

KIBBLES' COMPENDIUM OF LEGENDS AND LEGACIES



A COMPLETE COLLECTION OF CLASSES,
SUBCLASSES, SPELLS, FEATS



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FOREWORD

Hey Folks,

As is tradition, this page will contain a long and heartfelt thank you to the supporters.

Thanks.

-Kibbles

[...To be added]



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WHAT'S IN THIS BOOK?

While the table of contents lists all the options available, this section will give a brief summary of the content to help readers find what they might be looking for, even if they don't know exactly what it is they were looking for already.

There's a vast array of character options in this book, so the summary is there to help you find which ones might speak to the next character you want to play.

Likewise at the end this section will outline the various variant rules in a sentence or two each to give a high level summary of who they are for, and what sort of games might benefit from their inclusion.

PART 1: CLASSES

This book has four new classes introducing popular options to 5e, from classic ideas found in previous editions to brand new concepts. Here's a summary of them:

OCCULTIST

The Occultist is a varied full caster that invokes many esoteric 'traditions' of magic, bringing both old and new options to 5e. In some ways, each subclass of the Occultist is so unique and varied from the others that it can be considered miniature classes unto themselves. In editions without subclasses, some of them were full classes.

The Occultist is most centered around the controller/support roles in a party, but depending on your choices it can do almost anything.

It offers a great deal of niche customization to fully bring a niche character to life, with a massive spell list being a core feature, along with wide selection of both class and subclass specific rites. Here's a quick summary of each subclass.

- **Tradition of the Witch.** The Witch is the 'iconic' or 'default' Occultist, being masters of spells and curses, they are supplemented by an enhanced familiar, and gain access to a lot of 'classic witch stuff' in their rites (flying brooms, floppy hats, potion mixing, and more). They can pick from a Black, Green, or White (...or even Red for those using blood magic) Coven, though all of the covens are some flavor of control/support role, just each with their own twist (debilitation, illusion, and binding respectively). Consider this option if you have practiced your cackling and want to play a twist on a classic spellcaster [p. 11]
- **Tradition of the Hedge Mage.** The Hedge Mage is the tradition older than the traditions themselves,

and the path to 'I just figured it out as I went', these patchwork and scrappy spellcasters use their magic in unconventional and varied ways, from twisting how spells work to stealing bits and pieces of other traditions (or even other classes). They make the most of what they have, excel in casting cantrips and other simple magics. [p. 17]

- **Tradition of the Oracle.** Oracles are an esoteric tradition, straddling the line between the arcane and divine mostly keenly as they delve into the mysteries of magic. They gain their powers in thematic clusters - be it the power of life or death, light or darkness, fire or nature, or any combination of those and more. Add those on top of a double heap of foresight, and they become anything you choose - delving fire can make them a blaster while delving war can make them a hybrid combatant, while life opens the door to being a potent healer. [p. 20]
- **Tradition of the Shaman.** Shamans call on the powers of spirits, both elemental and ancestral, to empower themselves. They are most damage-dealing focused of the Occultist subclasses, able to fill the role of a melee striker, ranged striker, or blaster based on their choices and attributes. Consider this option if you want to unleash elemental powers or wade into the fray empowered by the spirits. [p. 25]
- **Tradition of the Spiritualist.** The most esoteric and subtle of the occult traditions, Spiritualist call forth totems and lay down powerful hexes to inexorably shift the balance of power in their favor. A support/controller role by nature, consider this option if you want to have a subtle by pervasive effect on the battle, deploying a range of powers to debilitate and empower [p. 28]
- **Tradition of the Void Watcher.** What happens to a mind when it gazes into what lies beyond, and sees the end of all things? A Voidwatcher can be considered a 'fallen Oracle' and Occultist's who's path was forever altered by an event. Featuring the Conclusions of Annihilation, Madness, or Tranquility, how they choose to react to their brush with the end dictates their power and role [p. 31]

SPELLBLADE

The Spellblade is the fusion of martial and magic combat made singular, most perfectly represented by their core ability: Spellstrike. This ability allows them to cast a spell into their weapon, and deliver it to their foe by hitting them with it.

They are half-casters that focus mostly on the striker role, with some variation found in subclasses that lean more toward being a defender, or different

flavors of damage and utility.

This is a good class for those that want it all, they tend to be highly mobile in combat with plenty of ways to teleport, and have a wide arsenal of abilities to unleash at any given time.

These subclasses are called Techniques, and each represents a load out of weapons and approach.

- **Battlemage.** The core iconic spellblade subclass, this represents a balanced fusion of magic and technique, getting a selection of classic spells. Consider this option if you want a balanced striker. [p. 42]
- **Aether Blade.** Channeling their powers to conjure and enhance a blade of scintillating power, the Spellblades focus on force damage and their iconic energy blade to scythe their way through the battlefield. A more focused and specialized striker option. [p. 44]
- **Guardian.** Taking the spellblade chassis in the direction of a defender, this technique allows you to gain and distribute impressive defenses, at the cost of some of your power as a striker. Able to use heavy armor and shields, Spellblades of this technique are study arcane bulwarks for their allies to rely on. [p. 45]
- **Mage Hunter.** A Spellblade that uses their magic to hunt down mages, they are any wizard's worst nightmare. Armed with a variety of tools to not get ensnared by magic and stop enemy spell casters in their tracks, they are fully equipped to bring justice to those used to teleporting away from it. [p. 47]
- **Rimeblade.** A frost-focused Spellblade that covers their blade in ice and unleashes a deluge of arctic powers to freeze their foes. The nature of their powers affords them more control aspects than most spellblades. This one is straight forward - if you are looking for blade + mage + ice, look no further. [p. 49]
- **Swiftblade.** A dual wielding specialization that can rain down a flurry of attacks. They specialize in magic that enhances their assault, either by boosting their attacks and mobility, or delivering a key piece of burst damage through spellstrike. Consider this option if you want to do as much damage to one target as possible. [p. 46]
- **Spellfist.** A spellblade that forgoes the blade part to get as up close and personal as possible, they specialize in point blank blasts and grappling, making their grip both hard to escape and deadly. Consider this option if you ever wanted to just punch someone with a fireball. [p. 52]
- **Spellshot.** A ranged archetype for Spellblade, they integrate their spellstrike feature into ranged

attacks to deliver punishment from a safe distance. A solid striker, take this option if you're looking to keep your distance from distance in your spell slinging. [p. 48]

WARDEN

Wardens are the bulwark of nature, natural powers manifested into a chosen champion. They are extremely durable with a power set that is emblematic of the aspect of nature they represent. They can channel the power of anything from beasts and plants to more esoteric and specialized primordial powers such as the powers of time or dragons themselves.

The Warden is a good pick for anyone that wants a more control-forward melee character, serving as a defender/controller role primarily. Their Primal Interdiction is their iconic feature, which makes an increasing area around them difficult terrain, meaning enemies will have a difficult time bypassing them.

- **Elemental Soul.** Harnessing the power of fire, ice, and lightning, these Wardens are the iconic force of nature that represent the primordial rage of the elements. It is versatile and balanced offering a blend of single target, area of effect, and even some ranged options to the classic warden kit of a control heavy melee.
- **Beasthide.** Channel the fury of beasts, these tap into an ancient and untamed ferocity. They deal higher damage than most Wardens, showcasing their brutality to anything that falls into the claws. Consider this option if you want to ensure that your foes do not ignore by threatening to rip their faces asunder.
- **Elderheart.** Ancient and inexorable, these represent the purist force of nature that lurks in the depths of the forests that no civilized creature has set into. Their grip is endless roots, pulling their enemies into the brambled heart of the grove. The most defensive and control oriented Warden, these deal relatively low damage, but wear down their foes through inevitable power.
- **Stoneblood.** Solid and durable, these Wardens are the most defensive and durable breed of Warden, drawing on the earth under their feet to turn them flesh and blood as hard as stone. Few things can break their defense, and none can make them bleed. Pick this option if you want to be an indomitable monolith on the battlefield.
- **Sunwatcher.** At the origin of life the sun is ancient and primordial, its light brings safety and warmth, but its fury brings endless power that blinds and burns. The most supportive and ranged Warden,

pick this option if you want to be able to support your allies from anywhere on the field.

- **Ironbound.** Drawing the strength of metal to form a carapace of plate, spikes, and chains, some may view these Wardens as a corruption of their more natural primal mandate, but few doubt their power. A heavy armor wearing, martial weapon wielding Warden for those that prefer heavy metal to pure nature. Like most Wardens they are still a tank and controller, but their ability to wield heavy two handed weapons opens some new options.
- **Dreadwing.** Dragons are one of the ancient primal powers, and some Wardens have learned to draw on that ancient power, gaining a fragment of their power to bring terror to the skies over their enemies. Consider this option if you want to see your foes cower before your might.
- **Timetwister.** A unique Warden option that veers toward the support end of the spectrum, Timetwisters manipulate the flow of time to give more to their allies and less to the enemies. Play this option if you're looking for a Warden that specializes in support and control.
- **Astral Guardian.** At the origin of all powers lies the astral beyond, and these Wardens draw on that primordial existence to manifest their own will into reality. This option adds some supportive elements allowing their allies to teleport, while doing more damage than some options, giving up some of the control aspects for more damage and utility.
- **Bone Binder.** Shunned by some, Warden's of this dark path recycle the materials of life to make bone constructs. This is a unique Warden that brings a pet with them... if one of a grim aspect. They do all the normal Warden things, but share those with their trusty pile of bones. Play this option if you want to forge a bone buddy.

WARLORD

Warlords are battlefield commanders who use the power of their presence to enhance the abilities of their allies. A Warlord's presence is usually magical, but based on their subclass choice - some guide their allies through cunning tactical advantages while others are a beacon of charisma that inspires their allies to fight with greater zeal. Others still simply have a calm collected head on the battlefield that can leverage their martial experience to get the best results.

Warlords do not control their allies. Instead, they polish what they can already do and open new opportunities for their allies to shine on the battlefield. A Warlord is a force multiplier. Consider

this class if you like to shine the spotlight on your allies in combat, rather than take center stage for yourself.

It is a support focused class that can provide a bit of a durable body, a secondary striker, or some controller elements depending on its subclass choice.

Each subclass has a generally preferred primary attribute.

- **Commander.** The iconic Warlord, their presence and leadership comes from a steady hand and head, they are wisdom based veterans of the battlefield. They lean toward being a hybrid of support and tank. Consider this option if you want to keep your allies alive and in the fight.
- **Chieftain.** A Warlord that joins the fray with gusto, they are proficient damage dealers, focusing on physical attributes and charisma to maximize their impact on the battlefield. They specialize in war cries and aggressive options that allow them and their allies to trade some of their defenses for more damage.
- **Dancer.** A unique Warlord that takes center stage on the battlefield, they specialize in staying one step in front of their foes while inspiring their allies. They are uniquely centered around the Dodge action, gaining special bonus actions when they take it. They fill a tank and support roles, being difficult to hit while being able to distract and draw the ire of enemies, even as they inspire their allies.
- **Dreadlord.** Most Warlords focus on inspiring their allies, but these are different breed. They weaponize their powerful presence to terrify their enemies. While they can still support their allies, their true calling is as a controller that demoralizes their enemies, leaving them paralyzed in fear.
- **Packleader.** Cunning and stealthy, these are the Warlords of the wilderness, leading their party to most effectively fight with hit and run tactics, traps, and using the terrain to their advantage. They dabble in some druidic magic to better turn the environment to their advantage.
- **Paragon.** Bold and daring, they carry the banners of their armies, stand in the front of their armies, and lead the charge without fear. Paragons fight in the thick of it, gaining martial weapon proficiency and wielding weapons and charisma with equal poise.
- **Noble.** Nobles exude a charisma that borders on divine, driving those that fight by their side to act with greater zeal. They are fully support focused, and specialized in making their allies do more damage. They can turn that Charisma against

their foes issuing commands that can be hard to resist.

- **Tactician.** The clever intelligence option of Warlords, they rarely fight themselves, but always have ways to contribute. They specialize in predicting the actions of their enemies and opening up new options for allies.

PART 2: SUBCLASSES

BARBARIANS

The following options are new subclass options for the Barbarian class.

- **Path of the Bladestorm.** A Barbarian whose rage takes on a supernatural aspect empowering the winds and weapons around them to echo their fury. Consider this path if you want to hurl weapons and create storms of blades.
- **Path of the Dragon.** Channeling the primal fury of the scaled tyrants, these Barbarians channel their ferocity to gain a host of natural weapons and elemental powers, eventually gaining the ability to take the skies like the tyrants they emulate.
- **Path of Instinct.** Instead of flying into a rage, these Barbarians enter a cold state of perfect focus, relying on their supernatural instincts to guide them to perfect form. This is the option for those who want to be a Barbarian that breaks the mold of an angry smashing brute.
- **Path of Mutation.** The purest expression of the angry smashing brute, these Barbarians channel a rage so potent it warps their flesh and body, becoming thundering titans of fury and force. They pick up their foes and toss them about like ragdolls and can grow physically larger to better smash.

BARD

The following option is a new Bard subclass:

- **College of Fools.** When dealing with a Bard of this college, their enemies never know if they are dealing with an idiot, a cunning combatant, or some mixture of the two. Tumbling and flourishing their way through the battlefield, they juggle weapons and wits equally.

CLERIC

The following options are new subclass options for the Cleric class.

- **Dream Domain.** Followers of gods whose domain touch the vast dreamscape, these Clerics are shepherds of dreams, gaining the ability to bring rest and respite to their allies, and call upon the vastness of the dreamscape to manifest powers

into reality.

- **Judgment Domain.** Embodying the divine will of gods of justice, Clerics of this Domain possess the iron will and ruthless powers to bring justice to those that would seek to escape its grasp. They are armed with tools of retribution and restraint to bring down monsters and criminals alike.
- **Martyr Domain.** A Cleric of this domain seeks to take on the suffering of the world, to be the first to harm when necessary, shielding their companions by taking their burdens and helping them endure, even at the cost of their own health and safety. A healer and support role, they excel at ensuring the survival of others.

DRUID

The following options are new subclass options for the Druid class.

- **Circle of Aspects.** Channeling primal spirits, Druids of this Circle wade into the fray as melee combatants, blending magic and supernatural strength to render asunder those that would defy the natural will.
- **Circle of the City.** A Druid that has adapted to civilization, living in the urban forest of mankind, they connect to the life that thrives in such a place. A master of small animals, they find companions among the pigeons and rats, able to use them as ears and messengers commune with a city in a way few of its human inhabitants consider.
- **Circle of Elements.** Channeling the raw power of elements, these Druids represent the most untamed forces of nature, unleashing fire, ice, wind, lightning and earth; they scorched and torn earth in their wake, knowing that such land is meant to be reclaimed by nature.
- **Circle of Growth.** A plant focused Druid, they encourage new growth to sprout... even among the fields of war where it might hinder the foes. They call forth a magical sapling that serves as an anchor for their allies and bulwark against their foes, and have a wide range of area of control spells at their fingertips.
- **Circle of Roots.** A primordial guardian that can take on the form of a mobile tree, they become extremely tough and powerful in this form, gaining a host of grappling roots with which to pull down their foes.
- **Circle of the Wild.** A druid that has a powerful animal companion, they work in tandem, with their companion empowered by the magic the Druid unleashes. A pet focused subclass for Druid.

FIGHTER

The following options are new subclass options for the Fighter class.

- **Adventurer.** This is the option for the prototypical Fighter, well rounded with some extra skills and tricks, they specialize in being well stocked and prepared with potions and scrolls, always preparing a little of this or that on the side to pull out when they need it the most.
- **Brawler.** Fighters that get up close and personal, they thrive off an expanded definition of 'weapon'... a list that includes tables, chairs, and goblins for them. Perfect for the Fighter that wants to be as rough and tumble as they come, mixing grappling with bonking.
- **Champion.** A perfect paragon of martial valor, these are Fighters that refine what it means to be a Fighter. They gain few bells and whistles making them perfect for purists who just want to excel at pure martial expression with powerful passive enhancements.
- **Crusader.** A holy warrior that champions a divine cause. They answer to no oath, being guided by the will of higher power or cause, no matter where that may take them. They mix a Fighter's martial prowess with a 1/3 divine caster. The mix a dash of support in with a fighters normal combination of tough striker.
- **Green Knight.** A nature knight, these are 1/3 casters that draw on the Druid list. Their connection to the abundant life of nature gives them an unusual resilience that makes them recover from even grievous wounds.
- **Spiritsworn.** These are Fighters with a close connection to a spirit bound weapon. They have a flexible combination to combat, their spirit weapon able to take a variety of forms and their style of combat adapting to it as it changes. Their connection to a magical spirit gives them some magical abilities themed around the type of spirit they've bonded to.

MONK

The following options are new subclass options for the Monk class.

- **Way of the Elements.** An Elemental based monk that becomes an avatar of the elements. The can unleash flaming kicks, whips of water, and blasts of compressed air. A great option for any monk that wants to spend their ki on something flashier than punching a little harder.
- **Way of the Outcast.** Not all monks are cut out to be ascetic, and Monks of this way are the ones that have fallen off the wagon. Their temples are

taverns, their meditations are usually during gambling, and their training is bar room brawls. They excel at more brutal and dirty tactics.

- **Way of the Sword Saint.** Taking sword arts to a new level, these Monks can spend their ki to unleash a wide array of powerful supernatural skills with the blade, striking like the wind, leaping through the skies, and even slashing through magic.

PALADIN

The following options are new subclass options for the Paladin class.

- **Oath of Silence.** Taking a stand against the clamor and chaos of the world, Paladins of this Oath often belong to esoteric and strict orders, generally standing in opposition to depravity of the most unhinged uses of magic, offering serene shelter and sanctuary in a world gone mad.
- **Oath of the Goodest Boi.** A very serious option made for the 1st of April and included in the book by popular demand, this is the first and last stop needed for any doggo paladin that wants to be the bestest boi.

PSION

The following is a new option for the Psion class. The Psion was published in Kibbles' Compendium of Craft and Creation, and can be found for free online.

- **Knowing Mind.** A precognition based Psion that brings new ways to leveraging knowing the future. A generally support focused option that seeks to pull the strings behind the battle to build to a favorable conclusion.

RANGER

The following is a new subclass option for the Ranger class.

- **Bounty Hunter.** A Ranger that specializes in bringing down their targets, dead or alive. They have unique features around tossing nets, navigating more urban settings, and bringing down targets alive. The arm of justice gets a bit longer for each Ranger walking this path.

ROGUE

The following options are new subclass options for the Rogue class.

- **Assassin.** A variable subclass that can specialize in different approaches to reaching a shared final conclusion. They can be blades in the dark, faces in the crowd, or masters of poisons.
- **Divine Hand.** Faithful adherents to an order or

god, these are the first and last resort for problems that cannot be prayed away. 1/3 spell casters drawing from the Cleric spell list.

- **Surgeon.** Knowing how to cut open creatures effectively can be a double-edged dagger. They are vital field medics and can save a life with their quick interventions, or end one with an even quicker intervention. Intelligent and educated, these erudite Rogues make an excellent ally and concerning enemy.

SORCERER

The following is a new subclass option for the Sorcerer class.

- **Fey Warped.** A sorcerer whose power comes from a connection to the fey. Their powers befuddle through charms and illusions, adding a little twist and bite to their powers. They are slippery and tricky, and specialize more in control and trickery than most of their Sorcerer kin.
- **Fiendish Bloodline.** Empowered by the lower planes, these Sorcerers are fire and brimstone made manifest, destructive casters whose power corrupts them as they wield to give them... even more power. Specialized in destruction and mayhem, they might not be inherently evil, but few would welcome seeing one with open arms.
- **Phoenix Spark.** Born from the overflowing flames of creation, they are brimming with destructive life force. They balance destruction and creation, fire and life. Their flames nourish and annihilate in equal measure.
- **Sea Soul.** Turbulent and tempestuous, they are born of the restless seas, their powers churn water and leave behind storm and rime. They specialize in a host of new water spells to fling and freeze foes.
- **Stoneheart.** Strong and steady, these Sorcerers lean toward being a melee specialist, empowering themselves with strength and durability drawn from stone. They can take a hit and deal it back even harder.

WARLOCK

The following are new subclass options for Warlocks, representing new patrons that can grant them their otherworldly powers.

- **The Dragon.** Making a pact with a dragon grants a host of classical dragon powers. Blasts of Elemental power, an optional set of claws, and, of course, the eventual promise of becoming a dragon yourself. It leans towards the blasting route, but has some unique melee options as well.
- **The Fey.** Deals with Fey are classic, and this

iteration of it offers a host of familiar fey powers with a bit more fey flavor and dazzle.

- **The Knowledge Keeper.** A pact with an ancient being of great knowledge, often formed by scholars that couldn't leave any stone unturned in their pursuit of knowledge. Creatures such as sphinxes may offer pacts such as these, but they can be with other beings that might normally fall under another pact, but was made by knowledge seekers.
- **The Overseer.** There are eyes that watch over mortals from the beyond, and those that would share the vision with such beings can form this pact. They gain chaotic powers, with a wide array of eye rays that are quite the site to behold.
- **The Ooze.** A pact made with an amorphous being of ooze and slime, granting some fraction of their powers and abilities to the Warlock. They are resilient and flexible, gaining the ability to shrug off blows and morph their body.
- **The Tempest.** In the heart of the storm one can find powerful entities of chaos and fury, and this pact taps their ancient primal power. Warlocks that form this pact are followed by a storm that grows in power as they use their powers.

WIZARD

- **Astronomical Order.** Wizards are scholars of magic and mystery, and few things are more magical and mysterious than the cosmos. They channel cosmic power to create star motes which can bombard their enemies or form empowering constellations.
- **Theurge.** Not all Wizards are content to stop at the boundaries of arcane magic. If a Wizard is meant to be the master of magic, should they not master all magic? These Wizards delve divine power, plundering its secrets, though not without a cost. Blasphemers and zealots alike are united in their quest to unlike divine magic through this unique path.

PART 3

Beyond all of the options above, the book offers even more!

- **Feats!** The book offers the largest selection of feats yet for a 5e book, with over 40 new feats empowering martial characters with powerful new moves, mystical abilities, or weapon mastery.
- **Spells!** This spell unites Generic Elemental Spells with all the spells I've written over the years for a staggering list of over 200 new spells.

OCCULTIST

Wisps of purple smoke and dancing shadows rise from the ritual as the young human woman with strange magical markings tattooed across her hands whispers words in a language long forgotten, calling forth ancient powers.

The woods creak and bend, black wings beating as a raven alights on the outstretched hand of an ancient elf, her eyes as black as the raven's. Soft words are spoken, and the elf nods in agreement.

A young orc lets out a bellowing roar and flames burst into a form taller than an ogre, causing her enemies to flee. She holds up her spear and the flames pour from the roaring fire spirit to it, swirling about it, causing it to roar alight with searing magical flames.

The mysterious halfling woman gives a knowing smile, her unseeing eyes focused on you. She knows what you've come for, and tosses a handful of incense into the fire; what it is she sees in there? Your fate? Your destiny? As she speaks, it is only in riddle.

Occultists are those that follow the old ways, a path of ritual and wisdom long known yet oft forgotten. Rather than force magic to obey, they bind, twist, manipulate, and compromise with it. They follow ancient agreements and techniques to produce results that few fully understand, even those that use them, but they know it will work, for it always has.

ANCIENT TRADITIONS

Occultists are spellcasters following legacies that go far back. While they may or may not be directly tutored or influenced by another member of their tradition, their path to magic involves unearthing ancient secrets, old ways, and knowledge gleaned from spirits, ghosts, and elementals.

They often personify aspects of their magic in ways that other casters find odd, coaxing and manipulating magic forces by ancient laws and bargains. Occultists tread between the arcane and the divine, not necessarily worshiping any god, but treating gods and spirits alike with cautious respect for their domains, asking for what they take, and carefully giving thought to their actions.

Each tradition that appears in the Occultist is an ancient legacy of magic, found deep within folklore and story. Every villager could tell you stories of Occultists and their traditions, and they are often seen in this context. Though villagers and the



superstitious might fear them and their magic, they may be more likely to turn to them than a Wizard, for at least an Occultist makes sense to them, even if they are scared by their powers.

SPIRITUAL MAGIC

A common thread of the magic wielded by the Occultist is the spiritual connection of it; the demi-divine nature of magic that taps into the weave of magic oft through the intermediaries of the power of gods, spirits, elementals, and more.

Frequently an Occultist may call upon their magic through the mediums of spirits quite directly, even having names for the spirits it calls about to bring about certain magical effects; the verbal component of an Occultist's spell might be the spirit they call upon to work the effect they wish, an invocation of their ancient bargain, or words in a language that binds or persuades.

THE OCCULTIST

Level	Proficiency Bonus	Features	Occult Rites	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spell Casting, Occult Tradition	—	3	3	2	—	—	—	—	—	—	—	—
2nd	+2	Occult Rites	2	3	4	3	—	—	—	—	—	—	—	—
3rd	+2	Occult Tradition Feature	2	3	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	4	6	4	3	—	—	—	—	—	—	—
5th	+3	—	3	4	7	4	3	2	—	—	—	—	—	—
6th	+3	Occult Tradition Feature	3	4	8	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	10	4	3	3	2	—	—	—	—	—
9th	+4	—	5	4	11	4	3	3	3	1	—	—	—	—
10th	+4	Traditional Expertise	5	5	12	4	3	3	3	2	—	—	—	—
11th	+4	—	5	5	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	6	5	14	4	3	3	3	2	1	—	—	—
13th	+5	—	6	5	15	4	3	3	3	2	1	1	—	—
14th	+5	Occult Tradition Feature	6	5	16	4	3	3	3	2	1	1	—	—
15th	+5	—	7	5	17	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	7	5	18	4	3	3	3	2	1	1	1	—
17th	+6	—	7	5	19	4	3	3	3	2	1	1	1	1
18th	+6	—	8	5	20	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	8	5	20	4	3	3	3	3	2	1	1	1
20th	+6	The Old Ways	8	5	20	4	3	3	3	3	2	2	1	1

CREATING AN OCCULTIST

When creating an Occultist, the most important decision will be what Tradition you follow. Each Tradition of an Occultist is distinct with divergent flavor and calling upon a different aspect of folklore.

QUICK BUILD

You can make an Occultist quickly by following these suggestions.

First, Wisdom should be your highest ability score, followed by Constitution or Dexterity. Second, choose the hermit background. Third, choose the *chill touch*, *guidance*, and *poison spray* cantrips, along with the 1st-level spells *burning hands*, *cure wounds*, and *hideous laughter*.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per Occultist level

Hit Points at 1st: Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Occultist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Daggers, quarterstaves, light crossbows

Tools: Herbalism kit

Saving Throws: Wisdom, Charisma

Skills: Choose two from Animal Handling, Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand, Stealth, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

(a) a quarterstaff, (b) a dagger, or (c) one simple weapon (if proficient).

(a) a component pouch or (b) an occult fetish

(a) a scholar's pack or (b) an explorer's pack

(a) leather armor, or (b) scale mail, (if proficient)

An herbalism kit.

SPELLCASTING

As a practitioner of occult magic, you have inherited and developed techniques to manipulate reality through mediums of rituals, spirits, elements, and more. See Spells Rules for the general rules of spellcasting and the Spells Listing for the Occultist spell list.

CANTRIPS

At 1st level, you know three cantrips of your choice from the Occultist spell list. You learn additional Occultist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Occultist table.

SPELL SLOTS

The Occultist table shows how many spell slots you have to cast your Occultist spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *lightning tendril* and have a 1st-level and a 2nd-level spell slot available, you can cast *lightning tendril* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level spells of your choice from the Occultist spell list.

The Spells Known column of the Occultist table shows when you learn more Occultist spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Occultist spells you know and replace it with another spell from the Occultist spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Occultist spells. Your magic comes from a practitioner's knowledge of tradition, ritual, and the way things work learned through experience, care, and cunning. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Occultist spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier.

RITUAL CASTING

You can cast any Occultist spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an occult fetish as a spellcasting focus for your Occultist spells.

OCCULT FETISH

Similar to a holy symbol or an arcane focus, an occult fetish is a magical focus, but one that functions for the Occultist.

It can be almost anything, though usually has a somewhat macabre bent, such as a skull decorated with feathers or pendant decorated with teeth and runes. You can buy or make one for 10 gp, and it typically weighs about 1 lb.

OCCULT TRADITION

Choose an occult tradition, shaping your the techniques, features, and rites available to you from the following: Witch, Hedge Mage, Oracle, Shaman, Spiritualist, or Void Watcher

Your choice grants you features at 1st level, 3rd level, 6th level, and 14th level.

OCCULT RITES

As you delve into your Tradition of occult magic, you find deviations and branches to explore that help you specialize and perfect your craft in the way that best suits you.

At 2nd Level, you gain two occult rites of your choice. Your occult rites options are detailed at the end of the occult tradition description for tradition specific Rites, and at the end of the class description for general rites. You can select from either your tradition or class list. When you gain certain Occultist

levels, you gain additional occult rites of your choice.

Additionally, when you gain a level in this class, you can choose one of the occult rites you know and replace it with another occult rite that you could learn at that level. A level prerequisite in an occult rite refers to Occultist level, not character level.

CLASS & SUBCLASS RITES

Each occult tradition has specific rites that only they can select, and for each tradition, these are added to the pool of rites with the class rites you can select. You can select from either list when you are selecting a new rite.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

TRADITIONAL EXPERTISE

Starting at 10th level, your passed down knowledge of tradition gives you expertise in a skill of your tradition; choose one of your skill proficiencies from among Animal Handling, Arcana, Medicine, Nature, Religion, or Survival. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. If you do not have proficiency in any of the selected skills, you instead gain proficiency in one of your choice.

Additionally, when you make a Wisdom ability check, you can draw upon your tradition and expend a spell slot to gain advantage on the check.

THE OLD WAYS

At 20th level, your mastery of ritual and tradition is extensive and unparalleled, you've unlocked ancient secrets and perfected techniques to master rituals completely. Any Occultist spell you know of 3rd level or lower becomes a ritual spell for you. When you cast a spell without the ritual tag as a ritual, it requires additional consumed material components worth 10 gold per level of the spell.

Additionally, your mastery of rituals allows you to work them more quickly. A spell cast as a ritual only takes additional turns equal to the spell's level to cast (for example, casting a 3rd level spell as a ritual would take four turns to cast, casting as your action or bonus action on the fourth turn). Spells with a casting time of a reaction cannot be cast as a ritual.

TRADITION OF THE WITCH

A Witch can be many things, and most often refers to someone that villagers find scary and weird, but at the heart of every crazed story there's a sliver of truth, and that truth is that Witches do indeed exist.

Some may live openly as what they are, while others may be the last person the superstitious villagers might expect. Varied in their powers, designs, and traditions based on their Coven, generalizing about a Witch is challenging, but they are most often defined by the varied and utilitarian magic they use, hexes that make crossing them unwise, and powerful intelligent familiars.

WITCH'S MAGIC

When you select this tradition at first level you learn the spell *find familiar*, and when you summon a familiar with this spell, it acts on your initiative. Additionally, you can select two additional cantrips of your choice from the Occultist spell list.

WITCHES & GENDER

While the term "witch" is often used to refer to a female spellcaster in contrast to a male "warlock," the Warlock class is certainly available to any gender and the same is generally true for the Witch subclass.

Various settings' lore and mythos may make assumptions about gender for witches, but by their very nature PCs tend to be the exception to rules. This subclass is not limited to any particular gender.

COVEN

Starting at 1st level, you select the Coven you belong to from among the Black Coven, the White Coven, or the Green Coven. Based on which Coven you select, you gain access to additional spells and manifest different special powers. Spells gained from this feature are added to your spells known and count as Occultist spells for you, but do not count against the total number of spells you can know.

While the Covens are often associated with Evil, Good, and Neutral respectively, you do not have to have a particular alignment to join a particular coven — it is merely your area of expertise and what traditions you know.

While a Witch of the Black Coven specializes in inflicting pain, curses, and eventual agonizing death on those that cross them and a Witch of the White Coven focuses on binding and healing, the focus of a Witch of the Green Coven is the closest to the Witch's roots in hag-like fey magic, drawing power from nature to baffle her foes and control her surroundings.



BLACK COVEN

WITCH LEVEL	Bonus Spells
1st	<i>rotting curse^K, hideous laughter</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>bestow curse, curse of doom^K</i>
7th	<i>black tentacles, devour shadow^K</i>
9th	<i>killing curse^K, contagion</i>

WHITE COVEN

WITCH LEVEL	Bonus Spells
1st	<i>binding curse^K, healing word</i>
3rd	<i>calm emotions, hold person</i>
5th	<i>karmic curse^K, mass healing word</i>
7th	<i>banishment, resilient sphere</i>
9th	<i>enfeebling curse^K, dispel evil and good</i>

GREEN COVEN

WITCH LEVEL	Bonus Spells
1st	<i>befuddling curse^K, entangle</i>
3rd	<i>alter self, enlarge/reduce</i>
5th	<i>curse of misfortune^K, major image</i>
7th	<i>greater invisibility, polymorph</i>
9th	<i>swapping curse^K, seeming</i>

FAMILIAR BOND

At 3rd level, when you cast *find familiar*, your familiar gains an Intelligence, Wisdom and Charisma of 10, (Unless that respective score is already greater) and the ability to speak any languages you speak. When your familiar takes damage, you can choose to take that damage yourself instead, transferring all damage to you.

Additionally, you can cast spells with a material component if your familiar can access the material component without holding it yourself (including curse spells that can acquire the material component by touching the target creature).

BLACK COVEN

As a reaction to a creature within 30 feet of your familiar hitting with an attack, you can have your familiar subtract $1d4 + \text{half your Occultist level (rounded down)}$ from the attack roll (no action required from the familiar). It can do this a number of times equal to your Wisdom modifier, regaining all uses after you complete a long rest.

WHITE COVEN

When you complete a long rest, your familiar gains temporary hit points equal to your Wisdom modifier + twice your Occultist level. While it has temporary hit points, as an action your familiar can teleport to a creature within 30 feet of it and grant that creature one or more of its temporary hit points. You can direct it to do this immediately using your reaction when a creature within 30 feet of it takes damage (no action required by the familiar).

GREEN COVEN

When you complete a long rest, your familiar gains a number of illusory duplicates equal to your Wisdom modifier (a minimum of one). These persist until destroyed by taking damage or you complete a long rest. The illusory duplicates cannot take any actions, but move and act like your familiar during your turn, staying within 30 feet of you or it.

At the end of your familiar's turn or when it takes damage, it can swap places with an illusory familiar (no action required by the familiar). If it does this as a result of taking damage, the illusory familiar is destroyed but the familiar takes no damage. Illusory duplicates are immune to damage while within 5 feet of you.

Unless otherwise specified, illusory familiars occupy the Witch's space and move with them.

WITCH'S TOUCH

Starting at 6th level, whenever you cast a spell with a range of touch (including through your familiar), you can add one of the following modifiers to the spell:

- It grants one affected target temporary hit points equal to your Wisdom modifier. Only one creature can have these temporary hit points at a time.
- It deals additional damage equal to your Wisdom modifier to one affected creature.
- It adds or subtracts $1d4$ from the target's next attack roll or saving throw before the start of your next turn.

You can also confer these effects to another spell with a range longer than touch by making its range touch. If you make the range of a curse spell touch, you no longer need the material component for the spell.

Alternatively confer these effects as an action without casting a spell by touching a target (making a melee spell attack against the target if it is an unwilling creature).

MASTER OF CURSES

Starting at 14th level, you no longer need the material component for curse spells (even when casting them at range).

Additionally, casting 1st level Hex or Curse spell no longer interrupts or is interrupted by concentration of other spells, though this cannot let you concentrate on more than two spells at a time, with at least one being a 1st level Hex or Curse. If you lose concentration while you are doing this, concentration is lost on both spells.

WITCH SPECIFIC RITES

Animate Broom (*Prerequisite: 12th level Witch*)

You infuse an object (traditionally a broom) but any vaguely broom-shaped object (like a staff, spear, or similar) can be used with flying magic, turning it into a Broom of Flying. If your broom is lost or destroyed, you can create a new one during 8 hours of work. If a previous broom still exists when you make a new one, it loses its magic upon the completion of the new one.

Animate Hair

As an action, you can expend a 1st level spell slot to cause your hair to lengthen, strengthen, and spring to life for 1 minute. When you use this feature and as an action on your subsequent turns while it is animated you can make melee spell attack with a range of 10 feet, dealing $1d8$ bludgeoning damage on hit. This damage increases by $1d8$ when you reach 5th Level ($2d8$), 11th level ($3d8$), and 17th level ($4d8$). If you hit a Large or smaller creature with this attack, as a bonus action you can attempt to grapple the creature with your hair using your Wisdom modifier in place of your Strength modifier to initiate and maintain grapple. Your reach with touch spells is also increased to 10 feet while it is animated.

A grappled creature can contest the grapple as normal, or deal 5 slashing, fire, or acid damage to the hair to free themselves. The hair has an AC of 12, and you take no damage when it is attacked.

Companion Coven

As a ritual that takes 1 hour, you can form a coven bond with one willing creature. While both of you are conscious and within 120 feet of each other, you gain the ability to share spell slots up to a maximum spell slot of your Witch level divided by four (rounded down).

While this bond is active, you can use your Spellcasting feature to cast using their spell slots (consuming them as normal), and they can use their Spellcasting feature (if they have one) to cast using your spell slots (consuming them as normal).

Additionally, you know their location at all times while they are part of your coven and within 120 feet of you. You can only be bonded to one creature with this bond at a time. You can end this coven at any time.

Curse Specialist

All the curses and hexes from other covens are added to your Occultist spell list as options you can pick when learn new spells. In addition, when you select this rite, you can select one curse or hex spell of a level you can cast to learn, and it does not count against your spells known.

Divine Presence (*Prerequisite: White Coven*)

Your familiar is always under the effect of the *sanctuary* spell (using your spell save DC). If it deals damage (such as channeling one of your spells), the effect is suppressed until the start of its next turn.

Evil Eye

You gain the ability to lay the most unsettling gaze upon a creature. As a reaction to a creature within 15 feet attacking you, you can unleash a terrifying glare at them (occurring after the attack completes). The target creature must make a Wisdom saving throw against your spell save DC or become frightened of you until the end of your next turn. Once a creature has succeeded on a save against this ability, they are immune to it for 24 hours.

Additionally, you gain proficiency in the Intimidation skill.

Familiar Swap

If your familiar is within 60 feet of you, as an action, you can swap places with your familiar. If you cannot fit into the space where your familiar is, the ability fails and you take 1d6 force damage. Once you use this Rite, you must finish a short or long rest before you can use it again.

Form of the Familiar

You learn the *form of familiar*^K spell and gain the ability to cast it once without expending a spell slot as an action. You regain the ability to cast it in this way again after completing a short or long rest. You can also cast the spell using any spell slots you have.

Light of the Moon

You can channel to power of the moon, drawing its light following ancient traditions. You learn the spells *faerie fire* and *moonbeam*. When you cast either of this spells, allied creatures of your choice within the area of effect are not affected, and instead gain temporary hit points equal to your Wisdom modifier.

Ray of Enfeeblement

You learn the *ray of enfeeblement* spell and you can cast it once without expending a spell slot. You regain the ability to cast it in this way again after completing a short or long rest.

Riding Familiar

If you have a familiar without a flying speed, as an action you can make them become a creature one size larger than you (up to Large sized) for 8 hours. As an action, you can revert your familiar to its normal size. At 12th level, you can use this ability on a familiar with a flying speed. Once you use this rite, you must finish a short or long rest before you can use it again. Your familiar's strength becomes 10 while enlarged, if it was not already higher.

Skulking Familiar

Any familiar summoned by you gains proficiency in the Stealth skill and its movement doesn't provoke opportunity attacks.

Witch's Brew

During a short or long rest, you can infuse a spell with a casting time of one action or bonus action into a concoction, expending the spell slot or consumed material components on completion of the rest.

This spell can subsequently be cast by anyone carrying the potion by drinking the potion as an action (not requiring any spell slots or components), with the drinker as the target, acting as the caster of the spell, but using your spellcasting ability modifier.

The potion remains potent until you complete a long rest and recharge the spell slot expended to create the potion.

Witch's Claws

As an action, you can form your fingernails (or similar physiological feature if you do not have

fingernails) form into wicked claws and you make a melee spell attack against a creature within 5 feet of you.

On hit, the target takes 1d10 + your Wisdom modifier slashing damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). At 6th level, you can apply your Witch's Touch feature when you hit with this attack (including potentially dealing your Wisdom modifier damage twice).

Witch's Hat

You invest a hat (traditionally a floppy wide brimmed black witch's hat) with some of your magic, turning it into a Hat of Disguise. If your hat is lost or destroyed, you can create a new one with 2 hours of work. If a previous hat still exists when you make a new one, it loses its magic upon the completion of the new one.

Wicked Curse (*Prerequisite: 5th level*)

You learn the *bestow curse* spell. When you cast *bestow curse*, you can select two of the listed options.

WITCH CURSES

These are special spells gained through the Coven spell list.

CURSE SPELL MATERIAL COMPONENTS

All curse spells require "something from the target creature (such as blood, hair, or scales) which the spell consumes" as the material component. This can be satisfied by either by having that material, or being in range to touch the creature while casting the spell.

UPCASTING CURSES

All curses with no upcasting trait gain the following upcasting text:

At Higher Levels. If you use a 9th level spell slot, the spell lasts until it is dispelled and grants a duration that doesn't require concentration.

BEFUDDLING CURSE

1st-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You befuddle a creature's mind, swapping the position of two things it can see that are of the same size and category (for example, two medium creatures or two gargantuan buildings). The target creature must make a Wisdom saving throw. On failure, it is unaware the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped targets, it can repeat its saving throw against the effect.

BINDING CURSE

1st-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You bind a creature to its current space, causing glowing chains to bind it that space on the ground. For the duration of the spell, if the creature attempts to move away from that space, it must make a Wisdom saving throw. On failure, it cannot away from that space until the start of its next turn. On success, it can move as normal until the start of its next turn.

If the creature starts its turn more than 5 feet from the point, it is pulled 5 feet towards the space it is bound to at the start of each of its turns.

CURSE OF MISFORTUNE

3rd-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute.

You curse a creature within range, bringing it bad luck. When you place this curse, pick a number from 2 to 19. Whenever the target rolls the chosen number on an attack roll, saving throw, or ability check, that number is treated as 1.

Additionally, once during the effect you can use your reaction when the target rolls an attack roll, saving throw, or ability check to force to reroll the d20 and use the lower roll. You regain the ability to do this each time the target rolls your chosen number.

CURSE OF DOOM*3rd-level enchantment (curse)***Classes:** N/A**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)**Duration:** Concentration, up to 1 minute.

You curse a creature within range, dooming it. The next attack roll that hits the target creature becomes a critical hit, after which the spell ends.

CRITICAL HIT VS 20

Note that while this makes the attack a critical hit, it does not make it a natural 20, meaning effects like a vorpal sword would not be triggered.

