at 3rd level when you select this archetype, you enhance and expand the power of your Aegis with specialized glyphs. The maximum number of spell slots you can invest in your Aegis increases to half your Spellblade level (rounded up), and as an action you can do any of the following:

- **Reclaim.** You can end an Aegis effect, immediately regaining the spell slot reserved by it. You cannot use this on temporary Aegis effects generated by Power Surge.
- **Activate.** You can allocate an unused spell slot, investing into an Aegis effect you gain within normal limits.
- **Redistribute.** You can shift any reserved spell slots to different Aegis effects, as long as the total value of reserved spell slots remains the same with the new selection (for example, you can shift two 1st level Aegis effects into having one 2nd-level Aegis effect).

- **Detonate.** You end one or more Aegis effects, dealing a number of d8 force damage equal to the combined level of the Aegis effects ended to other creatures within 10 feet of you.

POWER SURGE

At 3rd level, you gain a new option for your Arcane Surge feature:

- You expend a use of Arcane Surge (no action required) to empower your Aegis, gaining the effect of an unselected 1st-level Aegis effect for 1 minute.

RUNIC OPTIMIZATION

At 7th level, your Power Surge can activate two 1st level effects or one 2nd-level effect, and can use the Redistribute function of Mutable Aegis.

CROSSOVER FEATURE

For games that use KibblesTasty's Inventor and/or Crafting System, a Glyph Knight gains the following additional feature:

RUNIC AEGIS

Additionally at 7th level, you gain the Runic Marks of an Inventor Runesmith (Rune of Power, Rune of Fire, Rune of Lightning, and Rune of Warding) added to your 2nd-level Aegis effects. You can gain the Weapon or Armor effect of the Rune.

If using a Weapon effect, you can gain the active effect by using Spellstrike in a special way, gaining the effect of the Rune instead of infusing a spell. If using an Armor effect, you can gain the active effect as a bonus action.

You likewise can place a magical Rune from the Runecarving Crafting branch onto gear as part of your Aegis, with Common runes being added to your 1st-level Aegis selections, and Uncommon runes being added to your 2nd-level Aegis selections.

OVERCHARGED

At 15th level, if you use Power Charge to gain an Aegis Effect that has a numerical benefit (such as increasing your armor class), that benefit is doubled.

MAXIMUM POWER

Starting at 20th level, you can gain the effects of all 5th-level Slot Aegis effects for 1 minute (no action required). If you already have one or more of them selected, you can instead gain the effect of a 4th-level Slot Aegis Effect of your choice in place of that option.

Once you do this, you cannot do so again until you complete a long rest.

ADDITIONAL AEGIS EFFECT

WARDEN^{KT}

GRAVITY BINDER V1.1

A Gravity Binder draws upon one of the most fundamental powers: attractive force. They manipulate this basic law of the universe to drag down the foes, boost up the allies, and stand at the center of everything that goes on around them.

GRAVITY BINDER FEATURES

Warden Level Features

1st	Heavy Weapons, Gravity Grab, Innate Magic
3rd	Crushing Interdiction, Repelling Deflection
7th	Center of the Universe
14th	Comet Crash
17th	Unbound Power

HEAVY WEAPONS

Starting at 1st level, all melee weapons you wield gain the Heavy property for you. If you are a small sized creature, wielding a weapon with the Heavy property does not give you disadvantage on attack rolls.

The damage of a weapon with the Heavy property you wield increases whenever you gain a feature from this class that increases the damage die of natural weapons. If this would increase the damage die beyond a d12, it becomes 2d6. If the weapon has more than one damage die, it increases only one of the damage dice.

GRAVITY GRAB

At 1st level, you can manipulate small objects with your object interaction. You can pull or push a Small or smaller object that is not being worn or carried and is within 30 feet of you up to 30 feet, or cause an object within the same range to float up to 5 feet into the air until the end of your next turn. The maximum weight of an object you can push or pull this way is 10 × your Warden level.

The movement of these objects does not cause damage to the object or anything it collides with.

Additionally, this extends the reach of your Shove action by 15 feet, and when you grapple a target, you don't require a free hand to maintain the grapple if the creature is Medium or smaller, holding it in place with the force of gravity. The grapple still breaks as normal if they escape or are out of reach.

INNATE MAGIC

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection. You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

In levels with two options available, pick one spell to gain as part of this feature. This selection can be changed when you gain a level in this class.

Warden Level	Innate Spells (1/long rest each)
1st	<i>fall</i> ^K
3rd	<i>gravity surge</i> ^K
5th	<i>fling</i> ^K or <i>levitate</i>
9th	<i>crushing singularity</i> ^K or <i>fly</i>
13th	<i>meteor jump</i> ^K
17th	<i>violent crush</i> ^K



CRUSHING INTERDICTION

Starting at 3rd level, your Primal Interdiction becomes a crushing field of gravitational force. The difficult terrain created by your Primal Interdiction affects the movement of flying creatures as well.

Reverse Force. As a reaction to falling 10 feet or more, you can reverse the effect of your Primal Interdiction; when you do so, it loses its normal effect until the end of your next turn (or until you hit the ground, whichever happens later), but causes you and any other creature within it to reduce the falling damage they take by five times your Warden level.

Intensified Effect. On turns that you recklessly defend your allies with your Primal Interdiction feature, the crushing force gives creatures of your choice within the Interdiction to have disadvantage on ability checks and saving throws against being knocked Prone.

REPELLING DEFLECTION

Additionally at 3rd level, when you expend an Endurance Die to block damage, you emit a wave of gravitational force to push the attack or attacker away.

Repelling Melee Attacks. If the attack came from a melee attack, you can force the target to make a Strength saving throw with a DC of 8 + your Constitution modifier + your proficiency bonus. On a failed save, they are pushed 10 feet away from you after the attack.

Repelling Ranged attacks. If the attack came from a ranged attack that used a projectile, the damage is reduced by twice the amount rolled on the Endurance Die.

CENTER OF THE UNIVERSE

Starting at the 7th level, as a bonus action, you can root yourself in place pulling everything toward you. Until the start of your next turn your Primal Interdiction's range is doubled, but becomes directional. Instead of being difficult terrain, all creatures that move toward move 10 feet for every 5 feet of movement spent, and all creatures moving away from you must spend 10 feet of movement for each 5 feet they move away from you. Until it returns to normal, the following effects occur:

- **Attractor.** All ranged attacks against targets within your Primal Interdiction or that pass through it against targets other than you instead target you.
- **Immobile.** Your movement speed is reduced to 0 and you are immune to being moved, knocked Prone, or falling.
- **Gravity Well.** All objects inside your Primal Interdiction that are not being worn or carried are pulled 10 feet toward you; this distance is halved for each size larger than you the object is, or doubled for each size smaller than you the object is.

Once you use this ability you cannot use it again until you complete a short or long rest.

COMET CRASH

Starting at 14th level, you can cast *meteor jump*^K without expending an Innate Magic use of it or Endurance Dice and with greatly empowered effect. The distance you can jump with it increases to 60 feet (ignoring your normal movement speed), the radius of the effect is increased to 20 feet, and damage increases to 6d10 damage on a failed save.

Gravity Break. In addition, your landing breaks gravity in the area affected by the spell. For any creature that falls their save, you can cause them to float helplessly 5 to 10 feet in the air (your choice) until the start of your next turn. Their movement speed is reduced to 0 unless they have a flying speed, and their being Prone gives all attacks against them advantage (rather than just attacks within 5 feet and otherwise granting disadvantage).

Once you use it this way, you cannot use it this way again until you complete a long rest.

UNBOUND POWER

Starting at 17th level, as a bonus action you can manipulate gravity to take to the skies. For 1 minute, you and a number of your allies within 120 feet equal to your Wisdom modifier (minimum 1) gain a flying speed of 60 feet, and are hovering while flying this way.

While under this effect, you gain the following benefits:

- **Gravity Warping.** You can activate Center of the Universe without expending a use of it.
- **Unlimited Gravity Magic.** You can cast any spell granted by Innate Magic without expending a use of it or Endurance Dice.
- **Toppling Strikes.** The first time you hit a creature with a melee weapon attack on your turn, it takes an additional 1d10 bludgeoning damage and must make a Strength saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus, or be knocked Prone.

Once you use this ability, you cannot use it again until you complete a long rest.

PRIMAL MANIFESTATIONS

Heaviest Weapons (*Prerequisite: Gravity Binder*).

You gain proficiency with martial melee weapons with the Heavy property, and they gain the bonuses of your Heavy Weapons feature.

Heaviest Armor (*Prerequisite: Gravity Binder*).

You gain proficiency with heavy armor. Your Mystic Bulwark functions even when using heavy armor, though if you gain additional sources of passive damage reduction, additional sources beyond the highest value only increase the damage reduction by one for each additional source of passive damage reduction.