ENFEEBLING CURSE*5th-level enchantment (curse)***Classes:** N/A**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)**Duration:** Concentration, up to 1 minute.

You curse a creature within range, causing an overwhelming sense of powerlessness to wash over it. Any time the target creature attempts to attack, cast a spell that deals damage, or use an action that deals damage, it must make a Wisdom saving throw. On failure, they complete their action, but their action does no damage to any target.

KARMIC CURSE*3rd-level enchantment (curse)***Classes:** N/A**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)**Duration:** Concentration, up to 1 minute.

You hex a target creature, placing a karmic binding on it. Once per turn when it damages another creature, it takes 3d6 psychic damage. If it damages you, the psychic damage it takes is increased by 1d6 (to 4d6).

KILLING CURSE*5th-level enchantment (curse)***Classes:** N/A**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)**Duration:** Concentration, up to 1 minute

You curse a creature within range to die. The targets current and maximum hit points is reduced by 3d10 + 10. If this causes a creatures to have zero hit points, the creature dies.

For the duration of the spell, the target cannot regain hit points unless from a magical effect cast by a spell slot of higher level than this spell slot this curse was cast with, and any death saving throw they roll is automatically considered a 1.

At the start of a creatures turn while they are under the effect of this spell, they make a Charisma saving throw. On failure, their current and maximum hit points is reduced by 1d10 + 10. On a successful save, the spell ends. A creature's maximum hit points are restored when it takes a long rest, or through the effects of a spell such as *greater restoration*.

ROTTING CURSE*1st-level necromancy (curse)***Classes:** N/A**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)**Duration:** Concentration, up to 1 minute

You inflicting a rotting decay on a creature, causing it to begin to rot. For the duration of the spell, every time the target creature takes damage, it takes an additional 1d4 necrotic damage.

Additionally, the effect of all healing on the target creature is reduced by half and the target creature has disadvantage on any Charisma checks for social interaction during the effect of the spell.

SWAPPING CURSE

5th-level enchantment (curse)

Classes: N/A

Casting Time: 1 action.

Range: 60 feet

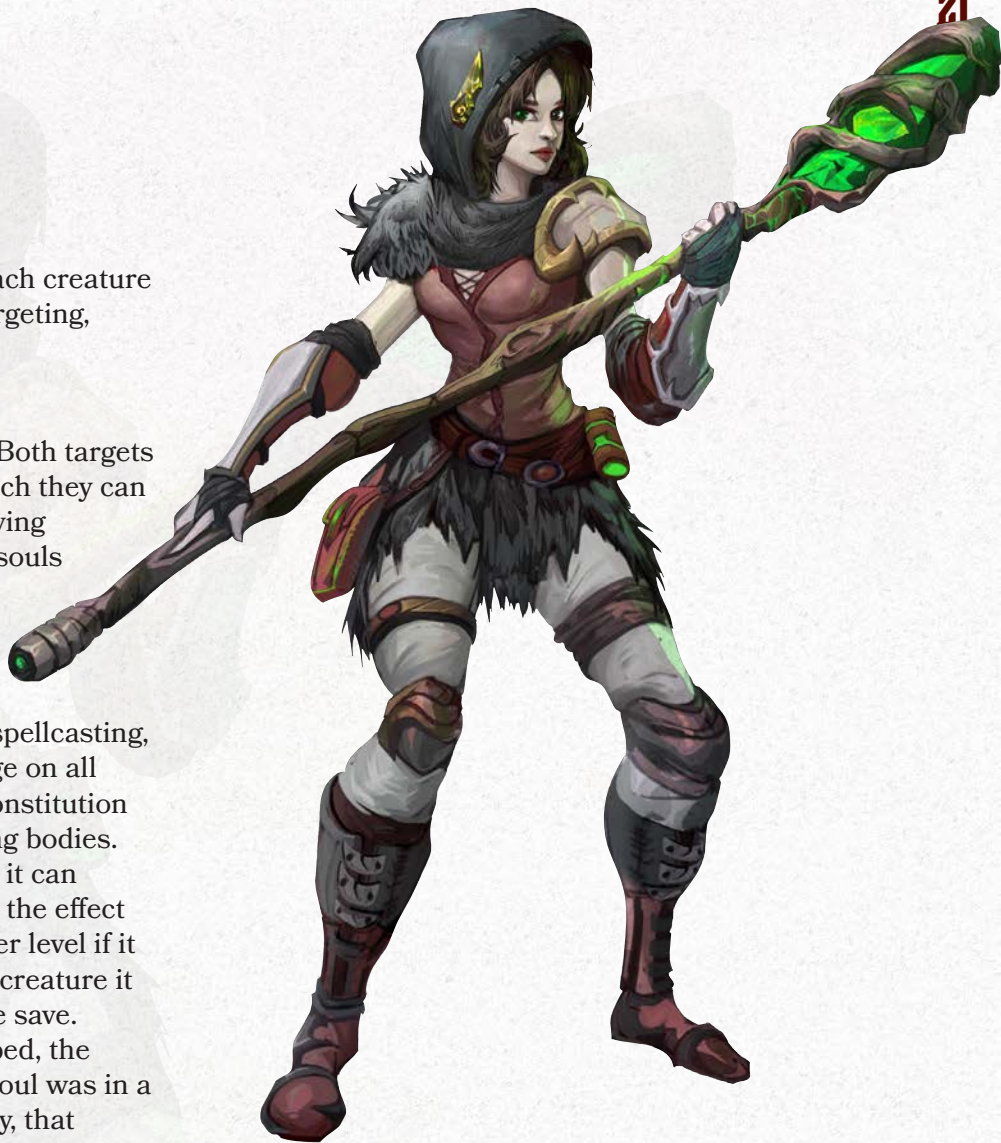
Components: V, S, M (something from each creature (such blood, hair, or scales) the spell is targeting, which the spell consumes.)

Duration: Concentration, up to 1 minute.

You cast a curse targeting two creatures. Both targets must make a Charisma saving throw (which they can choose to fail). If both targets fail their saving throws, for the duration of the spell their souls are swapped. A soul controls the body it inhabits. It gains any ability score or action the body had (besides legendary actions or legendary resistance), but retains its own spell casting (if it has the spellcasting, innate or otherwise), and has disadvantage on all attack rolls and strength, dexterity, and constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creature's turn, it can choose to repeat the saving throw, ending the effect on a successful save. If its CR (or character level if it has no CR) is higher than the body of the creature it was swapped into, it has advantage on the save.

If a creature dies while its soul is swapped, the souls return to their original bodies. If a soul was in a dying creature that returns to a living body, that creature takes 5d10 necrotic damage. Tradition of the



HEDGE MAGE

This tradition is a loose collection of magic users that benefit from a wide array of traditions and practical knowledge to build up a collection of eccentric magical knowledge. Their methods are often frowned upon by those of more studied routes, but their practical skills cannot be denied, and their unique understanding of magic that they have developed with their own hands and minds should not be underestimated.

PRACTICAL SKILLS

You gain proficiency in your choice of one of the following skills: Animal Handling, Arcana, Medicine, Nature, or Survival. All cantrips from the Wizard and Druid are added to the Occultist spell list for you, as well as *thaumaturgy*, and you learn 1 additional cantrip of your choice. When you learn a new cantrip, you can select from the above expanded list in addition to the Occultist list, and treat them as Occultist spells.

You learn your magic through self-discovery, often encompassing trial and error. Not knowing what is supposed to be impossible or impractical, your magic develops unique aspects. You can modify spells you learn with the following feature.

THE WAY I LEARNED IT

When you learn a new spell, you can modify some of its properties representing your unique way of casting that spell. These changes permanently affect the spell for you, but when you swap out a spell when gaining a level in the class, you can instead modify these properties from a spell you know. You can learn the same spell multiple times with different selections (i.e. "ranged cure wounds") You may apply any number of these properties when learning or modifying a spell.

- **Damage Type.** You can change any one of the following damage types into another: Acid, cold, fire, lightning, or poison.

- **Range.** You can make a spell with a range of 10 feet or more instead have a range of Touch, or give a spell with a range of Touch a range of up to 10 feet (if it was a melee spell attack, it becomes a ranged spell attack if the range is greater than Touch).
- **Components.** You can exchange a verbal, somatic, or material component of a spell for another type of component the spell does not normally have, such as changing a spell from requiring verbal and somatic components, to requiring somatic and material components. Material components with a cost cannot be replaced, but can be exchanged for a different material component of equal cost.

CUSTOMIZATION AND POWER

The Way I Learned It feature provides fairly little power or mechanical difference, though with variability of damage type and range comes some power.

CASTING STYLE

Additionally, your self-taught casting style has resulted in some practical advantages. Select one of the following casting styles:

Reliable Casting. When you roll a 1 or 2 on a damage die for an Occultist cantrip, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Habitual Casting. When you cast an Occultist cantrip that requires concentration, you can instead cause the effect to persist without concentration a number of rounds equal to your Occultist level (for example, as 1st level Occultist, it would end at the start of your next turn). You can end a spell persisting in this way early as an action.

Tactical Casting. When you take the Ready action with an Occultist cantrip, it does not require concentration to keep the spell readied.

PERSONALIZED PATH

At 3rd level, you gain one additional spell known and one additional occult rite known. This rite can come from the Hedge Mage rites or from the general Occultist rites. These do not count against your spells or rites known.

IMPROVISED RITUAL

Starting at 3rd level, you can cast a spell with the ritual tag without knowing that spell. When you do so, it takes the additional time as if casting it as a ritual, but still consumes a spell slot. You can improvise spells of a level equal to one-third of your Occultist

level (for example, a 3rd level Occultist can improvise 1st level rituals).

Spells improvised this way can be from any spell list, but if it is not on the Occultist list, you must have the spell in a written form (such as a wizard's spellbook or a scroll).

STOLEN TECHNIQUES

At 6th level, you can learn one new 1st or 2nd level spell from the bard, cleric, druid, or wizard spell list. The spell becomes an Occultist spell for you, but does not count against your spells known.

Additionally, you can delve into the rites of another tradition. You learn one additional occult rite that does not count against your rites known. This rite can be selected from any Occultist subclass or from the general Occultist rites, but cannot be a rite with a prerequisite.

EMPOWERED CANTRIPS

Starting at 6th level, once per turn when you roll damage for an Occultist cantrip, you can add your Wisdom modifier to the damage dealt.

CANTRIP MASTERY

Starting at 14th level, you can cast an Occultist cantrip with a casting time of one action as a bonus action. When you cast a cantrip in this way, it is cast as if you are 1st level.

BONUS ACTION CASTING

This does not remove the restrictions around bonus action spells, meaning that when you do this, you cannot cast a leveled spell with your action, but can cast two cantrips. This works particularly well with non-scaling cantrips that do things beside damage, such as provide defenses or utility.

HEDGE MAGE RITES

Hedge Magic (*You can take this rite multiple times*)

You learn an additional cantrip from the Occultist list or from the expanded list provided by the Practical Skills feature.

Hedge Knight (*Prerequisite: Vestaments of War*)

You gain proficiency in heavy armor.

I Know That One!

When you make a saving throw against a spell you know, or make a spellcasting ability check to use *counterspell* or *dispel magic* against a spell you know, you have advantage on the saving throw or spellcasting ability check.

Learning on the Fly

When you pass a saving throw against a spell of 5th level or lower, you gain the ability to cast that spell for the next minute (expending any spell slots or components it would normally require to cast it).

Manipulate Magic *(Prerequisite: 5th level Hedge Mage)*

You learn one Metamagic option of your choice from the sorcerer class. You can use this Metamagic option once, regaining the ability to use it again after completing a long rest. When using it this way, you use it as if you expended 3 or less sorcery points.

You can use it again before completing a long rest by expending a spell slot of a level equal to the number of sorcery points the Metamagic would cost to use.

Mass Cantrip

When you cast an Occultist cantrip that targets one or more creatures, you can make the cantrip target a number additional creatures within range equal to your proficiency bonus. Once you use this rite in this way, you must finish a long rest before you can use it again. You can instead expend a spell slot to gain a similar effect, causing the cantrip to target a number of additional creatures equal to the level of spell slot spent.

Mastered Basics *(Prerequisite: 15th level Hedge Mage)*

When you cast an Occultist spell you know using a 1st level spell slot, it is cast as if you spent a 2nd level spell slot instead.

Practice Makes Perfect

You've cast a spell so many times it has become second nature. Select a 1st level Occultist spell you know. You can cast this spell without expending a spell slot a number of times equal to half your proficiency bonus (rounded up), regaining all uses when you complete a long rest.

Practiced Reach

When you use the Way I Learned It feature to add range, you can make the range of the spell up to 30 feet.

Potent Cantrip *(Prerequisite: 7th level Hedge Mage)*

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

Ready Made Spell

Over the course of 1 minute, you can perform a special ritual to cast a spell into an item, expending a spell slot as normal. The spell being stored has no immediate effect when cast this way. Thereafter, a creature holding the item that is aware there is magic infused it can trigger the stored magic, casting the spell.

The spell uses your spell save DC, spell attack bonus, and spell casting ability, but is all other ways treated as if the creature holding it cast the spell. You can infuse a number of spell levels equal to your proficiency bonus this, regain the ability to infuse more when you complete a long rest. Any items infused this way lose their power if you regain the spell slot used to infuse the item.

Savant Focus *(Prerequisite: 7th level Hedge Mage)*

You can focus all of your experience into using your most basic magic potently. As a bonus action you can enter a state of focused concentration, as if concentrating on a spell. When you do so, you gain advantage on attack rolls made for cantrips for 1 minute, or until you end your concentration on this state of focus.

Studios Mage *(Prerequisite: 3rd level Hedge Mage, You can take this Rite multiple times)*

You can select a spell from the Wizard or Druid spell list, but only of a spell level lower than the highest level spell level you can cast. You learn the spell and it becomes an Occultist spell for you.

Simple Magic *(Prerequisite: 5th level Hedge Mage)*

Even as you gain power, you are adept with using small bursts for simple magic. You can sacrifice a spell slot of 3rd level or higher to gain two 1st level spell slots. If the spell slot is 5th level or higher, you can gain two 2nd level spell slots. You cannot store more than twice your usual maximum number of any spell slot level this way.

The Way I Learned To Improvise

When you cast a spell as a higher level than its default level, you can modify it on the fly with The Way I Learned It, changing one property for each level above its normal spell slot level (in addition to any normal effects of upcasting the spell).

Utility Master *(Prerequisite: 5th level Hedge Mage)*

When you cast utility cantrips that can lift weight, affect external elements, target an area on the ground, or cause minor instantaneous effects, you lift twice as much, target twice the area, or maintain an additional instantaneous effect.

TRADITION OF THE ORACLE

An Oracle is an Occultist whose power comes to them from their connection to fate; bound and empowered Oracles carry some piece of divine mystery within them, tied to an aspect of destiny and fate. As their power grows they begin to understand this mystery with revelations, unlocking its secrets and the power they contain.

An Oracle typically does not directly serve a god, rather they often are people whose fate has entangled them in the affairs of the gods. Oracles have great power, but their powers are not ones that mortals were meant to have, and consequently they are frequently burdened by their powers.

DIVINE TOUCH

At 1st level when you select this tradition, you have been touched by a divine revelation that has given you a gift of insight and a dramatic flair to deliver it. You learn the cantrips *guidance* and *thaumaturgy*.

You learn the following spells at the following levels. These are Occultist spells for you.

Occultist Level	Spells Learned
1st	<i>identify</i>
3rd	<i>locate object</i>
5th	<i>clairvoyance</i>
7th	<i>locate creature</i>
9th	<i>legend lore</i>

MYSTERY UNVEILED

Additionally at 1st level, the touch of the divine inside of you has opened up new pathways of magic and understanding that most cannot comprehend - a connection to magic. Select one of the following mysteries: Darkness, Death, Fire, Life, Light, Nature, Souls, or War. Spells learned from your Mystery are Occultist spells for you, but do not count against your spells known.

Some oracles are burdened with too much power for their mortal body. Optionally you can select to be one of these by selecting the “Oracle’s Curse” feature, gaining an additional divine boon and curse.

You can select an additional Mystery at 5th (two Mysteries) and again at 11th level (three Mysteries).



MYSTERY OF DARKNESS

Your understanding of darkness unlocks the secrets shrouded from others. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>illusory pit</i> ^K
3rd	<i>darkness</i>
5th	<i>hungering void</i> ^K
7th	<i>devour shadow</i> ^K
9th	<i>devouring darkness</i> ^K

ORACLE'S CURSE

Optional Feature

These are optional additions for an Oracle to select at 1st level.

Blind. You are permanently blinded. You gain the Oracle's Sight rite. It doesn't count against your rites known.

Frail. Frail. Your hit dice become d4s. Your hit points at level 1 become 4 + your Constitution modifier, and hit points at higher levels become 1d4 (3) + your Constitution modifier. Once per day when you complete a short rest, you can regain expended spell slots with a combined level equal to half your Oracle level (rounded up).

Burned. (Requires Mystery of Fire) Your hands are scarred by terrible burns. You have disadvantage on weapon attack rolls and Sleight of Hand checks. You gain the Truth of Fire rite. It doesn't count against your rites known.

Forsworn. Visions of the future come easily to you, but sharing them becomes impossible. You are unable to reveal the results of your divination spells to others through any means. The casting time of divination spells that take 1 minute is reduced to 1 action for you.

MYSTERY OF DEATH

Your understanding of the nature of death unlocks its secrets for you. You learn the following spells at the following levels.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>false life</i>
3rd	<i>gentle repose</i>
5th	<i>wither</i> ^K
7th	<i>blight</i>
9th	<i>killing curse</i> ^K

MYSTERY OF FIRE

Your understanding of the nature of fire unlocks its secrets for you. You learn the following spells at the following levels.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>burning hands</i>
3rd	<i>continual flame</i>
5th	<i>fireball</i>
7th	<i>fire shield</i>
9th	<i>pyroclastic lance</i> ^K

MYSTERY OF LIFE

Your understanding of the nature of life unlocks its secrets for you. You learn the following spells at the following levels.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>healing word</i>
3rd	<i>aid</i>
5th	<i>mass healing word</i>
7th	<i>vital surge</i> ^K
9th	<i>mass cure wounds</i>

MYSTERY OF LIGHT

Your understanding of light illuminates the world in new ways. You learn the following spells at the following levels.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>prismatic flash</i> ^K
3rd	<i>moonbeam</i>
5th	<i>daylight</i>
7th	<i>greater invisibility</i>
9th	<i>field of stars</i> ^K

MYSTERY OF NATURE

You know the secrets of nature. You learn the following spells at the following levels.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>entangle</i>
3rd	<i>spike growth</i>
5th	<i>plant growth</i>
7th	<i>carnivorous garden</i> ^K
9th	<i>insect plague</i>

MYSTERY OF SOULS

Your understanding of the nature of souls unlocks their secrets for you. You learn the following spells at the following levels.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>unseen servant</i>
3rd	<i>spiritual weapon</i>

OCCULTIST LEVEL	SPELLS LEARNED
5th	<i>spirit guardians</i>
7th	<i>guardian of faith</i>
9th	<i>raise dead</i>

MYSTERY OF WAR

Your understanding of the nature of war unlocks its secrets for you. You gain proficiency with simple weapons, medium armor, and shields, and when you make a weapon attack, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Additionally, you learn the following spells at the following levels.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>bless</i>
3rd	<i>iron wind strike</i> ^K
5th	<i>whirling conflagration</i> ^K
7th	<i>dimension cutter</i> ^K
9th	<i>flickering strikes</i> ^K

REVELATIONS OF FATE

You can expand on the powers granted by your Mysteries with special Occult Rites called Revelations. A Revelation is triggered when you cast a spell. You can trigger only one Revelation per spell cast.

FATE READING

Starting at 3rd level, your connection to the flow of fate gives you the ability to read from it, tracing outcomes and glimpsing the unknowable future. When you are hit by an attack, you can use your reaction to add your Wisdom modifier to your AC until the start of your next turn (including against the triggering attack). You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Additionally, you learn the *augury* spell and can cast it at will without expending spell slot.

WINDING PATHS OF FATE

This does not negate the normal drawback of casting *augury* multiple times. As you delve further for more information, it becomes harder to read as the flow becomes more turbulent for your changes to it.

ENLIGHTENED UNDERSTANDING

Starting at 6th level, whenever you activate a Revelation, you gain temporary hit points equal to your Wisdom modifier. Additionally, you can trigger a Revelation when you cast a 1st level or higher spell that otherwise doesn't fit its requirements (for example, triggering Revelation of Fire on a spell that doesn't deal fire damage).

MASTER OF PROPHECY

Starting at 14th level, you can cast *augury* a number of times equal to your Wisdom modifier per day before it starts having a chance to return random answers.

Additionally, when you divine the future with *augury*, you can issue a cryptic prophecy, with three specific points for rolls that may occur within the next 30 minutes. For each specific point you prophesize, if you specify only the type of roll (for example, an attack, a Strength (Athletics) check, or an initiative roll, etc), a d4 is reserved (example "someone will be particularly quick when rolling initiative").

If you specify a specific action and a specific person, a d6 is reserved (for example, "when the wizard Caius rolls for initiative, he will be unusually quick"). If you give it a specific unlikely condition, a d8 can be reserved at the discretion of the GM.

A specific action or person can only have one prophesied event. If a prophesied event takes place (at the discretion of the GM it has occurred), the oracle can spend the reserved die and add it to the roll; if multiple events trigger the prophecy, the oracle can select which of them is affected by the reserved die.

ORACLE SPECIFIC RITES

Death Watcher (Prerequisite: 12th level Occultist)

You can see the lines of fate, and detect when one of them is about to snap. When an ally that can see or hear you would drop to 0 hit points as a result of taking damage, as a reaction you can manipulate their fate with a cryptic warning, causing them to narrowly avoid their demise, instead dropping to 1 hit point.

Once you use this Rite, you must finish a long rest before you can use it again.

Divine Miracle

You learn one cleric spell of your choice. The spell must be of a level you can cast, as shown on the Occultist table, or a cantrip. The chosen spell becomes an Occultist spell for you and does not count against your spells known.

Divine Sight (*Prerequisite: 15th level Occultist*)

If you have blindsight, you gain truesight with a range equal to your blindsight.

Oracle's Sight

You gain blindsight with a range of 15 feet. When affected by the Blinded condition for more than a minute the range of this sight is doubled while under that effect.

Revelation of Darkness (*Prerequisite: Mystery of Darkness*)

You understand that darkness is all encompassing, interrupted only by tenuous motes of light. When you cast a spell of 1st level or higher creates that dim light, darkness, or that obscures you from the vision of one or more creatures, you can teleport to another point you can see that is in dim light or darkness within 30 feet as a bonus action.

Revelation of Death (*Prerequisite: Mystery of Death*)

You can manipulate negative energy. When you cast a spell of 1st level or higher that deals cold or necrotic damage, you can add your Wisdom modifier to one damage roll of that spell. Channeling the power of death in this way temporarily withers and weakens you, reducing your movement speed by 5 feet until the end of your next turn.

If you use this while already weakened in this way, the duration is extended and the effect is cumulative. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of Fire (*Prerequisite: Mystery of Fire*)

Your powers draw flames all around you. When you cast a spell of 1st level or higher that deals fire damage, you can shroud yourself in flames until the start of your next turn. You gain half cover and any creature that strikes you with a melee attack or ends their turn within 5 feet of you takes 1d6 fire damage. At the start of your next turn, you take 1 fire damage. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of Life (*Prerequisite: Mystery of Life*)

Your powers are tied to the nature of life and its ever shifting balance. When you cast a spell of 1st level or higher that restores hit points or grants temporary hit points, you can heal a creature other than yourself within 30 feet for a number of hit points equal to your Occultist level. Your current hit points are reduced by half as many hit points as you restore with this feature.

You can only use this ability on creatures that have vibrant life pulsing within them. This revelation does not work on undead, constructs, or creatures at zero

hit points. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of Light (*Prerequisite: Mystery of Light*)

You grasp that looking into the light blinds as surely as looking away from it. When you cast prismatic flash or a 1st level spell or higher spell that sheds 5 feet or more of bright light, as a bonus action you can force one creature within 30 feet of the light to make a Dexterity saving throw, or become blinded until the start of your next turn.

A creature is unaffected by this effect 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.

Revelation of Nature (*Prerequisite: Mystery of Nature*)

When you cast a 1st level spell or higher that creates difficult terrain, you can force one creature to make a Dexterity saving throw. On failure, if the creature is within the area of the spell creates difficult terrain, its movement speed is reduced to zero. If it is outside the area of difficult terrain, its movement speed is reduced by half.

Revelation of Souls (*Prerequisite: Mystery of Souls*)

The souls of the departed are all around. When you cast a spell of 1st level or higher, you can conjure a medium sized benevolent or tormented spirit to an empty space you can see within 30 feet.

The first creature to enter the spirit's space or end their turn within the spirit's space gains a number of hit points equal to 1d4 + the level of the spell if you summoned a benevolent spirit, or takes necrotic damage equal to 1d4 + the level of the spell if the spirit was a tormented one. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of War (*Prerequisite: Mystery of War*)

Within war, you see the essence of perfect conflict. When you cast a spell of 1st level or higher on your turn, you can make a single melee weapon attack as bonus action. When you reach 6th level, you can trigger the Revelation of War when you cast an Occultist cantrip.

Touch of Fire (*Prerequisite: Mystery of Fire*)

You learn the cantrip *burn*^K. Additionally, as a bonus action you can take 1 fire damage and can cause a weapon you are carrying to burst into flames for 1 minute or until you let go of it. For the duration, it sheds bright light for 10 feet and dim light for an additional 10 feet. Attacks made with the weapon while it burns deal an additional 1d6 fire damage.

Truth of Darkness (*Prerequisite: Mystery of Darkness*)

Darkness is home to those that live in it. Any darksight or blindsight you have is doubled in range, up to a maximum of 120 feet. If you have neither, you gain a darkvision of 30 feet, which is doubled by this feature to 60 feet. You can see normally in dim light and darkness.

Truth of Death (*Prerequisite: Mystery of Death*)

The march of death is inexorable. Necrotic damage you deal ignores resistance to Necrotic damage, and treats immunity as resistance, and leaves the touch of death on the target until the start of your next turn. While under the Touch of Death, any hit points the target regains is halved (rounded down).

Truth of Fire (*Prerequisite: Mystery of Fire*)

Everything burns. When you roll fire damage, you can reroll any number of fire damage dice. You must use the new rolls. If you reroll all the dice of the damage roll, the damage bypasses any fire resistance a target has. For each die rerolled, you take 1 fire damage which can't be reduced in any way.

Truth of Life (*Prerequisite: Mystery of Life*)

The breath of life is shared by all creatures. When a creature of CR 1/4 or higher dies within 60 feet of you, you can use your reaction to transfer some of that dispersing life force to another creature within 60 feet of you (including yourself). The target creature gains hit points equal to your Wisdom modifier, or the maximum hit points of the creature (whichever was lower).

Truth of Light (*Prerequisite: Mystery of Light*)

The light reveals all. Magical bright light you create reveals invisible creatures, any attempt to hide within it is made with disadvantage, and grants advantage on saving throws and ability against illusions. You can end these effects for the duration of that bright light on a source of bright light as a bonus action.

Truth of Nature (*Prerequisite: Mystery of Nature*)

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

Truth of Souls (*Prerequisite: Mystery of Souls*)

You are one with the souls. You have advantage on Constitution saving throws to maintain concentration on spells granted by the Mystery of Souls.

Truth of War (*Prerequisite: Revelation of War, 5th level Occultist*)

There are many paths to victory. When you cast a spell of 1st level or higher on your turn, the next time you hit a creature with a melee weapon attack before the end of your turn, you can force them to make a Saving Throw against your Spell Save DC, or suffer from a condition based on the level of spell slot cast (you can select the condition of a lower level effect instead of you choose) until the start of your next turn. The type of saves and conditions are listed on the table below.

SPELL LEVEL	CONDITION	SAVE
1st	Prone	Strength
2nd	Poisoned	Constitution
3rd	Frightened	Wisdom
4th	Blinded	Constitution
5th	Restrained	Strength
6th+	Stunned	Constitution

Twin Revelation (*Prerequisite: 9th level Occultist*)

When you cast a spell that invokes a Revelation, you can invoke two different Revelations at the same time.

Halo of Mystery (*Prerequisite: 15th level Occultist*)

When you roll initiative or as a bonus action at any time, you can invoke the power of a mystery you know, causing its power to swirl around you forming a halo. This halo lasts until you invoke another Mystery this way, or dismiss it as a bonus action. It's effect depends on the Mystery Invoked.

- **Darkness.** You shrouded in darkness and difficult to make out. You have half cover against attacks and are considered to be in dim light regardless of the surrounding light.
- **Death.** You gain resistance to necrotic damage. If you are reduced to 0 hit points, you can make a Wisdom saving throw with a DC of 10 + the damage taken to be reduced to 1 hit point instead on success.
- **Fire.** You shed bright light in a 5 foot radius and dim light for an additional 5 feet. You gain resistance to fire damage, and immunity to the fire damage of your own spells.
- **Life.** When you restore hit points to another creature, they gain temporary hit points equal to half the hit points restored.
- **Light.** You shed bright light in a 20 foot radius and dim light for an additional 20 feet (this light interacts with Truth of Light if you have that Rite).

You gain resistance to radiant damage.

- **Nature.** You become surrounded by thorny vines. Any creature that strikes you with a melee weapon attack takes 1d8 piercing damage.
- **Souls.** You become ghostly and translucent, gaining a flying speed of 20 feet and can pass through objects less than a foot thick, as well as through creatures, and ignore all difficult terrain.
- **War.** When you take damage, you can subtract your Wisdom modifier from the damage taken (reducing it to a minimum of 1).

TRADITION OF THE SHAMAN

A shaman is an Occultist that walks the paths of the spirits, binding them to their cause to empower themselves or bring havoc to their foes. Tough and powerful, they are most often found in the thick of the fight, wreathed in their primal power.

A shaman may view themselves as in service to their spirits or as served by the spirits; the what and the how of their contract can vary wildly, as can the source of their spirits, be it pulling from ancestral or primal powers.

SPIRITUAL WARRIOR

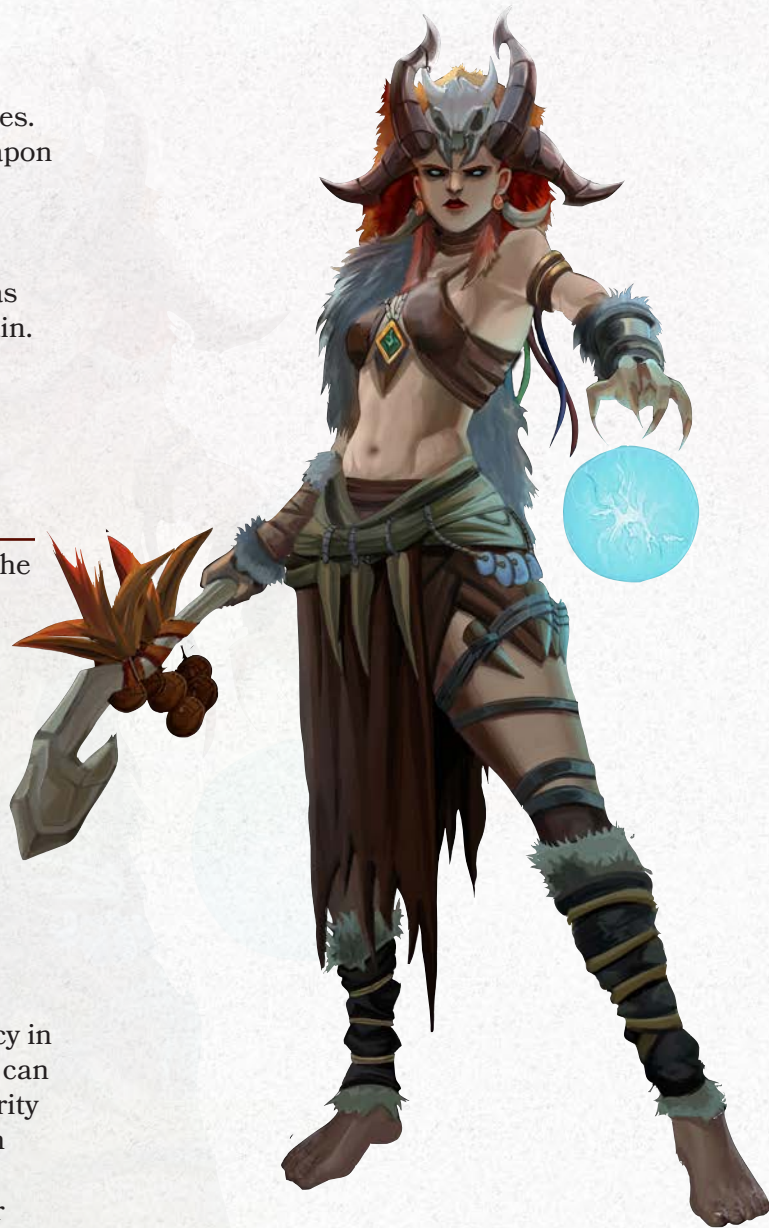
When you select this subclass, you gain proficiency in simple weapons, medium armor and shields. You can add your Wisdom modifier in place of your Dexterity modifier for calculating the AC of light or medium armor. Additionally, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

CALL SPIRIT

Starting at 1st level, as a bonus action you can call a spirit to your side. This can be a primal spirit of fire, cold, or lightning, or an ancestral spirit with radiant or necrotic power. This bond lasts for 10 minutes once formed. You can release a spirit early as an action, and it is immediately released if you call another spirit.

While a spirit is bonded to you, your melee weapon attacks deal an additional 1d4 damage of the spirit's type.

When you call it or as a bonus action while it is bonded, you can manifest the spirit in a space you can see within 30 feet of you. The spirit is medium sized but spectral in nature while manifested. While the spirit is manifested, whenever you take the attack action you may replace any number of attacks you could normally take with melee spell attacks from your bonded spirit. On a hit, this melee spell attack



deals 1d4 + your Wisdom modifier damage of the spirit's type. As a bonus action you can move it up to 30 feet in any direction or recall it to yourself, ending its manifestation.

A manifested spirit cannot move more than 60 feet from you, and is recalled to you if you are ever more than 60 feet from it.

EMPOWERED SPIRITS

Starting at 3rd level, when you call a spirit, you can expend a spell slot to empower that spirit. An empowered spirit adds additional damage to your weapon and deals additional manifested damage based on the level of the spell slot expended, its damage becomes the amount shown in the Empowered Spirits table. While the spirit is called and not manifested, at the start of each of your turns, you gain temporary hit points equal to the level of the spell slot spent to empower it.

SLOT	WEAPON DAMAGE	MANIFESTED DAMAGE	TEMPORARY HIT POINTS
1st	1d6	2d4	1
2nd	1d8	2d6	2
3rd	1d10	2d6	3
4th	1d12	2d8	4
5th	1d12	2d8	5

EXTRA ATTACK

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

If you have a manifested spirit, you can replace one or both attacks with the spirit's melee spell attack.

SPIRITUAL EMPOWERMENT

Starting at 14th level, when you cast a spell of 1st level or higher, you can make a single weapon attack as a bonus action. If you have a manifested spirit, you can attack with it in place of making a weapon attack.

SHAMAN SPECIFIC RITES

Avatar of the Elements (Prerequisite: 11th level Shaman)

You learn the *form of fire*^K, *form of ice*^K, and *form of stone*^K spells. These are Occultist spells for you.

When you cast one of these spells, you can choose to shorten the duration of the spell to 1 minute. When you do so, the spell does not require concentration.

Dance of the Spirits (Prerequisite: 5th-level Occultist)

When you cast *spirit guardians*, you can choose the spell's damage type from among cold, fire, lightning, necrotic, and radiant, regardless of your alignment.

Additionally, you have advantage on Constitution saves to maintain concentration on *spirit guardians* and other spell that conjures a spirits.

Detonate Spirit

As an action you can detonate a manifested spirit, causing it to erupt in a flare of power. All creatures within 10 feet of the spirit must make a Dexterity saving throw. A creature takes damage equal to twice the spirit's manifested damage on a failed saving throw, or half as much damage on a successful one if the spirit was empowered with a spell slot. The spirit is immediately released and disappears.

Elemental Weapons (Prerequisite: fists of fire or ice weapon cantrip)

You can cast *fists of fire* or *ice weapon* when you roll initiative (no action required). When you create a weapon with *fists of fire* or *ice weapon*, the damage die of the weapon is increased by one size (for example, from a d6 to a d8).

Energized Weapon (Prerequisite: 3rd level Occultist)

You gain the ability to infuse your weapon with the power granted to you by the spirits. While you have an empowered spirit bonded, as a bonus action you can pour all of its energy into your weapon (recalling it if it is manifested). The next attack with that weapon adds twice the additional damage from the spirit, but the bond immediately expires.

Guidance of the Spirits (Prerequisite: 3rd level Occultist)

When you expend a spell slot to empower a spirit with your Empowered Spirits feature, you can select a number of skills equal to the spell slot level expended that the spirit is proficient in. While it is not manifested, you gain proficiency with these skills. If you expend a spell slot of 5th level or higher, you can exchange three skill proficiencies to gain expertise in one skill.

Mistwalker

You can see through heavy obscurement when the obscurement is caused by fog, mist, or smoke, natural or otherwise. While you are shrouded by fog, mist, or smoke, you have half cover.

Enhanced Bond (Prerequisite: 7th level Occultist)

When you are empowered by a spirit called by a 1st level spell slot or higher, you can add the level of the spell slot spent to your Strength, Dexterity, and Constitution saving throws.

Primal Earth

You harness the primal elemental powers of earth and stone, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>create pit</i> ^K
3rd	<i>earth ripple</i> ^K
5th	<i>seismic wave</i> ^K
7th	<i>orbital stones</i> ^K

OCCULTIST LEVEL	SPELLS LEARNED
9th	<i>fissure</i> ^K

Primal Fire

You harness the primal elemental power of fire, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>burning hands</i>
3rd	<i>scorching ray</i>
5th	<i>fireball</i>
7th	<i>wall of fire</i>
9th	<i>pyroclastic lance</i> ^K

Primal Ice

You harness the primal elemental power of ice, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>arctic breath</i> ^K
3rd	<i>cold snap</i> ^K
5th	<i>sleet storm</i>
7th	<i>ice storm</i>
9th	<i>cone of cold</i>

Primal Storm

You harness the primal elemental powers of storm and lightning, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>thunderwave</i>
3rd	<i>gust of wind</i>
5th	<i>lightning bolt</i>
7th	<i>jumping jolt</i> ^K
9th	<i>sky burst</i> ^K

Primal Storm

You harness the primal elemental powers of storm and lightning, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>thunderwave</i>
3rd	<i>gust of wind</i>
5th	<i>lightning bolt</i>
7th	<i>jumping jolt</i> ^K
9th	<i>sky burst</i> ^K

Radiate Power (Prerequisite: 15th-level Occultist)

While you have a spirit bonded to you, as a bonus action you can cause it to emanate power, causing all creatures within 5 feet of you (or it if it is manifested at another location) to make a Dexterity saving throw against your spell save DC. On failure, they take damage equal to the spirit's manifested damage, or half as much on a successful save.

Rite of Prowess

You can select one fighting style from Dueling, Great Weapon Fighting, or Two-Weapon Fighting.

Shaman's Touch (Prerequisite: 7th-level Occultist)

When you use your action to cast a cantrip with a range of touch, you can make one weapon attack as a bonus action.

Strength of Spirit (Prerequisite: 9th-level Occultist, A Strength ability score higher than your Wisdom ability score)

You can increase your Wisdom ability score by 2, up to a maximum of 20. This cannot make your Wisdom ability score higher than your Strength ability score.

Warding Power

You learn the spell *shield*. It becomes an Occultist spell for you, but does not count against your spells known.

TRADITION OF THE SPIRITUALIST

Occultists who delve into the mystical arts of spiritual health and ailments, Spiritualists are masters of indirect methods and mystic secrets, gleaned only from ancient methods and whispers from the beyond. Mysterious and often reclusive, they wield subtle powers to strengthen or debilitate.

OTHER NAMES FOR SPIRITUALIST

Spiritualists are sometimes called Witch Doctors colloquially, but that name isn't entirely accurate. Like all common use names, this can cause misunderstandings with more historical references, as well as simply seem too similar to another subclass name (the Tradition of the Witch).

MYSTICAL MEDICINE

At 1st level when you select this tradition, you gain proficiency in the Medicine skill (Or another skill if you are already proficient), and gain advantage on ability checks to determine the nature of magical ailments, curses, hexes, bewitchments, or enchantments that affect a creature.

MALIGNANT POSSESSION

Starting at 1st level, when you hit a creature with an attack or it fails a saving throw against one of your Occultist spells, you can afflict them with a malignant spirit. This spirit haunts them for 1 minute, and while it persists any time the creature makes an attack roll, saving throw, or ability check, you can use your reaction to cause the spirit hindering them to bring them misfortune. Roll a d6 spirit die and subtract it from the result of their roll. You can do this after they roll, but before the outcome is determined.

The spirit can be removed by effects that remove or prevent possession (such as *protection from evil and good*), or the target can attempt to rid itself of the spirit as an action, making a Wisdom saving throw against your spell save DC, removing the spirit and ending the effect on success).

The size of the spirit die increases at 5th level (to a d8), 11th level (to a d10), and 17th level (to a d12). Once you use this ability, you cannot use it again until you complete a short or long rest.

SPIRITUALIST SPELLS

Additionally, as a Spiritualist, you learn the following spells at the following levels. These are Occultist spells for you.



OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>spiritual consultation</i> ^K , <i>unseen servant</i>
3rd	<i>boil blood</i> ^K , <i>lesser restoration</i>
5th	<i>cruel puppetry</i> ^K , <i>spirit guardians</i>
7th	<i>compulsion</i> , <i>suffocate</i> ^K
9th	<i>geas</i> , <i>commune</i>

TOTEM BINDING

Starting at 3rd level, as an action, you can create a totem of power at a point within 15 feet of you. You learn two totems when you gain this feature, and

another totem at 5th level (3), 11th level (4), and 17th level (5). The following are the list of totems you can select:

- **Agonizing Totem.** Any creature of your choice that starts its turn within 10 feet of the totem or enters within 10 feet of it for the first time on their turn takes 1d6 necrotic damage. Any creature that damages the totem from within 10 feet of it takes 1d6 necrotic damage.
- **Binding Totem.** Terrain within 10 feet of the totem is difficult terrain for creatures of your choice, and any creature attempting to teleport into or out of the radius must make a Charisma saving throw against your spell save DC, or the attempt fails.
- **Grasping Totem.** When you create the totem, it attempts to bind a Large or smaller creature of your choice within 10 feet, forcing them to make a Dexterity saving throw against your spell save DC. On failure, they are pulled to within 5 feet of the totem and grappled by it (escape DC equals your spell save DC). This totem cannot be made mobile by other effects or features.
- **Life Totem.** When a creature starts its turn within 10 feet of the totem you can heal them with the totem for 1d6 hit points. The totem does this a number of times equal to your Wisdom modifier, after which its power fades and it crumbles.
- **Sanctuary Totem.** All creatures of your choice within 10 feet of the totem are under the effect of *sanctuary*. This effect is broken under the normal conditions of *sanctuary* and cannot be regained from a totem for 1 minute once lost.
- **Shrouding Totem.** All creatures and objects (including the totem) within 10 feet of the totem are lightly obscured from creatures beyond 10 feet of the totem, and gain the benefits of half cover against ranged attack rolls originating from outside the totem's radius.
- **Soothing Totem.** All creatures of your choice within 10 feet of the totem have advantage on saving throws against being Charmed or Frightened.
- **Warding Totem.** All creatures of your choice within 10 feet of the totem gain resistance to all damage, but the totem takes damage equal to the damage taken by creatures that benefit from the resistance (which can destroy the totem, ending the effect).