STORMBENDER [UNEDITED]

Stormbenders commune with the primal winds. The winds whisper to them, buoy them aloft, and are turned to violent raging storms by their wrath.

Warden Level Features

1st	Storm Slash, Windwhisperer, Innate Magic
3rd	Cyclone Winds, Tempest Force
7th	Stormshell
14th	Updraft
17th	Eye of the Hurricane

STORM SLASH

Starting at 1st level, when you roll initiative or as a bonus action any time, the air around you becomes a unique natural weapon with a range of 5 feet. You do not need a free hand to wield or attack with this weapon. Attacks made with it are considered melee weapon attacks. It deals 1d6 slashing damage on hit.

When you gain the Primal Interdiction feature, the weapons reach becomes equal to its radius and you can target any creature within your Primal Interdiction.

WINDWHISPERER

Additionally at 1st level, you learn the *manipulate wind*^K cantrip and gain advantage on Wisdom (Perception) checks that rely on hearing while in an area of mild or greater wind.

INNATE MAGIC

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection. You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

Warden Level	Innate Spells (1/long rest each)
1st	<i>violent updraft</i> ^K
3rd	<i>vacuum pull</i> ^K
5th	<i>dust cyclone</i> ^K
9th	<i>fly</i> ^K
13th	<i>suffocate</i> ^K
17th	<i>tornado</i> ^K

CYCLONE WINDS

Starting at 3rd level, your Primal Interdiction is filled with whipping storm winds. The difficult terrain it creates affects flying creatures as well, and when a creature ends their turn entirely within your Primal Interdiction, you can push them 5 feet.

Additionally, as a reaction to a creature taking falling damage within your Primal Interdiction, you can reduce that damage to zero.

TEMPEST FORCE

Additionally at 3rd level, you gain the ability to deal Cold or Lightning damage with your Storm Slash natural weapon. Additionally, the first attack you make with Storm Slash on your turn is empowered for each Endurance Die you've spent since the end of your last turn, based on the selected the damage type:

- **Cold.** On hit, the target's speed is reduced by $5 \times$ the number of Endurance Dice spent.
- **Lightning.** When you make the attack, you deal additional lightning damage equal to the number of Endurance Dice spent to all creatures of your choice within your Primal Interdiction.
- **Slashing.** You can target a number of additional creatures within your Primal Interdiction equal to the number of Endurance Dice spent.

STORMSHELL

Starting at 7th level, your Primal Interdiction is considered half cover against ranged attacks that originate from outside of it for allied creatures.

UPDRAFT

Start at 14th level, the winds of your Primal Interdiction can hold you aloft. You gain a flying speed of 30 feet and the ability to hover.

Additionally, preventing falling damage within your Primal Interdiction no longer requires your reaction.

EYE OF THE HURRICANE

Starting at 17th level, as a bonus action you can increase the size of your Primal Interdiction to 60 feet. During the effect your abilities are empowered:

- **Cyclone Winds.** The distance you can move creatures is tripled (to 15 feet).
- **Tempest Force.** The effect is increased as if you'd spent two additional Endurance Dice.
- **Stormshell.** All allied creatures within your Primal Interdiction gain half cover against ranged attacks (regardless if they originate outside of the Primal Interdiction or not).
- **Updraft.** All allied creatures within your primal Interdiction gain a flying speed of 30 feet (unless they already have one that is greater).

The effect ends after 1 minute, you move more than 5 feet in a turn, or you intentionally end it during your turn (no action required).

STORM SLASH DURING A HURRICANE

While Eye of the Hurricane limits your mobility, remember that Storm Slash allows you to target anyone within your Primal Interdiction, meaning you effectively gain a reach of 60 feet (or a whole lot of targets when using Tempest Force).

PRIMAL MANIFESTATIONS

Storms of the Spellbound Sea (*Prerequisite: 16th level, Stormbender*)

You can cast the spell *stormwall*^S without expending a spell slot. You can only target willing creatures when you cast it this way. Once you do so, you cannot do so again until you complete a long rest.

STORMWALL^{SMR}

5th-level evocation

Classes: Bloodrager, Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a raging thunderstorm and sculpt it into a wall of lightning and lashing rain. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. You can make the wall up to 80 feet long, 40 feet high, and 5 feet thick, or a ringed wall up to 25 feet in diameter, 40 feet high, and 5 feet thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 4d12 lightning damage, or half as much damage on a successful save.

No sound can pass through the wall, and creatures within 10 feet of it are deafened. Creatures moving through the wall are buffeted by winds and lashed by lightning. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 4d12 lightning damage on a failed save, or half as much damage on a successful one.

As a bonus action on each turn after the first, you may select one creature you can see within 30 feet of the wall or one creature at random within 10 feet of the wall. A lightning bolt leaps out, dealing 2d12 lightning damage, or half as much if the target succeeds on a Dexterity saving throw.

CREDIT: SOMANYROBOTS

Stormwall comes from somanyrobot's book [Songs of the Spellbound Sea](#).

WARLOCK

THE ARCHMAGE V0.9

The Archmage is a being who has transcended mortality through pure mastery of the arcane arts. This could be a Lich who views you as a vessel for their knowledge, a legendary Wizard whose spirit lingers in a demi-plane, or even a timeless Sorcerer whose pursuit of magical supremacy has stripped them of humanity.

Such a patron offers not eldritch whispers but carefully chosen fragments of their vast spellcraft—slivers of arcane formulae too complex for mortals to fully comprehend. Their Warlocks are less cultists and more apprentices, test subjects, or chosen inheritors of forbidden wizardry.

THE ARCHMAGE FEATURES

Warlock Level	Feature
1st	Arcane Spells, Arcane Missiles, Fragments of Knowledge
6th	Improvised Spellbook
10th	Tools of Magic
14th	Archmage's Arcanum#### Arcane Spells

The Archmage grants you certain spells. You learn the following spells at the following levels. They are considered Warlock spells for you, and do not count against your spells known.

THE ARCHMAGE SPELLS

Spell Level	Spells
1st	<i>mage armor, magic missile</i>
3rd	<i>mirror image, misty step</i>
5th	<i>counterspell, fireball</i>
7th	<i>greater invisibility, resilient sphere</i>
9th	<i>arcane hand, wall of force</i>

ALWAYS KNOWN SPELLS

The spells granted to by your patron are not simply added to your spell list, but are spells you always know.

ARCANE MISSILES

At 1st when you gain a pool of arcane missiles equal to 1 + your Warlock level. Whenever you use your action to cast a Warlock spell, you can fire some of these arcane missiles at a creature of your choice within 60 feet of you as a bonus action. Each one you fire does 1d4 + 1 force damage. You can fire a maximum number of these missiles at time equal to your Charisma modifier (minimum 1). A character under the effect of the *shield* spell takes no damage from these.

Your pool of Arcane Missiles regains 1 use when you complete a short rest and all uses when you finish a long rest.

FRAGMENTS OF KNOWLEDGE

Starting at 1st level, you gain proficiency in the Arcana skill. If you are already proficient in Arcana, you can select another skill or tool to gain proficiency in.

Additionally when selecting cantrips, you can select your cantrips from the Wizard spell list in addition to the Warlock spell list.

IMPROVISED SPELLBOOK

At 6th level, you gain proficiency in Calligrapher's Tools (or another tool of your choice if you already have proficiency in Calligrapher's Tools), and gain the ability to use Wizard scrolls in addition to Warlock scrolls.

If you have a spell scroll for a Wizard or Warlock spell, you can cast that spell without expending the scroll by using a Pact Magic spell slot of sufficient level to cast the spell. When you cast it this way, it is considered a Warlock spell for you. Once you do so, you cannot do so again until you complete a long

TOOLS OF MAGIC

At 10th level, the number of magical items you can attune to increases by 1 (to 4). When you use a magic item to cast a spell, if the DC or spell attack modifier of that spell is lower than your Pact Magic spell save DC or spell attack modifier, you can use your Pact Magic spell save DC or spell attack modifier in its place.

ARCHMAGE'S ARCANUM

At 14th level, during your long rest you can catch a glimpse of vast arcane knowledge. When you complete a long rest, you can change your Mystic Arcanum selections, replacing them with another spell of the same level from the Warlock or Wizard spell list. Regardless of their source, they are Warlock spells for you.

ARCHMAGE INVOCATIONS

The following are Eldritch Invocations you can select if your Otherworldly Patron is The Archmage.

Arcane Apprentice *Prerequisite: The Archmage patron*

You learn one spell of 2nd level or lower your choice from the Wizard spell list. It must be a spell of a level you can cast with a Pact Magic slot. It counts as a Warlock spell for you, but doesn't count against your number of spells known.

Chromatic Blast *Prerequisite: Eldritch Blast, The Archmage patron*

When you cast *eldritch blast* you can select the damage type from acid, cold, fire, lightning, poison, or thunder.

Protective Ward *Prerequisite: The Archmage patron*

You can cast *shield* without expending a spell slot. Once you do so, you cannot do so again until you complete a short or long rest.