A totem is a Small sized object with an AC of 12 and hit points equal to your occultist level. If it is reduced to 0 hit points, it is destroyed and its effect

ends. A creature cannot be affected by more than one of the same type of totem at the same time. A totem cannot be moved once placed. Totems can last a maximum of 1 minute, after which they lose power and crumble away. You can place a number of totems equal to your Wisdom modifier, regaining all uses when you complete a long rest.

TOTEMIC TECHNIQUE

Additionally at 3rd level, you can select a technique to specialize in for using totems, granting you a bonus to them. Select one of the following when you gain this feature:

- **Dancing Totems.** Instead of placing your totems at a point, you can summon your totems as Tiny sized mobile objects that orbit you in your space and emit their effects from your space. The totems can still be targeted and destroyed individually.
- **Sturdy Totems.** Your totems add your proficiency bonus to their AC and have hit points equal to twice your Occultist level.
- **Swift Totems.** You can place a totem as a bonus action instead of an action.

EMPOWERED TOTEMS

Starting at 6th level, your totems that roll a die roll an additional die (for example 1d6 becomes 2d6). The number of dice increases against (to 3d6) to at 14th level.

ROTTING AFFLICTION

Additionally at 6th level, when you roll a spirit die for Malignant Possession to hinder the target, the target takes necrotic damage equal to the value rolled on the die.

GRAND SPIRIT TOTEM

Starting at 14th level, as an action you can place a Medium sized grand totem on an empty space within 30 feet of you that attracts and binds a swarm of powerful malevolent spirits. It has the normal AC and hit points of your totems, but gains a number of temporary hit points equal to 5 times your Wisdom modifier. If you have the Dancing Totems specialization, you can choose to make it a tiny sized object that orbits you as other totems do instead.

Any creature other than you that starts its turn or enters within 20 feet of the totem for the first time on their turn must make a Charisma saving throw. On failure, it is plagued by the spirits and subtracts your Malignant Possession die from all attack rolls, saving throws, or ability checks it makes for the full duration

of the totem while within 20 feet of the totem. It is treated as if under the effect of Malignant Possession for rites and features that modify your Malignant Possession, but can take damage from Rotting Affliction only once per turn.

If a creature exits the range of the totem, it is no longer under the effect, but becomes automatically under the effect once more if it enters range of the totem (without getting to make another save). This effect only ends once the totem's effect ends, or the totem is destroyed. The totem lasts for 1 minute, and can be dismissed early as a bonus action, after which it crumbles to dust.

This totem does not consume a use of your Totem Binding feature, but once you invoke this totem, you cannot invoke it again until you complete a long rest.

SPIRITUALIST RITES

Chilling Possession

Your Malignant Possession chills the target, reducing the movement speed of the target by 10 feet while under the effect.

Contagious Possession *(Prerequisite: 9th level Spiritualist)*

If a creature dies while under the effect of Malignant Possession, you can force another creature within 30 feet of it to make a Charisma saving throw. On failure, it becomes under the effect of Malignant Possession. You cannot use this feature if the creature died from the effects of Destructive Possession.

Controlled Convulsion *(Prerequisite: 5th level Spiritualist)*

When your Malignant Possession causes the attacker to miss the target with a melee attack, you can redirect the attack to another creature within range of the attack. The new attack makes a new attack roll.

Destructive Possession

As an action you can end the Malignant Possession of a creature by denoting the spirit within them, forcing them to make a Charisma saving throw. On failure, they take 2d8 necrotic damage, or half as much on a successful save. The damage increases by 2d8 for each point of proficiency bonus above 2.

Expansive Totems *(Prerequisite: 5th level)*

The area of effect on your totems that affect a 10 foot radius expands to 15 feet.

Ghost Step *(Prerequisite: 5th level Spiritualist)*

You learn the ghost step spell, and can cast it once without expending a spell slot. You regain the ability to cast it again without a spell slot when you complete a long rest.

Lethargic Possession

When you use Malignant Possession, the spirit saps the target's energy. They gain 1 level of exhaustion while the spirit haunts them. This level of exhaustion ends if the spirit stops haunting them.

Restraining Totem *(Prerequisite: Grappling Totem)*

Your Grappling Totem restrains creatures while they are grappled by it.

Spirit Eye *(Prerequisite: 9th level Spiritualist)*

You can cast *arcane eye* without expending a spell slot, with the eye taking the form of an invisible spirit. Once you cast it this way, you cannot cast it this way again until you complete a long rest.

Spirit Wards

You gain the effect of *protection from evil and good* against all incorporeal spirits and undead.

Spiritual Conversationalist *(Prerequisite: 5th level Spiritualist)*

You learn the spell *speak with dead* and can cast the spell without a spell slot once, regaining the ability to do so again on a long rest.

Additionally, *speak with dead* is a ritual spell for you.

Totem Master

You regain one use of your Totem Binding feature when you complete a short rest.

Totem Savant

You learn an additional totem from your Totem Binding feature.

Totem Teleport *(Prerequisite: 5th level Spiritualist)*

As a bonus action, you can switch places with any of your totems within 60 feet (teleport to an empty space within 5 feet of it, and the totem teleporting it to a point adjacent to the space you teleported from).

Twin Totems *(Prerequisite: 18th level Spiritualist)*

When you use your Totem Binding feature you call forth two different totems at the same time with a single use of the feature.

TRADITION OF THE VOIDWATCHER

Voidwatchers are those that have gazed into an infinite void and glimpsed a creature of unlimited power, a plane beyond comprehension, or truth beyond the veil. They forever have a fragment of what they have seen embedded into their eyes, branded onto their mind. While some creatures are driven entirely insane (or, perhaps more troubling, entirely sane), those that remain functional are those that can grasp and contextualize what they have seen, compartmentalizing and containing their fragment of madness within them. How a Voidwatcher processes the insignificance of reality influences their powers, though they all tend to develop a certain fatalistic streak having seen something on a scale beyond mortal comprehension.

EYE OF THE END

Starting at 1st level when you follow this tradition, you gain the ability to look into a creature's fate and see their doom. As an action, you can look upon a creature within 30 feet that you can see through the perspective of the void, seeing glimpses of the many horrible ways they could suffer or die and gaining insight into their fears.

You gain advantage on the first Charisma (Intimidation) check against that creature you make in the next minute, and you roll a d20 fate die. The next time the target creature makes a saving throw against one of your Occultist spells within the next minute, they use the result of the fate die instead of rolling a saving throw, forewarning you of the potential outcome of your spell. This negates any potential advantage or disadvantage they might have on the roll.

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

ESCHATOLOGICAL CONCLUSION

Starting at 1st level, when you select this tradition and gain your powers through exposure to the void, you select how to embrace the end of existence, granting you a measure of resolve to continue, and granting you one of the following powers.

CONCLUSION OF ANNIHILATION

You learn the *acid splash* and *decaying touch*^K cantrips, and learn the following spells at the following levels. The spells are Occultist spells for you and do not count against your spells known.



BONUS SPELLS

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>eyes of immolation</i> ^K
3rd	<i>shatter</i>
5th	<i>erode</i> ^K
7th	<i>pillar of fire</i> ^K
9th	<i>devouring darkness</i> ^K

CONCLUSION OF MADNESS

You learn the *message* and *minor illusion* cantrips, and learn the following spells at the following levels. The spells are Occultist spells for you and do not count against your spells known.

BONUS SPELLS

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>terrifying visions</i> ^K
3rd	<i>disorient</i> ^K
5th	<i>fear</i>
7th	<i>compulsion</i>
9th	<i>dominate person</i>

CONCLUSION OF TRANQUILITY

You learn the *guidance* and *resistance* cantrips, and learn the following spells at the following levels. The spells are Occultist spells for you and do not count against your spells known.

BONUS SPELLS

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>sanctuary</i>
3rd	<i>calm emotions</i>
5th	<i>dispel magic</i>
7th	<i>death ward</i>
9th	<i>hold monster</i>

VOID GAZE

Starting at 3rd level, as a bonus action you can unveil the void's reflection within your eyes for 10 minutes. When you unleash this power and as a bonus action on each of your turns for the duration, you can direct this power at a creature within 60 feet, with an effect depending on your Eschatological Conclusion selection.

- **Conclusion of Annihilation.** Make a ranged spell attack. On hit, the target takes 1d8 force damage.
- **Conclusion of Madness.** The target must make a Wisdom saving throw against your spell save DC. On failure, the target takes 1d4 psychic damage and the first attack against them before the start of your next turn has advantage.
- **Conclusion of Tranquility.** The target gains 1d8 temporary hit points.

While this effect is active, you gain the ability to see through both natural and magical darkness as if it were bright light for a range of 60 feet, and are immune to the blinded condition.

You can use this power a number of times equal to your Wisdom modifier, but each time you use it again

before completing a short rest you must make a DC 10 Wisdom saving throw. On failure, you become blinded until you complete a short or long rest. While blinded in this way, you have a blindsight of 10 feet. You regain all uses of the feature on a long rest.

EMPOWERED GAZE

Starting at 6th level, the effects of your Void Gaze are empowered, and you add your Wisdom modifier to the damage or temporary hit points of the effect.

THEY WATCH

Starting at 14th level, when you use your Void Gaze ability, you can create up to three spectral eyes at points within 60 feet of you, each of which last for 1 minute or until you dismiss them as a bonus action. Each eye projects a 30 foot cone in a direction of your choice. You can see through these eyes into their cones of vision as if you were seeing from your own eyes. When a creature starts its turn in or moves into the gaze of a spectral eye during its turn, you can subject them to the effect of your Void Gaze from that eye (each eye can effect a creature once per turn).

Once you use this feature, you cannot create spectral eyes in this way again until you complete a long rest.

VOIDWATCHER RITES

Chaotic Thesis

When you use your Void Gaze or They Watch feature, you can choose which effect you want, selecting any of the Eschatological Conclusion effects. You can select different effects for each eye for the They Watch feature.

Conviction of Annihilation (*Prerequisite: Conclusion of Annihilation*)

Your conviction toward your thesis grows, allowing you to draw on additional aspects of it and learn the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>melting glob</i> ^K
3rd	<i>unstable explosion</i> ^K
5th	<i>hungering void</i> ^K
7th	<i>dimension cutter</i> ^K
9th	<i>acid rain</i> ^K

Conviction of Madness (*Prerequisite: Conclusion of Madness*)

Your conviction toward your thesis grows, allowing you to draw on additional aspects of it and learn the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>induce headache^K</i>
3rd	<i>see invisibility^K</i>
5th	<i>hypnotic pattern</i>
7th	<i>confusion</i>
9th	<i>sudden hazards^K</i>

Conviction of Tranquility (*Prerequisite: Conclusion of Tranquility*)

Your conviction toward your thesis grows, allowing you to draw on additional aspects of it and learn the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>tranquil moment^K</i>
3rd	<i>silence</i>
5th	<i>counterspell</i>
7th	<i>banishment</i>
9th	<i>antilife shell</i>

Cycle of Annihilation (*Prerequisite: Conclusion of Annihilation*)

When you reduce a creature to 0 hit points with Void Gaze, you can immediately use the ability again targeting another creature within range as part of the same action. You can do this a maximum number of times in a turn equal to your proficiency bonus.

Dance of the Mad Puppet (*Prerequisite: Conclusion of Madness*)

When a target is compelled to move by an Occultist spell you cast, you can pick the direction the target moves, even if you would normally not be able to (for example, a spell that causes the target to run away from you can be used to make the target run in any direction). This does not change a target's willingness to enter hazardous spaces.

Disciple of Discord (*Prerequisite: Conclusion of Madness*)

You thrive on chaos and discord. Any time you cast a spell of 1st level or higher that causes a target creature to become act against their will, become frightened, or take psychic damage, you gain temporary hit points equal to your Wisdom modifier.

Doombringer (*Prerequisite: 5th level Voidwatcher*)

When you roll a Fate Die for a creature using the Eye of the End, you can subtract your Wisdom modifier from the roll determining the result of their next save.

Ending Spoilers (*Prerequisite: 9th level Voidwatcher*)

You can use your Eye of the End feature as a bonus action.

Piercing Gaze (*Prerequisite: 15th level Voidwatcher*)

If a creature ends its turn within the cone of sight of one the eyes created by They Watch, it has disadvantage on saving throws against your spells until the start of its next turn.

Inexorable Annihilation (*Prerequisite: Conclusion of Annihilation*)

Creatures that fail a saving throw against your 1st level or higher Occultist spells that deal damage gain lingering cracks in their form which slowly erode them. They take 1d6 force damage at the end of each their turns. This ends after dealing damage if the creature is more than 120 feet from you, you cannot see the creature, or you are incapacitated.

Reflexive Annihilation (*Prerequisite: Conclusion of Annihilation*)

When you take damage from another creature within 60 feet of you, you can temporarily let loose the annihilation within you as revenge. The target must make a Dexterity saving throw against your spell save DC, taking a number of d6 dice equal to your proficiency bonus as force damage on failure, and half the damage on a success. Once you use this ability, you cannot use it again until you complete a short rest.

Self Reflection (*Prerequisite: Conclusion of Tranquility*)

When grant temporary hit points with Conclusion of Tranquility to another creature, you gain an equal number of temporary hit points.

Serene Acceptance (*Prerequisite: Conclusion of Tranquility*)

You remain calm and unperturbed by the chaos around you, as you wait calmly for the end of reality. You gain advantage on Constitution saving throws to maintain concentration on spells, and advantage on any ability check to maintain a calm state of mind, expression, or demeanor.

This is Fine

You remain unperturbed in even the most dire circumstances. You become immune to the frightened condition.

True Voidsight (*Prerequisite: 15th level Voidwatcher*)

You gain truesight for the duration of your Void Gaze.

Tranquil Touch (*Prerequisite: Conclusion of Tranquility*)

When you cast a spell of 1st level or higher on a creature, you can choose to end the charmed or frightened condition on that creature.

Unflinching Gaze

You gain an additional use of your Void Gaze feature, and no longer have to make a saving throw against blindness when the feature ends when using it again before completing a short rest.

Unmaking Eye (*Prerequisite: 5th level Voidwatcher*)

When you use your Eye of the End feature, your next melee weapon attack against the target creature becomes a critical hit.

Wildcard (*Prerequisite: 12th level, Conclusion of Madness, Chaotic Thesis*)

You can no longer choose which option to use with your Void Gaze, but roll randomly to determine the effect. In exchange, the effect gains additional die of temporary hit points or damage (for example, Conclusion of Annihilation would deal 2d8 force damage). You can pick the target after rolling for the effect.

OCCULTIST RITES

The following are Occult Rites that can be selected by any Occultist, regardless of subclass.

Alchemical Rites

You gain proficiency with alchemist's supplies. During a long rest, you can use them to concoct an improvised Potion of Healing by spending 1 hour of the long rest to tend to its simmering. Due to its

improvised nature, it expires in 24 hours, and has no value in gold pieces.

During this process, you can expend a 5th level spell to brew a Potion of Greater Healing instead. The expended spell slot is regained when the long rest is completed as normal.

Emblazoned Focus

You emblazon a mystical mark on yourself via a tattoo, scar, or similar permanent mark. You can use this mark as your spellcasting focus for your Occultist spells. You no longer need a free hand to cast spells with somatic or material components, as you can channel your magic through the mark, though it glows visibly when you do so. The mark must remain uncovered to function as a spellcasting focus (casting in this way does not remove the signs of casting a spell, it merely means you do not need a free hand).

Expert of Tradition (*Prerequisite: 10th level Occultist*)

Choose a skill you are proficient in from among Animal Handling, Arcana, Medicine, Nature, and Survival. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. If you do not have proficiency in any of the selected skills, you instead gain proficiency in one of your choice.

Forbidden Rites (*Prerequisite: 5th level Occultist*)

You learn the spell *animate dead*. It is an Occultist spell for you and does not count against the number of Occultist spells you know. This spell cannot gain the ritual tag with Lost Ritual.

Lost Ritual

You learn of a ritual lost to time. Select an Occultist spell you know of 5th level or lower. This spell gains the ritual tag. You can cast this spell as a ritual once, and must complete a short or long rest before casting it as a ritual again.

Markings of Protections

You mark yourself with magical symbols and patterns, protecting you from harm. While you are not wearing any armor, your AC becomes 11 + your Wisdom modifier. You can use a shield and still gain this benefit.

Occult Magic (*You can take this Rite multiple times*)

Your Occultist spells known increases by one. You can select this rite multiple times.

Protective Ward

You make a ward against supernatural harm. While you wear this charm, you can use it to cast *protection from evil and good* without expending a spell slot, material components, or requiring concentration, but the spell lasts a number of rounds equal to your Wisdom modifier. You can cast this as a reaction to being attacked or making a save it would affect, but when you do so it only lasts until the start of your next turn.

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

Rite of Immortality (Prerequisite: 15th-level Occultist)

You continue to age, but you will no longer die of old age, and suffer none of the frailty of old age.

Rite of Youth (Prerequisite: 15-level Occultist)

You cease to visually age, and can even choose to become more youthful in appearance, though your lifespan remains the natural lifespan of your race.

Root of Magic (Prerequisite: 15th-level Occultist)

You learn 10 cantrips from any class lists of your choice. They are Occultist spells for you.

Spatial Storage

You can convert a pocket, ring, hat, or bag into a spatial storage device, capable of carrying up to 5 x your Occultist level pounds, with 0.5 x your Occultist level cubic feet of storage space. For example, a level 5 Occultist can store up to 25 pounds, not exceeding a volume of 2.5 cubic feet, within the storage space. As an action, you can send an item you are holding into the storage space or retrieve an item from the storage space to your hand.

If lost, you can recreate the spatial storage device during a short rest.

Specialized Poisons

When you deal poison damage with an Occultist spell or created poison, you can (but don't have to) specify a creature type (such as beast or monstrosity) it is created to affect. Damage from that spell or poison ignores resistance and immunity to poison damage by creatures of that type. Creatures without the selected creature type have resistance to poison damage from the spell effect or poison.

Spirit Sense

You gain the ability to gaze into the spiritual world around you. As an action, you can gain a special form of sight that lasts 1 minute. While under the effect of

this special sight, you are blind beyond 30 feet, but within 30 feet you can see into the ethereal plane. Within this sight range you have advantage on ability checks and saving throws to detect and see through illusions, see invisible creatures, and perceive the original form of a shapechanger or transformed creature.

Soulburn

You can make your powers sear the very soul of the creature they strike. When you deal cold, fire or lightning damage, you can choose to deal necrotic damage instead.

Sympathetic Bond

You learn the *warding bond* spell. It is an Occultist spell for you, but does not count against your spells known.

When you cast *warding bond*, you can choose to increase the power of the bond. When you do so, if either bonded creature makes an Intelligence, Wisdom, or Charisma saving throw, both creatures make the save. If either succeeds on the saving throw, both succeed, but if both fail, both are affected by the condition being saved against, even if only one was targeted. If both creatures are saving against the same effect, they do not roll twice, but both succeed if either succeeds on the saving throws and only fail if both fail the saving throw.

Vestments of War

You gain proficiency with medium armor.

Shield Proficiency (Prerequisite: Vestments of War)

You gain proficiency with shields.

LOSING INVESTED OBJECTS

If a Rite creates an object, you can recreate that object if it is lost or destroyed. If the rules are not specified elsewhere, it is a process that requires any base object the Rite did and 4 hours of time. If the original still exists anywhere, it loses its magical properties when you complete this process.

OCCULTIST SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash
Burn^K
Chill Touch
Decaying Touch^K
Dancing Lights
Druidcraft
Electric Arc^K
Fists of Fire^K
Freeze^K
Guidance
Ice Weapon^K
Illusionary Dart^K
Impact^K
Light
Mending
Message
Minor Illusion
Poison Spray
Produce Flame
Resistance
Rock Slam^K
Shocking Grasp
Stone Forming^K
Water Bullet^K

1ST LEVEL

Acid Bubble^K
Aldricor's Elemental
Rebuke^{TAG}
Animal Friendship
Awaken Rope^K
Bad Blood^K
Bane
Blade Mirage^K
Bramble Binding^K
Burning Hands
Comprehend Languages
Cure Wounds
Crippling Agony^K
Detect Magic
Detect Poison and
Disease
Disguise Self
Electrify^K
Feather Fall
Fog Cloud
Gale Bolt^K
Grip of the Dead^K
Hideous Laughter
Identify

Illusory Script
Illusory Pit^K
Inflict Wounds
Induce Headache^K
Karmic Reflection^K
Lightning Tendril^K
Nauseating Poison^K
Speak with Animals
Spiritual Consultation^K
Stone Fist^K
Unseen Servant
Violent Updraft^K
Water Blast^K

2ND LEVEL

Acid Arrow
Alter Self
Alacrity^K
Animal Messenger
Augury
Barkskin
Become Fire^K
Become Stone^K
Become Water^K
Become Wind^K
Blindness/Deafness
Boil Blood^K
Calm Emotions
Clay Touch^K
Crackle^K
Dancing Object^K
Dancing Wave^K
Darkness
Darkvision
Detect Thoughts
Disorient^K
Earth Ripple^K
Ethereal Immolation^K
Form of Familiar^K
Enhance Ability
Enlarge/Reduce
Gentle Repose
Heat Metal
Hold Person
Hurricane Slash^K
Invisibility
Imbue Luck^K
Lesser Restoration
Locate Object
Mirror Image
Misty Step

Poison Dart^K
Protection from Poison
Pseudopod Slam^K
Ray of Enfeeblement
Scorching Ray
See Invisibility
Shattering Shield^K
Silence
Spider Climb
Spike Growth
Suggestion
Summon Swarm^K
Vacuum Pull^K
Vicious Hound^K
Vicious Vapors^K
Web
Wind Cutter

3RD LEVEL

Acidic Pit^K
Animate Shadow^K
Bestow Curse
Blink
Bramble Barrier^K
Clairvoyance
Counterspell
Cruel Puppetry^K
Dispel Magic
Erode^K
Fear
Fly
Gaseous Form
Ghost Step^K
Haste
Hungering Void^K
Hypnotic Pattern
Illusionary Fireball^K
Instant Bulwark^K
Magic Circle
Mounting Paranoia^K
Mutate^K
Nondetection
Plant Growth
Quick Sand^K
Rain of Spiders^K
Remove Curse
Sending
Sleet Storm
Slow
Speak with Dead
Spider Bite^K

Spirit Guardians
Static Field^K
Summon Monstrosity^K
Vampiric Touch
Vortex Blast^K
Water Breathing
Wasp Barrage^K
Waterspout^K
Water Walk
Wind Wall
Wither^K

4TH LEVEL

Arcane Eye
Banishment
Black Tentacles
Blight
Compulsion
Confusion
Conjure Minor
Elementals
Conjure Woodland
Beings
Control Water
Devour Shadow^K
Divination
Echoing Lance^K
Giant Insect
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Locate Creature
Polymorph
Poison Puff^K
Secret Chest
Stinging Swarm^K
Stone Coffin^K
Suffocate^K
Vital Surge^K
Wall of Fire

5TH LEVEL

Acid Rain^K
Animate Objects
Awaken
Cloudkill
Commune with Nature
Conjure Elemental
Contact Other Plane
Contagion
Deglove Creature^K

Devouring Darkness^K
 Divide Self^K
 Dominate Person
 Dream
 Field of Stars^K
 Geas
 Greater Restoration
 Hold Monster
 Insect Plague
 Mass Cure Wounds
 Mislead
 Modify Memory
 Reincarnate
 Scrying
 Seeming
 Sonic Shriek^K
 Sudden Hazards^K
 Wall of Stone

6TH LEVEL

Baba's Walking Hut^K
 Conjure Fey
 Contingency
 Eyebite
 Find the Path
 Flesh to Stone
 Forbiddance
 Freezing Sphere
 Harm
 Heal
 Magic Jar
 Mass Suggestion
 Sunbeam
 True Seeing
 Wall of Ice
 Wall of Thorns
 Wind Walk

7TH LEVEL

Finger of Death
 Fire Storm
 Mirage Arcane
 Plane Shift
 Prismatic Spray
 Project Image
 Regenerate
 Resurrection
 Sequester
 Teleport
 Twisting Eruption^K

8TH LEVEL

Animal Shapes

Antipathy/Sympathy
 Clone
 Control Weather
 Demiplane
 Dominate Monster
 Earthquake
 Feeblemind
 Incendiary Cloud
 Maze
 Mind Blank
 Power Word Stun

9TH LEVEL

Astral Projection
 Foresight
 Imprisonment
 Manipulate Fate^K
 Power Word Kill
 Shapechange
 True Polymorph
 True Resurrection
 Weird



SPELLBLADE

A human runs her hand across their blade tracing esoteric patterns that alight at a touch, flames flickering alive in their wake casting a sudden blazing light over the gloomy cavern, creatures of the dark shrinking back from the fire's light. A gnome's eyes begin to glow as a massive greatsword of energy condenses into their waiting hand, forming a blade of pure energy, twice their height but weightless in their hands. The edgy elf vanishes from sight, teleporting behind their foe before muttering something cryptically and cutting them down.

A Spellblade combines magic and martial talent in a perfect blend, able to blend their use of them into a single art. Rather than being a Wizard that happens to be good with a sword or a Fighter that knows some magic, a Spellblade is defined by their ability to merge the spells and martial talents into a single strike: a Spellstrike.

PURSUIT OF MASTERY

Becoming a Spellblade isn't an accident - it's a difficult path to master and requires intense concentration and conditioning to master fluidly casting spells in the storm of battle in perfect sync with your attacks. Spellblades are, consequently, almost always driven by some form of motivation that

have made them strive for this unique style of perfection. Some view it as an art or tradition important to them, some view it as the ultimate weapon to overcome a great obstacle, and some pursue it because of the challenge itself, seeking to prove themselves.

RARE TALENT

Spellblades are uncommon, requiring an unusual degree of talent to master their arts compared to those that choose to focus and specialize in only one of their two challenging fields. Adventurers are already a rare breed, but Spellblades are rarer still, which often causes them to defy expectations. A bookish and mild Spellblade may be surprisingly nimble or strong, while one that may look a musclebound oaf may be surprisingly erudite.

CREATING A SPELLBLADE

The most important place to start when making a Spellblade is knowing what drew your character to this difficult and rare path. The path of a Spellblade is one that has few mundane uses - they are not scholars and their skills serve little purpose outside the adventuring arts, so what drove your character to master these? There's an intentionality to a Spellblade similar to that which might be found in a Paladin.

THE SPELLBLADE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Arcane Surge (2 uses), Magic Trick	1	—	—	—	—	—	—
2nd	+2	Spellcasting, Spellstrike, Aegis, Arcane Deflection	3	3	2	—	—	—	—
3rd	+2	Spellblade Technique	3	4	3	—	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—	—
5th	+3	Empowered Strike, Arcane Surge (3 uses)	5	5	4	2	—	—	—
6th	+3	Arcane Recuperation, Magical Warding	5	5	4	2	—	—	—
7th	+3	Specialization Feature	5	6	4	3	—	—	—
8th	+3	Ability Score Improvement	5	6	4	3	—	—	—
9th	+4	Arcane Surge (4 uses)	6	7	4	3	2	—	—
10th	+4	Archetypal Magic, Innate Aegis (1st Level)	6	7	4	3	2	—	—
11th	+4	Splash Damage, Blast Zone Immunity	6	8	4	3	3	—	—
12th	+4	Ability Score Improvement	6	8	4	3	3	—	—
13th	+5	Arcane Surge (5 uses)	7	9	4	3	3	1	—
14th	+5	Surging Focus, Magical Sensitivity, Innate Aegis (2nd Level)	7	9	4	3	3	1	—
15th	+5	Specialization Feature	7	10	4	3	3	2	—
16th	+5	Ability Score Improvement	7	10	4	3	3	2	—
17th	+6	Arcane Surge (6 uses)	8	11	4	3	3	3	1
18th	+6	Splash Damage, Innate Aegis (3rd Level)	8	11	4	3	3	3	1
19th	+6	Ability Score Improvement	8	12	4	3	3	3	2
20th	+6	Specialization Feature	8	12	4	3	3	3	2

QUICK BUILD

You can make a Spellblade quickly by following these suggestions.

If you wish to follow the Tradition of a Battlemage or Aethersword, put your highest score in Intelligence, and your second and third highest scores in Dexterity and Constitution respectively. If you wish to follow the Tradition of the Guardian, put your highest score in Strength, followed by Constitution, and then Intelligence. If you wish to follow the path of the Swiftblade or Spellshot, put your highest score in Dexterity, followed by Intelligence, and then Constitution.

CLASS FEATURES

Hit Dice: 1d8 per Spellblade level

Hit Points at 1st: Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Spellblade level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons.

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Arcana, Athletics, History, Investigation, Medicine, Nature, Perception, Religion, Sleight of Hand, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon
- (a) a light crossbow and quiver of 20 bolts or (b) any two simple weapons.
- an arcane focus
- (a) scale mail or (b) leather armor
- (a) a dungeoneer's pack or (b) an explorer's pack

ARCANE SURGE

Your affinity for magic gives you a pool of Arcane Surges. Once during your turn, you can expend a use of Arcane Surge to do any of the following:

- Cast *detect magic* without expending a spell slot.
- Gain advantage on an attack roll (no action required).
- Add your Intelligence modifier to a Strength or Dexterity ability check (no action required).
- Teleport up to 5 feet to an unoccupied space you can see (no action required). This distance increases by 5 feet at 5th (10 feet), 9th (15 feet), 13th (20 feet), and 17th (25 feet) levels.

You can use this feature a number of times equal to your proficiency bonus. You can regain expended uses when you complete a short or long rest. As you level, you may gain additional uses for your Arcane Surges, but can still only spend a single use of Arcane Surge a turn.

MAGIC TRICK

Additionally at 1st level, you learn one cantrip of your choice from the Spellblade class list. Intelligence is your spellcasting ability for this cantrip.

SPELLCASTING

As part of your study of magic, you gain the ability to cast spells at 2nd level. The spells you learn are limited in scope, primarily concerned with enhancing your abilities and devastating your foes.

CANTRIPS

At 2nd level, you learn two additional cantrips of your choice from the Spellblade spell list. You learn additional Spellblade cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Spellblade table. The table includes the bonus cantrips gained from Spellblade class features (such as Empowered Strike)

SPELL SLOTS

The Spellblade table shows how many spell slots you have to cast your Spellblade spells of 1st level and higher. To cast one of your Spellblade spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level spells of your choice from the Spellblade spell list. The Spells Known column of the Spellblade table shows when you learn more Spellblade spells of your choice.

Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Spellblade spells you know and replace it with another spell from the Spellblade spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Spellblade spells. Your magic comes from a practitioner's knowledge of the arcane and training. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Spellblade spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your Spellblade spells.

SPELLSTRIKE

Starting at 2nd level, you can infuse spells into your weapon. As a bonus action, you can cast a 1st level or higher Spellblade spell with a casting time of 1 action in a special way, infusing it into a melee weapon instead of having it immediately take effect. The next time you make a melee attack with that weapon before the end of your turn, the spell is cast against the target of the attack. The spell fizzles and fails to

cast if you cast another spell before attacking.

Spellstrike's interaction with the spell mechanics is determined by the spell's effect:

- If the spell requires an attack roll (melee or ranged) it automatically hits the target if the weapon attack hits and misses the target if the weapon attack misses.
- If the spell has a saving throw, it automatically deals damage as if the target failed its saving throw against the spell on hit, but if it has any effects besides dealing damage, the target makes the save against those effects as normal for being targeted by the spell (regardless if the attack hits or misses). If a spell does half damage to targets that pass their save, they take half damage on a missed attack, treating it as if they had passed their saving throw. If a spell always hits (such as magic missile), the spell hits regardless if you hit or miss your attack.
- If the spell has an area of effect, that area of effect must include the space the target of the Spellstrike is in, be placed such that one edge of it is within the range of your weapon, and otherwise follows the rules of the spell regarding placement and range. Other creatures caught in the area of effect treat the spell as if you had cast it normally. The target is not affected by the spell again (having already resolved as part of the attack).
- Spells that have multiple attack rolls (such as *scorching ray* or *crackle*^K) tie the outcome of only the first attack roll to the melee weapon attack. You resolve all subsequent attack rolls of the spell as if you had cast the spell, but can ignore the disadvantage on ranged attack rolls from being within 5 feet of hostile creatures when doing so.

You can only cast spells that are on the Spellblade class list using Spellstrike, and can only cast them at a level you can cast them as a Spellblade, though you can use any spell slot you have available to cast the spell.

ADDITIONAL CLARIFICATIONS

Critical Strikes. If the attack critically strikes, a spell that has a spell attack roll used with spell strike also critical strikes, but a spell that has a saving throw just treats it the same as a hit (*inflict wounds* would critical strike, but *fireball* would not, as it cannot critically strike).

Condition Sequence. Any effects that require the target to fail a saving throw take place after the attack. For example, if you spellstrike *hold person*, the saving throw against being paralyzed (and the condition if they fail) take place after the attack roll is complete.

Area of effect. One edge of the spell must be in range of the weapon, but the center point of the spell does not need to be. For example, with spellstriking *fireball*, you don't need to hit yourself with. One edge of the spell must be within range, and the target must be inside the area of effect, but the center point of the spell can further away.

ARCANE DEFLECTION

At 2nd level, you learn the shield spell, incorporating it into your Aegis, allowing you to cast it without components, and allowing you to cast it without expending a spell slot once, after which you must expend a spell slot as normal until you complete a short or long rest.

AEGIS

Additionally at 2nd level, you start to form a magical Aegis that enhances your physical powers with magical powers, blending them together. You can select one 1st level Aegis effect (listed at the end of the class) and gain the effects.

When you complete a long rest, you can change your selected 1st level Aegis effect or further boost your Aegis by sacrificing spell slots, granting magical empowerments that last until you complete your next long rest. When you do so, select an additional Aegis Effect (listed at the end of the class document) and expend the listed level of spell slot.

You can expend a maximum number of spell levels this way equal to your Spellblade level divided by four (rounded up).

SPELLBLADE TECHNIQUE

When you reach 3rd level, you select a specialization for your powers. You can choose from the Battlemage, Aether Blade, Guardian, Mage Hunter, Swiftblade, or Spellshot techniques, each of which grants you additional features.

Your choice grants you features at 3rd level, and again at 7th, 15th, and 20th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EMPOWERED STRIKE

Beginning at 5th level, you can use cantrips on the

Spellblade class list with your Spellstrike feature.

You learn 2 additional cantrips of your choice, selecting the options from the Spellblade cantrip list, and an additional cantrip at 9th, 13th, and 17th level (these additional cantrips are included on the Spellblade table).

ARCANE RECUPERATION

Starting at 6th level, you gain the ability to regain some of your magical energy through a quick focused meditation. When you finish a short rest, you regain some of your expended spell slots. The spell slots can have a combined level that is equal to or less than one third of your Spellblade level (rounded down). You can't use this feature again until you finish a long rest.

Additionally, at any time, as a bonus action you can expend a spell slot to regain Arcane Surges equal to the level of spell slots spent.

MAGICAL WARDING

Additionally at 6th level, you gain proficiency in your choice of Wisdom or Charisma saving throws, and you automatically succeed on saving throws against your own spells.

ARCHETYPAL MAGIC

At 10th level, you can cast each of the spells granted by your Spellblade technique without expending a spell slot once. After you cast a spell that way, you cannot cast it that way again until you complete a long rest.

EXPANDED AEGIS

Starting at 10th level, when you finish a long rest you can select an additional 1st Level Aegis Effect to gain the benefit of without expending a spell slot. This effect lasts until you complete a long rest, at which time you can select a new effect.

At 14th level, you can additionally select one 2nd level Aegis Effect this way, and at 18th level, you can additionally select one 3rd level Aegis effect this way.

SPLASH DAMAGE

Beginning at 11th level, when you hit a creature with Spellstrike, the target and creatures of your choice within 5 feet of the target that would be hit by the same attack roll take 1d8 additional force damage. On a miss, the target takes half as much damage, and nearby creatures take no damage (even if the attack roll would have hit them).



BLAST ZONE IMMUNITY

Starting at 11th level, you are immune to the area of effect of your own spells. You take no damage from them, and ignore all other affects unless you choose to be affected.

SURGING FOCUS

Starting at 14th level, if you fail a Constitution saving throw to maintain concentration on a spell, you can spend an Arcane Surge to succeed instead.

MAGICAL SENSITIVITY

Additionally at 14th level, you learn the detect magic spell, and it does not count against your spells known, and the detect magic spell no longer requires concentration for you.

For the duration of detect magic, you gain proficiency in the Arcana skill. If you are already proficient in the Arcana skill, for the duration you gain expertise, allowing you to add double your

proficiency bonus to ability checks made using the Arcana skill.

BLAST ZONE CONTROL

At 18th level, when use Spellstrike to cast a spell that affects an area of effect, you can expend a use of your Arcane Surge expand the effect of your Blast Zone Immunity to a number of allies equal to your Intelligence modifier. When used this way, it only protects your allies until the start of your next turn, at which point they go back to being affected by any ongoing effects of a spell.

SPELLBLADE TECHNIQUES

BATTLEMAGE

In the versatile world of the Spellblades, the Battle Mage is the paragon of balance, mastering both martial prowess and arcane artistry. Standing at the crossroads of might and magic, you represent the perfect synthesis of these two ancient disciplines.

A Battle Mage is a force of constant adaptability, prepared for every eventuality. With your arcane might and martial skill in perfect balance, you stand on the battlefield as an embodiment of strategic might, showing that the pen and the sword can indeed be one.

BATTLEMAGE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

SPELLBLADE LEVEL	SPELLS LEARNED
3rd	<i>burning hands</i>
5th	<i>mirror image</i>
9th	<i>lightning bolt</i>
13th	<i>dimension door</i>
17th	<i>hold monster</i>

ARCANE WARRIOR

Starting at 3rd level when you select this archetype, whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest.

QUICKENING SURGE

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

You can cast a Spellblade spell with a casting time of one action as a bonus action.

TWIN SURGE

At 7th level, when you use Arcane Surge, you can select two of the available options.

SURGE MASTERY

Starting at 15th level, when you use your Arcane Surge, you gain enhanced results:

- When you cast detect magic with your Arcane Surge, you also gain the effects of darkvision and see invisibility.
- When you gain advantage on attack through Arcane Surge, you can reroll one of the attack's dice once.
- When you add your Intelligence to a Strength or Dexterity ability check, you gain advantage on the check.
- When you teleport, the range you can teleport is increased by 10 feet.

UNLIMITED SURGES

Starting at 20th level, you can enter a state of perfect arcane resonance for 1 minute (no action required).

During this state, using Arcane Surge does not consume a use of Arcane Surge (you can still only use Arcane Surge once per turn).

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

AETHER BLADE

Aether Blade Spellblades make use of their magical techniques to create a weapon of pure arcane power, with most of their abilities revolving around mastering the use of this weapon.

AETHER BLADE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	<i>magic missile</i>
5th	<i>star dust</i> ^K
9th	<i>aether lance</i> ^K
13th	<i>dimension slash</i> ^K
17th	<i>aether storm</i> ^K

AETHER BLADE

Starting at 3rd level when you select this archetype, when you roll initiative or as a bonus action at any time, you can manifest an oversized melee weapon of pure force energy. This can take the shape of any bladed melee weapon, but it is a one-handed weapon that deals 1d10 force damage with a range of 5 feet regardless of its form.

When you attack with this weapon, you can use your Intelligence modifier (in place of your Strength) for attack and damage rolls. This weapon lasts until you let go of it, become incapacitated, or dismiss it as a bonus action.

While this weapon is temporary and magical, it counts as having a value of 1 sp for purposes of being treated as a material component in spells.

As a ritual taking 1 hour, you can absorb the power from a magical weapon with a bonus to attack and damage rolls. This cannot target artifacts, sentient weapons, or cursed items. At your DM’s discretion, this might not work with other weapons depending on their origin and type. This drains the power from the weapon, leaving it as a mundane weapon, but your Aethersword gains the bonus to attack and damage rolls previously possessed by the magical weapon.

EMPOWERING SURGE

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



- You empower your Aether Blade (no action required) causing it to deal an additional die of damage until the end of your next turn. During the effect, you can reroll any weapon damage dice from your Aether Blade once (you must use the new roll after doing so).

AETHER GREAT WEAPON

Starting at 7th level, the aether weapon manifested by Aethersword grows larger and more powerful. Its damage increases to 1d12, and it gains the reach property.

CHANNELED POWER

Starting at 15th level, you gain the effects of Empowering Surge when you use any of your Arcane Surge effects.

MASSIVE BLADE

Starting at 20th level, you can overcharge your Aether Blade for 1 minute (no action required). For the duration, when you attack with your Aether Blade, you ignore all non-magical armor and defenses to treat the target’s AC as 10 + their Dexterity

modifier for that attack (magical defenses like the mage armor or shield are not bypassed). While attacking in this way with your Aether Blade, your attacks can target up to 2 creatures as long as they are within 10 feet of each other, though if an attack triggers a spell through Spellstrike, it does not affect the second target unless the spell can target multiple creatures.

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

GUARDIAN

Specializing in defending their allies, spell blades following this technique make broad use of abjuration and self-enhancing magics, often specializing more toward their physical skills. They place themselves at the front of combat, but are a highly mobile line of defense.

GUARDIAN SPELLBLADE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

SPELLBLADE LEVEL	SPELLS LEARNED
3rd	<i>arcane ablation</i> ^K
5th	<i>warding bond</i>
9th	<i>haste</i>
13th	<i>resilient sphere</i>
17th	<i>wall of stone</i>

GUARDIAN PROFICIENCY

Starting at 3rd level when you select this archetype, you gain proficiency in heavy armor and shields.

Additionally, you can use a melee weapon as your arcane focus, and when you do so you can perform somatic components with the hand holding your arcane focus (even for spells without a material component).

PROJECTED BARRIER

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

- As a reaction to an allied creature within 30 feet being hit by an attack or targeted by the magic missile spell, you expend a use of Arcane Surge to cast shield without expending a spell slot, granting that creature the AC bonus instead of yourself.

FORTIFYING SURGE

At 7th level, when you expend a use of Arcane Surge, you gain temporary hit points equal to 1d8 + your Intelligence modifier.

SWAPPING SURGE

Starting at 15th level, when you use your Arcane Surge to teleport, you can instead swap positions with a willing creature within range, teleporting to their space and teleporting them to your space. When you do so, both you and them gain the temporary hit points from Fortifying Surge.

RESILIENT AEGIS

At 20th level, you can fortify yourself with magic for 1 minute (no action required). For the duration, you have resistance to all damage. Once you use this feature, you cannot use it again until you complete a long rest.



SWIFTBLADE

The quickest and most deadly of the Spellblades, Swiftblades specialize in mobility, striking from the shadows and withdrawing as quickly as they appeared, favoring lighter weapons and flurries of blows that leave their target dead before it can retaliate.

SWIFTBLADE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	<i>inflict wounds</i>
5th	<i>poison dart</i> ^K
9th	<i>spider bite</i> ^K
13th	<i>blight</i>
17th	<i>mislead</i>

FIGHTING STYLE

Starting at 3rd level when you gain this archetype, you gain the Two Weapon Fighting Fighting Style.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SWIFT CASTING

Starting at 3rd level you can use Spellstrike as part of the Attack action before making a melee weapon attack. You cannot Spellstrike more than once per turn.

Additionally, you can use a melee weapon as your arcane focus, and when you do so you can perform somatic components with the hand holding your arcane focus (even for spells without a material component).

RAPID SURGE

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- You can expend a use of Arcane Surge to make a single weapon attack (no action required).



RELENTLESS SPELLSTRIKE

At 7th level, if you miss an attack empowered by a Spellstrike, you can choose to not trigger the effect. When you do so, your next attack before the end of your turn will trigger it instead.

VANISHING SURGE

Starting at 15th level, when you expend an Arcane Surge, you become invisible until the start of your next turn.

INFINITE STRIKES

At 20th level, you draw on your magic to hasten yourself to blinding speeds (no action required). For one minute, any time you make a weapon attack with an action or bonus action, you can immediately make another attack with the same weapon. Once you use this feature, you cannot use it again until you complete a long rest.

MAGE HUNTER

Some Spellblades hone their magical powers for the sake of countering other magical purposes. They become the anathema of all spellcasters, they fight fire with fire, honing their own magical skills for the purposes of binding and denying the magical powers of others.

MAGE HUNTER SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

SPELLBLADE LEVEL	SPELLS LEARNED
3rd	<i>Aldricor's elemental rebuke</i> ^{TAG}
5th	<i>silence</i>
9th	<i>counterspell</i>
13th	<i>suffocate</i> ^K
17th	<i>dispel evil and good</i>

DISRUPTING BLOWS

Starting at 3rd level, once per turn when you hit a target with a melee weapon, you deal bonus Force damage equal to your proficiency bonus. This bonus is doubled until end of your turn when you cast an Abjuration or Mage Hunter spell.

Additionally, your weapon attack rolls bypass the effects of 1st level spells (such as *mage armor*, *shield*, or *sanctuary*).

PURGING SURGE

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- On your turn, you can expend a use of Arcane Surge to end a magical effect or supernatural condition (such as being Charmed or Frightened) on yourself (no action required). If the spell is of a level greater than half your Spellblade level (rounded up) you must make an Intelligence saving throw with a DC of 10 + the spell's level to end it. You cannot use this ability if you are incapacitated.

NULLIFYING SURGE

Starting at 7th level, you can use Purging Surge even when incapacitated. Additionally, you can project the purging power outwards, expending two uses of Arcane Surge to cast *counterspell* or *dispel magic* without expending a spell slot.

EXPERT ABJURATION

Starting at 15th level, when you have to make a check with your spellcasting ability to dispel or counter a magical effect with Purging Surge or Nullifying Surge, you can add your proficiency bonus to the roll.

MANA VOID

At 20th level, you can turn yourself into a magical void, devouring and nullifying magic around you. For one minute, you project the effect of *antimagic field* 5-feet around yourself (no action required). You can still cast spells while within this field, but are limited to Abjuration spells and Cantrips. The field does not affect or remove your Aegis effects.

Once per turn for the duration, when you counter or end the effect of a spell, you regain 1 use of Arcane Surge.

This effect ends early if you become unconscious, or you can end it at any time (no action required). Once you use this ability, you cannot use it again until you complete a long rest.



SPELLSHOT

Spellshots are those that prefer to keep their spellstriking to a safe range, raining death from afar. From arcane archers to magical gunslingers, they are united in their desire to sling spells at a ranged, infusing them into ammunition.

They offer a lot of freedom of mobility, always staying out of reach of their foes or finding the perfect line up to unleash a devastating line of elemental energy.

SPELLSHOT SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

SPELLBLADE LEVEL	SPELLS LEARNED
3rd	<i>multishot</i> ^K
5th	<i>elemental barrage</i> ^K
9th	<i>lightning bolt</i>
13th	<i>greater invisibility</i>
17th	<i>pressure cutter</i> ^K

RANGED SPELLSTRIKE

Starting at 3rd level when you select this archetype, you gain the ability to apply your Spellstrike to pieces of ammunition as well as melee weapons, and can trigger the spell strike on a ranged weapon attack made with the infused piece of ammunition.

Spells infused into a ranged weapon affect the target of the ranged weapon when fired, but only have a range equal to the range of the spell or the normal range of the weapon (whichever is shorter range). If you attack a target beyond that range, the spell fails and is lost.

DISTANT SURGE

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- When you infuse a spell into a piece of ammunition with Spellstrike, you can expend an Arcane Surge to increase that spell's range to the range of weapon used to fire that piece of ammunition, and remove disadvantage from firing at max range with a ranged weapon.

TRANSMUTED AMMUNITION

Additionally at 7th level, when you infuse a spell that targets a line, you can transmute your ammunition into the spell effect, releasing the spell in a line from you as if you had cast it, but using your Strength or Dexterity modifier (your choice) in place of your Intelligence modifier for the spell save DC. When you do this, you add your weapon damage (including modifier) to the spell's damage roll.

SEEKING SURGES

Starting at 15th level, when you expend an Arcane Surge, you can add your Intelligence modifier to your next attack roll.

ARCANE BOLTS

Additionally at 15th level, you can always generate ammunition out of arcane force energy when you fire a ranged weapon. When you do so, you consume no



ammunition when firing an ranged weapon with the ammunition property, and your weapon damage becomes force damage.

COMPLETE CONTROL

Starting at 20th level, you can enter a state of perfect focus granting you the ability to bend and guide your shots. For 1 minute, your ranged weapon attacks ignore cover (including total cover) as long as there is a path to the target the projectile can travel. While you are in this state, you can use Distant Surge without expending a use of Arcane Surge and once per attack if you miss a creature with a ranged weapon attack, you can redirect that attack at another creature within range (making a new attack roll against the new target). When you redirect the attack with a Spellstrike effect that requires a save, you can choose if you want to discharge the spell against the target (if it has any effect on miss), or redirect it to the new target.

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

RIMEBLADE

As a Rimeblade, you blur the boundary between the arcane and the arctic, wielding your sword with the cold precision of an icicle's edge. Your enemies find no warmth nor respite, only the biting frost of your magic and blade.

Whether born amidst the relentless snows of the far north or touched by the raw, freezing power of the elemental plane of ice, you have carved a path of icy resolve. Your frost-infused strikes echo the merciless advance of winter, freezing foes in their tracks and turning the battlefield into a glacial field of victory.



RIMEBLADE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

SPELLBLADE LEVEL	SPELLS LEARNED
3rd	<i>arctic breath</i> ^K
5th	<i>cold snap</i> ^K
9th	<i>slow</i>
13th	<i>ice spikes</i> ^K
17th	<i>cone of cold</i>

ICE BLADE

Starting at 3rd level when you select this archetype, whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. That weapon is imbued with frost energy. You can change its damage to cold damage, and when you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls.

ARCTIC ARMORY

Additionally, you learn the *ice weapon*^K cantrip can cast it once per turn without requiring a bonus action. Any weapon created by that spell is considered under the effect of your Ice Blade feature (even if it has the two-handed property).

FROSTBITE

Starting at 3rd level, you gain a new option for your Arcane Surge

- When you hit a creature with a melee weapon attack, you can expend an Arcane Surge to remove any immunity or resistance to cold damage they have and give them disadvantage on saving throws against spells that deal cold damage (including the triggering spell if used with Spellstrike on a spell that triggers a saving throw for additional effects). These effects last until the end of your next turn.

FROZEN HEART

Starting at 7th level, you gain resistance to cold damage, and gain advantage on saving throws against being charmed or frightened.

WINTER’S GRIP

Starting at 15th level, the effect of Frostbite is prolonged each time a creature takes cold damage by an additional round (ending at the end of your next turn). Additionally, when a creature under the effect of Frostbite fails a saving throw against one of your spells that deal cold damage, they become restrained until start of their next turn.

ICE AGE

Starting at 20th level, you can release a blast of freezing energy that plunges an 30-foot radius centered on you into a state of everfrost for 1 minute (no action required). It has the following effects:

- The area becomes difficult terrain for creatures other than you.
- Allied creatures in the area gain resistance to cold damage, while hostile creatures lose any resistance than may have to cold damage.
- Creatures in the area when you use the ability become under the effect of the *slow* spell as they start to freeze. Creatures slowed in this way must make a Constitution saving throw at the end of each of their turns. On success the effect ends. On failure, they become restrained while under the effect. Creatures automatically pass the save if

they are outside of the area of effect. You can exclude a number of creatures from becoming slowed equal to your Intelligence modifier.

You can end the effect letting the area thaw earlier as an action. Once you use this ability, you cannot use it again until you complete a long rest.

FLYING SWORD

As a Flying Sword Spellblade, you master the art of the floating blade, separating your willpower from your physical body. Your sword is not just a weapon, but an extension of your mind and a manifestation of your arcane prowess.

Born out of a deep understanding of telekinesis and arcane manipulation, your technique combines mental acuity with martial mastery. Whether a reclusive hermit who honed this art in the solitude of your own thoughts, or a prodigy who has broken the conventional boundaries of weapon use, your chosen path is an unorthodox mix of intellect and combat prowess.

FLYING SWORD SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	<i>jump</i>
5th	<i>dancing object</i>
9th	<i>fly</i>
13th	<i>quicksilver steps</i> ^K
17th	<i>animate objects</i>

FLYING SWORD

Starting at 3rd level, during a long rest you can touch a melee weapon, infusing it magical power. This Flying Sword can be carried or stowed like a normal weapon, or you can ready it, causing it to float beside you. While an Flying Sword is readied, you can make attacks with it as part the Attack action, sending it out to strike a target.

Attacks made with your Flying Sword are considered melee weapon attacks with the weapon, but you can use your Intelligence modifier in place of your Strength or Dexterity modifier for attack and damage rolls, and you can make this attack against a target out to a range of 30 feet away from you. If the weapon has the heavy or special property, this range

is halved to 15 feet; and if the weapon has the light property, this range is doubled to 60 feet.

Spells infused into the flying weapon affect the target of the attack, but only have a range equal to the range of the spell. If you attack a target beyond the range of the spell, the spell fails and is lost.

PHANTOM SWORD SURGE

Starting at 3rd level, you gain a new option for your Arcane Surge:

- When you make an attack with your flying sword, you can spend an Arcane Surge to make two phantom copies of it that strike other targets within range. The phantom swords use their own attack rolls. On hit, the target takes damage equal to your Flying Sword's weapon damage (including modifier) as force damage.

SWORD FLIGHT

Starting at 7th level, your mastery of telekinetic manipulation of your blade is so complete you can command it remotely and even use it as a mode of transport. You can stand on your sword to treat it as a Broom of Flying, though only you can ride it, and anything being carried by it is dropped if you attack with it.

Additionally, the range of your Flying Sword attacks are doubled.

PHANTOM SWORD BARRAGE

Starting at 15th level, when you use your Phantom Sword Surge ability, you can create 2 additional copies of your sword (up to 4 total), each of which can strike a different targets within range.

Additionally, if you use any other use of your Arcane Surge, you can create a single phantom sword copy on your next attack before the end of your turn.

ULTIMATE MOVE

Starting at 20th level, master the ultimate move of your style unleashing massive power in an unstoppable strike. As an attack as part of the attack action, you charge your with sword mystical power before sending it forward in a burst of power. All creatures in a 120-foot long, 10-foot wide line must make a Dexterity saving throw. On failure, they take 6d6 slashing damage and 6d6 force damage. On success, they take half as much damage.

If the sword was infused with spell that has an area of effect through Spellstrike when you made this attack (for example *fireball*), the spells area of effect becomes the area of effect of this ability (otherwise the spell is discharged against the first target, treating a failed save as a hit).

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



SPELLFIST

As a Spellfist, you are the embodiment of raw power and arcane energy, a brawler who channels magic into every punch. Where other Spellblades may wield elegant weapons or conjure dazzling spells from a distance, you understand that sometimes, magic is most effective when it's delivered up close and personal. Your hands are not just weapons, but conduits for your magical force, and your style of combat reflects this, as brutal and direct as it is unpredictably magical.

Whether you're a former street fighter who discovered an innate talent for magic or a spellcaster who decided the best way to channel your power was through physical force, you've chosen a path that combines the cerebral challenge of magic with the visceral thrill of melee combat. As a Spellfist, you're a force to be reckoned with, breaking through enemy defenses with a flurry of magically enhanced punches and turning the tide of any battle with your explosive arcane power.

SPELLFIST SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

SPELLBLADE LEVEL	SPELLS LEARNED
3rd	<i>thunder punch</i> ^K
5th	<i>shatter</i>
9th	<i>vortex blast</i> ^K
13th	<i>aero barrage</i> ^K
17th	<i>shockwave</i> ^K

KINETIC MAGIC

Starting at 3rd level when you select this archetype, you master the harmony of kinetic delivery of magic with your fists. Your unarmed strike damage with your fist increases to 1d8 bludgeoning damage, and it becomes a valid target for imbuing with magic with Spellstrike. Any time you make an unarmed strike with a Spellstrike imbued, your unarmed strike is considered magical for the purpose of uncovering resistance to non-magical attacks.

When you imbue a Spellblade spell that deals damage to an area into your fist, you can use your Strength modifier to calculate the Spell Save DC for that spell (instead of your Intelligence modifier).



IMPACTFUL MAGIC

Starting at 3rd level, you gain two new options for your Arcane Surge:

- When you knock a target away from you, you can expend a use of Arcane Surge to knock the target 10 feet further away.
- When you hit an melee weapon attack, you can spend a use of Arcane Surge to attempt to grapple or shove the target (no action required). You have advantage on the ability check.

POINT BLANK

Starting at 7th level, when you use Spellstrike while grappling a target, you can instead infuse the target with the spell, treating the spell as if you'd automatically hit an infused attack. The target can still save against effects beyond damage, but any saving throw is made with disadvantage.

BRAWLER'S RESILIENCE

Starting at 15th level, when you spend an Arcane Surge, you gain resistance to all damage until the start of your next turn.

UNLIMITED POWER

Starting at 20th level, you can channel magic directly into your muscles, causing your strength to surpass all common reason and granting you the following benefits for 1 minute:

- Your Strength score and maximum strength score increase by 2.
- The damage from your Splash Damage feature becomes a 30 foot cone.
- The distance you can jump becomes equal to your movement speed.
- You have advantage on all Strength ability checks and saving throws.

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

SPELLBLADE AEGIS

The level listed for an Aegis spell is the level of spell slot sacrificed to gain the feature. A spell slot sacrificed for an Aegis feature cannot be regained until the Aegis Spell effect is removed during a long rest. You can select any Aegis feature from the list, up to the maximum number of total spell slot levels you can spend on this feature.

You can have a maximum number of spell slot levels sacrificed equal to the highest slot you have from the Spellblade class. You can only sacrifice spell slots you have, and have gained from the Spellblade class.

Aegis effects are not spells and cannot be dispelled as such.

1ST LEVEL AEGIS EFFECTS

Arcane Agility

You are under the effect of the *jump* spell during the effect.

Arcane Armor

You are under the effect of the mage armor spell during the effect.

Arcane Swiftess

Your movement speed is increased by 5 feet.

Elemental Enchantment

You touch a weapon converting its damage type to Fire, Cold, or Lightning while you wield it.

Enchanted Shield

You touch a shield making it easy to wield. You have proficiency with that shield during the effect.

Surging Saves

You can use your Arcane Surge to add your Intelligence modifier to Strength or Dexterity saving throws as well as ability checks (no action required), expending a use as you would to empower an ability check.

Warding Barrier

You reduce all damage taken by 1.

Weapon Focus

You turn your weapon into an arcane focus for your Spellblade spells.

2ND LEVEL AEGIS EFFECTS

Arcane Eyes

You gain the ability to see in the dark. You have darkvision out to a range of 60 feet during the effect.

Arcane Style

While this Aegis is active, you gain one Fighting Style option of your choice from the Fighter class. If you already have a style, the one you choose must be different.

Arcane Skill

You gain proficiency in one skill of your choice.

Blade Channel

When you can cast a spell using Spellstrike, you can use the ability modifier used to attack with that weapon instead of your Intelligence for the spellcasting ability modifier.

Illusionary Ally

When you roll initiative, you create a single duplicate as per the mirror image spell. You can only have one duplicate at a time from this effect. If you cast mirror image during the effect, the spell remains the same, but the first time an image is lost, this duplicate is destroyed instead.

Loyal Weapon

A weapon you touch as part of selecting this Aegis is under the effect of *returning weapon*^K.

Quickened Movement

Your movement speed is increased by 5 feet.

3RD LEVEL AEGIS EFFECTS

Aether Barrier (*prerequisite: Aether Blade only*)

When you deal damage with your Aether Blade, you gain temporary hit points equal to your Intelligence modifier.

Arcane Overflow

You gain an additional use of your Arcane Surge feature.

Arcane Shield

You can create a shield of arcane power that protects you, blocking incoming attacks. You gain a +2 to AC as if you had a shield equipped. This counts as an equipped shield but does not require the use of your hand, and you cannot benefit from both this and an equipped shield.

Blastwave

Whenever you teleport using an Arcane Surge or a spell of 1st level or higher spell during the effect, your Aegis sends out a wave of power. Creatures of your choice within 5 feet of your destination must make a Strength saving throw against your Spell Save DC or be knocked prone.

Chameleon Aegis

You can hide without cover, and do not become immediately revealed when in line of sight of a creature. If you move while a creature can see you, you must pass an additional Dexterity (Stealth) check to remain hidden.

Contingent Blink

The first time you would drop to 0 hit points as a result of taking damage, you instead drop to 1 hit point, and vanish from your plane of existence, appearing on the Ethereal Plane. At the start of your turn, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. Once triggered, this cannot be triggered again until you complete a long rest.

Reflective Aegis

You have advantage on saving throws against spells that effect a line, and when you pass a saving throw against a spell that deals damage, you reflect part of the damage causing the caster to take half the damage failing the spell save would have dealt to you.

4TH LEVEL AEGIS EFFECTS

Arcane Resistance

You gain resistance to acid, cold, fire, lightning, poison, or thunder damage during the effect. You may select a new damage type when you select this Aegis again.

Combat Contingency

You incorporate a contingency for rapidly deploying combat magic into your Aegis. When you roll initiative, as a reaction you can cast one spell of 3rd level or lower spell that affects only you and has a casting time of 1 action.

Dimensional Pathways

When you use Arcane Surge to teleport, you can take one willing Medium or smaller creature within 5 feet of you with you, teleporting them to within 5 feet of your destination.

Phantom Aegis

You can move in brief bursts of intangibility. You can move through the spaces of other creatures (allied or hostile) without any penalty to your movement, and can pass through objects and non-magical barriers as thick as 1 inch.

Runic Strength

Your Strength score becomes equal to your Intelligence score during the effect.

5TH LEVEL AEGIS EFFECTS

Arcane Flight

You gain a flying speed of 30 feet during the effect.

Arcane Alacrity

When you take the Attack action, you can attack twice, instead of once.

Resilient Aegis

You gain proficiency in one Saving Throw of your choice during the effect.

Stone Aegis

You reduce all damage taken by 5.

SPELLBLADE SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash
Chill Touch
Dancing Lights
Decaying Touch^K
Electric Arc^K
Fire Bolt
Force Bolt^K
Freeze^K
Illusionary Dart^K
Light
Mage Hand
Message
Minor Illusion
Poison Spray
Prestidigitation
Produce Flame
Ray of Frost
Resistance
Shocking Grasp
True Strike
Water Bullet^K

1ST LEVEL

Acid Bubble^K
Alarm
Aldricor's Elemental
Rebuke^{TAG}
Arcane Ablation^K
Arcane Weapon^K
Arctic Breath^K
Bad Blood^K
Bane
Burning Hands
Blade Mirage^K
Crashing Wave^K
Crippling Agony^K
Electify^K
Elemental Orb^K
Entomb^K
Eyes of Immolation^K
Faerie Fire
Feather Fall
Fog Cloud
Gale Bolt^K
Grease
Grip of the Dead^K
Inflict Wounds
Ice Arrow^K
Lightning Tendril^K

Longstrider
Mage Armor
Magic Missile
Melting Glob^K
Prismatic Flash^K
Shield
Shadow Bind^K
Hideous Laughter
Thunder Punch^K
Thunderwave
Tranquil Moment^K
Unseen Servant
Violent Updraft^K
Water Blast^K

2ND LEVEL

Alacrity^K
Become Fire^K
Become Stone^K
Become Water^K
Become Wind^K
Blindness/Deafness
Blur
Boil Blood^K
Burning Strike^K
Clay Touch^K
Cold Snap^K
Crackle^K
Crescent Wind Slash^K
Disorient^K
Darkness
Darkvision
Dragon Surge^K
Earth Ripple^K
Elemental Exhalation^K
Enhance Ability
Enlarge/Reduce
Ethereal Immolation^K
Fling^K
Gravity Surge^K
Hold Person
Hurricane Slash^K
Infernal Shackles^K
Instant Counter^K
Invisibility
Iron Wind Strike^K
Mirror Image
Misty Step
Poison Dart^K
Pseudopod Slam^K
Ray of Enfeeblement

See Invisibility
Shatter
Shattering Shield^K
Spiderclimb
Star Dust^K
Time Skip^K
Vacuum Pull^K
Web
Wind Cutter^K

3RD LEVEL

Acidic Pit^K
Aether Lance^K
Arctic Aura^K
Blink
Counterspell
Crushing Singularity^K
Dispel Magic
Electrocute^K
Erode^K
Fireball
Fire Cyclone^K
Flash Freeze^K
Fly
Ghost Step^K
Haste
Hungering Void^K
Lightning Bolt
Seismic Wave^K
Sleet Storm
Spider Bite^K
Static Field^K
Stinking Cloud
Tongues
Vampiric Touch
Vortex Blast^K
Water Breathing
Water Cannon^K
Water Walk
Wither^K

4TH LEVEL

Aero Barrage^K
Arcane Eye
Banishment
Black Tentacles
Blight
Confusion
Devour Shadow^K
Dimension Cutter^K
Dimension Door

Echoing Lance^K
Fire Shield
Force Blade^K
Freedom of Movement
Geyser^K
Greater Invisibility
Ice Spike^K
Ice Storm
Iron Garden^K
Jumping Jolt^K
Orbital Stones^K
Phantasmal Killer
Pillar of Fire^K
Poison Puff^K
Quicksilver Steps^K
Stoneskin
Suffocate^K
Wall of Fire

5TH LEVEL

Acid Rain^K
Aether Storm^K
Anvil Drop^K
Blastwave^K
Burial Barrage^K
Cloudkill
Cone of Cold
Deglove Creature^K
Devouring Darkness^K
Fissure^K
Flickering Strikes^K
Hold Monster
Mislead
Passwall
Pressure Cutter^K
Pyroclastic Lance^K
Scrying
Sky Burst^K
Sonic Shriek^K
Tornado^K

WARDEN

The charging minotaur's bellowed cry becomes a thunderous crash as a pillar of ice erupts in its path, the ground shuddering from the impact of horn and frost. A large man advances on the wreckage, his armor covered in rime, even as fire crackles from his fist.

The bloodthirsty howls of the werewolf pack turns to confusion when the scrawny elf that looked only to be dinner rebuffs a massive werewolf's charge, their arms swelling in size becoming bear-like limbs, dwarfing the surrounding werewolves' own once impressive claws. All around, the werewolf pack can only look on in confusion as the elf continues to grow, grabbing and flinging a yelping werewolf like a rag doll.

The goblins have only a moment of glory, springing their ambush and pouring out of the forest upon the hapless group of humans before the plants beneath their feet writhe to life. To their shock and horror they find grasping vines dangling them from trees like misbegotten ornaments, frantically trying to remember the word in common for 'surrender'.

The bandit looks at his broken weapon haft in confusion, and then back up at the large woman in strange rocky armor that seems unaffected by the weapon that has just been broken against her. His confusion lasts only a moment before the earth heaves beneath him and tosses him from his feet in a violent crunching shake. 'Urk!', a crushing force explodes the air from his lungs, a heavy stone boot planted on his chest as the large jagged form looms over him.

PRIMAL CHAMPIONS

Wardens are not born of civilization and order. Though some Wardens will seek to defend such things (or at least tolerate them), they are those that have harnessed primal chaotic powers. Lashing, roiling forces of untamed energy, that left unchecked would wash civilization from the face of the material plane as if it were but a temporary blip.

ASPECTS OF POWER

The powers of a Warden are expressions of deep and primal forces. They are power given sentience and will, entropy and destruction harnessed and focused



to purpose and cause. They channel their power as a conduit, bringing it to heel through force of will and inner conviction. As a blacksmith forges a lump of iron to take on the keen edge of a sword, a Warden must always refine their power, tame and temper it to be a force of change rather than raw destruction.

CHOSEN POWERS

While the situations that lead a Warden to take up their mantle of powers varies widely, their powers are reflections of who they are, a synchronization that would be impossible to thrust upon those that did not choose their path. A Warden may feel they had no choice but to embrace their primal powers and wield them for a cause, but at the heart of the power is a choice: a choice to fight, a choice to stand, and a choice to be a champion.

THE WARDEN

Level	Proficiency Bonus	Endurance Dice	Endurance Die Size	Primal Manifestation	Features
1st	+2	—	—	—	Mystic Bulwark, Warden Bond
2nd	+2	3	1d8	—	Primal Interdiction, Endurance Dice
3rd	+2	3	1d8	2	Warden Bond Feature, Primal Manifestations, Warden's Grasp
4th	+2	3	1d8	2	Ability Score Improvement
5th	+3	4	1d10	2	Extra Attack
6th	+3	4	1d10	3	Empowered Endurance, Primal Strike
7th	+3	4	1d10	3	Warden Bond Feature
8th	+3	4	1d10	3	Ability Score Improvement
9th	+4	5	1d10	4	Natural Body
10th	+4	5	1d10	4	Ability Score Improvement
11th	+4	5	1d12	4	Evolving Power
12th	+4	5	1d12	5	Ability Score Improvement
13th	+5	6	1d12	5	Mystic Barrier
14th	+5	6	1d12	5	Warden Bond Feature
15th	+5	6	1d12	6	Second Life, Movement Through Nature
16th	+5	6	1d12	6	Ability Score Improvement
17th	+6	7	1d12	6	Warden Bond Feature
18th	+6	7	1d12	7	Timeless Body, Invulnerable Endurance
19th	+6	7	1d12	7	Ability Score Improvement
20th	+6	7	1d12	7	Primal Decree

CREATING A WARDEN

When creating a Warden consider the factors that have led them down their path. A mortal connected to deep primal powers isn't a common thing. Is this something your character sought out to right an ancient wrong, or something dropped in their lap they now have to deal with? How do you want to use this power, and what principles will you have?

QUICK BUILD

To make a Warden quickly, first place your highest score in Strength, followed by Constitution and Wisdom. Second, choose a wilderness related background.

CLASS FEATURES

As a Warden, you gain the following class features

HIT POINTS

Hit Dice: 1d12 per Warden level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Warden level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Saving Throws: Strength, Wisdom

Skills: Choose two from Animal Handling, Athletics, Insight, Intimidation, Medicine, Nature, Perception, and Survival.

Languages: Primordial

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- a simple melee weapon and a shield.
- (a) two javelins or (b) two handaxes.
- (a) a dungeoneer's pack or (b) an explorer's pack
- Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

MYSTIC BULWARK

When you don light or medium armor, you can enhance it with mystical defenses, integrating it with manifestations of your Warden Bond (for example, an Elemental Soul may manifest icy plating to reinforce it). When you do so, you can use your Wisdom modifier in place of your Dexterity modifier when calculating your AC with that armor.

While you have your armor integrated with your primal power, when you take bludgeoning, piercing, or slashing damage, you can reduce the damage taken by 2. This value increases at 5th level (to 3), 9th level (to 4), and 13th level (to 5), and 17th level (to 6).

RULES TIP: DAMAGE REDUCTION

Damage reduction is applied before damage resistance when calculating damage.

WARDEN BOND

You select an aspect of primal powers, gaining the ability to manifest your bond with that power. The options for Warden Bonds are listed at the end of the class. Your choice grants you features at 1st level and again at 3rd, 7th, 14th, and 17th levels.

PRIMAL INTERDICTION

Starting at 2nd level, nature hinders your foes with aspects of your primal power. This effect has a 5 foot radius centered on you, turning the ground within range into difficult terrain for creatures of your choice.

Additionally, at the end of your turn, you can choose to recklessly defend your allies within this area at the cost of your own safety, giving attacks against you advantage, and giving attacks against allies within the effect disadvantage if you are also in range of the attack being made (or have been at any point since the start of the attacker's turn) and not behind total cover.

The range of this effect increases by 5 feet at 5th level (to 10 feet), and again at 11th level (to 15 feet), and 17th level (to 20 feet).

ENDURANCE DICE

Additionally at 2nd level, you gain access to three d8 Endurance Dice. You have two ways to use these dice, though other features may grant additional ways to use them:

- Once per turn, when you take damage, you can roll an Endurance Die to reduce the damage taken by the amount rolled (no action required).
- When you make a saving throw, you can roll an Endurance Die and add it to the saving throw (no action required). You can do this after you roll the save, but before you know the outcome of the save.

You gain another die at 5th level (4 dice), 9th level (5 dice), 13th level (6 dice), and 17th level (7 dice). The size of the dice increase at 5th (to d10) and 11th level to (d12). You regain all expended Endurance Dice when you complete a short or long rest.

PRIMAL MANIFESTATIONS

Starting at 3rd level, your connection to the primal forces you've bonded with develop in new ways, unique to you, that grant you new powers and abilities.

You gain two such Primal Manifestations selecting from the list at the end of the class description. When you gain certain Warden levels, you gain additional manifestations of your choice, as shown on the Warden Class Table.

Additionally, when you gain a level in the class, you can choose one of the manifestations you know and replace it with another manifestation that you could learn at that level. If a manifestation has a prerequisite, you must meet it to learn the manifestation. A level prerequisite refers to your level in this class.

WARDEN'S GRASP

Starting at 3rd level, when you make an opportunity attack, you can replace the attack with a grapple check.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

EMPOWERED ENDURANCE

Starting at 6th level, when you roll an Endurance Die to reduce damage, you can add your Constitution modifier to the result rolled.

Additionally, if you roll for initiative with no Endurance Dice remaining, you regain one Endurance Die.

PRIMAL STRIKE

Starting at 6th level, your attacks from natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

NATURAL BODY

At 9th level, you sustain yourself from the forces of nature. You no longer need to eat or drink, though can if you choose. You also become immune to disease.

EVOLVING POWER

Starting at 11th level, the damage dice of all natural weapons granted by the class increases by 1 size (for example, a d6 becomes a d8). If a weapon has multiple damage dice, only one die increases.

MYSTIC BARRIER

Starting at 13th level, your Mystic Bulwark damage reduction applies to all damage types (rather than just bludgeoning, piercing, and slashing damage).

SECOND LIFE

At 15th level, when you would be reduced to 0 hit points, you are instead reduced to 1 hit point, and regain hit points equal to half your maximum hit points. Once this is triggered, it cannot be used again until you complete a long rest.

MOVEMENT THROUGH NATURE

Additionally at 15th level, you gain your choice of a climbing or swimming speed equal to your walking speed,, or a burrowing speed equal to half your walking speed. When you burrow, you leave behind a tunnel equal to your size.

TIMELESS BODY

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

INVULNERABLE ENDURANCE

Additionally at 18th level, when you roll an Endurance Die, you can roll two dice and take the higher roll. Doing so does not expend an additional die.

PRIMAL DECREE

At 20th level, you can use your primal connection with the natural powers of the world to reshape the land around you on a large scale. This can take the form of effects like earthquake, control weather, or a transmutation or conjuration spell from the Druid spell list that modifies the terrain (such as wall of stone).

At the DM's discretion, this might be used to accomplish other large scale feats not listed by a spell, such as changing the course of a river, quenching a forest fire, or causing an active volcano to have a small eruption. Its range of effect should generally be contained with a 1 mile radius area when not replicating the spells listed above. When used in this way it takes 1 minute to invoke the effect (which may take longer to fully manifest depending on its nature).

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

WARDEN BONDS

ELEMENTAL SOUL

Tapping into the endless power of the elemental planes, these Wardens shroud themselves in harsh primal forces, destroying their foes with their very presence.

ELEMENTAL ARMAMENTS

Starting at 1st level, when you roll initiative, or as a bonus action at any time, you can manifest elemental weapons into your hands, causing them to burst into flames, form icy claws, lashes of lightning, or frozen shields. Select one or two of the following weapons to manifest. You can manifest the same weapon in each hand, or different weapons in each hand. The weapons last until you drop them, summon new weapons, or dismiss them as a bonus action.

PRIMAL FLAMES

You conjure flames around one of your hands. These become a natural one-handed melee weapon that deals 1d6 fire damage on hit, and has the Light, Thrown (30/90), and Special properties. It sheds 20 feet of bright light and an additional 20 feet of dim light while manifested. When you throw it, the flames reignite in your hand immediately.

Special: This weapon counts as a free hand for the purposes of grappling. When you successfully initiate a grapple with it, the target takes 1d6 fire damage.

FROST SHIELD

You conjure a slab of ice. This becomes a shield you can wield in that hand. Summoning the shield in this way equips it. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

ICY CLAWS

You conjure icy claws that grow forth from one of your hands. This becomes a one handed natural melee weapon that deals 1d6 slashing or cold damage on hit (your choice), and has the Light and Special properties. If the damage die is increased to a d8, it instead becomes 1d4 slashing and 1d4 cold damage. You choose which damage type to add your modifier to when you deal damage.

Special: This weapon counts as a free hand for the



purposes of grappling. When you successfully initiate a grapple with it, the target takes 1d6 cold damage.

LIGHTNING LASH

You conjure a whip of lightning, tethered to one of your hands. This becomes a one handed natural melee weapon that deals 1d6 lightning damage on hit, and has the Light, Reach, and Special properties. It sheds 10 feet of bright light and an additional 10 feet of dim light while manifested.

Special: If you hit a creature with this weapon you can pull the creature up to 5 feet towards you.

ELEMENTAL MANIPULATION

At 1st level, you learn the cantrips *manipulate fire*^K and *manipulate water*^K.

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>Aldricor's elemental rebuke</i> ^{TAG}
3rd	<i>entomb</i> ^K
5th	<i>cold snap</i> ^K
9th	<i>sleet storm</i>
13th	<i>fire cyclone</i> ^K
17th	<i>fire shield</i>

ELEMENTAL INTERDICTION

Starting at 3rd level, your Primal Interdiction becomes a buffeting maelstrom of elemental power when you manifest an Elemental Armament. The difficult terrain of your Primal Interdiction affects flying creatures within range, and you can select one of the following effects (selecting each time you manifest an Elemental Armament).

- **Creeping Frost:** Creatures that start their turn within the area of your Primal Interdiction have their movement speed reduced by 10 feet.
- **Blazing Pyre:** Fire burns fiercely around you, creatures of your choice that end their turn within the area of your Primal Interdiction take 1d6 fire damage.
- **Static Field:** The first time a hostile creatures moves 5 feet or more within your Primal Interdiction, they take 1d8 lightning damage. Once this damage occurs, it cannot occur again until the start of your turn.

The damage of the Blazing Pyre and Charged Field effects increases by one additional die of damage at 11th level (2d6 for Blazing Pyre, 2d8 for Charged Field).

ELEMENTAL REFLECTION

Additionally at 3rd level, when you expend an Endurance Die to block the damage against a melee attack, the attacker takes cold, fire or lightning damage (your choice) equal to the amount of damage blocked.

ELEMENTAL BODY

Starting at 7th level, you gain resistance to your choice of cold, fire, or lightning damage. When you complete a long rest, you can change which damage type you resist.

PRIMAL STATE

Additionally at 7th level, you can expend one Endurance Die to cast *become fire*^K, *become water*^K, or *become wind*^K.

ELEMENTAL FORM

Starting at 14th level, you can cast *form of fire*^K, *form of ice*^K, or *form of wind*^K without expending a spell slot. When you cast the spell this way, you can cast the spell as a bonus action, and it does not require concentration. Once per turn during the transformation, you can use the action it grants in place of an attack made as part of the Attack action.

Once you cast the spell in this way, you cannot do so again until you complete a long rest. You can use it again before completing a long rest by expending 6 Endurance Dice.

PARAELEMENTAL INTERDICTION

Additionally at 14th level, when you activate your Elemental Interdiction, you can select two options, activating both effects.

CATACLYSM UNLEASHED

Starting at 17th level, when you use your Elemental Form ability, you can instead cast *form of the elements*^K, and are no longer limited to using the action they grant in place of an attack once per turn, as long as you use two different actions granted by the different forms. When you cast *form of the elements*^K this way, you can choose to become a Large sized creature for the duration of the spell.

While in this form, the damage dice of your Elemental Armaments and Elemental Interdiction effects are doubled.

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

BEASTHIDE

Tapping into the primal ferocity of beasts, Beasthide Wardens are capable of fighting with a primal ferocity. They specialize in unleashing terrible wrath on any that would attack them or their companions.

BESTIAL CLAWS

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can manifest one or both of your arms into clawed natural weapons. You cannot wield weapons or shields in hands that you have morphed, but they can be used to grapple creatures. While you are grappling a creature with a claw, that claw can only attack that creature. The claws last until you dismiss them as a bonus action.

BESTIAL CLAWS

A vicious set of claws extending from one of your hands. This becomes a natural one handed melee weapon that deals 1d8 slashing damage on hit, and has the Light and Special properties.

Special: This weapon counts as a free hand for the purposes of grappling. When you successfully initiate a grapple with it, the target takes 1d6 slashing damage.

BOND OF THE WILD

At 1st level, you gain proficiency in Animal Handling. If you already have proficiency in Animal Handling, you gain expertise in the Animal Handling skill, allowing you to add twice your proficiency bonus to checks made with it.

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>Speak with animals</i>
3rd	<i>Animal messenger</i>
5th	<i>Alter self</i>
9th	<i>Enlarge/reduce</i>
13th	<i>Mutate^K</i>
17th	<i>Polymorph</i>

RUTHLESS INTERDICTION

Starting at 3rd level, you have advantage on the first attack roll or grapple check you make against a creature that attacked anyone that was inside the range of your Primal Interdiction (including yourself) since the end of your last turn.

ENDURING FEROCITY

Additionally at 3rd level, when you roll an Endurance Die, you can also add the die to the next damage roll or Strength (Athletics) check you make before the end of your next turn.

PATH OF SURVIVAL

Starting at 7th level, you gain proficiency in your choice of Constitution or Dexterity saving throws.

VICIOUS ENDURANCE

Starting at 14th level, your attacks with natural weapons score a critical hit on a roll of 19 or 20. When you score a critical hit with your natural weapons, you regain 1 expended Endurance Die.

FOCUSED TRANSFORMATION

Additionally at 14th level, while you are concentrating on an innate spell granted by this subclass, your concentration can't be broken as a result of taking damage.

GIGANTIFICATION

Starting at 17th level, as a bonus action or when you manifest your bestial claws, you can unleash the bestial power within, swelling to massive size. You become Large or Huge (your choice) for 1 minute. Upon transforming, you gain temporary hit points equal to half of your maximum hit points. For the duration of your transformation, you gain the following benefits:

- Your natural weapons deal an additional die of damage.
- You have advantage on all checks to grapple creatures smaller than you.
- Your reach increases by 5 feet with all weapons.
- Your movement speed increases by 20 feet.
- The distance you can long or high jump with a running start is doubled.
- You have advantage on Strength and Constitution saving throws.
- While in this form, when you make an attack, you can throw Medium or Small objects or creatures you are holding with a range of 50/100 feet. You have proficiency with this attack, regardless of what you are throwing. On hit, both the target and the thrown creature or object takes 4d6 + your Strength modifier damage. On miss, only the thrown creature or object takes the damage (this damage is taken in place of any falling damage, unless they also fall vertical distance as part of this movement, such as being thrown off a wall or cliff).

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

ELDERHEART

Rooted in the ancient growth of the world, these Wardens are linked to a primordial untamed aspect of the world. Their vines lash and bind, inexorably dragging their enemies to the conclusion of their place in the natural cycle of life and death.

LASHING VINES

Starting at 1st level, when you roll initiative, or as a bonus action at any time, you can manifest lashing vines to wield as natural weapons. You can manifest them in one or both hands. The vines last until you dismiss them as a bonus action.

LASHING VINE

A natural one handed melee weapon. Deals 1d6 slashing damage on hit, and has the Light, Reach, and Special Properties.

Special: This weapon has the following benefits:

- When you hit a creature with this weapon, you can attempt to initiate a grapple against that creature as a bonus action. If you are grappling a creature with it, you can only use it to attack the creature it is grappling
- You can make a grapple check with this weapon targeting a Large or smaller creature you are currently grappling with it. On success, the creature is restrained while grappled this way.
- You can grapple creatures with this weapon with a reach equal to the weapon's reach. If a creature more than 5 feet away from you is grappled or restrained by you with this weapon their movement is not reduced to zero, but they can only move toward you. Once they are within 5 feet of you, their movement speed becomes zero.
- You can attempt to grapple creatures up to two sizes larger than you when initiating a grapple with this weapon, but creatures two sizes larger than you have their movement speed reduced by half, rather than reduced to zero. If they move out of range of your grapple, you can choose to release them, or be pulled along with their movement.

EYES OF NATURE

At 1st level, you gain advantage on Nature or Survival checks that involve plants (to identify them, to tell if they are edible, or track things that have passed through them, etc.).

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>grasping roots</i> ^K
3rd	<i>entangle</i>
5th	<i>speak with plants</i>
9th	<i>plant growth</i>
13th	<i>summon plant</i> ^K
17th	<i>carnivorous garden</i> ^K

BODY OF THORNS

Starting at 3rd level, when you are hit by a melee attack, the attacker takes piercing damage equal to the damage reduction of Mystic Bulwark.

SPIKED INTERDICTION

Additionally at 3rd level, the difficult terrain caused by your Primal Interdiction becomes overgrown with spiky thorns. Creatures of your choice take 1d4 piercing damage for each 5 feet of travel within your Primal Interdiction. When you move this effect is suspended until the end of your turn.