Missile Specialist

Whenever you cast *magic missile* the number of missiles fired is increased by 1 (as if it were cast at 1 level higher than it was cast), and whenever you expend a Pact Magic slot to cast the spell it restores a number of expended Arcane Missiles from your pool equal to the level of the spell slot spent.

THE INEVITABLE 0.9

Your patron is an entity of cosmic law, a perfect entity of order, charged with upholding the fundamental truths that underpin all of reality and preventing the fabric of existence from unraveling.

While such an entity is far above mortal strife, they operate on unknowable cosmic scales, and moving mortal pawns may serve a purpose that a lesser mind cannot begin to comprehend. Some will have charged their Warlocks with a specific obscure task, while others may have never spoken their Warlock, knowing inevitable wheels of fate will cause things to fall into place as they were destined to be.

The power the Warlock receives is but a fragment of the binding power of cosmic law which brings order to all things.

THE INEVITABLE FEATURES

Warlock Level Feature

1st	Expanded Spell List, Enforced Edict
6th	Controlled Causality
10th	Inviolable Mind
14th	Inevitable Judgement

EXPANDED SPELL LIST

Warlock Level	Spells
1st	<i>command</i> , <i>karmic reflection</i> ^K
3rd	<i>silence</i> , <i>zone of truth</i>
5th	<i>clairvoyance</i> , <i>immutability</i> ^K
7th	<i>arcane eye</i> , <i>commandment</i> ^K
9th	<i>arcane hand</i> , <i>geas</i>

ENFORCED EDICT

At 1st level, you can cast *command* without expending a spell slot. You can do so a number of times equal to your proficiency bonus.

When you reach 5th level, you can cast the spell a higher level by expending multiple uses of the feature to cast it at a level equal to the number of uses of the feature spent.

CONTROLLED CASUALTY

At 6th level, you gain the ability to enforce cosmic balance. When an attack roll, saving throw, or ability check is rolled by a creature within 60 feet of you, you can use your reaction to make that roll a 10.

Recharge. Once you do so, you cannot do so again until you complete a short or long rest. You regain the ability to do so again early if a creature you can see rolls 1 or 20 twice in a row on a d20 while making an attack roll, ability check, or saving throw (including rolling double 1's or 20's with advantage or disadvantage).

INVIOABLE MIND

At 10th level, you gain proficiency in the Insight skill. If you already have proficiency in the Insight skill, you gain expertise in the skill. Additionally, you have advantage on saving throws against becoming Charmed, Frightened, or having your senses deceived.

INEVITABLE JUDGEMENT

Starting at 14th level, as an action you can point to a creature you can see within 120 feet and render judgement on them. The target suffers an immediate consequence, and begins to make Charisma saving throws at the end of each of its turns, with worsening consequences on each failure. Choose one of the following:

- **Exile.** The target cannot move toward you, and each time it fails this saving throw, it is forced to spend all of its movement on its next turn moving away from you before doing anything else.
- **Imprisonment.** Ethereal chains bind the target, stretching out into the cosmos. The target's speed becomes halved. The first time it fails this save, its speed becomes 0. The second time it fails this save, it becomes Restained. The third time it fails this save, it becomes Paralyzed.
- **Death.** The target begins to break apart, taking 4d6 force damage. Each time it fails a save against this effect, the damage increases by 2d6 and it takes the full damage again.

If the target has a CR (or level if it does not have a CR) of your Warlock level divided by 4 (rounded down) or less, the Judgement lasts indefinitely, ending only if you become Incapacitated or the target passes three saving throws against the ability (they do not need to be consecutive). Otherwise, the Judgement lasts for up to 1 minute. You can end the judgement early at any time. Once you render a judgement this way, you cannot do so again until you complete a long rest.

ELDRITCH INVOCATIONS

Book of Transgressions (*Prerequisites: The Inevitable, Pact of the Tome*)

When you can prove a creature committed a crime (to standard determined by the DM) and know that creature's name, you can record their name within this book. While the name is recorded, you know if that creature is alive, and if they are currently on the same plane as you, and they have disadvantage on saving throws against your Enforced Edict and Inevitable Judgement.

You have a total number of names actively recorded in the book equal to your proficiency bonus. A name is crossed out if the target dies or is suitably punished for their crime. You can erase a name from the book, letting that target go, but if a name is erased it cannot be recorded in the book again.

Corporal Punishment (*Prerequisites: The Inevitable, Pact of the Blade*)

If a creature passes a save against your one your *command* or Inevitable Judgement features, you can make a single weapon attack against them as a reaction.

Mechanized Deputy (*Prerequisites: The Inevitable, Pact of the Chain*)

The Clockwork Corrector is added to the extended list of familiars you can select when casting *find familiar*.

CLOCKWORK CORRECTOR

Tiny construct, lawful neutral

Armor Class 14

Hit Points 1

Speed 5 ft, Flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	14 (+2)	16 (+3)	17 (+3)	10 (+0)

Skills Perception +5, Investigation +5

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 15

Languages Common

Challenge 1 (200 XP)

Actions

Apprehension Ray. The Corrector targets one creature it can see within 30 feet of it. The target must make a Wisdom saving throw against your Warlock spell save DC, or its movement speed is reduced by 15 feet until the start of the corrector's next turn.

Causality Stabilization (1/day). The Corrector selects one creature within 30 feet of it. The next ability check, attack roll, or saving throw they make loses any advantage or disadvantage it would otherwise have.

WARLORD

SPELLWEAVER [UNEDITED]

Spellweavers are a curious branch, most often magical academics and scholars, though sometimes they arise through odder means still—perhaps formerly a spell caster that has somehow lost their powers. They are those that have great mastery of magic, but without the natural power to generate more than sparks of magic themselves. Their expertise with magic allows them to empower and manipulate the magic of others, making them a spellcasters greatest friend... or most dangerous foe.

Warlord Level Features

1st	Arcane Proficiency, Spellweaver's Presence
3rd	Manipulate Magic
7th	Universal Principles
11th	Siphoned Power
15th	Masterful Manipulation
18th	Perfected Principles

ARCANE PROFICIENCY

Starting at 1st level when you take this Presence, you gain proficiency in the arcane skill, and learn two cantrips of your choice from the Wizard or Bard spell list. These are Warlord spells for you. You gain an additional cantrip this way at 5th, 11th, and 17th level.

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

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

SPELLWEAVER'S PRESENCE

Additionally at 1st level, when you use Battlefield Presence, in place of granting a target an attack, you can allow the target to immediately cast a cantrip that deals damage as a reaction. This cantrip must either trigger a saving throw or use a spell attack roll.

If you can grant more than one attack through Battlefield presence, this replaces all attacks you can grant.

MANIPULATE MAGIC

Starting at 3rd level, if a creature within 120 feet of you casts a spell, you can do any of the following as a reaction by expending a leadership die:

- **Alter Area.** If the spell targets an area of effect, you can exclude a 5 foot cube from that area of effect, or include a 5 foot cube otherwise adjacent to the spell's area in its effect.
- **Redirect Spell.** If a spell uses a ranged attack roll and misses its target, you can redirect the spell to a new target within range of the spell and within 120 feet of you. Make a new spell attack roll using your modifier for the redirected attack.

- **Dampen/Amplify.** If the spell deals damage to a creature, you can increase or decrease the damage roll by two rolls of your Leadership Die. You do not have to make an Intelligence Arcana check when interfering with a hostile spell in this way.
- **Pull/Relay.** You can make the spell target you (or be centered on you if targets an area). If you do this with an allied creature's spell and they are willing, you can then redirect it as if it were cast it from your location choosing the new target of the spell, using the original modifiers of the spell.

If the caster is hostile, you must make an Intelligence (Arcana) check against the caster's spell save DC to successfully manipulate the spell.

MONSTER ABILITIES & MAGIC ACTIONS

If a creature uses a spell-like ability (such as something that uses a Magic Action in D&D 2024), it is up to the DM if it is considered a spell, but it should generally be considered a spell if it deals non-physical damage and is not related to the creature's biological features (for example, a dragon's breath would not count, but an mage's 'arcane burst' probably would).

UNIVERSAL PRINCIPLES

At 7th level, when you fail a saving throw against a spell, you can expend a Leadership Die and add it to your save, potentially turning the failure into a success.

Additionally, whenever you pass a saving throw against a spell of a level equal to or lower than your proficiency bonus, you can gain the ability to cast that spell by expending Leadership Dice equal to the level of the spell once within the next minute (this can exceed your normal per turn limit of expending leadership dice). You cannot cast a spell that consumes a material component this way, but otherwise do not need a material component, even the spell would normally require one. After casting the spell, gaining another spell you can cast this way, or a minute elapsing, you lose the ability to cast the spell.

SIPHONED POWER

Starting at 11th level, whenever a creature other than you expends a spell slot or other resource to cast 1st level or higher spell within 120 feet of you, you gain 1 Arcane Die. Your Arcane Dice are of equal size to your Leadership Dice. You can have a maximum number of Arcane Dice equal to your Intelligence modifier. Any Arcane Dice you have expire 1 minute after gaining them. If you have no Arcane Dice at the start of your turn, you gain 1 Arcane Die.

When you use Manipulate Magic to Amplify or Dampen a spell, you can expend all of your Arcane Dice, rolling them and increasing the effect by the result.

MASTERFUL MANIPULATION

Starting at 15th level, you gain an additional ways to use Manipulate Magic:

- **Steal/Backlash.** You can expend Arcane Dice equal to the level of the spell to attempt to change its target to another creature of your choice within range of Manipulate Magic and the spell. If your attempt to redirect the spell fails, you can roll the expended Arcane Dice and deal them as force damage to the caster.
- **Perfect/Sabotage.** If the spell prompts a saving throw, you can expend 1 Leadership Die or Arcane Die, rolling it and adding it or subtracting it from the saving throw of one creature that is affected by it. You do not have to make an Intelligence Arcana check when interfering with a hostile spell in this way.

PERFECTED PRINCIPLES

Starting at 18th level, you can gain a spell as if with the Universal Principles features just by seeing it cast. You can only cast spells gained this way by expending Arcane Dice equal to the level of the spell instead of Leadership Dice to cast the spell.

WIZARD

ORDER OF CHRONOMANCY V0.9

Time is one of the most fundamental forces of the universe, an intrinsic and fundamental aspect of reality. As such, it is a domain that some Wizards cannot resist tampering with, delving its secrets, and trying to unlock its functions.

Though it is difficult to influence, those that follow this order find ways to influence its relentless passage, borrowing bits and pieces from it as it passes by for later use. Time may be inviolable and relentless, but that is no match for the tinkering of a dedicated Wizard.

ORDER OF CHRONOMANCY FEATURES

Wizard Level	Features
2	Accelerate Self, Stretched Time
6	Frozen Moment
10	Delayed Effect
14	Temporal Force

ACCELERATE SELF

Beginning at 2nd level, you gain the ability to collect extra time when you complete a long rest. You can spend this collected time to act in accelerated bursts of activity. You can expend one of these to stretch out a bonus action, allowing you to Dash, Disengage, Dodge, Help, Hide, Search, Use an Object, or cast a spell with a casting time of 1 action that does not target or affect any creature other than yourself. The level of spell you can cast this way starts at 0 (a cantrip), and increases to 1st at 5th level, 2nd at 11th level, and 3rd at 17th level.

You can store a number of these collected pieces of extra time that allow you to use this feature equal to your Intelligence modifier, regaining all of them when you complete a long rest.

STRETCHED TIME

Additionally at 2nd level, you learn the *preservation*^K cantrip. It does not count against your cantrips known. If you already know the *preservation*^K cantrip, you can learn another Wizard cantrip of your choice.

Additionally, for any spell you cast with a duration other than instantaneous, you can choose to double the duration of that spell, but if you extend the effect of a spell that does damage this way, the damage of the spell is halved.

FROZEN MOMENT

Starting at 6th level, you gain the ability to attempt to lock time in place in a specific area. As an action, you can attempt to stop all time in a 10 foot radius you can see. All creatures within the area make a Wisdom saving throw. If they all fail, they are unaware of their surroundings, cannot move, speak, take actions or reactions and automatically fail Strength and Dexterity ability checks and saving throws. Creatures have advantage on all attacks against them, and all successful melee attacks against them are critical hits until the start of your turn, any of them take damage, or until another creature enters the area of frozen time. Time is otherwise frozen for all objects that were in the area when it was paused (fire does not burn, objects do not fall, etc).



Once you use this effect, you cannot use it again until you complete a short or long rest.

DELAYED EFFECT

Starting at 10th level, you can pause an effect that targets an area. As a reaction to the use of an effect that targets a cube, cone, cylinder, line or radius around a point (such as a *fireball* spell) within 60 feet of you, you can attempt to freeze the effect in time before it takes place. When you do so, make a spellcasting ability check equal to the saving throw DC of the ability, or 10 + half the creature's CR or character level (rounded up) of the creature that created the effect if the ability has no saving throw DC. On success, the effect is delayed, taking place exactly as it would have when originally used at the end of your next turn, instead of immediately.

Once you use this effect, you cannot use it again until you complete a short or long rest.

TEMPORAL FORCE

Starting at 14th level, you gain the ability to expend your spell slots to manipulate the timestream more effectively, with the following effects:

- **Complete Preservation.** When you cast the *preservation*^K cantrip, you can expend a 1st level or higher spell slot to completely stop the time for the object instead for the duration.
- **Expanded Moment.** When you use Frozen Moment, you can use a 1st level or higher spell slot to expand the radius of the effect by 5 feet for every other level of spell slot spent, up to a maximum of 25 feet with 5th level or higher spell slot (for example, a 1st or 2nd level spell expends to a 15 foot radius, a 3rd or 4th level spell slot expends it to a 20 foot radius). If you spend a spell slot to empower the effect, rather than the entire effect failing if any creature passes, creatures that pass are simply unaffected.
- **Suspended Effect.** When you use Delayed Effect, you can expend a spell slot of 1st level or higher to delay the effect by an additional round per spell level spent. If you spend a spell to empower the effect, you also gain advantage on spellcasting ability check.
- **Minor Time Stop.** You can cast *time stop* expending a 5th level spell slot in place of its normal spell slot. When you do so, it lasts for only 1 round, instead of rolling for the number of rounds. Once you cast *time stop* in this way, you cannot do so again until you complete a long rest.



SANGUINE SCHOLAR V0.8

As delvers of lore and seekers of power, Wizards are often drawn to blood magic. Mysterious in nature and transgressive in power, it offers a temptation for those that seek greater power no matter the cost. For some, it is the allure of its secrets that draw them, understanding its nature where the power of sacrificed vitality comes from. Others have no such academic curiosity and simply seek the greatest power, no matter what it must be plundered from.

Dark and often malaligned, Blood Magic Wizards are often mistrusted and viewed with even more suspicion than that which is already reserved for most magic users. This is not always unfounded as more than one unscrupulous practitioner of this path has turned to a hapless village for its fatal fuel, but not all that follow the path of Blood Magic view themselves as evil or act out the part. Power, they argue, is not evil, it just depends on how you use it. Usually it comes near the start of their monologue.

BLOOD MAGIC & CONTENT WARNING

This subclass relies on KibblesTasty's Blood Magic spells, and allowing them is a prerequisite for allowing this. Blood Magic itself can be a taboo magic (either for in-game good and evil or out of game reasons due to its associations with self harm) and you should always check ahead of time how and if Blood Magic is present in your DM's setting.

SANGUINE SCHOLAR FEATURES

Wizard Level	Features
2	Sanguine Ink, Blood Recovery
6	Embloodied Magic
10	Potent Blood
14	Mind Over Body

SANGUINE INK

When you select this School at 2nd level and whenever you subsequently gain a level in this class, you can add one spell of a level you can cast with the "blood magic" tag to your spellbook in addition to the spells you would gain otherwise.

Additionally, your blood is considered magical ink when scribing Blood Magic spells into your spellbook or scrolls. It replaces $5 \times$ your Wizard level in gold pieces worth of magical ink, and you lose an equal number of hit points to the gold saved when using it to scribe a spell into your spellbook or make a crafting check using it. After doing so, if you use your blood as magical ink again within one week, your vitality is depleted and you gain a level of Exhaustion for each additional time you've done this within the last week.

KIBBLES' CRAFTING CONVERSION

If using the KibblesTasty Crafting System, this means that your blood can replace Common Magical Ink at 3rd level (spending 15 hit points per crafting check) and Uncommon Magical Ink at 8th level (spending 40 hit points per crafting check) when making scrolls of blood magic.

BLOOD RECOVERY

Beginning at 2nd level, when you expend hit points for the material component of a Blood Magic spell, record the value of hit points expending into a special pool called your Blood Well. Your Blood Well can have a maximum value equal to your Wizard level + your Intelligence modifier.

When you complete a short rest and use your Arcane Recovery feature, you can regain hit points equal to the value of your Blood Well, and your Blood Well value is reset to zero.

EMBLOODIED MAGIC

At 6th level, when you cast a Wizard spell of 1st level or higher while your Blood Well value is 1 or greater, you can gain an additional effect based on the school of the spell.

- **Blood Barrier** (*Abjuration/Divination*). You gain temporary hit points equal to your Blood Well value. If the spell grants you temporary hit points, these are added to the spell's effect.
- **Blood Burn** (*Evocation/Necromancy*). You cause one target of the spell that took damage or failed its spell save against it to take additional necrotic damage equal to half your Blood Well value.
- **Blood Control** (*Enchantment/Illusion*). You force one creature that failed a saving throw against the spell to move a number of feet equal to your Blood Well value (rounded to the nearest 5 foot increment, minimum 5 feet).
- **Blood Ooze** (*Conjuration/Transmutation*). You can create a blood ooze in empty space within 5 feet using the attributes of ooze created by *summon ooze*^K with hit points equal to your Blood Well value. It lasts for up to 1 minute or until reduced to zero hit points.