This damage increases to 2d4 piercing damage at 11th level.

HARDENED CORE

Starting at 7th level, you gain a +1 bonus to your AC, and any critical hit against you becomes a normal hit.

PRIMEVAL GUARDIAN

Starting at 14th level, as a bonus action you can take root, merging with the ground, transforming into a wrathful treant. While rooted, your movement speed is reduced to zero. When you do so, you can choose to grow one size larger (up to a maximum of Large), your reach increases by 5 feet, you are immune to effects that would move you, the prone condition, and have advantage on Strength ability checks and saving throws.



Creatures two sizes larger than you that you are grappling can no longer drag you, meaning they cannot leave your reach without breaking the grapple.

You can end your tree form at any time as an action.

ARBOREAL SHELTER

Additionally at 14th level, you no longer need to be in range of an attack to impose disadvantage on it with Primal Interdiction, as long as the target of the attack is within range of Primal Interdiction.

NEW GROWTH

Starting at 17th level, as an action, you can cause a tree to sprout from the ground at a point within 30 feet of you that morphs into a tree-like-clone of you. It copies all of your statistics and abilities, besides any that recharge on long rest (such as this one) which it does not have access to, and is under your control, but has its own actions and acts immediately after

you in initiative.

It has hit points equal to half your maximum hit points. It is in your Primeval Guardian form, and cannot end the effect of that ability. It lasts for 1 minute, or until it is reduced to 0 hit points. If you die while it exists, you become the clone, after which you can end the Primeval Guardian as normal.

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

STONEBLOOD

The enduring blood of the world flows through you, empowering you with inhuman durability, and mastery over the powers of stone and earth. Empowered with unbreakable resilience and steps that cause the very ground to tremble.

STONE FISTS

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can transform one or both arms into durable forms of living stone. You cannot wield weapons or shields in hands that you have turned to stone, but they can be used to grapple creatures.

While you are grappling a creature with your stone fists, that fist can only attack that creature. The stone fists last until you dismiss them as a bonus action.

STONE FIST

A hardened limb of stone. This becomes a natural one handed melee weapon that deals 1d6 bludgeoning damage on hit, and has the Light and Special properties.

Special: You gain +1 to your AC while wielding one of these weapons in each hand (two or more of these if you have more than 2 hands, you cannot benefit from this bonus and the bonus AC of a shield).

EMPOWERED EARTH

At 1st level, you gain the *manipulate earth^K* and *stone forming^K* cantrips. When you use *stone forming^K*, you can meld any one handed weapon created with it with your Stone Fists, giving you proficiency in that weapon and replacing Stone Fist's properties (including Special property) with the created weapon's damage dice, damage type, and any properties (beside thrown).

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>create pit^K</i>
3rd	<i>earth ripple^K</i>
5th	<i>become stone^K</i>
9th	<i>quick sand^K</i>
13th	<i>stone coffin^K</i>
17th	<i>orbital stones^K</i>



SEISMIC BACKLASH

Starting at 3rd level, each time you expend an Endurance Die, you store the die in a special pool of charged power for 1 minute. You can have a number of charges stored equal to your proficiency bonus. As a bonus action on your turn, you can unleash all of this stored power in an explosive tremor, rolling all the stored dice and expending them from the pool.

All creatures of your choice within the radius of your Primal Interdiction feature must make a Strength saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your Proficiency bonus. On a failed save, they take damage equal to the amount rolled and fall prone. On a successful save, they take half as much damage and do not fall prone.

GRAVITATIONAL PULL

Additionally at 3rd level, when you take the Attack action on your turn, you can replace one of your attacks with a surge of gravitational force. A Large or smaller creature of your choice within 60 feet of you must make a Strength saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus. On a failure, they are pulled up to 15 feet toward you or knocked prone (your choice). The distance they are pulled toward is doubled if the target creature is flying.

RESILIENT BULWARK

Starting at 7th level, the damage reduction of your Mystic Bulwark is increased by 1.

Additionally, you have resistance to damage from effects that cause you to bleed.

WORLD BREAKER

Starting at 14th level, you can cast *fissure*^K without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

You can use it again early by expending 5 or more charges of Seismic Backlash, casting *fissure*^K in place of unleashing the normal effect. Spending additional charges increases the level of it is cast by 1 level per additional charge spent.

STONE SENSE

Additionally at 14th level, you gain tremorsense with a range equal to your Primal Interdiction.

PRIMORDIAL AVATAR

Starting at 17th level, as an action you can draw on the strength of the world beneath your feet to become an embodiment of its power for 1 minute. If you start

your turn in contact with the ground you gain the following benefits:

- You have advantage on Strength checks and saving throws.
- You regain hit points equal to your half your Warden level (rounded down).
- Creatures lose their flying speed in range of your Primal Interdiction.
- If you are targeted by a magic missile, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 4-5 you are unaffected. On a 6, you are unaffected and the effect is reflected back at the caster as though it originated from you, turning the cast into the target.
- You add a bonus die to your Seismic Backlash pool.

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

SUNWATCHER

Drawing power from the highest primal authority, you embody the radiance of the sun. The sun burns away all that lurks in the darkness, while bringing the relief of morning light to those that seek it. Ever vigilant, these Wardens weave fire and radiance to destroy their enemies and empower their allies.

SOLAR FRAGMENT

Starting at 1st level, you can cast the *light* spell. Wisdom is your spellcasting modifier for it. If you cast light on a simple melee weapon you are wielding, the spell lasts as long as the weapon remains in your possession, and the weapon deals fire or radiant damage (your choice) instead of its normal damage type. The damage of a weapon under this effect is increased by Warden abilities that increase the damage of your natural weapons.

RADIANT BLAST

At 1st level, you gain the ability to gather and release fiery radiant power from your hands. Radiant Blasts are a ranged natural weapon attack with a normal range of 60 feet, and a long range of 120 feet, that deal 1d6 fire or radiant damage (your choice). If the damage die increases to 1d8 (through Warden features that increase the damage of your natural weapons), the damage becomes 1d4 fire damage and 1d4 radiant damage. You choose which damage type to add your modifier to when you deal damage. You can use your Strength or Wisdom (your choice) in place of your Dexterity for the attack and damage rolls of this ability.

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>heroism</i>
3rd	<i>guiding bolt</i>
5th	<i>blazing beacon</i> ^K
9th	<i>daylight</i>
13th	<i>brilliant blade</i> ^K
17th	<i>heavenly ray</i> ^K

SOLAR FLARE

At 3rd level, when you expend an Endurance Die to block damage, you can cause a brilliant flare of blinding light. The attacker must make a Constitution saving throw with a DC of 8 + your Constitution modifier + your proficiency bonus, or become blinded until the start of their next turn. Pass or fail, if the target is invisible, it is revealed until the start of the next turn.

RADIANT AURA

Additionally at 3rd level, your Primal Interdiction is filled with bright light, and it casts dim light for an additional radius equal to the radius of your Primal Interdiction. This light is difficult to quench, and counts as a spell equal to half your Warden level (rounded down) for the purposes of countering magical darkness. You can dim, extinguish, or relight this light at any time, no action required.

Creatures inside your Primal Interdiction remain comfortably warm, ignoring the effects of cold weather, or heat caused by the sun (though other sources of heat may still cause discomfort, such as lava). You and all friendly creatures within range of Primal Interdiction can apply the damage reduction of your Mystic Bulwark to cold and necrotic damage.

EMPOWERING PRESENCE

Starting at 7th level, when you expend an Endurance Die to boost a saving throw against a spell, all allies within your Primal Interdiction that make a saving throw against the same spell before the start of your next turn can add the same Endurance Die to their saving throw.

TRANSCENDENT PASSAGE

Starting at 14th level, as a bonus action, you can transform into a swirling burst of radiant sunlight, traveling up to 60 feet in a straight line. You can pass through creatures and objects, but are blocked by obstructions that completely block light (such as solid opaque walls). This movement does not provoke attacks of opportunity.

Hostile creatures of your choice in your path must make a Dexterity saving throw. On failure, they take 2d6 fire damage, 2d6 radiant damage, and are



blinded until the start of your next turn. On a success, they take half as much damage and are not blinded. Allied creatures of your choice in your path gain 4d6 temporary hit points.

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

SOLAR AVATAR

Starting at 17th level, as a bonus action you can call upon the power of the sun to embody its power for 1 minute. For the duration, you gain the following benefits:

- You shed bright light for 60 feet, and dim light for additional 60 feet. The bright light is sunlight.
- Creatures in the bright light you shed have disadvantage on saving throws against your Warden abilities and spells.
- When you make a Radiant Blast, you can shoot a beam of energy instead of an attack, forcing all creatures in a 60 foot line to make a Dexterity saving throw against 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus, taking damage equal to your Radiant Blast damage on failure, or half as much on a success.
- When you deal radiant damage against a target, you imbue the target with a radiant illumination, granting advantage to the next attack made against that target before the start of your next turn.

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

IRONBOUND

Ironbound Wardens assert that all that comes of earth is born of primal power, embracing forged metal. Often drawn from mining communities, blacksmiths, or otherwise those with deep understanding and appreciation of the fusion of nature and civilization that forged metal represents, they take full advantage of its power to become invincible edifices of iron.

IRONMONGER

Starting at 1st level you gain proficiency in heavy armor and martial melee weapons. Your Mystical 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.

ARMOR BOND

At 1st level, as an action, you can touch a set of metal armor worn by a creature of your choice (including yourself) and fortify it. The creature gains temporary hit points equal to 1d8 + your Warden level. Once you use this ability, you cannot use it again until you complete a short or long rest. Any temporary hit points remaining from this feature fade when you use it again.

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>unburden^K</i>
3rd	<i>arcane ablation^K</i>
5th	<i>clay touch^K</i>
9th	<i>protection from energy</i>
13th	<i>iron garden^K</i>
17th	<i>repair^K</i>

UNBREAKABLE ENDURANCE

At 3rd level, when you use an Endurance Die to block damage, if it does not completely block the damage taken, you gain resistance to the remaining damage.

BINDING INTERDICTION

Additionally at 3rd level, you gain the ability to manifest chains within the range of your Primal Interdiction.

As a reaction to a creature attempting to leave your Primal Interdiction or as an attack as part of the Attack action, you can manifest a chain and attempt to bind a Large or smaller creature with it, making a grapple check against the target. On a success, they are grappled by the chain until they escape (contesting your grapple check), the chain is destroyed, or they are no longer within your primal interdiction.

The chain can be destroyed. It has an AC of 18 and number of hit points equal to your Warden level, but

you take no damage when the chain is destroyed. If a target escapes the chains, the chains fall to the ground and turn to dust.

You can manifest one chain at a time. If you manifest an additional chain while you already have your maximum number of chains manifested, the first created one vanishes, releasing the target. The number of chains you can manifest this way increases by one each time you gain an effect that would increase the damage die of your Warden natural weapons (such as Evolving Power or Savage Weapons). Once you can manifest more than one chain, you can target the same creature with multiple chains. A creature is restrained while grappled by more than one chain.

IRON CARAPACE

Starting at 7th level, you can use your power to morph and adapt heavy armor you are wearing. As an action, you can reconfigure your armor, selecting one of the following options.

- **Reinforced Carapace.** Your AC while wearing heavy armor increases by 1.
- **Regenerating Carapace.** At the end of each of your turns, you restore any damage it has taken, restoring its original AC value. Any pieces that have been removed before regeneration rust away to nothing. If you are wearing no armor, you can use this feature to create a set of mundane heavy armor of your choice (which is automatically equipped). Armor created this way rusts away to nothing when removed.
- **Spiked Carapace.** When a creature hits you with a melee weapon attack while within 5 feet of you or attempts to grapple you, they take 1d4 piercing damage. The damage increases to 2d4 when you reach 14th level.

The effect lasts until you select another effect, or end the effect as a bonus action.

IRON INCARCERATION

Starting at 14th level, as bonus action, you can force all Large or smaller creatures of your choice within range of your primal Interdiction to make a Dexterity saving throw against $8 + \text{your Strength or Wisdom modifier (your choice)} + \text{your Proficiency bonus}$. On failure, they are grappled by chains as per your Binding Interdiction feature. Chains created by this feature do not count against your maximum number of chains. You can choose to pull creatures that fail their saving throw to the closest available space to you when they fail their save.

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

METALLIC MONOLITH

Starting at 17th level, as an action you can empower yourself for 1 minute. You gain the following benefits:

- Metal weapons you are carrying grow larger and more powerful, increasing their damage by 1d8 while you wield them.
- You can generate an unlimited number of chains with Binding Interdiction, and they no longer have any size limit on what they can restrain.
- You are immune to any effect that would move you against your will or knock you prone.
- You gain resistance to bludgeoning, piercing, and slashing damage.

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



DREADWING

The Dreadwing Warden utilizes an ancient bond that taps into the deeply rooted primal powers that flow within dragonkind. United with the essence of these legendary beings, they embody the draconic virtues of strength, elemental fury, and fear. These Wardens wield the might and majesty of dragons to dominate the battlefield, leaving all that would oppose them in terrified awe of their power.

DRACONIC TALONS

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can manifest one or both of your hands into draconic talons. You cannot wield weapons or shields in hands that you have morphed into talons, but they can be used to grapple creatures. While you are grappling a creature with a talon, that talon can only attack that creature. The talons last until you dismiss them as a bonus action.

DRACONIC TALONS

A set of draconic talons extending from one of your hands. This becomes a natural one handed melee weapon that deals 1d6 slashing damage on hit, and has the Light and Special properties.

Special: This weapon counts as a free hand for the purposes of grappling. When you successfully initiate a grapple with it, the target takes 1d6 slashing damage.

DRAGON’S PRESENCE

At 1st level, you learn the draconic language, and gain the ability to channel a fragment of the supernatural dread of dragonkind possess, giving you proficiency in the Intimidation skill.

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>elemental orb</i> ^K
3rd	<i>dragon surge</i> ^K
5th	<i>elemental exhalation</i> ^K
9th	<i>fly</i>
13th	<i>fear</i>
17th	<i>secret chest</i>

INTIMIDATING INTERDICTION

Starting at 3rd level, your Primal Interdiction sparks the primordial fear which dragons invoke in lesser creatures. As a bonus action, you can unleash a wave of supernatural dread, forcing all creatures of your choice within range of your Primal Interdiction to make a Wisdom saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus.

On failure, a creature becomes Frightened of you until the start of your next turn. On success, a creature does not become Frightened of you, but cannot gain advantage on attack rolls against you until the start of your next turn. Once a creature passes their saving throw against this ability, they automatically pass all saving throws against it for the next minute.

DRAGON BREATH

Starting at 3rd level, each time you expend an Endurance Die you build up elemental energy, storing the expended die in a special pool of charged power for 1 minute. You can have a number of stored dice equal to your proficiency bonus. As a bonus action on your turn, you can unleash all of this stored power in a blast of elemental breath. You expend all dice stored with this feature when you do so. When you gain this feature, select the elemental type of power stored from acid, cold, fire, lightning, or poison.

All creatures of your choice within a 15-foot cone must make a Dexterity saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus. On a failed save, they take elemental damage of the type selected equal to the amount rolled on the stored dice. On a successful save, they take half as much damage. The size of the cone increases by 15 feet each time your Primal Interdiction range increases by 5 feet.

DRAGON WINGS

Starting at 7th level, when you manifest your Draconic Talons, you can further channel your power to manifest a pair of draconic wings. Though they cannot lift you to flight, they provide a host of benefits:

- You can jump twice as far and change direction mid-jump by beating your wings.
- You can slow your descent when falling (no action required), falling at 60 feet per round and taking no damage when you land.
- As a reaction, you can expend an endurance die to block damage against a creature within 5 feet of you as if you were blocking damage against yourself.

EMPOWERED WINGS

Starting at 14th level, you can use your Dragon Wings to fly, gaining a flying speed of 30 feet.

DRAGON FORM

Starting at 17th level, when you would manifest your Draconic Talons, you can instead completely turn into a dragon. You gain the benefits of your Draconic Talons and Dragon Wings, but with the following properties:

- Your size becomes Large, and you gain advantage on Strength (Athletics) checks to grapple creatures smaller than you.
- When you use your Dragon Breath, you roll twice the number of stored dice for damage.
- You gain a Bite and Tail attack, which are natural weapons like your Draconic Claws and deal the same amount of damage, but change their damage type and replace their special property. The Bite deals piercing damage instead of slashing damage and gains an additional 1d8 elemental damage (matching your Dragon Breath damage type) in place of the special property, and the Tail deals bludgeoning damage instead of piercing damage and gains the reach property in place of the special property.
- Your natural weapons deal one additional die of damage while transformed this way.
- Creatures frightened by your Intimidating Interdiction become frightened for 1 minute instead. Frightened creatures can repeat the saving throw against the frightened condition at the end of each of their turns, ending the effect on success.

You can maintain this form for up to 10 minutes, after which you must return to your normal form. You return to your original form early if you fall unconscious, or you can end the form early as an action. Once you assume this form, you cannot assume it again until you complete a long rest.

TIMETWISTER

The Timetwister draws upon the enigmatic forces of time, its unstoppable march, and the ebb and flow of the past, present, and future. These Wardens manipulate the battlefield, expedite their allies' actions to a blur while slow their enemies to a crawl. They witness flickers of the past, glimpses of the future, and the ever branching pathways of the present. In battle, a fleeting moment is the only gap between life and death, and these Wardens are the masters of moments.

TIME DILATION

Starting at 1st level, you gain the ability to manipulate the flow of time for a creature. As an action, you can accelerate the movement through time for a creature within 60 feet of you, allowing them to move more rapidly. That creature's movement speed is increased by 10 feet, and when they take the attack action, they can make a single additional weapon attack as part of the same action until the start of your next turn.

Alternatively, you can decelerate down the movement through time of a creature within 60 feet of you. That creature's speed is reduced by 10 feet and it subtracts a d4 from its attack rolls until the start of your next turn. When you gain a feature that increases the size of the die for natural weapons you gain from the Warden class, the size of the die increases by one step.

When you reach 5th level in this subclass, you can accelerate or decelerate a creature as an attack as part of attack action, but you can only do each once per turn.

FORESHADOWING

Additionally at 1st level, you can glimpse future possibilities. When you roll initiative, record the result on the d20. Within the next minute, you can replace one of your attack rolls, ability checks, or saving throws with the roll.

Alternatively, you can replace one attack roll or contested ability check of an enemy within 5 feet of you with the roll. This range extends to the range of your Primal Interdiction when you gain the feature.

CONTESTED ABILITY CHECKS

A contested ability check is one where two creatures are rolling against each other, such as a Grapple check. This means you cannot use it to prevent a creature succeeding a check against a spell (such as a Strength ability check to escape Entangle). Note you also cannot use it on enemy saving throws, only your own.



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>longstrider</i>
3rd	<i>hold person</i>
5th	<i>alacrity</i> ^K
9th	<i>slow</i>
13th	<i>haste</i>
17th	<i>hold monster</i>

TIME DISTORTION

Starting at 3rd level, your Primal Interdiction begins to distort time. The difficult terrain created by your Primal Interdiction affects the movement of flying creatures as well, and when you recklessly defend your allies with your Primal Interdiction you can grant them advantage on Dexterity saving throws as well.

TIMELY INTERVENTION

Additionally at 3rd level, you can expend Endurance Dice to further bend time within your Primal Interdiction, gaining the following new options for using them:

- **Missed Beat:** As a reaction to a creature within your Primal Interdiction being attacked, you can expend an Endurance Die to slow the attacker's reactions, giving the triggering attack against them advantage.
- **Minor Adjustment:** As a reaction to a creature within your Primal Interdiction being affected by an area of effect, you stop time long enough for them to move up to 5 feet before the effect applies, potentially moving out of the area of effect.
- **Arrow Time:** As a reaction to a creature within your Primal Interdiction being attacked by a ranged weapon projectile attack, you can stop the projectile in time, rolling the Endurance Die and subtracting the roll from the weapon's attack roll.

TIME ZONE

Starting at 7th level, as a bonus action you can project your Primal Interdiction to be centered on a point within 60 feet instead of you. When you do so, the effects of difficult terrain and your abilities that take place inside your Primal Interdiction cover the area within range of the point rather than you. The aura returns to surrounding you if you move more than 60 feet from the point, or if you return it to you as a bonus action. You cannot recklessly defend your allies with your Primal Interdiction while it is projected at a point that does not also contain you within its radius.

CHRONO CONTROLLER

Starting at 14th level, your mastery of time becomes more extensive and intuitive. You can no longer lose concentration on spells granted by your Innate Magic feature from this subclass by taking damage, and when you cast them, you can cast them as if they were cast with a spell slot one level higher than their default spell level when they have an applicable effect.

TIME LOCK

Starting at 17th level, you can cast time stop without expending a spell slot. When you cast time stop, you always stop time for maximum amount of time rather than rolling.

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

ASTRAL GUARDIAN

Embarking on a path less traveled, the Astral Guardian Warden transcends the earthly plane and draws from the power of the infinite planes. Touched by the enigmatic forces of space and energy, they embody the mystery of the universe, controlling spatial distortions and manipulating celestial energies.

ASTRAL ARMS

Starting at 1st level, you gain the ability to form up to two astral arms as a bonus action. These are natural melee weapons with the Light property which deal 1d4 force damage on hit. You can additionally use them to grapple creatures and make unarmed strikes with them. You can use your Wisdom modifier in place of your Strength or Dexterity modifier for attack and damage rolls made with these weapons.

These arms last until you fall unconscious or you dismiss them as a bonus action. The maximum number of arms you can form increases to 4 at 9th level, and 6 at 17th level. The number of arms do not affect the number of attacks you can make, but the arms can be used to grapple creatures.

When you take the attack action on your turn, you can make a single unarmed strike with one of your Astral Arms as a bonus action.

SIXTH SENSE

Additionally at 1st level, you gain a special sense allowing you to sense extraplanar energies. You can detect if you are being watched through magic or by creatures within 30 feet of you in the ethereal plane if your passive Perception is equal to or higher than 10 + their CR (or their spell save DC if they are using a spell to observe you).

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>detect magic</i>
3rd	<i>arcane conduit</i> ^K
5th	<i>misty step</i>
9th	<i>ghost step</i> ^K
13th	<i>dimension cutter</i> ^K
17th	<i>dimension door</i>

DIMENSIONAL INTERDICTION

Starting at 3rd level, the difficult terrain of your Primal Interdiction affects flying creatures within range as well. Additionally, any creature that attempts to teleport into or out of the radius of your Primal Interdiction must succeed a Charisma saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the teleport is wasted and they are not transported. You can choose to allow a creature to teleport in or out of Primal Interdiction without making a save.

ASTRAL STRIKE

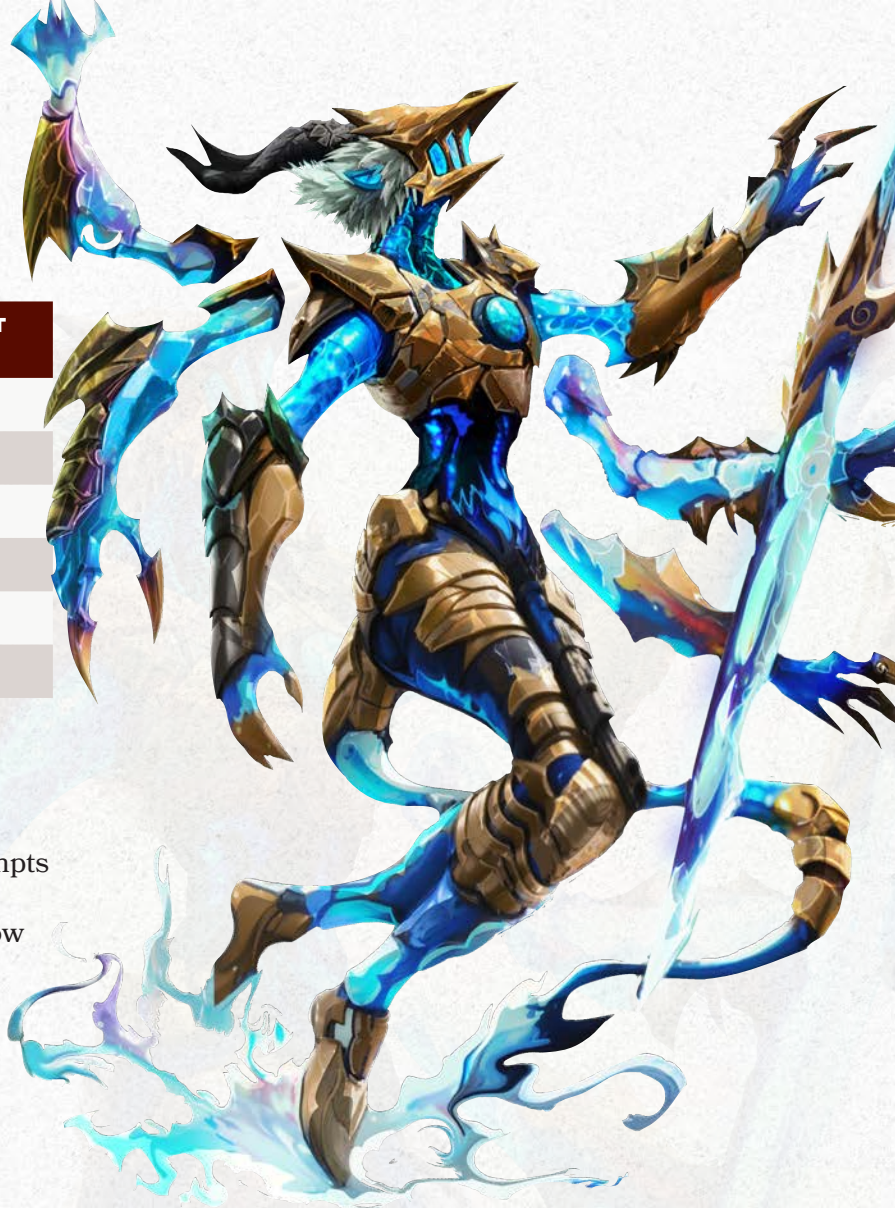
When you expend an Endurance Die, you can empower your next attack with your Astral Arms before the end of your next turn. The attack gains a reach equal to the range of your Primal Interdiction, and if it hits, deals additional damage equal to one of your Endurance Dice.

Additionally, you can force the target to make a Charisma saving throw with a DC of 8 + your Wisdom modifier + your Proficiency bonus. On a failure, you can teleport them to an empty space within range of your Primal Interdiction.

ASTRAL BEACON

Starting at 7th level, as bonus action, you can teleport a willing creature within 60 feet into any empty space within range of your Primal Interdiction. You can do this a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest.

Additionally, your Primal Interdiction is always considered as in range of allied creature's teleport abilities, even if it would normally be out of range of



the teleport, as long as they are within 300 feet of you.

DIMENSIONAL GUARDIAN

Additionally at 7th level, you gain resistance to force damage, and advantage on any saving throw against being teleported or moved between planes against your will.

ASTRAL RIFT

Starting at 14th level, as an action, you can open an Astral Rift connecting two places with a tear in reality. One rift appears in an empty space within 5 feet of you of your choice, and the other appears in an empty space at a point you are familiar with within a number of miles equal to your Warden level. The tear takes the shape of a swirling opaque roughly circular portal with a 5 foot radius. A willing creature that passes through it is teleported to an empty space within 5 feet of the other portal.

The rift remains open for 1 minute once opened, or until you close it as an action. Once you create an

astral rift, you cannot do so again until you complete a long rest.

ASTRAL PROJECTION

Starting at 17th level, you can astrally project your soul out of your body as an action. When you do so, your body becomes stunned and incapacitated, but you can act in your astral form. While in your astral form, you have the following benefits:

- Your astral form is resistant to bludgeoning, piercing, and slashing damage.
- You gain a flying speed equal to your movement speed, and can hover.
- You can pass through physical objects and creatures as if they are difficult terrain, but cannot end your turn inside another creature's or object's space, being moved to the last unoccupied space you occupied if you try.
- You can move between your current plane and the ethereal plane as an action. While on the ethereal plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away.

Otherwise, your astral form shares all abilities and statistics with your normal form. While you use this ability, your Primal Interdiction projects from your astral form instead of your body. When you use this ability, you can project yourself to any plane or location you are familiar with. If your astral form is reduced to 0 hit points, you are returned to your body and regain 1 hit point. You can end the project at any time as a bonus action, returning to your body.

BONE BINDER

Commanding the dark powers of the fallen, a Bone Warden watches over the endless and final silence of the end of life. Solemn and grim, they recycle the remains of life to one final service, binding the bones of once living creatures to form their armor, weapons, and grim constructs to bind and crush those that stand in their way of their primal decrees.

BONE CONSTRUCT

Starting at 1st level, as an action you can call forth a grim construct of bones that bursts from the ground in an empty space within 10 feet of you. It has the following stat block. It shares your turn, but cannot take any actions unless you use your action to direct it to take the dodge action, dash action, or take an action listed in its stat block. In addition to the



actions in a stat block, it can follow simple instructions and perform simple tasks out of combat, but cannot communicate or execute complicated directions on its own. If you give it no directions, it stands still or follows you if you are more than 30 feet from it. When you gain the Extra Attack feature, you can direct your Bone Construct to take a single action from its stat block in place of an attack when you take the Attack action. Its Strength (indicated in its stat block as a *) is equal to your Strength or Wisdom ability score (your choice).

If it is more than 120 feet from you or reduced to zero hit points, it crumbles to dust. You can dismiss your Construct at any time as a bonus action, causing it to crumble to dust and await your call again.

Your Bone Construct's hit points are maintained between summons, but if it has less than your Warden level in hit points (such as if it was previously destroyed by being reduced to 0 hit points), it gains hit points equal to your Warden level when you spend your action calling it, and regains all of its hit points when you complete a long rest.

Your Bone Construct's Slam damage die is increased in size by any effect that increases the size of natural weapon damage dice.

BONE CONSTRUCT

Medium undead, unaligned

Armor Class 12 + your PB

Hit Points [5 x your Warden level]

Speed 30 feet

STR **DEX** **CON** **INT** **WIS** **CHA**
 * (+*) 8 (-1) 16 (+3) 1 (-5) 1 (-5) 1 (-5)

Skills Athletics (STR+PB)

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, necrotic

Damage Immunities poison, psychic

Condition Immunities exhausted

Senses darkvision 60 ft., passive Perception 5

Languages — **Proficiency Bonus** Your PB

ACTIONS

Grapple. The Bone Construct makes a grapple or shove check against a target creature within 5 feet.

Slam. *Melee Weapon Attack:* STR + PB, reach 5 ft., one target. *Hit:* 1d8 + STR

MACABRE MANTLE

At 1st level, if your armor becomes damaged, you can repair it using the bones of a medium or larger creature's corpse (provided it has bones). You can forge entirely new armor this way. Armor forged this way can be any mundane armor with a maximum value of 20 times your Warden level, and can only be used by you.

Additionally, while you are wearing armor created this way or that you've bonded with Mystic Bulwark, you gain proficiency with the Intimidation skill.

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>grip of the dead</i> ^K
3rd	<i>false life</i> ^K
5th	<i>augury</i>
9th	<i>speak with dead</i>
13th	<i>animate dead</i> [†]
17th	<i>ribcage</i> ^K

[†]You cannot cast this spell again early using Endurance Dice

BONE EMISSARY

Starting at 3rd level, your Bone Construct gains its own Primal Interdiction extending to a range of 5 feet around it.. When you recklessly defend your allies within range of your Primal Interdiction, your Bone Construct does the same for any creatures within the range of the Primal Interdiction emitting from it.

BONDED ENDURANCE

Additionally at 3rd level, you can use Endurance Dice to reduce damage taken by your Bone Construct. When you do so, you gain temporary hit points equal to the value rolled on the die. When you block damage with an Endurance Die against yourself, your



Bone Construct gains temporary hit points equal to value rolled on the die.

UNEARTHED TITAN

Starting at 7th level, your Bone Construct gain the following features:

- When you summon it, you can summon it as a Large sized creature.
- When you use your action to summon it, you can use your bonus action to command it to take one of its actions.
- Its attacks become magical for the purposes of overcoming resistance to nonmagical attacks.

UNLIVING RESILIENCE

Additionally at 7th level, you gain resistance to one damage type of your choice from cold, necrotic, or poison damage.

Additionally, you gain advantage on saving throws against poison or disease, and you can go twice as long without breathing, eating, and sleeping without suffering negative consequences.

GRAVE GRIP

Starting at 14th level, as an action, you can call for skeletal grasping hands to raise from the ground and bind your foes. All Large or smaller creatures of your choice within range of your Primal Interdiction (or the Primal Interdiction of your Bone Construct) must make a Dexterity saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus.

On failure, the creature becomes Restrained by a skeletal hand rising from the earth. The creature can break free as an action by making a Strength saving throw with the same DC as the original save, or can be freed if the skeletal hand is destroyed. It has an AC of 13 and 13 hit points, with a vulnerability to bludgeoning damage.

If a creature ends its turn while restrained by a skeletal hand from this ability, it takes 3d6 necrotic damage.

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

DEATH'S DOMAIN

Starting at 17th level, as a bonus action you can project your domain around you for 1 minute, with the following effects:

- The range of your Primal Interdiction is doubled.
- If an allied creature falls to 0 hit points within

range of your Primal Interdiction, you can cast spare the dying on them as a reaction (without needing to be able to touch them).

- Skeletal constructs you create (including your Bone Construct, skeletal hands from Grave Grip, objects created by spells such as ribcage, or skeletons created by spells such as animate dead) gain resistance to all damage while within range of your Primal Interdiction.

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

PRIMAL MANIFESTATIONS

The following can be selected as Primal Manifestations. If it lists a level requirement, you must have that level in the Warden class.

Balanced Assault

You gain the Two Weapon Fighting Style. Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Create Barrier

When you take the attack action on your turn, you can replace one of your attacks with manifesting an elemental barrier in an unoccupied space on the ground within 30 feet of you. This elemental barrier forms out of nearby materials (such as dirt, wood, or stone), and cannot be formed in the absence of natural materials. The barrier roughly blocks a 5 foot cube of space, and has an AC of 15, and hit points equal to 10 + your Warden level. You can have a number of these created equal to your proficiency bonus. When creating a new one beyond your limit, the oldest previously created one crumbles.

Based on your subclass, you may be able to create other kinds of barriers:

- **Astral Barrier** (*Prerequisite: Astral Guardian*). The barrier does not require any nearby materials to form from.
- **Ice Barrier** (*Prerequisite: Elemental Soul subclass*). The barrier does not require any nearby natural materials to form from, and deals 1d6 cold damage to any creature that attacks it.
- **Iron Barrier** (*Prerequisite: Ironbound subclass*). The barrier has resistance to bludgeoning, piercing, and slashing damage.
- **Tree Barrier** (*Prerequisite: Elderheart subclass*). The barrier does not require any nearby natural materials to form from, has hit points equal to 10 + twice your Warden level, and can form up to 20

feet tall.

- **Stone Barrier** (*Prerequisite: Stoneblood subclass*). The barrier has an AC equal to your AC (unless it is already higher).

You can create a total number of barriers equal to your Warden level before you must complete a short or long rest to more.

Elemental Rebuke

You learn the spell *Aldricor's elemental rebuke*^{TAG}. You don't need any components to cast it, and can cast it once without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest. You can cast it again early by expending 2 Endurance Dice.

Gift of Life

As an action, you can expend an Endurance Die to heal a creature you touch for 1 hit point and give them a number of temporary hit points equal to a roll of your Endurance Die + your Wisdom modifier.

Guided Wrath

When you make an attack with a natural weapon granted by this class, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Based on your subclass, you may gain additional benefits:

- **Living Weapons** (*Prerequisite: Elderheart Subclass*). You can use your Wisdom modifier, instead of your Strength, to initiate and maintain grapple checks made with your Lashing Vines.
- **Living Chains** (*Prerequisite: Ironbound Subclass*). You can use your Wisdom modifier, instead of your Strength, to initiate and maintain grapple checks made with the Chains created with Binding Interdiction.
- **Living Arms** (*Prerequisite: Astral Guardian Subclass*). You can use your Wisdom modifier, instead of your Strength, to initiate and maintain grapple checks with your Astral Arms.

Engulfing Vines

 (*Prerequisite: Elderheart subclass*)

You can grapple a number of creatures with each of your Lashing Vines equal to your Wisdom modifier. While it is not grappling the maximum number of targets, it can attack creatures you are not grappling with it. Additionally, at the start of your turn, you can pull any creature grappled by your Lashing Vines 5 feet towards you (no action required).

Heart of the Storm

You gain resistance to damage from area of effect spells cast by allied creatures. If you would normally resist the damage, you take no damage from the spell instead.

Karmic Edict

The spell *karmic reflection* is added to your innate spells, allowing you to cast it once for free without expending a spell slot or endurance dice, regaining the ability to do so again on a long rest. You can cast it early by spending Endurance Dice.

Mystic Deflection

Your AC is increased by 1 while you are wearing light or medium armor.

Mystic Reinforcement

The damage reduction granted by Mystic Bulwark increases by 1.

Primal Intuition

You gain a blindsight out to a range of 10 feet.

Protective Interdiction

If an allied creature within range of your Primal Interdiction takes nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to reduce the damage taken by twice the damage reduction of your Mystic Bulwark.

Reliable Endurance

When you roll an Endurance Die, you can replace the die with 2d4 (becoming 1d4 + 1d6 when the die becomes a d10, and 3d4 when the die becomes a d12).

Temporal Torsion

 (*Prerequisite: Timetwister*)

As an attack as part of the attack action, you can violently distort time for a creature, causing be displaced from reality. The target must make a Charisma saving throw, taking 1d8 + your Wisdom modifier necrotic damage and having their movement speed reduced by 10 feet on failed saving throw. The damage of this ability is increased by any effect that increases the damage of your natural weapons.

Time Trick

 (*Prerequisite: Timetwister*)

You gain the ability greatly speed up your own actions within narrow limitations, allowing you to very quickly don or doff, change clothes, or complete simple task that would take less than a minute in an action. You cannot move from your space, interact with other creatures, cast spells, attack, or make

ability checks during this action.

You can use this ability an number of times equal to your Wisdom modifier, regaining all uses on a long rest.

Unrelenting Onslaught

If you cast a spell as an action, you can make a single weapon attack with a natural weapon as a bonus action.

Well of Fortitude

When you complete a short rest, you can roll 1 hit die for free without expending it. You can do this a number of times equal to your proficiency bonus before you need to complete a long rest to do so again, but not more than once per short rest.

Wildheart (*Prerequisite: Beasthide subclass*)

For all Beast type creatures of a CR equal to your Warden level, you are under the effect of sanctuary. You gain advantage on Animal Handling checks, or checks to persuade, deter, or seek help from beasts.

Sacrificing Stance (*Prerequisite: 6th level*)

When you roll a saving throw against an area of effect spell or magical effect that does damage, you can roll your save with disadvantage to shield your allies.

When you do so allied creatures in the area of your Primal Interdiction gain resistance to the damage taken from the effect.

Savage Weapons (*Prerequisite: 6th level*)

The damage dice of all natural weapons granted by the class increases by 1 size (for example, a d6 becomes a d8). If a weapon has multiple dice, only one die increases.

Devouring Earth (*Prerequisite: 9th level*)

You can cast *quick sand*^K without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Falling Sky (*Prerequisite: 9th level*)

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

One With Stone (*Prerequisite: 9th level*)

You can cast *meld into stone* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Arise Stone (*Prerequisite: 12th level*)

You can cast *wall of stone* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Crushing Grip (*Prerequisite: 12th level*)

At the start of your turn, you deal 2d6 bludgeoning damage to all creatures you are grappling.

Font of Will (*Prerequisite: 12th level*)

When you would make a saving throw at the end of your turn, you can instead make that saving throw at the start of your turn.

Revitalizing Endurance (*Prerequisite: 12th level*)

When you start your turn with 0 hit points, you can expend an Endurance Die, rolling it and regaining hit points equal to the number rolled.

Unlimited Endurance (*Prerequisite: 12th level*)

You gain an additional Endurance Die.

Arise Thorns (*Prerequisite: 16th level, Elderheart subclass*)

You can cast *wall of thorns* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Arise Ice (*Prerequisite: 16th level, Elemental Soul subclass*)

You can cast *wall of ice* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Immortal Body (*Prerequisite: 16th level*)

If you start your turn with less than half your hit points, you regain 1d6 hit points. You don't gain this benefit if you have 0 hit points.

Last Stand (*Prerequisite: 16th level*)

At the end of your turn, you can start a Last Stand. Until the start of your next turn, any damage taken by allied creatures within 60 feet that would reduce them below 1 hit point is instead taken by you. This effect ends if you fall unconscious.

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

Planar Guardian (*Prerequisite: 16th level, Astral Guardian*)

You can cast the spell *plane shift* 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.

WARLORD

Two vast armies stand across the field of death, fear gripping the heart of every soldier. From their ranks, the banner is carried forth - a shining beacon without fear. Before they even know it, their feet pound across the ground, their fear left behind as they follow their symbol of hope to victory.

Collapsing to the ground, a man succumbs to wounds, exhaustion, terror, and the overwhelming clash of steel all around. Death closes in, but before it can claim him, a hand appears, pulling him to his feet. "On your feet, soldier".

The line will soon be overrun—until, among the broken ranks of soldiers, a lone soldier spots his liege. She stands, unwilling to turn aside, unwilling to step back from danger, holding back the horde of enemies alone. Retreat is no longer an option. With newfound strength behind every blow, the soldiers stand and fight like no one has ever fought before.

"How did you do it?" hisses the marauder, his sword dropped before him in surrender. He kneels beside his captured comrades, encircled by a smaller force that seems to have come from nowhere. The victorious general smiles knowingly and shrugs. "Luck," he says. "And perhaps a bit of planning."

Warlords are force multipliers for their companions. Some may be fearsome combatants, while others may never lift a weapon, but in either case their presence on the battlefield will drive their allies to new heights, guiding them safely through what would surely have been their doom.

How victory is stolen from the jaws of defeat can vary, from inciting crazed zeal, to tempering an overeager charge, to pulling their friends out of the line of danger in the nick of time. The sole commonality is that a Warlord alone is but a man, while a Warlord with their companions is a legend.

PURPOSE AND DRIVE

Purpose is a common element to those that walk the path of a Warlord. Purpose empowers Warlords to be a larger-than-life, and allows them to be a guiding hand to their comrades. Some Warlords may not seek any particular cause, and merely pursue victory



either as a tribute to a god they worship or simply to attain personal glory. More often, though, a Warlord is driven by a higher purpose - a loyalty to their country or their men, a drive to protect the innocent or crush the weak.

POWER OF PRESENCE

Most warlords have no explicitly magical powers, but the presence on the battlefield allows people to exceed what they might have thought of as their own limits, pushing beyond what they could hope to achieve on their own. A Warlord will make their allies feel like they've become better at everything, they will make problems seem surmountable, and they will make the path clear. They make the world less bleak, they make the foes less terrifying. When you have a Warlord on your side, more things go right.

THE WARLORD

Level	Proficiency Bonus	Leadership Dice	Leadership Die Size	Features
1st	+2	—	—	Warlord Specialization, Battlefield Presence
2nd	+2	2	d6	Leadership Dice
3rd	+2	3	d6	Warlord Specialization Feature, Warlord's Expertise
4th	+2	4	d6	Ability Score Improvement
5th	+3	5	d6	Extra Attack
6th	+3	6	d6	Prepare for Battle, Leadership Dice Limit Increase (2)
7th	+3	7	d6	Warlord Specialization Feature
8th	+3	8	d6	Ability Score Improvement
9th	+4	9	d8	Press the Attack
10th	+4	10	d8	Ability Score Improvement
11th	+4	11	d8	Warlord Specialization Feature, Leadership Dice Limit Increase (3)
12th	+4	12	d8	Ability Score Improvement
13th	+5	13	d10	Warlord's Intuition
14th	+5	14	d10	Shift the Field
15th	+5	15	d10	Warlord Specialization Feature
16th	+5	16	d10	Ability Score Improvement
17th	+6	17	d12	Unbreakable Will, Leadership Dice Limit Increase (4)
18th	+6	18	d12	Warlord Specialization Feature
19th	+6	19	d12	Ability Score Improvement
20th	+6	20	d12	Tireless Leader

CREATING A WARLORD

When creating a Warlord you should always start with answering the question: what sort of Presence does this person bring to the battlefield? Are they a charismatic inspiration to their allies that drives them to fight on? Are they a wise veteran who acts as a force multiplier for their companions, offering pointers and grit? Or are they a scheming manipulator who sees one step ahead of any move their foes can make, always making sure their allies are in the right spot?

QUICK BUILD

You can make a warlord quickly by following these suggestions. For a Commander select Strength as your highest attribute followed by Wisdom. For a Chieftain or Paragon select Strength as your highest attribute followed by Charisma.

For a Noble select Charisma as your highest attribute followed by Constitution. For a Packleader, select Dexterity as your highest stat followed by Wisdom. For a Tactician select Intelligence followed by Constitution.

CLASS FEATURES

As a Warlord, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Warlord level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlord level after 1st Proficiencies

Armor: Light armor, medium armor.

Weapons: Simple weapons.

Saving Throws: Wisdom, Charisma

Skills: Choose three from Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Performance, and Persuasion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple melee weapon, or (b) a martial weapon (if proficient).
- (a) a light crossbow and 20 bolts, or (b) a shield (if proficient).
- (a) leather armor, or (b) scale mail, or (c) chain mail (if proficient).
- (a) a scholar's pack or (b) an explorer's pack

Alternatively, you may start with $5d4 \times 10$ gp to buy your own equipment.

WARLORD PRESENCES

At 1st level, you pick the archetype of Warlord you embody, called a Presence, choosing from Commander, Chieftain, Noble, Packleader, Paragon or Tactician, each of which are detailed at the end of the class description. Your choice grants you features at 1st level, and again at 3rd, 7th, 11th, 15th, and 18th level.

BATTLEFIELD PRESENCE

Starting at 1st level, when you take the Attack action, in place of making an attack, you can use your Battlefield Presence to grant a friendly creature that can see or hear you an additional attack the next time they take the Attack action during their turn.

Any additional attacks granted that are unused at the start of your next turn are lost. A friendly creature can only gain one additional attack from this feature per round from this feature.

LEADERSHIP DICE

Starting at 2nd level, you have access to Leadership Dice. These represent your ability to focus your battlefield presence for powerful results. Your Warlord level determines the number and size of the dice, as shown on the Leadership Dice column of the Warlord table. You can spend these to fuel various features.

You know three such features: Rallying Mark, Urgent Orders, and Helpful Word. When you get this feature, you can spend one Leadership Die per turn.

Starting at 6th level, you can spend two Leadership Dice per turn. The number you can expend increases to three at 11th level, and to four at 17th level.

A Leadership Die is expended when you use it. You regain all of your expended Leadership Dice when you finish a short or long rest.

RALLYING MARK

As a bonus action, you can expend a number of Leadership Dice (up to your per turn limit) to rally your allies to attack a hostile creature within 60 feet of you.

The next time damage is rolled against that target by an allied creature before the start of your next turn, they can add the Leadership Dice to the damage roll, and the attacking creature regains hit points equal to the amount rolled on the Leadership Dice.

URGENT ORDERS

As a bonus action, you can expend a number of Leadership Dice (up to your per turn limit) to guide your allies in expeditious action.

Target an allied creature within 60 feet of you that can see or hear you, that creature can immediately use its reaction to move up to its movement speed (up to a maximum of 30 feet) without provoking opportunity attacks. Roll the leadership dice expended, the target gains temporary hit points equal to the value rolled.

HELPFUL WORD

As a bonus action, you can spend a Leadership Die to take the Help action. When you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than within 5 feet of you, if your ally can see or hear you.

WARLORD'S EXPERTISE

Starting at 3rd level, choose one of the following skills: Investigation, Insight, Intimidation, or Persuasion. If you are not proficient in the chosen skill you become proficient. If you are already proficient in the skill you select, your proficiency bonus is doubled for any ability check you make that uses that skill.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You can use Battlefield Presence in place of either or both attacks.

PREPARE FOR BATTLE

Starting at 6th level, you can spend a minute preparing creatures for combat. You can expend a number of Leadership Dice (up to your per turn limit), rolling them and causing five your creatures of your choice (potentially including yourself) to gain temporary hit points equal to the number rolled. Allies that have benefited from this ability can expend a number of hit dice equal to the number of Leadership Dice you expended, using them as they would during a short rest. Any temporary hit points gained from this last until you complete a short or long rest.

PRESS THE ATTACK

Starting at 9th level, your abilities are further empowered:

RALLYING MARK: BOOST MORALE

When a creature gains hit points from Rallying Mark, you can use your reaction to expend one Leadership die to cause another creature within 60 feet of the attacker to regain the same number of hit points.

URGENT ORDERS: COORDINATED MOVEMENTS

When you use Urgent Orders, you can expend additional Leadership dice to target additional creatures (targeting one additional creature for each extra die spent).

HELPFUL WORD: EXPERT INSTRUCTIONS

When a creature benefits from your Help action, you can use your reaction to expend a Leadership Die and add it to their roll. You can use this ability after the original roll, but before the outcome is revealed.

WARLORD'S INTUITION

Starting at 13th level, before rolling an ability check you are proficient in, you can exercise this ability, choosing for the d20 to be equal to your Warlord level rather than rolling. Once you do this, you cannot do this until you complete a long rest.

SHIFT THE FIELD

Starting at 14th level, you gain the ability to relocate friendly creatures. As an action, you can expend one Leadership Die to move up to 5 friendly creatures that can see or hear you up to half their movement speed without provoking attacks of opportunity.

UNBREAKABLE WILL

Starting at 17th level, you are immune to the frightened and charmed conditions.

TIRELESS LEADER

Starting at 20th level, you can roll d4s and use them instead of expending Leadership Dice for Rallying Mark, Urgent Orders, Helpful Word, or Prepare for Battle.

WARLORD'S PRESENCES

Warlords may invoke a variety of different types of Presence on the battlefield. You can choose which kind of Presence best suits your Warlord from the following.

COMMANDER'S PRESENCE

A Commander on the field can be many things - a trusted sergeant, a weary veteran, or merely a person with an uncommon degree of common sense and a particularly keen eye for how to win a fight.

While not as flashy as some of the other Presences on the Battlefield, that just means they are less likely to get themselves skewered. A keen word there and helping hand here, their influence is subtle but effective, inexorably shifting the tides of battle in their favor.

A Commander can come from any background, but is usually someone that has acquired their Wisdom the hard way, having seen a bit of what life and battlefields have to offer.

MARTIAL PROFICIENCY

Starting at 1st level when you take this Presence, you gain proficiency in heavy armor, shields, and martial weapons.

FORM UP!

Starting at 1st level, when you roll initiative and are not surprised, any number of friendly creatures within 30 feet of you can move up to their speed a number of feet equal to five times your Wisdom modifier (minimum 5 feet).

SEQUENTIAL MOVEMENT AT THE SAME TIME.

D&D is typically a turn based game, and thus people do not typically move at the same time; an ability that allows multiple creatures to move at the same time opens the door to questions about order. This ability represents the Commander's Presence causing their companions to spring into a well oiled routine, and it is recommended that you let the players move in their desired order during this movement.

It should also be noted that this movement is determined by the player moving. A Warlord grants their allies the ability to move, they do not necessarily move them.

KEEN POINTER

Starting at 3rd level, you can take the Helpful Word bonus action without expending a Leadership Die if you are within 5 feet of the creature you are taking the Help action against.

When you do so, you can expend Leadership Dice to apply Rallying Mark to the creature you are targeting with this Help action.

ON YOUR FEET!

Starting at 7th level, you can use a bonus action and expend one Leadership Die to restore the will to fight in an allied creature. Choose a friendly creature within 5 feet of you. That creature regains hit points equal to your Leadership die.

When you use this feature to restore hit points to a creature at 0 hit points, you can add your Wisdom modifier to the amount of hit points restored. If the creature is prone, it can choose to stand immediately.

MARTIAL ADVANTAGE

Starting at 11th level, you've learned to leverage fighting alongside an ally. Once per turn, you can deal an extra 2d6 damage to a creature you hit with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated.

BULWARK

Starting at 15th level, when you and any number of friendly creatures within 30 feet of you make a Saving Throw against the same effect, your allies gain Advantage on their Saving Throw if you succeed on the saving throw.

NO ONE LEFT BEHIND!

Starting at 18th level, you can move up to your speed to get within 5 feet of a creature while using your On Your Feet feature. During this movement you gain resistance to all damage and the target regains an additional 1d8 hit points for each attack of opportunity made against you during this movement.

CHIEFTAIN'S PRESENCE

A chieftain is a Warlord that rules by the sheer force of their personality, marked by their booming voice and fearless attitude, it is easy to believe that your band is infallible while your chieftain stands.

They can be lawful or chaotic, good or evil, with such things depending on how they got to where they are in life. An orc that cut their way to the top may be chaotic, believing that strength needs room to rise to the top unfettered by rules, while someone that inherited their authority may have a more lawful bent.

A Warlord with the Presence of a Chieftain need not literally rule anything, but is an exemplar of someone that has or could walk that path through their force of personality and the boisterous inspiration they give those around them.





CHIEFTAIN'S PROFICIENCY

Starting at 1st level when you take this Presence, you gain proficiency in shields, martial weapons, and the Intimidation skill, or another skill of your choice if you are already proficient.

WOLFPACK RUSH

Starting at 1st level, the first time an allied creature moves after rolling initiative, it can bring a number of willing creatures equal to your Charisma modifier (minimum 1) within 20 feet of you along with it in the same distance and direction that they move, but cannot move more than half of their movement speed and cannot move more than 20 feet from you. Creatures can stop this movement at any point along the path.

WARCRY

Starting at 3rd level, as an action or in place of an attack as part of the Attack action, you can expend a number of Leadership Dice (up to your per turn limit) to inspire your allies with a mighty Warcry. You and friendly creatures within 20 feet of you gain temporary hit points equal to the Leadership Dice roll + your Charisma modifier (minimum 1). This can affect a number of creatures up to your 1 + Charisma modifier (minimum 1).

You can make a single weapon attack as a bonus action after unleashing a War Cry, but the attack roll has disadvantage unless made with a weapon with light property.

SAVAGE MOMENTUM

Additionally at 3rd level, whenever you spend a Leadership Die, you gain advantage on the next attack roll you make before the end of your turn.

RECKLESS ASSAULT

Starting at 7th level, when a creature with temporary hit points from one of your abilities deals damage, they can expend those temporary hit points to add damage equal to half the temporary hit points sacrificed to their damage dealt.

WOLFPACK TACTICS

Starting at 11th level, you excel at taking down prey in coordination with your allies. The first creature you hit that has taken damage from one of your allies since the end of your last turn suffers an additional 1d12 damage.

The first time a creature you grant a creature an attack with Battlefield Presence deals damage to a creature you had dealt damage to during your turn, that attack deals an additional 1d4 damage.

BOOMING SHOUT

Starting at 15th level, when you unleash your Warcry you can attempt to frighten enemies. Any number of creatures of your choice within range of your Warcry must make a Wisdom saving throw (DC of 8 + Charisma modifier + your proficiency bonus) or become frightened of you until the end of their turn. Once you have used Booming Shout, you cannot use it again until you complete a short or long rest.

Additionally, the range of your Rallying Mark, Urgent Orders, Helpful Word, and Warcry is doubled.

BLOODY VICTORY

Starting at 18th level, when you or an ally reduces a hostile creature that has dealt damage to you to 0 hit points, you can unleash a Warcry as a reaction. When you unleash your Warcry in this way, you do not expend any Leadership Dice and you use a d12 in place of your Leadership Die.

You can use this reaction a number of times equal to your Charisma modifier, regaining all uses on a long rest.

NOBLE'S PRESENCE

A Warlord with a Noble Presence is not inherently one that was born a Noble, though many are. A Noble Presence Warlord is one that serves to drive their retainers and companions onto greater heights through sheer charisma, a shining beacon of what they are fighting for standing beside them.

Since time immemorial men have fought twice as hard on a battlefield when their leader takes the field to stand among them, driven to heights that would seem impossible in order to protect their liege - while an adventurer of this path may or may not be their liege, their charisma invokes the same fervor in their companions and retainers.

An adventurer on this path is not inherently of noble background, though many often are. A noble reared on the laws of the land is usually lawful, but extraordinary circumstances may have brought about a rebellious streak in one that now seeks to overthrow unfit rulers (or rulers that aren't them, anyway).

DESTINED LEADER

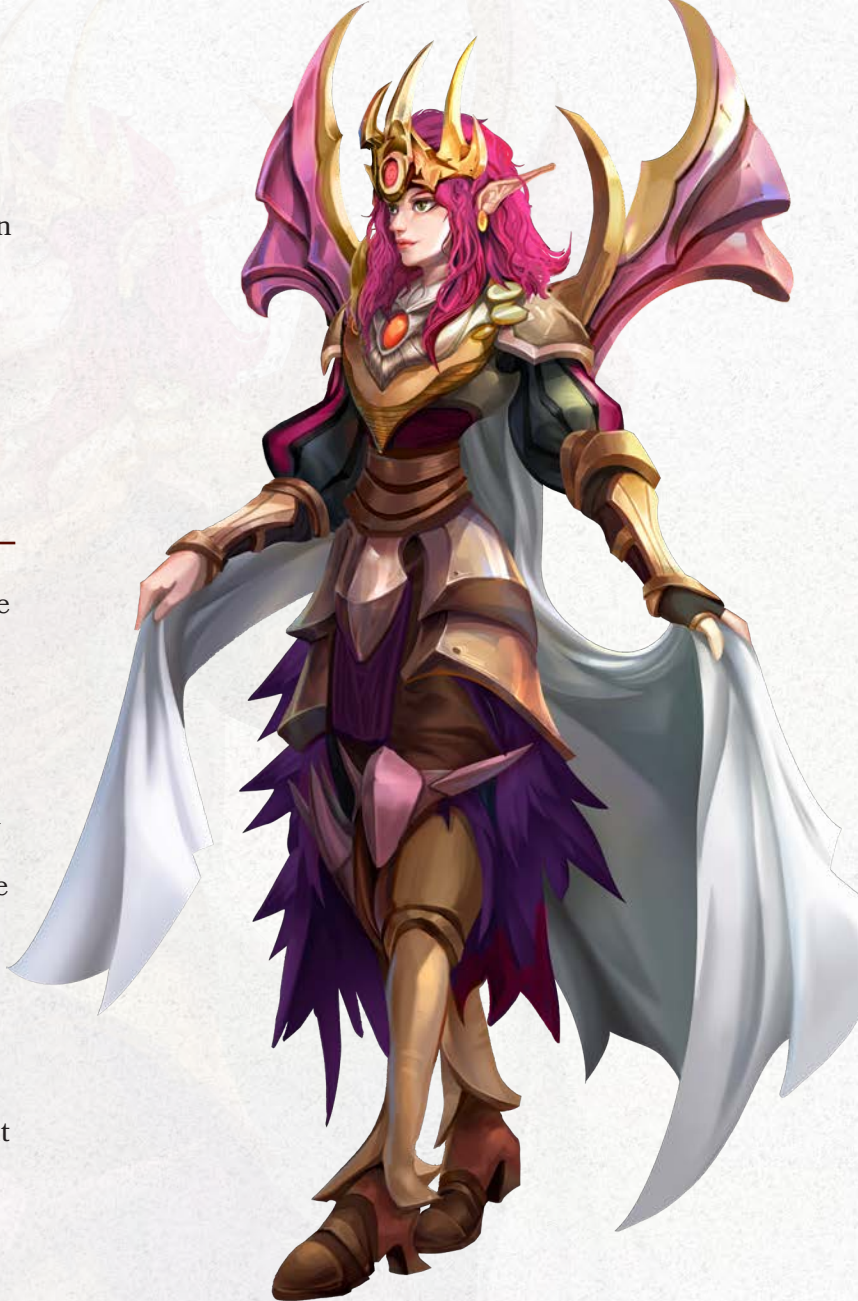
Starting at 1st level when you take this Presence you gain proficiency with rapiers, longswords and the Persuasion skill, or another skill of your choice if you are already proficient. Additionally, you gain an additional Leadership Die at 3rd level, 9th level, and 15th level.

CALL TO ARMS

Starting at 1st level, when you roll initiative you can call out to friendly creatures within 60 feet of you, providing them with a surge of inspiration. Creatures of your choice equal to your Charisma modifier (minimum 1) gain advantage on their first attack roll.

INSPIRING LEADER

Additionally at 1st level, an allied creature with a CR of less than half your Warlord level (or with fewer class levels than you have Warlord levels if the



creature does not have a CR) can choose to use your proficiency bonus + Charisma modifier for the attack roll modifier on the first Attack they make in a turn where they have been granted by Battlefield Presence.

RETAINERS & FOLLOWERS

A Noble Warlord gets more mileage out of their retainers or followers than other Warlords, but in turn is more dependent on having someone else make their attacks for them.

This does not inherently mean they need NPC followers, however. A loyal retainer is always a good idea, but it can be a friendly Fighter just as easily as an NPC follower.

DIVINE RIGHT

Starting at 3rd level, you can use Leadership Dice (up to your per turn limit) to cast command. The level of the spell is equal to the number of Leadership Dice spent.

The spell save DC for these spells are 8 + your Charisma modifier + your Proficiency bonus.

You can also add your Charisma (maximum 2) to your AC so long as you are not wearing heavy armor or using a shield.

CHARISMATIC LEADERSHIP

Additionally at 3rd level, you can add your Charisma modifier to the damage bonus of Rallying Mark, the temporary hit points granted by Urgent Orders, and the attack roll of a creature that gains advantage from Helpful Word.

WORDS OF CONVICTION

Starting at 7th level, you can use Leadership Dice (Up to your per turn limit) to cast bless or heroism without providing material components. The level of the spell is equal to the number of Leadership Dice spent.

IMPERATIVE ORDER

Starting at 7th level, when you spend 2 or more Leadership Dice on a target with Urgent Orders, you can allow the target creature to make a single weapon attack with their reaction instead of moving. If you spend 3 or more Leadership Dice on a target, the target creature can both move and make a single weapon attack with their reaction.

INSPIRED ZEAL

Starting at 11th level, all creatures of your choice within 30 feet of you deal an extra 1d4 radiant damage when they hit with a weapon attack.

UNTOUCHABLE PRESENCE

Starting at 15th level, you are under the effect of sanctuary spell. This effect ends as normal if you take an action that would break it, but returns at the start of your next turn.

The spell save DC for this spell is 8 + your Charisma modifier + your Proficiency bonus.

GRAND DECREE

Starting at 18th level, you can use this ability to cast command without expending a spell slot or Leadership Dice. When you do so, the spell affects all creatures of your choice within range that could be affected by the spell.

Once you cast command using this ability, you cannot cast it using this ability again until you complete a long rest.

PACKLEADER'S PRESENCE

While Warlords may specialize in the control of battles, an Packleader is a Warlord that aims to win a fight before it becomes a battle. Through scouting, preparing, and stacking the odds, they don't fight fair, they fight to win, and seek to only fight when they've already won.

Their control of the battlefield doesn't merely extend to those that fight on it, but to twisting the battlefield itself to suit their needs, stymieing and stupefying their foes while concealing and sheltering their allies with the terrain itself.

While good and evil rarely play directly into a Packleader's perspective (they can be either or Neutral just as easily), they tend be Chaotic, viewing the so called "rules of engagement" and other traditions of civilization to be convenient weaknesses they can exploit rather than any sort of guideline they might actually follow.



TOOLS OF THE WILD

Starting at 1st level when you take this Presence, you gain proficiency in martial weapons, the Survival skill, or another skill of your choice if already proficient, and your choice of the Herbalism Kit or the Poisoner's Kit.

CONCEALED APPROACH

Starting at 1st level, if you have at least a minute to prepare, you can add your Wisdom modifier to a Dexterity (Stealth) check for you and up five friendly creatures. You and friendly creatures within 30 feet of you that roll for initiative while hidden can add your Wisdom modifier to the initiative result.

NATURE'S GIFT

Starting at 3rd level, through your connection to the wild battlefields you've mastered offers you some measure of control of them. You learn the spell *mold earth*, and can pick one additional cantrip from the Druid list that you know.

Additionally, you can expend one Leadership Die to cast *fog cloud* or *snare* as 1st level spells. The casting time of *snare* is one action when you cast it this way. You can pick one additional 1st level spell from the Druid spell list with a casting time of one action to cast this way.

Your spell casting modifier for these spells is Wisdom, and your spell Save DC for these spells is 8 + your Proficiency modifier + your Wisdom Modifier.

A PACK LEADER'S PACK

Many Packleaders opt to pick animal friendship or speak with animals in order to establish animal allies to expand their pack, but just as many don't feel the need to be required to have an animal companion.

SHROUD OF NATURE

Starting at 7th level, you and your allies can fade away behind natural shrouds. Whenever you cast a spell that results in you or a friendly creature becoming obscured (such as being within the radius of a *fog cloud* or behind *earth moved by mold earth*), the obscured creature can use their reaction to take the Hide action.

TRACKLESS TRAILS

Additionally at 7th level, you can spend 2 Leadership Dice to cast *pass without trace* without providing material components.

FLEETING STRIKERS

Starting at 11th level, if you are not in the same spot you were at the end of your last turn or are obscured from your target, the first attack you make during your turn deals an additional 1d10 damage.

Additionally, a creature that you grant an Attack with Battlefield Presence can take the Dash action instead of making the attack you granted.

GHOSTS OF THE WILD

Starting at 15th level, while under the effect of *pass without trace*, you can expend one Leadership Die to take the Hide action at the end of your turn without expending an action.

If you use Battlefield Presence to grant an attack to a creature, you can expend one Leadership Die to shroud them with shadows or natural phenomena, granting them advantage on the first attack they make before the start of your next turn. If they are under the effect of *pass without trace*, you can do this without expending a Leadership Die.

WARLORD OF THE WILDS

Starting at 18th level, you can pick five additional spells from the Druid spell list of 4th level or lower. You can cast these spells using Leadership Dice equal to the level of the spell. You can change the list of spells you have selected when you complete a long rest. The spell Save DC for these spells is 8 + your Proficiency modifier + your Wisdom Modifier.

Any time you use Leadership Dice to cast a spell, you can take the Attack action (one weapon attack only) as a bonus action.

PARAGON'S PRESENCE

Legends tell of warriors that fight at the front of a legion, of the valor they display and the inspiration it gives their comrades. A Paragon before their army is a dauntless foe, and an army behind their Paragon is an unstoppable legion.

A Paragon is not inherently good or evil. An evil legion can be led by a bold and charismatic Warlord just as effectively as the forces of good.

As they tend to be those that inspire an organized force, more often than not they will be lawful, but what that personal code of laws entails can vary quite widely.

MARTIAL PROFICIENCY

Starting at 1st level when you take this Presence, you gain proficiency in heavy armor, shields, and martial weapons.



LEAD THE CHARGE

Starting at 1st level, you can give yourself a bonus to your initiative rolls equal to your Charisma modifier. Additionally, when you roll initiative you gain temporary hit points equal to your Charisma modifier + your proficiency bonus.

FIGHTING STYLE

Starting at 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Defense:** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting:** When you roll a 1 or 2

on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

HEROIC STRIKE

Additionally at 3rd level, when you take the Attack action, once per turn you can expend Leadership Dice (up to your per turn limit) to apply Rallying Mark as part of a melee weapon attack.

Whenever you expend Leadership Dice as part of making an attack, you can add the expended Leadership Dice to the damage roll of the attack.

STAND DEFIANT

Starting at 7th level, when you are reduced to zero hit points, you instantly regain a number of hit points equal to your Charisma modifier (minimum 1).

Additionally, you can expend a number of Leadership Dice equal to the number of friendly creatures within 60 feet of you, regaining additional hit points equal to the value rolled this way. Once you use this feature, you cannot use it again until you complete a short or long rest.

INSPIRED WARRIOR

Starting at 11th level, once per turn, when one of your allies within 30 feet takes or deals damage, you gain d4 dice, adding it to a pool of dice. You can have a maximum number of d4 dice in this pool equal to your Charisma modifier (minimum 1).

Until the end of your next turn, when you deal damage you can expend any number of dice from this pool rolling them and dealing additional damage equal to the value rolled.

THE PROWESS OF THE INSPIRED

Effectively in almost all cases, what this ability boils down to is that if their companions are fighting around them within 30 feet, the Paragon will add a number of d4 equal to their Charisma modifier to the first attack on their turn.

The ability can be simplified to that, but that will result in it being slightly stronger than anticipated if the Paragon moves first or has few companions at their side.

DAUNTLESS RESOLVE

Starting at 15th level, when you fail a saving throw, you can choose to succeed instead. Once you do this, you cannot do this again until you complete a long rest.

INVINCIBLE LEGION

Starting at 18th level, your allies will never fall so long as their symbol of hope remains. When a friendly creature within 60 feet of you is reduced to 0 hit points, but not killed outright, they can drop to 1 hit point instead so long as they can see or hear you.

Once a creature benefits from this effect, they cannot benefit from it again until they complete a long rest.

TACTICIAN'S PRESENCE

A Tactician may very well tell you they would just as soon not be close enough to the battle to be considered a combatant, preferring to win their fights before they even reach that stage, but one would be a fool to underestimate how dangerous they are once on the battlefield.

While they might have laid their plans in advance, their sharp minds can quickly pick apart how their foes try to fight against them and effortlessly pierce the crude tactics that would be used against them and their allies.

What tends to mark a Tactician is a keen mind and a willingness to plan ahead... in great detail. Adventurers with a tactician among them are near impossible to pin down, as they will always find a way to turn the tables.

TACTICIAN'S CUNNING

When you take this Presence at 1st level, you gain proficiency in the History and Investigation skills, or other skills of your choice if you are already proficient. Additionally, if you can take a minute or more making any ability check with a skill you are proficient in, you can treat a d20 roll of 4 or lower as a 5.

BATTLE PLANS

Starting at 1st level, you can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

Additionally, you can exchange that initiative roll with a willing friendly creature within 60 feet after rolling it.

TACTICAL INSIGHT

Starting at 3rd level, you can tactically assess a creature's options. As a bonus action, make an



Intelligence (Investigation) check contested by a Charisma (Deception) check against any creature you can see within 60 feet. On a success, you can see through their tactics, granting one of the following effects:

- **Determine Attack:** You can cause them to have disadvantage on their next attack against a creature that can see or hear you.
- **Predict Movement:** You deduce where they are planning to move on their next turn. They can choose to change their plans, but if they move anywhere else, their movement speed is reduced by 10 feet as they scramble to adapt.
- **Outwit Response:** You can find their openings, negating their ability to use their reaction until the end of their next turn.
- **Expose Weakness:** You can use Helpful Word to grant advantage against that target as part of the bonus action without expending a Leadership Die.

PLANNING MOVEMENT... OR NOT.

A DM can choose to read the second bullet point of Tactical Insight as simply reducing the targets movement by 10. It is balanced around this assumption, predicting the movement is optional flavor, but may not fit all DMs styles.

TACTICAL FLEXIBILITY

Additionally at 3rd level, you gain the ability to use Tactical Insight, Rallying Mark, Helpful Word, and Urgent Orders as an action or a bonus action on your turn.

INSCRUTABLE MIND

Starting at 7th level, you gain proficiency in Intelligence Saving Throws.

Additionally, as a reaction when being forced to make a Wisdom, Intelligence, or Charisma Saving Throw, you can expend one Leadership Die and add the die result to the saving throw.

CONTROL THE FIELD

Starting at 7th level, when you use an ability that moves allied creatures (such as Urgent Orders or Shift the Field), it gains the following properties:

- **Deceptive Movement:** You can attempt to move creatures that are not allies up to 5 feet (or half their movement speed, whichever is less). The creature must make an Intelligence Saving Throw with a DC of 8 + your Intelligence modifier + your Proficiency bonus, or feel compelled to move to the new position immediately. Targets moved this way do not gain temporary hit points.
- **Flanking Maneuvers:** If two allies you move are on opposite sides of a creature after the movement you grant, the first one to attack that enemy has advantage on their first attack if they attack before the creature moves.
- **Coordinated Transitions:** Allies can move through each other's spaces during the movement you grant without it being difficult terrain.

TACTICAL STRIKE

Starting at 11th level, when you succeed on a Tactical Insight check against a creature, the next damage roll made by you or an ally against it before the start of your next turn is increased by 2d6.

ADVANCED ORDERS

Additionally at 15th level, when you expend Leadership Die on Urgent Orders, you can allow the target to use their reaction to immediately take one of the following actions instead of moving: Use an Object, Search, Hide, or Dodge.

UNSTOPPABLE SCHEMES

Starting at 18th level, standing in your way becomes a pointless endeavor. When you move your allies with Urgent Orders or Shift the Field, they can move through spaces occupied by hostile creatures so long as they do not end their movement in an occupied space.

MULTILAYERED TACTICS

Additionally at 18th level, when you succeed on a Tactical Insight check against a creature, you can choose two of the listed effects.

DANCER'S PRESENCE

A unique presence on the battlefield, these graceful agents wind their way through death and destruction with a curious elegance, uplifting their allies and distracting their enemies. A dancer comes in many forms, be they prancing jesters or graceful enchanters, their presence seems supernaturally captivating to all who encounter them, for good or ill.

Though they seem out of place in danger, confused onlookers will often find them as the last ones standing in the most dangerous of situations, always one step out of the greatest danger.

DANCER'S GRACE

Starting at 1st level when you take this Presence, you gain proficiency with Performance. If you already have proficiency with performance, you gain expertise with it, meaning you can add twice your proficiency modifier to checks made with it.

Additionally, while you are not wearing armor or carrying a shield, you gain an unarmored defense that is 10 + your Dexterity modifier + your Charisma modifier.

GRACEFUL ENTRANCE

Starting at 1st level, you can give yourself a bonus to your initiative rolls equal to your Charisma modifier. Additionally when you roll initiative and are not surprised, you can move up to your half movement speed, and you and any creature you end this movement within 5 feet of gains temporary hit points equal to your Charisma modifier.

BEWILDERING STEPS

At 3rd level, you gain an additional use for leadership dice.

DISTRACT

As a bonus action, you attempt to distract a creature within 30 feet. Until the start of its next turn, if that creature attacks a creature other than you while you are within range of its attack, you can roll your leadership die and subtract it from their attack.

DANCER'S DODGE

Starting at 3rd level, when you take the Dodge action while you are not wearing armor or carrying a shield, you can use Distract, Helpful Word, Urgent Orders, or Rallying Mark without expending a leadership die. When you do so, it applies as if you had spent 1 leadership die on it for its effect.

Additionally, when you take the Dodge action, you can expend leadership dice to grant attacks through Battlefield Presence. You can grant a number of attacks equal to the leadership dice spent, up to your per turn limit.

BATTLEFIELD GRACE

Starting at 7th level, whenever a creature misses you with an attack, you regain 1 spent leadership die and can move 5 feet. You cannot regain a leadership die this way again until the start of your next turn.

WHIRLING THORNS

Additionally at 7th level, if you are carrying a melee weapon with the light property, you can make a single attack with it as a bonus action. You can expend leadership dice to make additional attacks as part of the same action, but each attack must be against a different target within range.

INTERACTIONS

This allows you to make a single weapon attack while taking actions other than attack actions, but it also allows you to make an additional attack when you take the attack action.

FURIOUS TEMPO

Starting at 11th level, you can add your Charisma modifier to the damage of attacks you make or grant through Battlefield Presence.

EVASION

Starting at 15th level, you can nimbly dodge out of the way of certain area effects. 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.



ELEGANT EXCHANGE

Starting at 18th level, when an willing creature within 15 feet of you is the target of a spell, attack, or targeted effect that would cause them to take damage, you can move their position as a reaction, moving them 5 feet in any direction and becoming the target of the attack.

DREADLORD'S PRESENCE

A warlord that follows this path specializes in terror and fear, usually localized to their enemies. While other warlords look to boost and inspire their allies, a Dreadlord works to undermine and terrify their enemies, crushing their will to fight and leaving them as prey easily slaughtered.

A dreadlord is not always evil, though they most often show up in the ranks of evil, but by their very nature they are someone that can instill dread and terror. The source of this dread can be cursed visage, supernatural gift, or simply a tyrannical force of will.

DREADLORD PROFICIENCY

Starting at 1st level when you select this Presence, you gain proficiency in heavy armor and the Intimidation skill.

UNAPPROACHABLE

Additionally at 1st level, your intimidating presences causes your foes to falter at the start of combat. After rolling initiative, the first attack by the first hostile creature to attack an allied creature within 30 feet of you has disadvantage.

DEMORALIZATION DICE

Starting at 3rd level, whenever you spend a Leadership Die, you gain a Demoralization Die of equal size. Demoralization Dice last until you have gone 1 minute without earning or spending one. You can spend Demoralization Die as a reaction on one of the following effects:

- **Make it Excruciating.** When a creature within 30 feet of you takes damage from a weapon attack roll made by an ally of yours, as a reaction you can expend up Demoralization Dice (up to your Leadership Die limit), rolling them and causing the target to take additional damage equal the value of the rolled dice.
- **Don't Touch That.** When a creature attacks an allied creature within 30 feet of you, as a reaction you can expend one Demoralization Dice, rolling it and reducing the attacker's attack roll.
- **Are You Sure?** When a creature ends their turn within 5 feet of you, as a reaction you can expend Demoralization Dice (up to your Leadership Die limit) and force the creature to make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). On failure, the creature uses their reaction to move a number of feet away from you equal to $10 \times$ the Demoralization Dice spent. The target automatically passes if they are immune to the frightened condition.

SUPERNATURAL DREAD

Starting at 7th level, you can use Leadership Dice (up to your per turn limit) to cast frighten without a spell slot. The level of the spell is equal to the number of Leadership Dice spent.

Alternatively, can spend 3 Leadership Dice (even if it exceeds your per turn limit) to instead cast fear without expending a spell slot or material component once. After you do this, you cannot cast fear this way again until you complete a long rest.

Charisma is your spell casting modifier for these spells

IRON MASK

Additionally at 7th level, you are exceptionally good at masking your emotions. Creatures have disadvantage on Wisdom (Insight) ability checks against you.

Additionally, you can suppress the effect of the frightened condition on yourself, but it requires concentration (as if concentrating on a spell). You cannot lose concentration on the effect, but cannot maintain it while concentrating on spell.

PUNISH THE WEAK

Starting at 11th level, when you target a creature within 60 feet of you with any ability, feature, or attack, you can mark them for punishment (no action required). The mark lasts until the creature ends their turn more than 60 feet from you, dies, or you mark another creature. Once per turn when the marked creature takes damage, they take an additional 1d8 damage. This is increased to 1d12 if the target is frightened of you.

INSTINCTIVE FLINCH

Starting at 15th level, when a creature passes a Wisdom saving throw against one of your features that would cause them to become frightened or flee, they still gain disadvantage on their next attack role made before the start of your next turn. This has no effect if the target is immune to the frightened condition.

EXPANDED DOMINION

Additionally at 15th level, the range of your Demoralization dice effects are doubled (making them 60 feet, 60 feet, and 10 feet, respectively).

DREADFUL TERROR

Starting at 18th level, when a target becomes frightened of you, you can expend demoralization Dice to enhance the effect (no action required)

- **Panicked Terror.** The target immediately spends their reaction to move up to half of their movement speed away from you.
- **Blind Terror.** You can expend 2 Demoralization Dice to cause the target become blinded until the start of your next turn.
- **Paralyzing Terror.** You can expend 3 Demoralization Dice to cause the target to become paralyzed until the start of your next turn.

SIDEKICK CLASSES

Sidekick classes are options that can be used to represent NPC companions that grow alongside the PCs, but don't use the rules for a full class as a player character might use.

Sidekick classes are typically applied on top of NPC statblocks, granting them additional features and powers. In addition to the features listed here, the creature typically gains a hit die and corresponding hit points as they increase levels, but the hit dice are determined by their base stat block, not the added class (like a PC class might be).

Sidekick stat blocks are most commonly applied to low CR creatures, but you can roughly approximate higher leveled creatures assuming that their 'level' would be their CR + any sidekick levels to keep them roughly equivalent to a PC (this will not balance them against a PC, but will form a functional approximation and keep the Proficiency bonus accurate).

DOGGO SIDEKICK

A unique sidekick class to represent only the bestest of traveling companions. This option is typically limited to doggos, or creatures considered a doggo by their companions.

WHY IS THIS CALLED... THAT?

The tone of this class option does not necessarily fit the otherwise (slightly) more formal tone of the book. This is because the options was originally written for April Fool's, and included in the book due to a stretch goal of the Kickstarter.

Sidekick classes are the domain of the DM, so the DM can make a determination if this class would make sense in terms of tone and style for their game.



DOGGO SIDEKICK CLASS TABLE

LEVEL	PROFICIENCY BONUS	Features
1st	+2	Helpful
2nd	+2	Expert Pack Tactics
3rd	+2	Adventuring Helper
4th	+2	Ability Score Improvement
5th	+3	—
6th	+3	Master Pack Tactics
7th	+3	Counterbark
8th	+3	Ability Score Improvement
9th	+4	—
10th	+4	Ability Score Improvement
11th	+4	Dauntless Packmate
12th	+4	Ability Score Improvement
13th	+5	—
14th	+5	Ever Alert
15th	+5	—
16th	+5	Ability Score Improvement
17th	+6	—
18th	+6	Bounding Run
19th	+6	Ability Score Improvement
20th	+6	Back from the Farm

HELPFUL

Starting at first level, the doggo is adept at giving well-timed assistance; the doggo can take the Help action as a bonus action.

EXPERT PACK TACTICS

Starting at 2nd level, the doggo has advantage on an attack roll against a creature if at least one of the doggo's allies is within 5 feet of the creature and the ally isn't incapacitated. If the doggo already had pack tactics, its pack tactics improve and whenever it has advantage on an attack roll from pack tactics, it can reroll one of the dice once.

Additionally, the doggo can pass through the space of allied creatures without expending additional movement.

ADVENTURING HELPER

Starting at 3rd level, the doggo gains exceptional awareness and cleverness when using the tools of its pack. Its intelligence score increases by 2 to a maximum of 20, and it can count its mouth as a free hand for the purposes of using and administering potions, healing kits, etc.

It gains proficiency in light and medium armor (though can only wear barding made to fit it), simply melee weapons, and one tool of its choice.

ABILITY SCORE IMPROVEMENT

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

MASTER PACK TACTICS

Starting at 6th level, the first time the doggo rolls damage on an attack that gains advantage from Pack Tactics, it deals an additional 2d6 damage. It can forgo this damage to force the target to make a Strength saving throw with a DC 8 + its Strength modifier + proficiency bonus or be knocked prone.

At 15th level, this damage increases to 4d6 at 15th level.

COUNTERBARK

At 7th level, you gain the ability to use ferocious barks to disrupt mind-influencing effects. As a reaction to any creature within 30 feet of you making a saving throw against being frightened or charmed, you can

bark loudly bringing to them back to their senses giving. All creatures within 30 feet gain advantage on saving throws against being charmed or frightened until the start of your next turn. A creature must be able to hear you to gain this benefit.

DAUNTLESS PACKMATE

Starting at 11th level, the first time it would drop to 0 hit points, it instead drops to 1, and then regains 1d6 hit points for each allied creature within 60 feet of it, up to a maximum number of d6 equal to its proficiency bonus. Once it uses this feature, it cannot use it again until it completes a short or long rest.

Additionally, the doggo immune to the frightened condition while an allied creature it can see or hear is within 60 feet to act brave in front of.

EVER ALERT

Starting at 14th level, the doggo can no longer be surprised, even while sleeping. It gains a +5 bonus to initiative rolls, and other creatures cannot gain advantage against it as a result of being unseen by it. It can still make perception checks and use passive perception while sleeping, though it suffers disadvantage on them.

BOUNDING RUN

Starting at 18th level, the doggo's movement increases by 20 feet, and the distance it can jump with a running start is doubled. Additionally, its movement is not impeded by difficult terrain when moving toward an ally.

BACK FROM THE FARM

Starting at 20th level, if a doggo ever dies, it mysteriously returns 1d4 days later in good health and spirits.

STEED SIDEKICK

A sidekick class for faithful steeds to make reliable long term companions that don't make a line item on your adventuring costs to replace.

STEED SIDEKICK CLASS TABLE

LEVEL	PB	MOVEMENT BONUS	Features
1st	+2	—	Cooperative Bound
2nd	+2	+5 ft.	Swift Prancer
3rd	+2	+5 ft.	Inseparable Pair
4th	+2	+5 ft.	Ability Score Improvement
5th	+3	+5 ft.	—
6th	+3	+5 ft.	Multiattack
7th	+3	+5 ft.	Assisted Assent
8th	+3	+5 ft.	Ability Score Improvement
9th	+4	+10 ft.	—
10th	+4	+10 ft.	Ability Score Improvement
11th	+4	+10 ft.	Feature
12th	+4	+10 ft.	Ability Score Improvement
13th	+5	+15 ft.	—
14th	+5	+15 ft.	One Mind
15th	+5	+15 ft.	—
16th	+5	+15 ft.	Ability Score Improvement
17th	+6	+20 ft.	—
18th	+6	+20 ft.	Rider's Call
19th	+6	+20 ft.	Ability Score Improvement
20th	+6	+20 ft.	One Body

COOPERATIVE BOUND

Starting at 1st level, the steed gains the ability to coordinate with its rider to a superior degree. When serving as a controlled mount, the rider can direct the steed to take any action other than multiattack listed under their actions as a bonus action.

When serving as an uncontrolled mount, the steed gains the ability to swap initiative with their rider after rolling initiative if both creatures are willing.

SWIFT PRANCER

Starting at 2nd level, the steed can pass through tight gaps with adroit agility and does not need additional movement to move through spaces it has to squeeze through, though if it ends its turn in a spot too small for it, it still considered squeezing.