If a spell has the "blood magic" tag, you can select any option, regardless of spell school. Once you use this feature, you cannot use it again until you complete a short or long rest.

POTENT BLOOD

Starting at 10th level, the hit point material cost of all blood magic spells you cast is reduced by half. You can choose to expend the full value (as some spells scale with the hit points spent).

MIND OVER BODY

At 14th level, you gain the ability to magically control your own blood, allowing you to do either of the following:

- If you would be reduced to 0 hit points by taking damage, you are instead reduced to 1 hit point. After doing so, you can expend points from your Blood Well, reducing its value and gaining hit points equal to the amount it was reduced.
- When you make a Strength, Dexterity, or Constitution ability check or saving throw, you can make an additional roll using your Intelligence modifier (including the same proficiency if applicable). You can choose to use the result of the check made with Intelligence instead of the original roll, but you take necrotic damage equal to the difference between the two rolls if you do.

You can use this feature a number of times equal to your Intelligence modifier, after which you cannot use it again until you complete a long rest.

GOLEMANCY

Even a Wizard will tell you that heavy lifting is not their strong suit, so the wise Wizard is one that plans around that with the perfect minion. Wizards that pursue this route opt for something more sturdy than an owl or rodent by their side, yet simple to build and replace crafted from the most plentiful materials of all: dirt and magic.

GOLEMANCY FEATURES

Wizard Level	Features
2	Creator's Path, Clay Golem
6	Sculpted Forms
10	Damage Transference
14	Resilient Masterwork

CREATOR'S PATH

When you follow this path, you gain proficiency in your choice Blacksmith's Tools, Mason's Tools, Potter's Tools, or Tinker's Tools.

CLAY GOLEM

When you select this School at 2nd level, you gain the spell *find familiar*. It is always prepared for you and does not count against your spells known. When you cast it, you can substitute the material components for a pile of dirt, mud, or clay, and summon your familiar in the form of the Summoned Clay Golem.

Magically Empowered. Whenever you expend a spell slot of 1st level or higher to cast a spell, the golem gains a number of current and maximum hit points equal to $2 \times$ the level of the spell, and becomes empowered for a number of rounds equal to the level of the spell. While empowered, its movement speed increases to 30 feet, and you can direct it to make an attack using your bonus action.

Direct Infusion. You can empower the golem directly by expending a spell slot as an action. When you do so, you can expend a spell slot to grant it current and maximum hit points equal to $5 \times$ the level of the spell slot expended, and it remains empowered for a number of rounds equal to $5 \times$ the level of the spell slot expended.

Any bonus maximum hit points go away when you complete a long rest, and the golem regains its normal maximum hit points. If a golem is empowered multiple times, the total duration of the empowerment stacks together.

SCULPTED FORMS

At 6th level, you gain the ability to shape your Clay Golem to better suit your needs. Select one of the following options when you gain this feature:

- **Large Form.** When you summon the golem in this form, it can become Large sized, and it can serve as a mount to a Medium or smaller sized creature.
- **Iron Golem.** When you summon the golem, you can use a set of heavy armor as part of the summoning process. The golem's AC becomes equal to the AC bonus of the heavy armor used. The heavy armor can be retrieved if the golem is dismissed or destroyed.

- **Amorphous Body.** The golem can take on any shape and size of a Familiar created by *find familiar*, but it remains made out of clay and a construct. A creature can discern its nature with a Wisdom (Perception) check against your spell save DC.

You can change the selected sculpting method when you gain a level in the class, and can select a second sculpting method when you reach 10th level, and gain all three when you reach 14th level.

DAMAGE TRANSFERENCE

Beginning at 10th level, your golem can act as your substitute. When you take damage while your Summoned Clay Golem is within 120 feet of you and has 1 hit point or more, you can gain resistance to the damage taken, transferring an equal amount of damage to your Summoned Clay Golem.

RESILIENT MASTERWORK

At 14th level, you can replace any saving throw the golem makes with your bonus to Intelligence saving throws. Additionally, if the golem does not move during its turn, it counts as three quarters cover when interposed between an attacker or effect and an allied creature.

SUMMONED CLAY GOLEM

Medium construct, unaligned

Armor Class 14

Hit Points 3 + your Wizard Level

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
*	9 (-1)	*	3 (-4)	8 (-1)	1 (-5)

Values with * are replaced by your Intelligence score and modifier.

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 9

Languages understands the languages of its creator but can't speak

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Actions

Slam. *Melee Weapon Attack:* +[your spell attack] to hit, reach 5 ft., one target. *Hit:* 1d8 + [your Intelligence modifier] bludgeoning damage.

FEATS

DOUBLE TEAM

Prerequisite: 4th level

You excel at setting up tactical coordination with your teammates to take down your foes. You gain the following features:

- **Ability Score Increase.** Increase your Intelligence, Wisdom or Charisma ability score by 1, to a maximum of 20.
- **Coordinated Movement.** Your space is not considered difficult terrain for your allies and when an ally passes through your space, you can use your reaction to assist them, moving them 5 feet in a direction of their choice.
- You gain the **Tactical Coordination** special attack (below).

TACTICAL COORDINATION

Active Ability (Special)

When you take the Attack action on your turn to attack a creature, you can allow an ally to also make a coordinated weapon attack with their reaction against the same target with advantage. If both attacks hit, the target takes $Xd6$ additional damage (of a damage type from either attack). The number of d6 is equal to your proficiency bonus. Once you use this attack ability, you cannot use it again until you complete a short or long rest.

FLEETING STEPS

Prerequisite: 4th level and a movement speed of 35 feet or more.

You can accomplish mythical feats of speed. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Dexterity by 1, to a maximum of 20.
- **Side Step.** When you succeed on a Dexterity saving throw and your movement speed isn't 0, you can move 5 feet without provoking opportunity attacks.
- Gain the **Accelerated Step** special ability (below).

ACCELERATED STEP

Active Ability (Special)

You can perform a feat of astounding speed. You can do one of the following on your turn without using an action:

- Escape being Grappled or Restrained automatically.
- Become Invisible until the end of your turn.
- Treat your movement as teleportation, as long as there is a path you could travel between you and your destination.
- Afterimage. Generate one mirror image (as per the *mirror image* spell) until the start of your turn.
- Double your movement speed until the end of your turn.

Once you use this feature, you cannot use it again until you complete a short or long rest. You can use the feature again before completing a long rest by taking a level of exhaustion.

LIVING SHIELDS

Prerequisite: 4th level

Mastery of the battlefield revolves around improvisation and adaptation.

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Reposition.** On your turn when you are grappling a creature your size or smaller, you can move your grappled target up to 10 feet (around you), without expending any movement. While the creature is between you and the source of an attack, you can treat the creature as an equipped shield.

BODY BLOCK

Active Ability (Reaction)

As a reaction to taking damage while you are grappling a creature your size or smaller, you can halve the damage and cause the creature you are grappling to take an equal amount of damage. If this damage reduces the creature you are grappling to 0 hit points, you take any additional overflow damage.

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

KARMIC FIGHTING

Prerequisite: 4th level

You are a master of the mysterious flow of karmic fighting, capable of deflecting and returning damage to its source.

- **Ability Score Increase.** Increase your Constitution or Wisdom ability score by 1, to a maximum of 20.
- **Cyclical Violence.** When you are hit by a critical strike, you gain advantage on your next attack roll against the creature that hit you before the end of your next turn.
- You gain the **Karmic Cycle** special ability (below).

KARMIC CYCLE

Active Ability (Reaction, Supernatural)

As a reaction to taking damage from a hostile creature, you can gain resistance to that instance of damage and store an amount equal to the damage taken after resistance (up to a maximum of $5 \times$ your proficiency bonus). Until the end of your next turn, the first time you hit a creature with a melee attack, you can add that damage as a bonus to the damage roll.

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

TEAM SPIRIT

Prerequisite: 4th level

You gain the ability to lead others and inspire others to action more effectively:

- **Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma by 1 to a maximum of 20.
- **Team Inspiration.** If you have Inspiration, you can expend that Inspiration on an allied creature's roll that could benefit from Inspiration to allow them to reroll.
- You gain the **Rallying Presence** special ability (below).

RALLYING PRESENCE

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with an inspiring command that allows an allied creature to move up to half of its movement speed without provoking attacks of opportunity and make a single weapon attack as its reaction. This attack can occur before or after the movement. The allied creature also gains $Xd6$ temporary hit points where X is your proficiency bonus.