Additionally, the steeds movement speed increases by 5 feet. It increases by 5 additional feet to 9th, 13th, and 17th level, as shown on the class table.

INSEPARABLE PAIR

Starting at 3rd level, the steed gain advantage on any saving throw or ability check to resist forced movement. In cases where it subjected to forced movement, the rider automatically succeeds their save to stay mounted.

Additionally, if the rider would be knocked off the steed by forced movement targeting the rider, the steed can use their reaction to move up to their movement speed to the location the rider would be knocked. If the steed can move to the new position with the reaction, the rider stays mounted.

ABILITY SCORE IMPROVEMENT

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

MULTIATTACK

Starting at 6th level, when allowing a controlled mount to take an action, it take a multiattack action if it has one. If the Steed does not have a multiattack action, it gains one, allowing it to use an combination of two of its actions (if it has multiple actions), or take its lowest damage attack twice.

ASSISTED ASSENT

Starting at 7th level, the steed excels as picking up their rider with minimal effort. Mounting the steed requires only feet of movement, rather than half of the rider's movement.

DIVIDED DAMAGE

At 10th level, when a steed and its rider take damage from the same area of effect spell, ability, or effect, they split the damage between the two of them rather than both take the full damage.

STEED'S BOND

Starting at 11th, the steed can form a powerful bond with another creature, most typically its rider, during a long rest. The steed can then telepathically communicate understanding with that creature while within 5 miles of it on the same plane.

ONE MIND

Starting at 14th level, when the steed and its rider need to make a Saving throw against a spell or ability that effects both of them, they can select one of them to make the save. On pass, both of them pass the save. On failure, they both fail the save.

RIDER'S CALL

At 18th level, the range of your Steed's Bond increases to unlimited as long as the steed are on the same plane as the bonded creature. Additionally, as an action, the steed can teleport to the side of its bonded creature. Once it does so, it cannot do again until it completes a short or long rest.

ONE BODY

At 20th level, a steed and rider can coordinate to prevent the other from falling while they remain. If the steed or its rider would take damage that would reduce it to 0 hit points, it is instead reduced to 1 hit point can transfer any additional damage to the other (no action required), as long as both creatures are willing. Damage that would reduce the rider or steed to 0 hit points cannot be transferred this way.



SUBCLASSES OPTIONS

The following options are new subclass options for the existing class options. With the exception of the Psion, the classes can be found in the 5th Edition SRD.

BARBARIAN

PATH OF THE BLADESTORM

Barbarians are notorious for being engines of destruction on the battlefield, and for none is this more an apt description than those that have chosen the Path of the Bladestorm. They are Barbarians whose rage is such a transcendent force that their very weapons are restless embodiments of their destructive wrath.

When a Path of the Bladestorm Barbarian walks onto a battlefield, those unprepared to withstand the rain of sharp steel ought to run away and hide until the storm passes. The ones who stay will have to face the winds of destruction and will soon be drenched by flying droplets of blood as the barbarian at the center of the maelstrom smashes, hacks and slashes at the strength of primal winds.

Woe to the foe who would stand before the storm.

WALKING ARMORY

Starting when you choose this path at 3rd level, all melee weapons with the light property also gain the thrown (20/60) property for you if they don't already have a thrown property with greater range.

Additionally, when you make an attack to throw a weapon, you can draw a weapon, either drawing a weapon before throwing it, or drawing a new weapon immediately after throwing the weapon if you have another weapon available.

FURIOUS HURL

At 3rd level, you can add your Rage bonus damage to damage rolls made with thrown weapons, as well as use your Reckless Attack feature when you make a ranged weapon attack with a light melee weapon. Additionally, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon attack rolls.

WHIRLING DEATH

Starting at 6th level, when you throw a weapon while raging it becomes animated with your fury. A whirling weapon stays spinning where it was thrown until the end of your next turn, and automatically attacks the

first hostile creature that ends its turn within 5 feet of it using the attack and damage modifiers used to throw it. A creature can only take damage from this feature once per turn (meaning can be attacked a second time if the first attack misses, but not if it hits).

Additionally, you can use your reaction to make an attack of opportunity with any weapon animated by this feature if a target moves out of its reach.

INESCABALE BLADES

This feature means that if a creature ends its turn next to a whirling blade, it gets attacked. If it leaves their range, it gets opportunity attacked. Either way, they get attacked. But the opportunity consumes your reaction (meaning you can only do it once per round) while the end of turn effect does not.

ENDLESS BLADES

At 6th level, while raging, your rage suffuses any weapon within 20 feet of you that is not being worn or carried. As a bonus action, you can call one or more such weapons to your open hands.

Additionally, any blade you throw counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

WINDS OF RAGE

Beginning at 10th level, the winds around you are tied to your anger. You learn the *manipulate wind* spell. While you are raging, you can cast *manipulate wind* as a bonus action, and the range you can pick up weapons with Endless Blades increases to 60 feet.

BLADESTORM

Starting at 14th level, as an action when you are raging, you can start a Bladestorm. You can fling two light melee weapons you are carrying and whip any weapons already animated by Whirling Death into it. All creatures of your choice within 20 feet of you must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Strength modifier. On failure, they take 3d6 + your Strength modifier + your Rage bonus damage. The damage is increased by 1d6 for each Whirling Death weapon included (up to a maximum of +3d6). On success, a creature takes half as much damage.

On subsequent turns while raging, you can use your action to keep the Bladestorm going, forcing all creatures within 20 feet of you to make the save again. You can keep a Bladestorm going for a number of turns equal to your Strength modifier. You can use this feature once per rage. When a bladestorm ends, all included weapons fall to the ground around you.

PATH OF THE BLADESTORM QUIRKS

The following are some optional quirks for a player of this Path to choose from - these can be either preexisting, signaling their fated path toward this Path, or appear after you commit yourself to this Path.

D6	QUIRK
1	You're always in need of a bigger backpack to fit all the new weapons you pick up.
2	You have a different knife for cutting each type of material.
3	Silverware trembles in your presence.
4	The party dog will no longer play fetch with you.
5	You have a story for each weapon you carry.
6	It breaks your heart each time you are unable to retrieve a weapon after a fight.

PATH OF THE DRAGON [UNEDITED]

Barbarians tap into primal powers, and a Barbarian of this path taps into one of the most ancient and primeval of them all: the power of dragons.

Some say this path was born during the rage of dragons by mortals tapping into the primal rage as it washed across the world, others say that only those with latent dragon blood coursing through them can walk this path. What all can agree on is the result is a being to be feared.

As with most Barbarian, ones following this path tend toward chaos, as they contain potent destructive power that paces at the edges of the cage, just waiting to be unleashed. Some, particularly those rare individuals that channel metallic colors, may be exceptions to this tendency.

DRACONIC WRATH

When you choose this path at 3rd level, when you enter a rage, you can choose to make your Rage bonus damage deal elemental damage matching your draconic type (shown on the table below).

Additionally, when you enter a rage you can take on aspects of a draconic being, growing savage natural weapons as claws grow from your hands, fangs sprout from your maw, and a vicious lashing tail grows from your back. Your claws deal 1d4 slashing damage. Your fangs deal 1d8 piercing damage, and your lashing tail deals 1d6 bludgeoning damage and has the reach property.

Whenever you attack with one of your natural

weapons using the Attack action on your turn, if you are not carrying any weapon or shield, you can make a single unarmed strike with your claws as a bonus action.

When you gain this feature, you pick a color, and gain resistance corresponding to the element type of that color on the following chart while raging.

PATH OF THE DRAGON ELEMENTS

DRAGON COLOR	ELEMENT TYPE
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

UNLEASHED SAVAGERY

Starting at 6th level, once during a rage, as an attack as part of the Attack action, you can unleash your rage into pure energy, exhaling a blast of elemental power. Creatures within 15 foot cone must make a Dexterity saving throw. The DC of this saving throw is 8 + your proficiency modifier + your strength modifier. A creature takes 6d6 damage of the Elemental Type of your Dragon Color on a failed save.

The damage and range of this breath weapon increases at 10th level (to 8d6 in a 30 foot cone), at 14th level (10d6 in a 45 foot cone), and at 18th level (12d6 in a 60 foot cone)

PRIMAL WEAPONS

Additionally at 6th level, the natural weapons you gain while raging now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

DRAGONHIDE

Starting at 10th level, the marks of your Draconic path no longer entirely fade when you are not raging, and heavy scales grant you resistance to bludgeoning, piercing, and slashing damage from nonmagical sources even when you are not raging.

Additionally, you gain resistance to your dragon color's elemental type even when not raging.

TYRANT OF THE SKIES

By 14th level, when you enter a rage, you can massive dragon wings sprout from your back. If you are not wearing heavy armor, you gain a flying speed equal to your movement speed.

If you choose to manifest natural weapons and wings when you enter a rage, you can choose entirely take on a draconic form while raging, becoming Large sized. When you take on a full draconic form, you choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it.

PATH OF THE DRAGON QUIRKS

The following are some optional quirks for a player of this Path to choose from - these can be either preexisting, signaling their fated path toward this Path, or appear after you commit yourself to this Path.

D6	QUIRK
1	You keep your treasure in your bedroll.
2	You have dragon-like horns that never go away after your first rage.
3	You occasionally refer to mortals as morsels.
4	You prefer your food having been treated by your element of choice.
5	Your burps can be a little bit... elemental.
6	You occasionally feel the need to practice your roaring.

PATH OF INSTINCT

While many Barbarians lose control when they rage, flying into wild tantrums, some operate in a state of cold absolute focus, becoming creatures of pure instinct and finely honed reflexes. Entering a void-like state of mind, they act almost without conscious thought, accomplishing superhuman feats and shrugging off hits.

Though utter calm might seem less frightening than the frothing rage of their counterparts, true terror sets in once their foes witness the destruction such perfect focus can bring.

FOCUSED RAGE

Starting when you choose this path at 3rd level, your rage becomes a state of pure focus. You can perform impossible feats in this state of extreme focus by expending focus dice. When you enter a rage, you gain a number of d8 focus dice equal to your proficiency bonus. You can expend these dice on the following abilities:

Perfect Dodge. When you make a Dexterity saving throw or Dexterity ability check, you can expend one

focus die, expending it and adding to the roll. You can do this after rolling the d20, but before the outcome is determined.

Perfect Intuition. When you make a Wisdom saving throw or ability check, you can expend one focus die to add it to the roll. When you do this with the Search action, you can take the Search action as a bonus action.

Perfect Parry. When another creature damages you with a weapon attack, you can use your reaction and expend one focus die to reduce the damage by the number you roll on your focus die + your Strength or Dexterity modifier (your choice).

Perfect Strike. When you make a weapon attack roll against a creature, you can expend one focus die to add it to the roll. You can use this ability after making the attack roll, but before any effects of the attack are applied.



Perfect Focus. If your rage would end for any reason other than being knocked unconscious, you can expend one focus die to prevent it from ending until the start of your next turn.

INSTINCTIVE INSIGHT

Additionally at 3rd level, your natural intuition and ability to read creature behavior grants you proficiency in the Insight skill. If you are already proficient in Insight, you gain expertise in it, allowing you to add twice your proficiency bonus to Insight checks.

BLIND FIGHTING

At 6th level, your senses are so sharp that you gain an instinctive blindsight of 10 feet while raging. The range of this blind sight increases by 10 feet at 10th level (to 20 feet), and again at 14th level (to 30 feet).

EVASION

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

INSTINCTIVE STRIKE

Starting at 14th level, when a creature ends their turn within range of your blindsight while you are raging, you can expend one focus die as a reaction to move toward that creature (up to your movement speed). If you can reach the creature after your movement, you can make one weapon attack against them as part of this reaction. This movement does not trigger opportunity attacks.

PATH OF THE INSTINCT QUIRKS

The following are some optional quirks for a player of this Path to choose from - these can be either preexisting, signaling their fated path toward this Path, or appear after you commit yourself to this Path.

D6	QUIRK
1	You never remember what happens during your rages, you just come to, covered in blood.
2	You rarely pay attention to hazards around you, it's not like they're dangerous or anything.

D6	QUIRK
3	Occasionally you enter your focus state while doing mundane tasks.
4	Not once have you ever listened to instructions before trying something yourself.
5	As you always say, "It's all in the reflexes"
6	Jump first, figure out the landing later.

PATH OF MUTATION

For most Barbarians, their rage manifests as a mystically empowered state of mind, but Barbarians of this path manifest their rage in a more profound and physical manner, embodying the rage through terrifying mutation, transforming into hulking brutes.

While origin of their power varies, be it ancient blood awakening, consumption of an alchemical substance, blessing of astral entities, or a past exposure to specific kinds of radiant damage, the effects all embody physical manifestation of a Barbarians rage, granting them increased power, size, and durability.

Some barbarians of this path turn into towering monstrous humanoids, others take on draconic aspects, others channeling the powers of giant apes or other beasts, while some simply turn large and green.

TRANSFORMING RAGE

Starting at 3rd level, you gain the ability to mutate your body, taking a physical manifestation of your inner rage. You gain the following benefits when you enter a rage:

- You can grow to Large size. While Large, you deal double damage to objects and structures.
- You gain temporary hit points equal to your Barbarian level.
- Your rage bonus damage grows from +2 to +2d4. When your rage damage would normally increase by 1, it increases by 1d4.

COLLATERAL DAMAGE

At 3rd level, you gain proficiency in improvised weapons. Improvised weapons that do not otherwise use the stats of a weapon deal 1d8 bludgeoning damage (instead of 1d4 damage) as long as they weigh more than 20 pounds.

Additionally, you can make Strength ability checks against objects that would normally take an action as

an object interaction (such as attempting to break down a door, smash a table, or break free of restraints).

ADAPTIVE RAGE

Starting at 6th level, when you enter a rage, you can control your mutation to a small extent, granting you adaptive advantages against your enemies. When you enter a rage, you gain two of the following benefits (each option can only be selected once):

- You gain resistance to one damage type of your choice
- You gain proficiency in one saving throw of your choice.
- You gain a swimming or climbing speed equal to your walking speed.
- You regenerate hit points equal to half your Constitution modifier (rounded down) at the start of your turns while raging.

BUILDING FRUSTRATION

Starting at 10th level, if you fail a Strength saving throw, attack roll, or ability check while raging you can add your Strength modifier to your next attempt to accomplish the same thing (attack the same creature, break the same object, save against the same spell). Failing a saving throw persists your rage until the end of your next turn if it would normally end.

HULKING SMASH

At 14th level, you gain the ability to exert the full force of your rage, unleashing a devastating attack. As an action while you are raging, you attempt to make a single, massive, weapon attack, dealing normal weapon damage + 6d6 bonus damage of the same damage type and knocking the target prone on hit. All other creatures besides you within 5 feet of where you hit the target take 1d6 + your Strength damage bludgeoning damage from the shock wave of the impact.

If this attack is made using a creature you are grappling as a weapon (using an improvised weapon attack), the grappled creature takes the same 6d6 bonus damage as the target on hit, or half as much on a miss.

PATH OF THE MUTATION QUIRKS

The following are some optional quirks for a player of this Path to choose from - these can be either preexisting, signaling their fated path toward this Path, or appear after you commit yourself to this Path.

d6	QUIRK
1	Drink the potion first, identify its effects later.
2	You keep your emotions under careful control lest you turn into a monster.
3	Your mutated form has its own personality.
4	You count yourself lucky that somehow your pants have never torn off when you mutate.
5	You must drink a homemade tincture to start your transformation each time.
6	Some of your mutated features take a long time to fade.

BARD

COLLEGE OF FOOLS

The College of Fools is a motley lot, varying from bumbling beggars to the eyesores of a noble court, decked out in the finest eye-bleeding frippery. One can tell at a glance they are not to be taken seriously, but beneath the facade there is... well, usually a fool, but also a sharp mind, quick hands, and an uncanny understanding of how to manipulate any situation.

The College of Fools is tolerated much like an assassin's guild might be: a useful menace to society. Hiding in the brilliant outfits in plain sight more surely than darkened leather could hide them in the shadows, they gather information, poke and prod their enemies, and, just occasionally, toss a knife in the air and forget to catch it before it hits someone.

JESTER'S JUGGLING

When you join the College of Fools at 3rd level, you master the art of juggling nearly anything. You gain proficiency in Performance (or another skill of your choice if you already proficient in it).

Additionally, you can draw or stow any number of items or weapons during your turn. You can hold one more weapons or objects than you have hands, but when you do so, at the end of your turn you must make Dexterity (Performance) check with a DC of 5 times the additional number of hands you need to wield or hold all the items you are holding (for example, to hold 3 daggers would be a DC 5, while to hold 3 daggers and greatsword would be DC 15). On failure, you drop any that you don't have sufficient hands to hold.

FOOL'S FUMBLE

Additionally at 3rd level, when you fail an ability check or attack roll, you can expend a use of Bardic Inspiration to pass it off as an intentional failure, recovering in spectacular fashion. When you do so, reroll the check and add your Bardic Inspiration to the result.

ACROBATIC ANTICS

Starting at 6th level, your acrobatic mastery gives you proficiency in Acrobatics (or another skill of your choice if you already proficient in it). You can use your acrobatic foolery to tumble around the most dangerous places safely. You gain the following benefits:

- You gain a climbing speed of 20 feet, and falls of 20 feet or less deal no damage to you, and whenever you fall, you can choose to land on your feet.
- As a bonus action, you can leap and tumble, spending up to 10 feet of movement while ignoring difficult terrain, not provoking opportunity attacks, and moving through creatures' spaces (including hostile creatures).
- You gain advantage on saving throws ability checks to avoid falling.

FATAL FLOURISH

Additionally at 6th level, when you use your Action to make an ability check, cast *vicious mockery*, or make a weapon attack with a light melee weapon, you can make a single weapon attack with a melee weapon or dart as bonus action.

ENERGETIC ENCORE

Starting at 14th level, you can build off the success of others and encourage them to greater heights. When another creature scores a critical hit while within 60 feet of you, you can use your reaction to make a single weapon attack against the same target. When you deal a critical hit or a creature fails a saving throw against one of your spells by 5 or more, you can use your reaction to take the Help action to encourage an ally to follow up on success.

You can expend a use of Bardic Inspiration to take one of these reactions on any hit or failed save, even when the attack was not a critical hit.

COLLEGE OF FOOLS QUIRKS

The following are some optional quirks for a player of this College to choose from - these can be either preexisting, signaling their fated inclination toward this College, or appear after you commit yourself to this College.

D6	QUIRK
1	You've learned townsfolk with torches and pitchforks do not respond well to the "It's just a prank" defense.
2	Your companions' palms seem permanently affixed to their faces when you're doing the talking.
3	You try to juggle anything not nailed down.
4	Vicious mockery isn't a cantrip... it's a lifestyle.
5	Children love your antics, adults, not so much.
6	If you perform tumbles all the time, no one can tell when you actually fall on your face.



CLERIC

DREAM DOMAIN

Clerics of the Dream Domain draw upon the power of the ethereal realm of dreams, using their connection to this mystical place to heal allies, control enemies, and shape the dreams of those around them.

They follow gods of dreams, creativity, art, music, and the moon.

DREAM DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>hideous laughter, sleep</i>
3rd	<i>disorient^K, enthrall</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>banishment, confusion</i>
9th	<i>dream, modify memory</i>

DREAMWEAVER

At 1st level, you can protect and guide the dreams of others around you. Up to 4 + your Cleric level other creatures of your choice sleeping within 120 feet of you have advantage on saving throws against beings intruding into or influencing their dreams.

Additionally, when they take a long rest and sleep during that rest, you can shape and guide their dreams to grant them tranquil sleep or prophetic preparations. You can apply one of the following options to all affected creatures:

- **Focused Dreams.** The creature gains the effect of guidance on a number of skill checks of their choice equal to your proficiency bonus, losing any unused uses when they complete their next long rest.
- **Restful Dreams.** The creature regains additional expended hit dice equal to one quarter of your Cleric level (rounded down).
- **Tranquil Dreams.** The creature gains 1d4 + your Cleric level temporary hit points at the end of their long rest.

CHANNEL DIVINITY: DREAM TRANCE

Starting at 2nd level, you can use your Channel Divinity to pull a creature’s mind into dreaming trance.

As an action, you present your holy symbol and choose a creature within 60 feet, attempting to pull their mind into the dreamscape for up to 10 minutes.

An unwilling creature can make a Wisdom saving throw, preventing the effect on a successful save. If they fail and become ensnared, they can repeat their saving throw at the end of each of their turns, escaping the trance on a success.

While their mind is in the dreamscape, the creature is incapacitated, blinded, and deafened to the real world.

As a bonus action, you can guide the dreams of an affected creature, ending the effect and causing one of the following conditions:

- **Terrifying Visions.** The creature takes psychic damage equal to 4 times your Cleric level and becomes frightened of you until the start of your next turn.
- **Tranquil Visions.** Any charmed or frightened condition on the creature is ended, and they gain temporary hit points equal to 4 times your cleric level, waking at the end of their next turn.



Creatures that are already asleep automatically fail their initial saving throw against this effect. A creature that takes damage is broken out of their dream trance, ending the effect. A creature that cannot be charmed automatically passes their saving throw against this ability.

DREAM MANIFESTATION

Starting at 6th level, as an action you can manifest parts of your dreams into the real world as fleeting creations within a 20-foot cube within 30 feet of you. You can create an object (such as a chair or bed), structure (such as a small empty house, a bridge, or stairs), or creature this way, but whatever is created must fit within a 20-foot cube. Creatures created this way are illusionary, behaving as per the *major image* spell, but objects and effects can be made real with the following limitations:

- Objects and structures created this way are obviously magical in nature and crumble to nothing after 1 minute.
- They have no value, and cannot be moved outside of the 20-foot cube they were made in.
- They cannot contain any information you don't yourself know (for example a book on a subject you don't know would be blank).
- Objects created this way have an AC equal to your Cleric level and crumble to dust if they take any damage. They cannot deal any damage, crumbling to dust if they would deal damage.

Once you use this ability, you cannot use it again until you complete a long rest, though you can use it again early by expending a 3rd level spell slot.

POTENT SPELLCASTING

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

DREAM WALKER

Starting at 17th level, you can physically enter dreams to travel, gain information, or influence them. When you fall asleep or as an action while awake, you can enter the ethereal realm of dreams for up to an hour. You can exit the realm of dreams as a bonus action. You can only exit the realm of dreams within 120 feet of where you entered, or within 5 feet of a sleeping creature. While in the realm of dreams, you can do any of the following:

- Teleport to a location you've been to before or a person you are familiar with (though you can only

exit the dream realm there if there is a sleeping person to use as a conduit).

- Cast the *dream* spell once without expending a spell slot, after which you cannot do so again until next you enter the dream realm.
- Search for information from the dreams of others, making a Wisdom (Insight) check with a DC based on the difficulty of finding the information, or contested by a Deception check using Intelligence, Wisdom, or Charisma by the target if you are trying to acquire it from a specific target (their choice of which). If you fail a check to acquire a piece of information, you cannot ever attempt to acquire that piece of information again.

You can enter the dream realm in this way once, after which you must complete a long rest before doing so again.

DREAM DOMAIN QUIRKS

The following are some optional quirks for a player of this Domain to choose from.

D6	QUIRK
1	You tuck all of your companions into their bedrolls each night.
2	People in the towns where you stay report seeing you fighting their nightmares.
3	You request lullabies from the tavern bard.
4	You get mad people for things they did in your dreams.
5	Your "prayers" are really just elaborate bedtime routines.
6	You firmly believe nothing can be created without dreaming it first.

JUDGMENT DOMAIN

A Judgment Domain cleric is a cleric who oversees the distribution of law and order. They may do so in the name of justice itself, or in service to a particular face of justice, be that a lawful god - be they compassionate or harsh, for those that dispense the iron fist of tyranny the world might need - or at the behest of an institution of justice in the land.

Employing a Judgment Domain cleric is something that any ruling power must consider carefully. While they are almost always Lawful to the extreme, they answer only to their own, higher, ideals of justice.

JUDGMENT DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>sanctuary, hellish rebuke</i>
3rd	<i>detect thoughts, zone of truth</i>
5th	<i>counterspell, fear</i>
7th	<i>banishment, locate creature</i>
9th	<i>dispel good and evil, geas</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *sacred flame* cantrip if you don't already know it.

SACRED JUDGMENT

Starting at 1st level, when you deal damage to a creature with a cleric spell, you can apply additional damage to a creature equal to your Wisdom modifier damage if that target has dealt damage to another creature since the end of your last turn.

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

SWEEPING JUDGMENTS

If a spell effects multiple creatures, you can apply Sacred Judgment to multiple targets, but each application counts as one use of the ability.

CHANNEL DIVINITY: INVOKE JUDGMENT

Starting at 2nd level, as an action you can present your holy symbol and invoke judgment upon your enemies. You crush a target within 60 feet under the weight of their sins. The target makes a Wisdom saving throw. On failure, the creature is knocked prone and their movement speed is dropped to zero for 1 minute. The creature can repeat their saving throw at the end of each of their turns. They make this save disadvantage if they have dealt damage since the start of their turn.

You can apply the bonus damage of Sacred Judgment when dealing damage with a Cleric spell to a creature you have used *Invoked Judgment* on regardless if they have damaged another creature. This persists for 1 minute regardless of their save.

REBUKE

Starting at 6th level, when an allied creature within 60 feet of you is reduced to zero hit points or takes damage from another creature while under the effect of a *sanctuary* spell you cast, you can cast *hellish rebuke* targeting the attacker without expending a spell slot.

You can do this a number of times equal to your Wisdom modifier, regain all uses on a long rest.

POTENT CANTRIP

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



ETERNAL JUDGMENT.

Starting at 17th level, your Sacred Judgment can be used an unlimited number of times.

JUDGMENT DOMAIN QUIRKS

The following are some optional quirks for a player of this Domain to choose from.

D6	QUIRK
1	No sinner can hide from your flame.
2	You keep detailed notes on other people's transgressions.
3	You see nothing wrong with walking behind someone, ringing a bell and chanting "Shame!"
4	You judge others harshly and yourself even more so.
5	You skim through the boring parts of scripture to get to the fire and brimstone.
6	You are a nightmare to serve at restaurants.

MARTYR DOMAIN

Followers of gods that believe in taking on the suffering of those around them. Stalwart and unflinching, these intrepid souls seek to ease the suffering of those around them. While typically altruistic, sometimes their motivations are further afield belonging to strange cults of suffering or acceptance.

MARTYR DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>cure wounds, shield of faith</i>
3rd	<i>lesser restoration, warding bond</i>
5th	<i>invest life^K, revivify</i>
7th	<i>death ward, resilient sphere</i>
9th	<i>greater restoration, mass cure wounds</i>

CLAD IN GRACE

Starting at 1st level, while you are not wearing any armor, your Armor Class equals 10 + your Constitution modifier + your Wisdom modifier. You can use a shield and still gain this benefit.

RELIEVE SUFFERING

Starting at 1st level, when you cast a spell of 1st level or higher that restores hit points, you can expend some of your own hit points to increase the amount another creature is healed by the spell regains, expending a number of hit points up to your Cleric level to increase the amount one creature is healed by an equivalent value.

Additionally, you can touch a creature suffering a disease or the blinded, deafened, paralyzed or poisoned condition and transfer that disease or condition to yourself. Starting at 9th level, the range of conditions you can take increases, including exhaustion (1 level at a time), petrified, stunned, the effect of a curse, or any reduction to their ability scores. You are afflicted by the effect in the same manner the creature you took it was, for the same duration and possible methods of ending the effect.

You transfer a condition affecting another creature a number of times equal to your Wisdom modifier, regaining all uses on a long rest.

CHANNEL DIVINITY: BEAR THE BURDEN

Starting at 2nd level, you can use your Channel Divinity to bring all the suffering your allies suffer onto yourself.

As an action, you present your holy symbol and enter a divine trance. Until the start of your next turn, your movement speed becomes zero and you gain temporary hit points equal to twice your Cleric level. Any time an allied creature within 30 feet of you takes damage, they have resistance to the damage taken, but you take damage equal to the damage they take.

OVERCOME ADVERSITY

Starting at 6th level, when you use your Relieve Suffering to take the condition affecting a creature, you can repeat the original saving throw against the feature if it had one. On success, it is cured instead of transferred.

Additionally, when you take damage as a result of the warding bond spell, you have resistance to that damage.

POTENT SPELLCASTING

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

UNYIELDING CONCENTRATION

Starting at 17th level, while you are concentrating on a Cleric spell that targets you or your allies, your concentration can't be broken as a result of taking damage.

MARTYR DOMAIN QUIRKS

The following are some optional quirks for a player of this Domain to choose from.

D6	QUIRK
1	Your extravagant sacrifices make you worthy of your god's blessing.
2	Each stubbed toe is a blessing.
3	The burden of other's pain is one you bear gladly.
4	Your "finest" vestments are covered in bloodstains.
5	You carve verses of scripture into your flesh.
6	You are genuinely confused by others' squeamishness around blood.

DRUID

CIRCLE OF THE ASPECTS

A circle of the aspects druid, frequently called a spirit shifter, is a druid that has attuned themselves to the spiritual aspects of beasts, tapping into their fundamental nature, calling up certain aspects of wilderness and embodying them in spirit. A druid of this circle can be said to Wild Shape their soul, rather than their body.

Druids of this circle must walk a fine line, as it can be easy for them to delve too deeply into the powerful and savage states of mind they enter, but these magical aspects grant them both unique power and perspective as they walk the world, seeing the world through the eyes of the bestial spirits that boil within them.

CIRCLE SPELLS

At 2nd level, you learn the *impact*^K cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Aspects Spells table.

CIRCLE OF THE ASPECTS SPELLS

DRUID LEVEL	CIRCLE SPELLS
3rd	<i>alacrity</i> ^K , <i>iron wind strike</i> ^K
5th	<i>haste</i> , <i>spirit guardians</i>
7th	<i>fire shield</i> , <i>freedom of movement</i>
9th	<i>flickering strikes</i> , <i>commune with nature</i>

SPIRIT SHAPE

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. As a bonus action, you can shape your soul to incorporate a bestial aspect.

While your body remains unchanged, the magical essence fills you with a unique power depending on which aspect you assume, granting potent abilities. The Spirit Aspect lasts for 10 minutes, or until you use this feature again. Choose one of the following Spiritual Aspects:

- **Aspect of the Bear.** You gain supernatural strength and your magic impacts with staggering force. Your Strength ability score becomes equal to your Wisdom ability score (if it was lower), and you can add your Strength modifier to the damage of your melee spell attacks. You gain proficiency in Strength saving throws while manifesting this aspect.
- **Aspect of the Tiger.** You gain a supernatural agility and unrelenting ferocity weaving your magic and attacks together. When you make a melee spell attack or cast a spell as part of your action, you can make one melee weapon attack as a bonus action. You gain proficiency in Dexterity saving throws while manifesting this aspect.
- **Aspect of the Turtle.** You gain supernatural endurance and perseverance to carry on through a rain of blows. When you enter this form, you gain temporary hit points equal to your twice Druid level + your Wisdom modifier. You gain proficiency in Constitution saving throws while manifesting this aspect.

WHAT ARE YOUR SPIRITS?

While the above are the mechanics of the spirits, the actual nature of the spirits can easily be changed. Prefer Badgers to Bears? Feel free to pick any beast that you feel embodies the power being granted.

TWIN SOUL

Starting at 6th level, when you assume a Spirit Aspect, you can assume two different aspects at the same time.

SPIRITUAL REGROWTH

Additionally at 6th level, whenever you cast a spell while you have an active Spirit Aspect, you recover hit points equal to twice the spell level of the spell cast.

CHIMERA SOUL

Starting at 10th level, when you assume a Spirit Aspect, you can assume three different aspects at the same time.

ASPECT OF THE EAGLE

Starting at 14th level, when you assume any other Spiritual Aspect, you can also assume the Aspect of the Eagle, causing ethereal wings to erupt from your aura. You gain a flying speed of 30 feet while in this aspect. It ends when you are no longer assuming a Spiritual Aspect.

CIRCLE OF THE ASPECTS QUIRKS

The following are some optional quirks for a player of this Circle to choose from - these can be either preexisting, signaling their fated path toward this Circle, or appear after the first time they've assumed Spirit Shape.

D6	QUIRK
1	After Spirit Shaping, your eyes continue to resemble the Spiritual Aspect you assumed for the rest of the day.
2	You blame any of your rude behavior on spirits disliking the subject at hand.
3	When Spirit Shaped into carnivores, you occasionally forget it's only in spirit and attempt to bite your enemies.
4	You practice your roaring, just in case.
5	You act without hesitation, your fist guided by feral instincts.
6	You collect teeth and claws of impressive creatures, hoping to attune to their spirits.

CIRCLE OF THE CITY

The circle of the city is about adaption. The adaption of nature to cities, and the adaption of cities to nature. Druids of the circle see the teeming life of the city as just another ecosystem, one adapted to a special type of life, feeling kinship with the creatures that thrive in such an environment, particularly that which remains wild in the heart of the city - rats, pigeons, cats, etc.

While more primeval druids may view them as little different than other city-dwellers, they are no less in tune with nature than other druids, simply tuning into a different, more subtle and pervasive, frequency of it.

CIRCLE SPELLS

Your adaptation to the urban environment gives you access to certain avenues of magic that are most helpful for overseeing the interests of nature in such an environment. At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the City Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF CITY SPELLS

DRUID LEVEL	CIRCLE SPELLS
2nd	<i>animal friendship, find familiar</i>
3rd	<i>detect thoughts, lesser restoration</i>
5th	<i>clairvoyance, glyph of warding</i>
7th	<i>fabricate, stone shape</i>
9th	<i>mislead, wall of stone</i>



LIVING EYES OF THE CITY

Starting at 2nd level, when you cast *animal friendship*, you can target up to a dozen animals of the same type when targeting tiny creatures (such as cats, rats, pigeons, or similar). When a tiny animal is charmed in this way, they can understand you in a limited capacity (such as where something you can describe in terms they would understand is), you can understand them in a limited capacity (such as which direction something is), and will lend you aid in simple tasks as long as it does not place them in danger. They can be convinced to take on greater risks with an appropriate Animal Handling check with the DC determined by the DM.

Additionally, any familiar you summon with *find familiar* gains the ability to communicate with creatures of a type resembling the form it takes, and has advantage on all Animal Handling checks while interacting with beasts it can communicate with. You can expend a use of your Wildshape feature to shift your familiar from one form it can take to another without having to resummon it.

CONTROLLED MAGIC

Operating within the confines of a city, you have managed to tame your magic to more freely operate within the limitations of tight urban environments. When you cast a spell that targets an area of effect, you can exclude a 10-foot cube from the area of effect (the cube does not have to be entirely within the area of effect).

Alternatively, you can reduce the area of effect of any spell down to any value between its area of effect and a 5-foot radius, and can cast spells that would otherwise not be able to manifest in the environment (such as casting *call lightning* in a room less than 60 feet tall), with your spells adapting to fit within your environment.

CIVILIZED BEASTS

Starting at 6th level, when you use your Wildshape feature to take on the form of a beast, you retain your ability to speak (as long as the beast would normally be able to vocalize sounds at sufficient volume to do so), and become more dexterous and adaptable with paws, claws, or talons, allowing you to use them perform more complicated tasks that might otherwise require hands. You additionally retain the ability to cast spells while using Wildshape to turn into a beast.

SPELLCASTING BEASTS

The civilized beasts feature means that you would be able to cast spells (performing verbal and somatic components) while wildshaped (among other uses, such as talking to your parties and performing side talking animal circus side show acts).

URBAN ADAPTATION

Starting at 10th level, you become immune to poison and disease, and gain one skill of your choice from Insight, Perception, Persuasion, Sleight of Hand, or Stealth. If you have all the listed skills, you can select any skill of your choice instead.

KEEN SKILLS

Starting at 14th level, you gain proficiency an additional skill from the list in Urban Adaption. Additionally, if a beast you assume the form of is proficient in a skill you are normally proficient in, you gain expertise in that skill while transformed into that beast.

TINY TRIBUTES

Additionally at 14th level, your popularity among the tiny animals of the city reaches an all time high. When you complete long rest within the limits of a city, crows, rats, and other tiny creatures bring you minor treasures. You can roll on the following table, or your DM can determine an appropriate item:

D6	TREASURE
1	1 probably edible ration.
2	1d4 copper pieces.
3	1d4 silver pieces.
4	1d4 gold pieces.
5	1 random piece of adventuring gear.
6	1 platinum piece

This feature can also provide situationally useful items, such as keys, letters, or situationally useful items.

CIRCLE OF THE CITY QUIRKS

The following are some optional quirks for a player of this Circle to choose from - these can be either preexisting, signaling their fated path toward this Circle, or appear after they select this Circle.

D6	QUIRK
1	You attract just so many pigeons.
2	Your clothes look like they were sewn together by mice... they were.
3	You loudly espouse the benefits of foraging for food within a city.
4	Your pockets are filled with critters.
5	Your “den” is under a bridge.
6	Your arch nemesis is a tomcat that stalks you while you’re wildshaped.

CIRCLE OF ELEMENTS

The Circle of Elements allows druids to tap the purest primal powers, unleashing devastating elemental powers destroy their enemies and reshape the battlefield. These druids are the wrath of nature incarnate, and leave a path that is burned, frozen, scorched, or broken through all that would defile.

Anyone that makes the mistake of thinking that nature is serene beauty would do well remember why civilized creatures spend so much of their time trying to keep it at bay.

A druid of this circle is not wantonly destructive, but most see destruction as the world returning to its natural state. To blow down or burn what has been built allows nature to thrive anew.

INVOKE ELEMENT

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. As a bonus action, you can expend a use of your Wild Shape to invoke primal powers to manifest elemental forces at a point within 60 feet. When you invoke this power, select an element to invoke, which has a different effect.

- **Air: Coalesced Lightning.** Creates a crackling ball of energy at the target point. When you manifest the power, and as a bonus action on subsequent turns, you can force one creature within 30 feet of the point to pass a Dexterity saving throw, or be struck by an arc of lightning, taking 1d6 + your Wisdom modifier damage.
- **Earth: Stone Pillar.** When you manifest the power, a stone eruption fills an unoccupied space within 5 feet of the point, rising up to 10 feet and blocking the space. It has an AC of 16 and hit points equal to your Wisdom modifier + your druid level. The pillar is three quarters cover for creatures behind it. It becomes difficult terrain when destroyed.
- **Fire: Wildfire.** The area within 5 feet of the point is filled with flames. Creatures that start their turn

in the area take 1d6 fire damage.

- **Water: Icy Blizzard.** The area within 5 feet of the point is filled with an icy storm of sleet, becoming difficult terrain.

You can move an elemental manifestation up to 20 feet on subsequent turns as a bonus action. If you move a stone pillar, the pillar is destroyed and you can create a new pillar.

Instead of moving a Wildfire or Icy Blizzard, you can expand their radius by 5 feet as a bonus action. You use this on a manifestation number of times equal to your proficiency bonus. Their radius is reset to the base size if you move them. You are unaffected by the effects of your own elemental manifestations (though cannot move through stone pillars you create unless otherwise able to).

The manifested elemental lasts for 1 minute, ending early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

ELEMENTAL SPELLS

Additionally at 2nd level, your mystical connection to the primal powers allows you to learn additional elemental spells. When you pick a druid spell, you can additionally select from the Circle of Elements Expanded Spells listed at the end of this subclass. The number of spells you can prepare increases by 1 when you gain this feature, and again at 3rd, 5th, 7th, and 9th levels.

PRIMAL SCULPTING

Starting at 6th level, when you deal bludgeoning, cold, fire, or lightning damage with Invoke Elements or a druid spell, you can choose a number of creatures equal to your proficiency bonus that you can see to exclude from the effect.

The chosen creatures automatically pass their saving throw (if applicable) against the effect, and take no damage from the effect.

PARAELEMENTAL MANIFESTATIONS

Starting at 10th level, when you use Invoke Element, you can invoke two elements, gaining a new effect based on their combination:

—	Air	Earth	Fire	Water
Air	—	Dust	Smoke	Fog
Earth	Dust	—	Magma	Mud
Fire	Smoke	Magma	—	Steam
Water	Fog	Mud	Steam	—

- **Dust: *Dust Cloud*.** The area within 10 feet of the point becomes heavily obscured. Creatures attempting to speak in the area must make a Constitution saving throw against your spell save DC, or be muted until the start of their next turn or they exit the dust cloud. You can expand or move this Dust Cloud with your Invoke Elements feature.
- **Fog, Smoke, or Steam: *Obscuring Cloud*.** The area has the effect of both contributing powers in addition the area covered by Wildfire or Icy Blizzard also becomes heavily obscured.
- **Magma: *Magma Pillar*.** Has the effect of Stone Pillar, but additionally creatures that start their turn within 5 feet of the stone pillar take 2d6 fire damage and creatures that hit the magma pillar with a melee attack take 2d6 fire damage.
- **Mud: *Mud Mire*.** The area within 5 feet of the point is filled with thick icy mud, creating difficult terrain. The difficult terrain generated on the ground requires an additional foot of movement for each foot of movement through it. You can expand or move this Mud Mire with your Invoke Elements feature.

EMPOWERED MANIFESTATIONS

Additionally at 10th level, the damage of the Coalesced Lightning and Wildfire is increased by 1d6 (when not used to make up Paraelemental Manifestations)

ELEMENTAL ADAPTATION

Starting at 14th level, when you complete a short or long rest, you can gain resistance to one damage type from the following list until your next short or long rest.: cold, fire, or lightning.

When you have resistance to cold damage you can see through the obscurement of steam or fog. When you have resistance to fire damage from this feature, you can see through the obscurement of steam or smoke. When you have resistance to lightning damage you can see through the obscurement of dust, smoke, or steam.

CIRCLE OF ELEMENTS EXPANDED SPELLS

The following spells are additionally considered Druid spells for you when you gain take this subclass:

EVEN MORE ELEMENTAL SPELLS

Note that this book also provides a lot of new elemental spell options for druids not listed here. This is only the new spells they get that aren't made available to all druids. This book contains many additional options in the spells section that are available to all druids.

CANTRIPS

Fire Bolt
Electric Arc^K
Ray of Frost
Shocking Grasp

1ST LEVEL

Burning Hands
Electrify^K
Elemental Orb^K
Entomb^K

2ND LEVEL

Burning Strike^K
Cold Snap^K
Crescent Wind Slash^K
Dragon Surge^K
Lightning Charged^K
Scorching Ray
Unstable Explosion^K

3RD LEVEL

Fireball
Flamethrower^K
Flash Freeze^K
Electrocute^K
Lightning Bolt
Static Field^K

4TH LEVEL

Aero Barrage^K
Ice Spike^K
Jumping Jolt^K
Pillar of Fire^K
Suffocate^K

5TH LEVEL

Pressure Cutter^K
Pyroclastic Lance^K

6TH LEVEL

Beam of Annihilation^K
Chain Lightning
Melt^K

7TH LEVEL

Delayed Blast Fireball

9TH LEVEL

Meteor Swarm

CIRCLE OF ELEMENTS QUIRKS

The following are some optional quirks for a player of this Circle to choose from - these can be either preexisting, signaling their fated path toward this Circle, or appear after they select this Circle.