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

THUNDERING BLOWS

Prerequisite: 4th level

You gain the ability to unleash your attacks in a powerful shockwave.

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Reverberating Blows.** When you make an attack, you can pick a second target within 5 feet of the first target. On hit, the second target takes Thunder damage equal to your Strength modifier.
- You gain the **Shockwave Strike** special attack (below).

EXPLOSIVE SHOCKWAVE

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a shockwave that affects all creatures in a 15-foot cone. Each creature in the area must make a Constitution saving throw. On failure, they take $Xd8$ + your Strength modifier Thunder damage where X is your proficiency bonus and are knocked backwards 10 feet. On success, they take half as much damage and are not knocked back. Once you use this attack ability, you cannot use it again until you complete a short or long rest.

WILD FIGHTING

Prerequisite: 4th level

You fight with everything you have, willing to trade your flesh for that of your enemies. You gain the following abilities:

- **Ability Score Increase.** Increase your Constitution modifier by 1.
- **Wild Brawling.** Once per turn, when you miss a melee weapon attack against a creature within 5 feet of you, you can recklessly throw yourself into the attack, dealing damage equal to your Constitution modifier to both you and the target.
- You gain the **Headbutt** special attack (below).

HEADBUTT

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks by bashing your head into the head of a creature within 5 feet of you. Make an unarmed strike. If the attack hits, both you and the target take damage equal to your Constitution modifier and become Dazed. The target must make a Constitution saving throw. On failure, it is stunned until the start of your next turn.

Once the attack hits, you cannot use it again until you complete a short or long rest, lest you get brain damage.

WIND CUTTER

Prerequisite: 4th level

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Parry Projectile.** As a reaction to being hit by a ranged weapon attack, you can use your reaction to slash it, reducing the damage from it by your proficiency bonus.
- You gain the **Wind Cleave** special attack (below).

WIND CLEAVE

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with an overhand cleave that releases a slash of wind. Each creature in a 15-foot long, 5-foot wide line must make a Dexterity saving throw. On failure, they take $Xd6$ + your modifier slashing damage where X is your proficiency bonus. On success, they take half as much damage. The number of d8s increases by one when your proficiency bonus increases (with the total number of d8s equaling your proficiency bonus).

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

SPILLS

Spells marked * have not yet been edited.

AVATAR SLAM

1st-level conjuration (arcane)

Classes: Summoner

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

A Huge sized ethereal avatar appears behind you and slams its fist down at a point within range. All creatures within a 5-foot wide, 30-foot high cylinder around a target point on the ground within range must make a Dexterity saving throw. On failure, they take 2d6 bludgeoning damage and are knocked Prone. On success, they take half as much damage and are not knocked Prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

AVATAR PUNCH

2nd-level conjuration (arcane)

Classes: Summoner

Casting Time: 1 action

Range: Self (15 foot line)

Components: S

Duration: Instantaneous

A Huge sized ethereal avatar appears behind you and punches forward from you in a 15 foot long, 10 foot wide line. All creatures in the area must make a Dexterity saving throw. On failure, creatures take 3d6 bludgeoning damage and are knocked to the end of line of effect. If this movement causes them to collide with another creature or hard surface, they take an additional 1d6 bludgeoning damage. On success, they take half as much damage and are not pushed back.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

AVATAR SLASH

3rd-level conjuration (arcane)

Classes: Summoner

Casting Time: 1 action

Range: Self (15 foot radius)

Components: S

Duration: Instantaneous

A Huge sized ethereal avatar appears behind you wielding a massive sword and slashes in a massive arc. Pick one half of a 15 foot radius around you to be the area of effect (a 180 degree cone of effect). Creatures in the target area must make a Dexterity saving throw. On failure, they take 6d8 slashing damage. On success, they take half as much damage. Any large or larger structures, objects, or plants in the area that is more than four feet tall also takes the slashing damage, potentially cutting them down.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

AVATAR THRUST

4th-level conjuration (arcane)

Classes: Summoner

Casting Time: 1 action

Range: Self (40 foot line)

Components: S

Duration: Instantaneous

A Huge sized ethereal avatar appears behind you wielding a massive spear and thrusts forward from your space in a line that is 40 feet long and 5 feet wide. All creatures in the area must make a Dexterity saving throw. On failure, the creatures take 7d8 piercing damage and are knocked 10 feet backward away from you. On success, a creature takes half as much damage and is knocked 5 feet to the side of their choice (out of the line). If the creature cannot be knocked out of the line, it automatically fails the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

AVATAR PALM

5th-level conjuration (arcane)

Classes: Summoner

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

A Huge sized hand appears in the sky before slamming down its palm down in a 15-foot-radius, 60-foot-high cylinder centered on a point on the ground within range. All creatures within the area must make a Constitution saving throw. On failure, creatures take 8d6 bludgeoning damage, are knocked Prone, and become Dazed until the start of your next turn. On success, creatures take half as much damage and suffer no other effects.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

BLOATED BOMB*

5th-level necromancy (arcane)

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of a rotting finger)

Duration: Instantaneous

A corpse of a Small or larger creature you can see within range swells up before bursting into an erupts into a splatter of ichor and poison. All creatures within 15 feet of the creature must make a Constitution saving throw. On failure, they take 6d12 poison damage and become Poisoned for 1 minute. A poisoned creature can repeat its saving throw at the end of each of its turn, ending the effect on a success. On success, they take half as much damage and are not Poisoned.

If a creature dies while poisoned in this way, one round later at the start of what would have been its next turn its corpse swells up and explodes in a splatter of ichor and poison, but the size and damage of the explosion is halved (and halved again any time this cycle repeats).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

BOMBARD

5th level transmutation (arcane)

Classes: Inventor, Sorcerer, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

Choose one non-magical Small or Medium object within 5 feet of you that isn't being worn or carried. The object is flung into the air before smashing down at a point on the ground within range. Any creature within a 15 foot radius of the point must make a Dexterity saving throw. On failure, creatures take 12d6 bludgeoning damage and, if they are within 5 feet of the point of impact, are knocked Prone. On success, a creature takes half as much damage and is not knocked Prone.

The launched object and any structures or objects that aren't being worn or carried in the spell's target area also take damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 damage for each level of spell slot above 5th.

BONE SPUR

3rd-level necromancy (arcane)

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A spur of bone erupts from the ground and impales a creature within range. The target must make a Dexterity saving throw. On failure, it takes 3d8 piercing damage and 3d8 necrotic damage and, if the creature is Large or smaller, becomes impaled, Restraining it until the bone spur is destroyed. The bone spur has an AC of 14, and 15 hit points. On success, the target takes half as much damage and isn't impaled.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

BOUNCING WAVE

2nd-level conjuration (primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a set of brass knuckles)

Duration: Instantaneous

You conjure forth a wave of water that arcs through the air before slamming down on a target creature within range. The target makes a Strength saving throw. On failure, it takes 4d6 bludgeoning damage and is knocked Prone. On success, it takes half as much damage and isn't knocked Prone. The wave can then bounce to a second and third target, as long as each target is within 20 feet of the last, forcing them to make the same saving throw. It can only target each creature once.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, the wave deals 1d6 additional bludgeoning damage and can bounce to an additional time to an additional target for each slot level above 3rd.

CHAOTIC BOMBARDMENT

4th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a four sided die)

Duration: Instantaneous

Comets of arcane energy begin to strike within a 20-foot radius of a target point you can see, randomly targeting creatures within. 6 comets fall. If there are 4 or fewer targets in the area, roll a d4 for each comet with each number corresponding to a creature within (any number rolled above the number of targets does not hit any creature and misses). If there are 5 or more targets, roll a dX for each comet, with X being the number of the creatures within the area such that each creature has a corresponding number on the die. Each comet hitting the corresponding creature rolled.

Each comet that strikes a target deals 3d12 force damage to the target

At Higher Levels. When you cast this spell using a 4th level or higher spell slot, it fires an additional comet for each level slot level above 4th.

DIRGE OF DISCORDANT DISRUPTION

2nd-level enchantment (song)

Classes: Bard

Casting Time: 1 action

Range: Self (30 foot radius)

Components: V, M (an instrument you are proficient with)

Duration: Concentration (up to 1 minute)

You play a mysterious song full of sudden disruptions. All creatures of your choice within range of the spell have disadvantage on ability checks or Constitution saving throws to maintain concentration on their spells.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range increases by 10 feet for each slot level above 2nd. When cast with a 5th level or higher spell, you can target saving throws in addition to attack rolls and ability checks.

DIVINE ARMOR

2nd-level conjuration (divine)

Classes: Cleric, Paladin

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a golden idol wearing plate armor worth at least 25 gold pieces)

Duration: 1 turn

You encase a willing creature within range with ethereal plate armor made of radiant golden light. Until the start of your next turn, the creature gains an AC of 18 (if their AC isn't already higher) and resistance to all damage.

When the spell ends, the golden armor shatters into radiant shards, dealing 2d6 radiant to any creature that attacked the target during the duration of the spell.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, the AC granted to the target increases by 1 for each slot level above 2nd.

ENFORCED EMPATHY

3rd-level transmutation (arcane)

Classes: Bard

Casting Time: 1 reaction, which you can take when a creature within range takes damage.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You grant a creature resistance to the damage taken, and then force another creature within range to make a Charisma saving throw. On failure, it takes damage equal to the damage the first creature took *before* resistance (up to a maximum of 30). On success, it takes damage equal to the damage the first creature took *after* resistance (up to a maximum of 15).

At Higher Levels. When you cast this with a 4th level or higher spell, the maximum damage a creature can take increases by 5 for each level above 3rd.

FLEETING IMAGE

1st-level illusion (arcane)

Classes: Bard

Casting Time: 1 reaction, which you can take when a creature within range is hit by an attack.

Range: 30 feet

Components: V, S

Duration: Instantaneous

You can attempt to replace the target of an attack with a mirror image of the target. Roll a d20. On an 11 or higher, the attack targets the mirror image instead, destroying it. Hit or miss, the mirror image fades after the attack.

An attacking creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

FLEETING IMAGE VS. SHIELD VS. FLICKER

All three spells have a somewhat similar purpose and function, but use different math. Flicker gives a 25% chance for attacks to miss and a 25% chance for resistance, but lasts against all attacks until the start of your next turn. Shield is more variable, but almost always better, only being worse against creatures that have an extremely high +hit chance.

This spell offers a 50% chance for the attack to miss, but it only works against a single attack. This means it will usually be better if only being attacked once, and usually much worse if being attacked multiple times. It's also an illusion, which many high level creatures can see through, making it somewhat less powerful at the highest levels where it would be most powerful.

FULMINATING CASCADE*

7th-level evocation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of fulgurite [*that's a real thing, look it up*])

Duration: Instantaneous

A brilliant flash of lightning strikes a creature in a range, forcing it to make a Dexterity saving throw. On a failed save, it takes 12d12 lightning damage. On a successful save, it takes half as much damage.

If the damage reduces the target to 0 hit points, any remaining damage leaps to a new creature of your choice within 30 feet of the target, which makes a new saving throw, taking all of the remaining damage on a failed save, or half as much on a successful save. This repeats until the spell does not reduce a creature to 0 hit points, there is no target in range, or you choose to dissipate any remaining damage.

GUARDIAN SPIRIT

3rd-level conjuration (arcane, divine)

Classes: Cleric, Occultist, Summoner, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You call forth an intangible and invisible guardian spirit that protects a creature you touch for the duration. It always follows and shares the space of the creature it protects. It cannot be directly damaged, but while it is protecting the creature, if the protected creature would take damage from an external source it manifests to block the damage, taking the damage in its place. The spirit has 30 hit points, and the spell ends if it is reduced to 0 hit points. If damage it takes exceeds its remaining hit points, the protected creature takes the remainder of the damage as normal.

A target cannot be protected by more than one guardian spirit created by this spell at the same time. If it is cast again on the same target, the spirit with more hit points protects the target.

At Higher Levels. When you cast this spell using a 4th level or higher spell slot, the spirit gains 10 additional each slot level above 3rd.

GRAVITRONIC BOLT*

1st level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Summoner, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You hurl a small bolt of warped space at a target creature within range. On hit, the target takes 2d12 force damage and if the creature is Large or smaller it is pulled 5 feet toward you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 and the distance it pulls a creature increases by 5 feet for each slot level above 1st.

GRAVITY STORM

4th-level transmutation (arcane)

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a glass bubble)

Duration: Instantaneous

All creatures and objects that are not being worn or carried within 20 feet of the point are lifted into the air 30 feet and slammed back down to the ground. On impacting the ground, the creature takes 3d6 bludgeoning damage and must pass a Constitution saving throw or become Dazed until the start of your next turn. A creature with a flying speed can make their save prior to being slammed to the ground, staying aloft on a successful save.

At Higher Levels. When you cast this spell using a 5th level or higher spell slot, it deals an additional 1d6 bludgeoning damage for each slot level above 4th.

DAZED

A dazed creature can only do one of the following: move, take its action, or take a bonus action. It cannot take reactions.

HEAVENLY ASCENT

5th-level transmutation (divine)

Classes: Cleric, Paladin

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (the feather of a celestial)

Duration: Concentration, up to 1 minute

A radiant ripple spreads out from you in a 30 foot radius. You and up to five creatures of your choice that the light touches gain a radiant glow and sprout ethereal angel wings from your back for the duration of the spell. While a creature has these wings, it gains a flying speed of 30 feet, its melee weapon attacks deal an additional 1d6 radiant damage, and it sheds bright light in a 20-foot radius and dim light for another 20 feet.

If this spell ends while any creature is in the air, it floats gently to the ground unless otherwise held aloft, descending at a rate of 60 feet per round.

HEALING RAY

2nd-level evocation (divine)

Classes: Cleric, Occultist, Paladin

Casting Time: 1 action

Range: Self (20-foot line)

Components: V, S

Duration: Instantaneous

A wave of healing light extends out in a 20 foot long, 5 foot wide line from you in a direction of your choice. Up to three creatures of your choice within the line regain 1d8 + your spellcasting ability modifier hit points. You can target yourself as one of the three targets.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, the hit points regained are increased by 1d8 for each slot level above 2nd.

HELL LASH

1st-level evocation (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You form a whip of hell fire. Make two melee attacks against creatures or objects within range (you can target the same creature or object twice, or two different targets). On hit, the target takes 1d4 fire damage and 1d4 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can make an additional attack using the whip as part of the same action for each level above 1st (this attack can be against the same target or a different target within range).

LUNAR WRATH

5th-level evocation

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A shimmering apparition of the moon appears at the top of a 20-foot wide 60 foot-tall cylinder cascading silver light that fills the area for the duration. When the light appears, creatures within the area must make a Constitution saving throw. On a failed save they take 6d10 radiant damage and are Slowed they leave the light. On a successful save, a creature takes half as much damage and is not Slowed.

For the duration, if a creature enters the area or ends its turn in it, it must save against the same effect. A shapechanger makes its saving throw with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 and the distance it pulls a creature increases by 5 feet for each slot level above 1st.

SLOWED

- A slowed creature has their movement speed halved.
- Attack rolls against slowed creatures have advantage.

MAGE PUNCH

1st-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a set of brass knuckles)

Duration: Instantaneous

You form a hand of force energy that immediately balls into a fist and punches a target within range. Make a melee spell attack. On hit, the target takes 2d8 + your spellcasting modifier force damage.

At Higher Levels. When you cast this spell with a 2nd level or higher spell slot, the target takes an additional 1d8 force damage for each slot level above 1st.

MARCH OF LIVELY STEPS

1st-level enchantment (song)

Classes: Bard

Casting Time: 1 action

Range: Self (20 foot radius)

Components: V, M (an instrument you are proficient with)

Duration: Concentration (up to 1 minute)

You play a lively song that quickens the steps of allied creatures within range of the spell. When you cast the spell, and as a bonus action on each of your subsequent turns, you can allow allied creatures within range to move 5 feet without provoking attacks of opportunity.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range at which the spell affects allied creatures increases by 10 feet for each slot level above 2nd. When cast with a 3rd level or higher spell, it allows allied creatures to move up to 10 feet when moving.

MARCH OF MEANDERING MARIONETTES

6th-level enchantment (song)

Classes: Bard

Casting Time: 1 action

Range: Self (50 foot radius)

Components: V, M (an instrument you are proficient with)

Duration: Concentration (up to 1 minute)

You play a confusing march that disorients the listener. When you cast the spell and as a bonus action on each subsequent turn for the duration, you can force up to 6 creatures within range to make a Wisdom saving throw. On a failed save, they take 2d8 psychic damage and you can force them to use their reaction to move up to 30 feet as you direct. On a successful save, they take no damage and are not forced to move. A target automatically succeeds on this saving throw if it can't be Charmed. You can forgo dealing the damage to one or more targets if you choose.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, for each level above 6th you the range of the spell increases by 10 feet and you can affect one additional creature.

MEDUSA'S SIGH*

8th-level transmutation (arcane)

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of a petrified medusa's hair)

Duration: Instantaneous

A wave of fine grey dust spreads out in a 60-foot cone, coating each creature within. Each creature coated this dust must make a Constitution saving throw at the start of each of its turns. On a failed save, its movement speed is reduced by 20 feet, and it loses any flying speed it had until it is cleansed of the dust. If this reduces all movement speeds of a creature to 0, the creature becomes Petrified.

As long as a creature has not yet been Petrified, it (or another creature within 5 feet of it) can spend its action to cleanse the creature of the dust, ending the effect of the spell on that creature. A creature's current hit points are reduced by 1 for each foot of movement speed it has lost from the dust as it is torn free of them (not counting their lost flying speed, if applicable).

MELODY OF RESTLESS SPIRITS

4th-level necromancy (song)

Classes: Bard

Casting Time: 1 action

Range: Self (40 foot radius)

Components: V, M (an instrument you are proficient with)

Duration: Concentration (up to 1 minute)

A swarm of wrathful spirits rise to listen to your song. When you cast the spell, and as a bonus action on each of your subsequent turns, you can guide the spirits to attack up to 3 creatures of your choice within range. Make a melee spell attack roll, dealing 4d8 necrotic damage on hit.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, for each level above 4th you the range of the spell increases by 10 feet and you can attack one additional creature.

MIASMIC BOLT

6th-level necromancy (arcane)

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of flesh from an undead creature)

Duration: Instantaneous

Hurl a small bolt of concentrated putrifaction at a target you can see within range. On hit, the target takes 3d12 poison damage a rotting seed of decay is lodged within them.

At the end of each of their turns, they take an additional 3d12 poison damage and make a Constitution saving throw. A success reduces the Poison damage they take at the end of their of their next turn is reduced by 1d12. On a failure it is by increased by 1d12. This repeats until number of d12 poison damage they would take is 0, at which point the spell ends for that target.

This effect can be cured by *greater resotration* or a similar effect.

PHANTOM ENCORE

2nd-level illusion (arcane)

Classes: Bard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You call forth a phantom image of events, selecting an attack or spell that has been made since the end of your last turn. The phantom repeats the attack or spell against a target of your choice within range of this spell. When duplicating a spell, it can only be an instantaneous spell that requires an action to cast, and cannot be higher level than this spell.

Any attack roll or saving throw is replaced by your spell attack or your saving throw DC. After completing the action, the phantom vanishes. The attack or spell does half as much damage as original, up to a maximum of 20 damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the level of spell it can replicate increases, and the maximum damage it can deal increases by 10 for each level above 1st.

POWER LAUNCH

4th level transmutation (arcane)

Classes: Inventor, Sorcerer, Wizard

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: Instantaneous

Choose one non-magical object weighing 1 to 5 pounds you are carrying and accelerate it to intense speeds. The object flies in a straight line up to 500 feet in a direction you choose before disintegrating, stopping early if it impacts a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 8d6 bludgeoning damage (or other damage type appropriate to the object).

The impact releases a shockwave that strikes each creature within 15 feet of the point of impact (including the target) causing them to take an additional 2d6 thunder damage. Objects and structures take twice as much damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, damage of the impact and shockwave both increase by 1d6 damage for each level of spell slot above 4th.

PUNISHING BOLT

3rd-level evocation (divine)

Classes: Cleric, Paladin

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 turn

A radiant bolt of divine energy from the heavens slams down from on a target creature unerringly. The target makes a Constitution saving throw. On a failed save, it takes 6d8 radiant damage and becomes Dazed until the start of your next turn. On a successful save, it takes half as much damage and isn't dazed.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, the target takes an additional 1d8 radiant damage for each slot level above 3rd. When casting with a 5th level or higher spell slot, a target that fails their save becomes Stunned instead of Dazed.

RESOUNDING ROAR*

8th level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (100 feet)

Components: V, S, M (a small symbol depicting a fist full of lightning bolts)

Duration: 1 round

You unleash a crashing roar of Thunder. All creatures within 10 feet of you must make a Constitution saving throw. On a failure, it takes 12d6 thunder damage, is knocked Prone, Stunned, and Deafened. On a success, it takes half as much damage and is only Deafened. Stunned or Deafened conditions last until the start of your next turn. If a creature fails by 5 or more, it is permanently Deafened, and can only be cured by a spell such as *greater restoration*.

The reverberations and echoes of the roar disrupt all sound within 300 feet of you until the start of your next turn. Any creature that attempts to speak or cast a spell with a Verbal component must pass a Constitution saving throw against your spell save DC, or their speech is unintelligible and (if casting a spell) the spell fails.

SOUL HOOK

3rd-level necromancy (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fishhook made of bone)

Duration: Concentration, up to 1 minute.

You lash out with a spiritual hook and attempt to rip off a chunk of a creature's soul. The target must make a Charisma saving throw. On failure, it takes 5d8 necrotic damage, and part of the creature's soul is ripped out and locked into an empty space of your choice within 5 feet of you for the duration of the spell. On success, the creature takes half as much damage and suffers no other effect from the spell.

The soul is immobile and takes no actions. For the duration, the creature cannot move further from its soul than it currently is and takes 2d8 necrotic damage at the end of each of its turns until it regains the piece of its soul.

Attacks and spells that deal Necrotic or Force damage can target the soul instead of the creature, with the creature taking any damage its soul fragment does. It uses the same AC and saving throws as the creature it was pulled from.

If the creature enters the space of its soul, it reclaims its soul and ends the effect of the spell.

THUNDERBOLT

6th level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small symbol depicting a fist full of lightning bolts)

Duration: Instantaneous

You form a bolt of lightning before hurling it at a creature you can see within range. On hit, the target takes 4d12 lightning damage and must make a Constitution saving throw. On a failed save, it takes 8d6 Thunder damage and is stunned. On a successful save or a missed attack, it takes half as much Thunder damage.

TIME KEEPER

6th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a crystalline hourglass worth at least 100 gold pieces)

Duration: 1 minute

You toss the hourglass used in the casting of the spell into the air where it floats in place at a point within 20 feet of you. When you cast the spell and as a bonus action on each of your subsequent turns while the crystalline hourglass remains, you can send out pulses of temporal energy from it toward up to two targets within 60 feet of it.

If you target an allied creature, the pulse empowers the creature, that creature is accelerated, doubling their movement speed and granting them an additional action that can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use and Object action. If you target an enemy creature, the target must make a Wisdom saving throw. On failure, they are Slowed until the start of your next turn.

The crystalline hourglass floats in place where summoned, and has an AC of 25, 30 hit points, and is immune to force damage. If it is destroyed, the spell ends, and the material component of the spell is consumed. The temporal pulses of the hourglass have no effect on creatures under the effect of the *haste* or *slow* spells.

At Higher Levels. When you cast this spell using a 7th level or higher spell slot, the temporal pulses can target one additional creature on each activation of the hourglass for each slot level above 6th.

SLOWED

- A slowed creature has their movement speed halved.
- Attack rolls against slowed creatures have advantage.

TWIST FORTUNE

3rd-level transmutation (arcane)

Classes: Bard

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw with advantage or disadvantage.

Range: 60 feet

Components: V, S

Duration: Instantaneous

When a creature you can see makes an attack roll, ability check, or saving throw with advantage or disadvantage, you can twist fortune to reverse their fate. If it rolled with advantage, it now must use the lower of the two values, and if it rolled disadvantage, they now must use the higher of the two rolls.

UNSTABLE SHIELD

2nd-level abjuration (arcane, divine)

Classes: Cleric, Paladin, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a glass bubble)

Duration: Special

You create a protective shield around a creature of your choice, granting them 3d4 temporary hit points. At the end of that creature's next turn, the shield bursts, dealing 3d4 force damage to all other creatures within 5 feet of them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the temporary hit points and the force damage increase by 1d6 for each slot level above 2nd.

CHANGELOG V0.6

THUG ROGUE

- **Subclass** added

WAY OF THE CLOSED FIST

- **Subclass** added

SPELLS

- **Bloated Bomb** added
- **Fulminating Cascade** added -** Gravitronic Bolt** added
- **Lunar Wrath** added
- **Medusa's Sigh** added
- **Miasmic bolt** added
- **Resounding Roar** added
- **Thunderbolt** added



KIBBLES-ISM GLOSSARY

While this content is completely compatible with 5e 2014 and easy to use with D&D 2024, it contains a few elements that are drawn from 5e++ that merit a glossary here at the end, even if they are probably things that are widely understood in the 5e homebrew community at this point from their various uses.

BLOODIED

A creature is Bloodied when its current hit points are less than half of its maximum hit points. It does not inherently do anything on its own, but can serve as a condition or trigger for some abilities.

BURNING (CONDITION)

- A burning creature takes 1d4 fire damage at the start of each of their turns; the source of Burning may define how much damage they take, replacing the 1d4 with the listed damage.
- The burning creature sheds bright light in a 15 foot radius, and dim light for an additional 15 feet.
- The burning creature or someone within 5 feet of it can use their action to douse the fire, ending the condition. Being doused in water ends the condition automatically.

DAZED (CONDITION)

- A dazed creature can only do one of the following: move, take its action, or take a bonus action. It cannot take reactions.

SPELLS

There's a bunch of spells here that aren't included in the class document, but they are available under the KRD for free. You can find them in the Spell Compendium or Generic Elemental Spells.

You can find links to those documents here:
<https://www.kthomebrew.com/krd>

FOUNDRY MODULE

There is a FoundryVTT module available on [patreon here](#)

CREDITS

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