D6	QUIRK
1	Different elemental effects appear around you depending on your mood.
2	You talk about the elements as if they were people with their own personality and preferences.
3	You once tried to pet a fire elemental.
4	Natural disasters make you really excited.
5	You consider yourself far superior to other spellcasters who only focus on one element.
6	Umbrellas are deeply offensive to you.

CIRCLE OF GROWTH

Druids within the Circle of Growth are among the most direct emissaries of nature, speaking for the forests and wilderness and bringing its will to the rest of the world. They can be kind and nurturing presences that seek to ease the suffering all living things, or militant wardens that seek to end the exploitation of natural resources.

CIRCLE SPELLS

At 2nd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Growth 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.

CIRCLE OF GROWTH SPELLS

DRUID LEVEL	CIRCLE SPELLS
2nd	<i>bramble binding</i> ^K , <i>entangle</i>
3rd	<i>barkskin</i> , <i>sprout tree</i> ^K
5th	<i>plant growth</i> , <i>speak with plants</i>
7th	<i>grasping vine</i> , <i>carnivorous garden</i> ^K
9th	<i>tree stride</i> , <i>wrath of nature</i>

SPROUT SAPLING

Starting at 2nd level, as a bonus action, you can expend one use of your Wild Shape feature to sprout a sapling, rather than assuming a beast form. The

Sapling to sprouts to life in an empty space you can see within 30 feet. The Seedling is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Seedling stat block, which uses your proficiency bonus (PB) in several places.

In combat, the Sapling shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. You can command your sapling as part of the same bonus action used to summon it. That action can be one in its stat block or some other action. If you are incapacitated, the Seedling can take any action of its choice, not just Dodge. When you cast a spell with a range other than self, the spell can originate from you or your Sapling.

The Seedling manifests for 10 minutes, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.



VERDANT POWER

Starting at 6th level, whenever you expend a spell slot of 1st level or higher while your Sapling is manifested, you can select one of the following benefits:

- The Sapling can make additional attacks equal to the level of the spell slot divided by 2 (minimum 1).
- All allied creatures of your choice within 30 feet of the Sapling gain temporary hit points equal twice the level of the spell slot.
- The Sapling can move a 5 + 5 times the level of the spell slot spent feet on its turn. Until the start of your next turn, any space it moved through is difficult terrain for creatures of your choice.

ENTANGLING ROOTS

Starting at 10th level, a creature that ends its turn within the Grasping Roots area of effect of your Sapling must make a Dexterity saving throw against your spell save DC, or become grappled by the Sapling.

GRASP OF NATURE

Starting at 10th level, when a creature starts its turn grappled or restrained by you, your spells, creatures created by your spells, or your Sapling, it takes damage equal to your Wisdom modifier.

NOURISHING MAGIC

Starting at 14th level, whenever you trigger an effect of Verdant Power your Sapling regains 1d10 hit points per level of spell slot spent, and you can cause it to grow one size (up to a maximum of huge). It's reach increases by 5 feet for each size category above medium.

SAPLING

Medium plant, unaligned

Armor Class 12 + PB
Hit Points 10 + five times your Druid level
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (-5)	16 (+2)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Strength +3(+PB), Con +3(+PB)
Skills Athletics +3(+PB)
Damage Resistances bludgeoning
Condition Immunities charmed, frightened, prone, restrained
Senses blindsight 30 feet
Languages understands the languages you speak
Challenge — Proficiency Bonus PB

Grasping Roots. Terrain within 5 feet of the Sapling is difficult terrain for hostile creatures.

Sheltering Branches. Allied creatures within 5 feet of Sapling gain half cover.

ACTIONS

Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d8 + PB bludgeoning damage

Lashing Vines. *Melee Weapon Attack:* your spell attack modifier to hit, reach 30 ft., one target. *Hit:* 1d4 + PB slashing damage and must make a Strength saving throw against your spell save DC or by dragged up to 15 feet toward the Sapling. This distance is reduced by 5 feet for every size category about Medium.

CIRCLE OF GROWTH QUIRKS

The following are some optional quirks for a player of this Circle to choose from - these can be either preexisting, signaling their fated path toward this Circle, or appear after the first time they've assumed Tree shape.



D6	QUIRK
1	You hug trees as a greeting or farewell when passing by a forest or grove.
2	You carry around fruit tree seeds, planting them whenever you get a chance.
3	Whenever visiting a house, you make sure any house plants are watered.
4	You have a scrapbook of leaves and are very serious about your collection of new specimens.
5	You prefer to bury your foes so that may serve as nourishment to new plant life.
6	Your hair and eyes are both vibrant green.

CIRCLE OF ROOTS

While many druids have a kinship with the deep woods of nature, a Circle of Roots druid has a connection that can go much deeper, where some may wonder where the will of the primordial woods ends and the will of the druid starts. Legends say that the first of these druids were woads who took human form, rather than humans that took woad form, but such things are lost to legend.

Frequently, regardless of the nature of their connection, these druids will feel most comfortable deep in nature, and place great value in its unspoiled form, sharing a world view more in common with dryads and treants than other mortals... perhaps they were even raised by such creatures, leading them to this path.

Members of this Circle stray toward what many would consider Neutral, not commonly becoming embroiled by mortal causes except where they overlap with their own concerns.

CIRCLE SPELLS

At 2nd level, you learn the shillelagh cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Roots 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.

CIRCLE OF ROOTS SPELLS

DRUID LEVEL	CIRCLE SPELLS
2nd	<i>bramble binding^K, grasping roots^K</i>
3rd	<i>barkskin, sprout tree^K</i>
5th	<i>bramble barrier^K, plant growth</i>

DRUID LEVEL	CIRCLE SPELLS
7th	<i>carnivorous garden^K, guardian of nature</i>
9th	<i>commune with nature, tree stride</i>

TREE SHAPE

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. As a bonus action, you assume a treelike form, covered in leaves and bark, which lasts up to one hour, or until you end it as a bonus action or until you are incapacitated.

You gain the following properties when you transform:

- You can make yourself Large sized. If you do so, your reach becomes 10 feet.
- You can make a Wisdom (Athletics) check to initiate, maintain, or contest a grapple, and have a number of grappling appendages (in the form of grasping roots or branches) equal to your Wisdom modifier.
- Each appendage serves as a natural weapon under the effect of shillelagh. While in this form, you can cast shillelagh on any weapon you are carrying.
- Your AC is 10 + your Constitution modifier + your Wisdom modifier. You cannot benefit from the AC of armor or shields while in this form.
- You gain temporary hit points equal to your Wisdom modifier + twice your Druid level when you transform into tree form. When the form ends, you lose any temporary hit points you have from it.
- When you take this form, you can expend a 1st level or higher spell slot. When you do so, the temporary hit points you gain increases by 1d8 per level of the spell slot spent.
- Any speed you have becomes 15 feet, unless the speed was lower. If you don't move during your turn, you have advantage on Ability Checks and Saving Throws against effects that would move you or knock you prone.

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

EXTRA ATTACK

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

ANCIENT FORTITUDE

Beginning at 10th level, you gain the endurance of the most ancient trees of the great forests. While in Tree Form, if you have no temporary hit points at the start of your turn, you gain temporary hit points equal to your Wisdom modifier. You can spend a spell slot to increase the amount of temporary hit points by 1d8 per level of the spell slot spent.

Additionally, if you have any temporary hit points when you take damage that forces you to make a Constitution saving throw to maintain Concentration on a spell, you can make the check with advantage (regardless if the damage exceeds your temporary hit points or not).

CRUSHING GRASP

Starting at 14th level, when a creature starts their turn grappled or restrained by you (by a grapple or a spell such as entangle), you can choose to crush them, dealing 2d6 bludgeoning damage to them.

CIRCLE OF ROOTS QUIRKS

The following are some optional quirks for a player of this Circle to choose from - these can be either preexisting, signaling their fated path toward this Circle, or appear after the first time they've assumed Tree shape.

D6	QUIRK
1	You have a strong dislike of fire, and tend to put fires out when possible
2	Parts of skin resemble bark, even while in not in tree form.
3	You find other mortals to always be in a terrible hurry.
4	You can taste 14 flavors of sunlight. Most of them are delicious.
5	Your hair is leaf green. On a bad hair day, you can't get the leaves out of your hair.
6	You tend to simply say your own name as means of communication.

CIRCLE OF THE WILD

For some druids, they have found their friends among the beasts of the wild, forming a close kinship with the furred and the fanged. They often roam the wilderness, placing little value on the trappings of civilization, more concerned with nature, hunting, and exploring.

The longer they spend in the wild with their animal friends, the more their habits tend to intertwine with the beasts around them. Sometimes they will cook food for their animal friends, while other times they will take to eating their food raw. They play the role of a caretaker, warden, and advocate for the wild.

CIRCLE SPELLS

At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Wild 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

CIRCLE OF THE WILD SPELLS

DRUID LEVEL	CIRCLE SPELLS
2nd	<i>animal friendship, speak with animals</i>
3rd	<i>animal messenger, darkvision</i>
5th	<i>conjure animals, spiderbite^K</i>
7th	<i>dominate beast, polymorph</i>
9th	<i>commune with nature, hold monster</i>

PRIMAL COMPANION

Starting at 2nd level when you join this circle, you form a bond with a beast spirit and can allow it to take form by expending a use of your Wildshape as an action. Its statblock becomes that of your Beast Companion, applying the modifications from the customization table that best fit the form it takes. At the GM's discretion, custom abilities can replace those powers to better represent the beast companion. Once selected, the traits cannot be changed, as the beast's spirit takes on that form permanently.

The beast's soul becomes entangled with your own, granting you the ability to call it forth from wherever it is, and even return it to life should it ever fall, by expending a use of your Wildshape ability. As an action you can expend a use of Wildshape to call it to an empty space within 10 feet of you, where it appears at full hit points, and free of any conditions

or spells that were affecting it. You can cause it to return to its spirit form as a bonus action, but must expend a use of Wildshape to call it forth once more after doing so.

In combat, the Beast Companion shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. You can command your Beast Companion as part of the same bonus action used to summon it. That action can be the one in its stat block or some other action. If you are incapacitated, the Beast Companion can take any action of its choice, not just Dodge.

When you manifest the companion, it lasts until you complete a long rest (unless you expend a use of Wildshape to keep it manifested until a subsequent long rest), it is reduced to zero hit points, or you die, at which point it vanishes, fading away until you expend a use of Wildshape to call it forth again.

SPIRIT ANIMAL

At your GM's discretion, you can form a bond with a normal willing animal, its statblock getting replaced with the Beast Companion statblock, with customizations selected to best represent its original stats. It gains all the same properties as a Primal Companion, its soul becoming entangled with your own, and it becomes a spirit beast.

BEAST COMPANION

Medium beast, unaligned

Armor Class 10 + PB

Hit Points 5 + Four times your Druid Level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	6 (-2)

Saving Throws Strength +3(+PB), Con +3(+PB)

Skills Perception 0 +PB

Senses passive Perception 10 + PB

Languages understands the languages you speak

Challenge — **Proficiency Bonus** PB

[**Customized**]. Based on Customization Selections.

ACTIONS

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

BEAST CUSTOMIZATIONS

When you bond your companion, select from the following traits to best represent the bonded beast. You can select up to 3 traits.

Attack Type (Free). You can change your companion's attack to Claw, dealing slashing damage instead, or Slam, dealing bludgeoning damage instead. This does not cost a Trait.

Amphibious. Your companion gains a swim speed equal to its walking speed, and can breathe underwater.

Blindsight. Your companion gains a Blindsight of 10 feet.

Flying (Costs 2 Traits). Prerequisite: selected beast's appearance must have wings. The beast gains a flying speed equal to its walking speed.

Keen Senses. Your companion can add twice your proficiency in the Perception skill.

Massive (Costs 2 Traits). Incompatible with Flying. Your companion's size is Large, and its natural weapon becomes 2d6 + its Strength.

Pack Tactics. Your companion has advantage on an attack roll against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Poisonous. The beast's attack becomes Sting, dealing an additional 1d4 poison damage on hit. The size of the damage die increases when your proficiency bonus does (to 1d6 at +3, etc).

Pounce/Charge. If the beast moves at least 20 feet straight toward a creature and then hits it with an attack on the same turn, that target must succeed on a Strength saving throw with a DC equal to your Spell Save DC or be knocked prone.

Quick. Your companion's walking speed increases by 10 feet.

Simian Nature. Your companion gains climbing speed equal to its movement speed, proficiency with throwing rocks (ranged weapon, 1d4 + PB bludgeoning damage, thrown(20/60), and the ability to hold small items.

Sneaky. Your companion gains proficiency in the Stealth and Deception skills.

Spider Climb. Your companion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check, and ignores movement restrictions caused by webbing.

Shell. Your companion's AC becomes 15 + PB, but its speed is reduced to 20 feet.

Tough. Your companion's hit points become 10 + five times your Druid level.

MAGICAL BOND

Starting at 6th level, your Beast Companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, whenever you expend a spell slot of 3rd level or higher on your turn, your companion can take one additional action on its turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, or Hide action.

BEAST SENSES

Starting at 10th level, your bond with your companion enhances your senses with it, and its senses with yours. You gain expertise in Perception, allowing you to add twice your proficiency modifier to ability checks made for that skill, you gain any darkvision or blindsight range your beast has, it and it gains any darkvision or blindsight range you have (if both of you already have one type of vision, the ranges are added together).

EMPOWERED FRENZY

Starting at 14th level, while your Beast Companion is manifested and within 60 feet of you, you can expend a slot (no action required) to empower it for a number of turns equal to the spell slot spent. It gains temporary hit points equal to 5 times the level of the spell slot spent, and while empowered in this way, the beast is under the effect of freedom of movement, and deals an additional 1d8 on hit with its attacks.

EXAMPLE BEASTS

Bear. Tough, Massive.

Wolf. Quick, Pack Tactics, Keen Senses.

Turtle. Amphibious, Shell, Tough.

Owl. Flying, Keen Senses.

Spider. Blindsight, Poisonous, Spiderclimb.

Tiger. Massive, Pounce.

FORM PERMANENCY

This rule is to prevent having to rebuild the stat block and save time, as well as a balance consideration, but at the GM's discretion they can allow it to be changed to a new permanent form if there is a good reason.

REASONABLE CUSTOMIZATION

What makes sense for a beast will be up to your GM. In general, these traits should be used to replicate or empower what a beast already has, but exist here so that a broad selection of beasts can be represented fairly. How much your GM will let you mix and match to make a Winged Turtle Tiger is up to them and their world.

CIRCLE OF THE WILD QUIRKS

The following are some optional quirks for a player of this Circle to choose from - these can be either preexisting, signaling their fated path toward this Circle, or appear after they select this Circle.

D6	QUIRK
1	Sometimes you catch yourself trying to talk to humanoids using growls.
2	Table manners are not your strong suit.
3	You prefer your meat warm... but not because it's been cooked.
4	Having a roof over your head makes you deeply claustrophobic.
5	To be honest, you find domesticated animals quite boring.
6	The wildest beasts are just adorable little cuties to you.

FIGHTER

ADVENTURER

An adventurer is a well rounded fighter that specializes in preparation. They are resourceful survivors that excel at tackling a wide range of situations with preparation.

They are generalists who are always useful to have around. They come from any walk of life, sharing only a spirit of adventure and knack for being useful.

IMPROVISED RESOURCES

Starting at 3rd level, you excel at making do with whatever you can get your hands on. During a long rest, you can create two potions of healing, 1st level spell scrolls (selecting a spell from the Druid or Wizard list), or adventuring gear items worth less than 5 gold pieces each assembled out of miscellaneous items you pick during the day.

Any scroll or potion created this way expires if not used by the next time you complete a long rest. You can cast scrolls created this way without a check, as if the scroll was on your spell list. If a scroll requires a spellcasting modifier, you use your Intelligence or Wisdom (or choice). Scrolls created this way cannot be copied or used in crafting.

The number of items you can create this way increases to 3 items at 9th level, and 4 items at 15th level. The quality of items you can create increases at 7th level, 10th level, 13th level, and 16th level as shown on the table below (you can still choose to make items of lower level when gaining higher level options).

LEVEL	IMPROVISED POTION	SCROLL LEVEL	ITEM VALUE
3rd	Potion of Healing	1st Level	5 gp
7th	Any Uncommon Potion	2nd Level	10 gp
10th	Potion of Superior Healing	2nd Level	30 gp
13th	Potion of Superior Healing	3rd level	40 gp
16th	Any Rare Potion	3rd level	50 gp
19th	Potion of Supreme Healing	4th level	60 gp

KIBBLES' ALCHEMY INTEGRATION

If using Kibbles' Alchemy, you can make any uncommon/rare oil, concoction, or explosive in place of an uncommon/rare potion.

WELL ROUNDED

Additionally at 3rd level, you learn two additional skills, tools, or languages of your choice. You learn one additional skill, tool, or language of your choice at 9th and 15th level.

RESOURCEFUL TALENTS

Starting at 7th level, you can find small breaks in the flow of battle to drink potions. You can drink any potion that would normally require an action as a bonus action.

Additionally, you can attempt to cast spell scrolls that would normally be unintelligible to you. When doing so, you automatically succeed if the DC of the required spellcasting check is less than 10 + your proficiency bonus, otherwise you roll 1d20 + your proficiency bonus in place of making a spellcasting check, unless your spellcasting check would be higher.

ACQUIRED KNACK

At 10th level, you can select one of the following abilities:

- **Heightened Awareness.** You gain a +5 bonus to initiative rolls, can't be surprised unless you are incapacitated, and other creatures do not gain advantage on attacks against you due to being unseen.
- **Perfected Athletics.** Standing up from being prone only uses 5 feet of your movement, you gain a climbing speed equal to your movement speed, and can make a running high jump or long run after moving only 5 feet.
- **Ritual Dabbler.** You gain the ability to record and cast ritual spells, selecting one class that has ritual casting. You learn two ritual spells from that class spell list, and can record new ritual spells from that book that you come across in written form. Recording a spell takes 2 hours and costs 50 gold pieces per spell level. You can only record and ritually cast spells of a level equal to half your Fighter level (rounded down).
- **Dungeon Veteran.** You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to detect the presence of secret doors, you have advantage on saving throws made to avoid or resist traps, and only take half damage from the effects of traps.
- **Shadow Lurker.** You can attempt to hide even when you are only lightly obscured, when you are hidden from a creature attacking that creature does not reveal your location if you miss, and dim light doesn't does not impose disadvantage on your Wisdom (Perception) ability checks, even when they rely on sight.

SURVIVAL SKILLS

Starting at 15th level, you can add half your proficiency bonus, rounded down, to your initiative checks, and to any saving throw you don't already add your proficiency to. Additionally, you gain a climbing and swimming speed equal to your walking speed.

ADVENTURER'S INTUITION

Starting at 18, you have survived so many dangerous situations and seen every trick in the book. At key moments, your intuition kicks in. When you make an attack roll, saving throw, or ability check, you can replace the roll with your Fighter level. You can use this after you roll, but before you know the outcome. Once you do this, you cannot do so again until you complete a short or long rest.

ADVENTURER QUIRKS

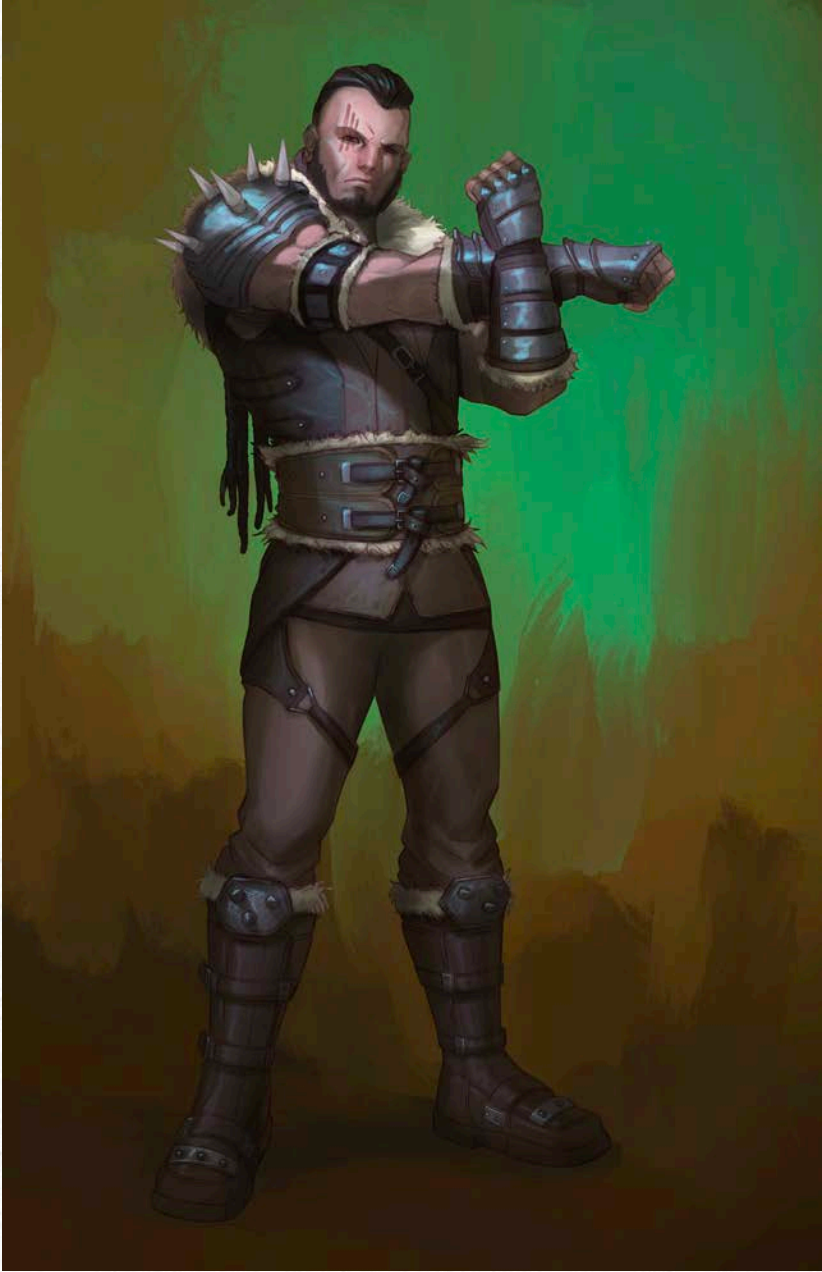
The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

D6	QUIRK
1	You believe healing potions do a better job of rehydrating than water.
2	Your armor is barely visible beneath all your satchels and pouches.
3	The wizard doesn't like that you scribe your scrolls in crayon.
4	What's the point in exploring if not for the sweet treasure.
5	You love swapping stories of adventures in the tavern.
6	You have grand plans for retirement once you finally hang up your sword.

BRAWLER

A brawler is a fighter that takes a holistic approach to beating things down. They are not the specialized martial artists of monks, but can throw a punch... or a chair. They specialize in being resourceful and, more importantly, strong. Ranging from brutish thugs and drunks to witty chaps who had to learn to wag their fists as fast as their tongue to keep their head on their shoulders.

A brawler is always armed and dangerous, and isn't above using a weapon if it's the handiest way to bash something, they just don't view themselves as limited.



WEAPON IS A STATE OF MIND

Beginning when you choose this archetype at 3rd level, you gain a remarkable ability to turn anything into a weapon - fists, improvised weapons, goblins, etc.

You can add your proficiency bonus to attacks made with improvised weapons, and all attacks you make with them deal 1d8 damage bludgeoning, piercing, or slashing damage (depending on their nature) if their damage die would be lower. You can use creatures you are grappling as improvised weapons with the Thrown 5/10 property. If they are one or more sizes smaller than you, they gain the Light property. When you make an attack using a creature or object as a weapon, you can choose to deal damage equal to your Strength modifier to the creature or object you are using as a weapon.

FLEXIBLE STYLE

Additionally at 3rd level, you can apply the benefit of any Fighting Style you know to any weapon attack (including unarmed strikes and improvised weapons). If you have multiple Fighting Styles you may pick one which the attack benefits from. Additionally, at the end of a long rest, you can change your Fighting Style selection.

ENDURANCE

Beginning at 7th level, you gain a remarkable ability to shrug off blows. When you use your Second Wind feature, you gain resistance to bludgeoning, piercing, and slashing damage until the start of your next turn.

ADDITIONAL FIGHTING STYLE

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

BRUTAL BLOWS

Starting at 15th level, the minimum damage die of your attacks becomes 1d10 (up from 1d8).

Additionally, when you choose to deal damage to a creature or object you are using as a weapon, it takes damage equal to the damage dealt by the attack.

LEGENDARY FEAT

At 18th level, you can perform legendary feats that defy all common sense. Before you make an attack roll, saving throw, or Strength, Dexterity, or Constitution ability check, you can make it a legendary feat, adding your Fighter level to the roll.

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

BRAWLER QUIRKS

The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

D6	QUIRK
1	The real weapons were the friends you met along the way.
2	You have never let a villain finish their whole monologue.
3	You are banned from entering ceramics shops.
4	You feel disappointed when a fight ends before you are able to use every freestanding object as a weapon.

D6	QUIRK
5	You don't even exercise or train, you've always been this strong.
6	Life is but a series of hoodlums to toss through bar windows.

CHAMPION

Champions strive for perfection - exemplars of form and fitness, they represent masters of straightforward martial prowess.

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

This bonus increases at 7th level (to scoring a critical hit on a roll of 18-20), and again at 15th level (to scoring a critical hit on a 17-20).

IMPROVED FIGHTING STYLE

Additionally, your selected Fighting Style is further refined. You gain the following the bonus based on your Fighting Style:

- **Archery:** You gain a +1 bonus to damage rolls you make with ranged weapons when benefiting from this Fighting Style.
- **Defense:** All damage taken is reduced by 1 while wearing armor when benefiting from this Fighting Style
- **Dueling:** You gain a +1 to attack rolls you make while wielding a weapon in one hand and not wielding another weapon when benefiting from this Fighting Style.
- **Great Weapon Fighting:** You can add half of your Strength modifier (rounded down) to damage rolls made with melee weapons you are holding in both hands while benefiting from this Fighting Style.
- **Protection:** You gain a second reaction action which can only be used on the reaction granted by this style (allowing you to use it and one other reaction, or use it twice).
- **Two Weapon Fighting:** Attacking with your second weapon no longer requires your bonus action, but you can make that attack only once per turn while benefiting from this Fighting Style

ATHLETIC CHAMPION

Starting at 7th level, you gain proficiency in Athletics. If you already have proficiency in Athletics, you gain Expertise in Athletics, allowing you to add twice your Proficiency bonus to Athletics checks.

Additionally, you gain a climbing and swimming speed equal to your walking speed, and your jumping distance is doubled.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature. You gain the benefits of Improved Fighting Style with this second Fighting Style as well.

DETERMINATION

Starting at 15th level, you can attempt to use physical prowess to break through magical effects that are otherwise physically impassable. As an action, you can make a Strength (Athletics) check against the spell save DC of the caster to attempt to force your way through magical barriers or effects. On success, you can move through the effect, spending four feet of movement for each foot moved through the effect.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

FIGHTING MASTERY

Additionally at 18th level, you learn all the Fighting Styles available to the Fighter.

CHAMPION QUIRKS

The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

D6	QUIRK
1	If there's a problem that can't be solved by applying swords, you haven't encountered and applied swords to it yet.
2	No one can convince you that marching boldly towards danger is not a valid plan.
3	You keep training and evolving your unique fighting style.
4	If the wizard is so smart how come he can't outsmart a sword.
5	You've never turned down a challenge of arms.
6	You can't resist a damsel of any gender in distress.

CRUSADER

Crusaders are fighters that serve a faith, often zealously so. They may be directly in the service of god, belong to an order in general, or have taken up a more personal cause. They wield powers that let them protect themselves from the evils of their foes and purge that which defies them.

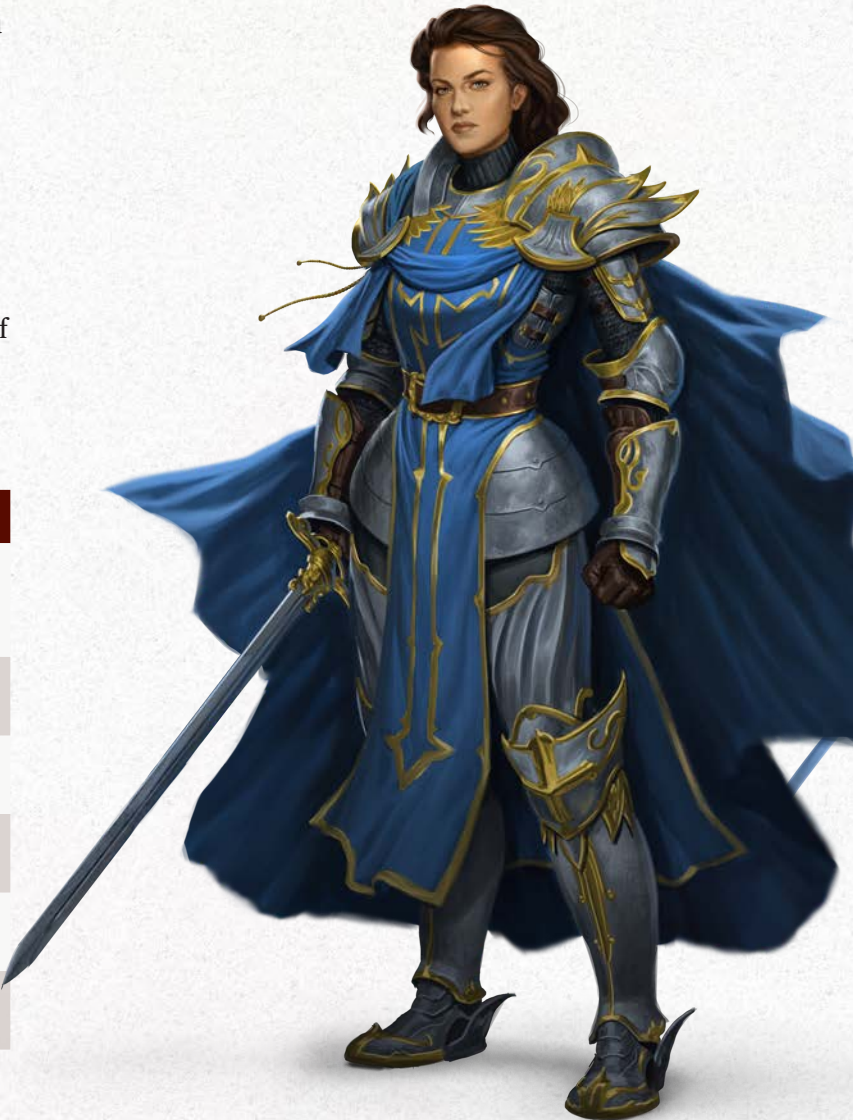
Some see them as similar to Paladins, but mistaking one as such can be a fatal mistake, as Crusaders are not restrained by an oath, enacting the will of the higher power they serve without such fetters.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list.

CANTRIPS

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



SPELL SLOTS

The Crusader Spellcasting table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level cleric spells of your choice from the cleric spell list.

The Spells Known column of the Crusader Spellcasting table shows when you learn more cleric spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through faith and conviction. You use your Wisdom whenever a spell

refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

CRUSADER SPELLCASTING

LEVEL	SPELLS KNOWN	1ST	2ND	3RD	4TH
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1

DEVOUT DOCTRINE

Additionally at 3rd level, you gain proficiency in the Religion skill and gain the ability to use a holy symbol as your spell casting focus for your cleric spells. If you are already proficient in Religion, you can gain proficiency in another skill of your choice.

FERVENT ZEAL

Beginning at 7th level, when you cast a spell that targets yourself, you can make one weapon attack as a bonus action (it does not have to target only you).



STRENGTH OF FAITH

Starting at 10th level, you can add half of your Strength or Dexterity modifier (your choice, rounded down) to your spell save DC and spell attack modifier for Cleric spells.

PURIFYING POWERS

Starting at 15th level, your powers shield you from the foul magics of heretics. When you are concentrating on a cleric spell, you have advantage on saving throws against spells.

UNBREAKABLE CONVICTION

Starting at 18th level, while you are concentrating on a cleric spell that targets you (it does not have to target only you), your concentration can't be broken as a result of taking damage.

CRUSADER QUIRKS

The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

D6	QUIRK
1	Your cause is just, your cause is holy! The gods will you to victory!
2	You are ever so slightly more treasure motivated than your Paladin counterparts.
3	You speak about a “holy land” in a way that doesn't demonstrate a strong understanding of geography.
4	You wear a distinctive helmet at all times, even when you sleep.
5	You consistently underestimate foes of a different faith than your own.
6	You'd sack a hundred allied cities just to raid a single enemy stronghold.

GREEN KNIGHT

The Green Knight is a fighter who draws on the power of nature to imbue their attacks with the strength of the earth itself. They are fierce defenders of the natural world, sworn to protect it at all costs.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the druid spell list.

CANTRIPS

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

SPELL SLOTS

The Green Knight Spellcasting table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level druid spells of your choice from the druid spell list.

The Spells Known column of the Green Knight Spellcasting table shows when you learn more druid spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

GREEN KNIGHT SPELLCASTING

LEVEL	SPELLS KNOWN	1ST	2ND	3RD	4TH
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1

NATURE'S BLESSING

Starting at 3rd level, you gain proficiency with the Nature skill and gain the ability to use a druidic focus as your spellcasting focus for your druid spells. If you are already proficient in Nature, you gain proficiency in another skill of your choice.

VERDANT WEAPON

Additionally at 3rd level, you learn the *shillelagh* cantrip. This does not count against your cantrips known. You can target any weapon with it, but when targeting a weapon other than a club, quarterstaff, or greatclub, its effect does not change the damage dice. When you target a greatclub, the damage dice becomes 1d12.

REGROWTH

Beginning at 7th level, you gain an additional use of your Second Wind feature, allowing you to use it again before you need to complete a rest.

ANCIENT WARDING

At 10th level, when you use your Indomitable feature to reroll a saving throw against a magical effect, you can add your proficiency bonus to the result (potentially adding twice your proficiency bonus if you are already proficient in the save).

IMMORTAL REGENERATION

Starting at 15th level, your Second Wind feature restores an additional 1d10 hit points, and you can use your Second Wind feature while you are Incapacitated and could otherwise not take actions.

PRIMAL COMMAND

Starting at 18th level, you can cast a Druid spell with the casting time of an action as a bonus action. Once you do this, you cannot do so again until you complete a short rest.

GREEN KNIGHT QUIRKS

The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

D6	QUIRK
1	The nature shrine you swore to defend was profaned, you journey to restore balance.
2	You keep to a convoluted code of chivalry not based on the rules of society.
3	There are vines growing out of your armor.
4	Your conversations with hunters often come to blows.
5	Just as a bear has teeth and claws, you have armor and weapons.
6	Nature cannot defend itself... but its enemies cannot defend themselves from you.

SPIRITSWORN

A Spiritsworn fighter is one that masters their martial prowess in tandem with a special spirit weapon, forming an unbreakable bond of shared growth and becoming a peerless martial team.

SPIRIT'S NATURE

The nature of the spirit that forms this archetype's spirit weapon is open ended. You can roll from the following table, pick one that suits the character, or invent an entirely unique relation between the spirit and fighter.

D6	SPIRIT TYPE
1	A manifestation of your own mystical aura, it represents your will to fight.
2	A fey spirit that has become inseparably bonded to you.
3	A celestial entity that chose you for a destiny or task.
4	An heirloom weapon passed down through your family, inhabited by an ancestral spirit.
5	A fiendish spirit granted as part of an infernal contract paid at a terrible price.
6	A mysterious piece of your shadow.

SPIRIT'S ASPECT

The spirit's primary power is that of a weapon, but it is a magical entity and the bond with the fighter is mystical in nature; it grants the fighter unique powers. You can roll on the following table for the primordial aspect, or select one that suits the character. The selection expands the subclass spell list, found at the end of the subclass.

D6	SPIRIT'S POWER
1	Fire
2	Ice
3	Storm
4	Illusion
5	Gravity
6	Nature

SPIRIT WEAPON

Starting at 3rd level when you select this archetype, you become permanently bonded to a special spirit that can manifest into the form of any weapon you are proficient with. You can manifest the spirit as a bonus action, and it lasts until you spend a bonus action to return it to its intangible form. The spirit is typically intangible and imperceptible to anyone other than you when not manifested.

While it is manifested, you can change its form as a bonus action. If you are ever more than 300 feet from the weapon, or enter a different plane, the spirit returns to you in intangible form, its weapon form vanishing.

If the spirit manifests as a ranged weapon, it manifests with one piece of ammunition already loaded. Further attacks require ammunition (and loading, if applicable) as necessary. Each time you change the form of your Spirit Weapon, it reforms in your hand.

As part of a long rest, the spirit can absorb a magic weapon as long as that weapon is not a sentient weapon. When it does so, the spirit gains any bonus to attack and damage rolls that weapon has, and can perfectly imitate that weapon (though only gains any property other than a bonus to attack and damage rolls when mimicking the absorbed weapon). It can have one weapon absorbed in this way at a time, and absorbing a new weapon returns the previously absorbed weapon.

BONDED FIGHTING STYLE

When you gain your Spirit Weapon, your ability and prowess at fighting becomes linked to it. Whenever you manifest your spirit, you can change your Fighting Style to apply to the weapon type it has formed as (for example, if you form it as a rapier, you can gain the Dueling Fighting Style). You may revert your Fighting Style to its original choice when you dismiss your Spirit Weapon.

SPIRIT MAGIC

Additionally at 3rd level, your link to a mystical spirit grants you the ability to use certain magic through it. Your Spirit Weapon counts as an arcane focus, and is considered worth the value of the weapon it takes the form of when being used as a material component for spells.

SPELL SLOTS

The Spiritsworn table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You learn two spells of your choice from the Spiritsworn spell list. You gain additional spells based on the spirit's aspect, listed at the end of this class. The Spells known column shows when you learn more spells of 1st level or higher. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the Spiritsworn spell list. Spells gained from the spirit's

aspect cannot be replaced. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Your spell casting ability is Wisdom, with your spells being an expression of bond with a spirit. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for spells you can cast, and when you make an attack roll with one.

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

Spell Attack Modifier = your proficiency bonus + your Wisdom modifier



ADVANCED WEAPON FORMATION

Starting at 7th level, when you manifest or morph your Spirit Weapon, you can take advantage of its unique nature to grant it exotic properties that would otherwise be impossible. You can select one of the following properties when you manifest or change its form:

- **Enlarged Form.** The Spirit Weapon grows one size larger, but your bond with it allows you to wield it effortlessly. It deals an additional 1d4 damage on hit.
- **Extended Form.** The weapon narrows and extends, gaining the Reach property. If it already has the reach property, its reach increases by 5 feet.
- **Shield Form.** The spirit can take the form of a Shield, and you can equip it as part of its manifestation or changing its form. If the spirit's weapon form has a bonus to attack and damage rolls, that bonus becomes a bonus to AC while in this form.

SPIRITSWORN SPELLCASTING

LEVEL	SPELLS KNOWN	1ST	2ND	3RD	4TH
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1

EMPOWERED STRIKE

Additionally at 7th level, you gain the ability to empower your weapon with its aspect. When you manifest or change the form of your Spirit Weapon, you can expend a spell slot of 1st level or higher. When you do so, the first time you deal damage with it before dismissing or changing its shape again, it deals an additional 2d6 damage of a type matching its aspect (fire, cold, lightning, psychic, bludgeoning, or acid respectively) + 1d6 for each level of the spell slot above 1st. The effect expires if unused after 1 minute.

SECOND SENSES

Starting at 10th level, your spirit's ability to share your senses allows it to forewarn and assist you. You gain proficiency in the Perception skill. If you are already proficient, you gain expertise in the Perception skill, meaning you can add twice your proficiency bonus to Perception ability checks.

Additionally, this heightened awareness gives you proficiency with Dexterity saving throws against effects you can see.

EMPOWERING BOND

Starting at 15th level, when you cast a spell using your Spirit Weapon as an arcane focus, you gain a bonus to spell save DC and saving throws to maintain concentration on it equal to any bonus to attack rolls your Spirit Weapon has (minimum +2).

SYNCHRONIZED ASSAULT

Starting at 18th level, manifesting or changing the form of your Spirit Weapon no longer requires a bonus action. You can cause it to take any form it could normally take at will during your turn, no action required. Once per turn, when manifesting the weapon or changing the form of your weapon, you can gain advantage on the next attack you make before the end of your turn.

WEAPON MAGIC

1ST LEVEL SPELLS

- Arcane Weapon^K
- Blade Mirage^K
- Electrify^K
- Explosive Deflection^K
- Gale Bolt^K
- Heavy Blow^K
- Infinite Edge^K
- Multishot^K
- Returning Weapon^K

2ND LEVEL SPELLS

- Alacrity^K
- Burning Strike^K
- Crescent Wind Slash^K
- Iron Wind Strike^K
- Instant Counter^K
- Magic Weapon
- Spirit Echo^K
- Wind Cutter^K
- Windsense^K

3RD LEVEL SPELLS

- Dispel Magic
- Haste
- Whirling Conflagration^K

4TH LEVEL SPELLS

- Dimension Cutter^K
- Fire Shield
- Freedom of Movement
- Stoneskin
- Quicksilver Steps^K

SPIRIT TYPE

FIRE

FIGHTER LEVEL	SPELLS
3rd	<i>burning hands</i>
7th	<i>scorching ray</i>
13th	<i>fireball</i>
19th	<i>wall of fire</i>

GRAVITY

FIGHTER LEVEL	SPELLS
3rd	<i>feather fall</i>
7th	<i>levitate</i>
13th	<i>fly</i>
19th	<i>orbital stones^K</i>

ICE

FIGHTER LEVEL	SPELLS
3rd	<i>arctic breath^K</i>
7th	<i>cold snap^K</i>
13th	<i>sleet storm</i>
19th	<i>ice storm</i>

ILLUSION

FIGHTER LEVEL	SPELLS
3rd	<i>disguise self</i>
7th	<i>mirror image</i>
13th	<i>major image</i>
19th	<i>greater invisibility</i>

NATURE

FIGHTER LEVEL	SPELLS
3rd	<i>entangle</i>
7th	<i>sprout tree^K</i>
13th	<i>plant growth</i>
19th	<i>carnivorous garden^K</i>

STORM

FIGHTER LEVEL	SPELLS
3rd	<i>gale bolt^K</i>
7th	<i>hurricane slash^K</i>
13th	<i>lightning bolt</i>
19th	<i>jumping jolt^K</i>

SPIRITSWORN QUIRKS

The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

D6	QUIRK
1	Your spirit weapon gets duller if you do things it doesn't like.
2	Normal weapons disgust you.
3	You hope one day to manifest spirit armor, spirit clothes and even spirit undergarments.
4	Eventually you'd like to teach all your companions how to bond their own spirits.
5	Your spirit weapon has a preference on which form is the most heroic.
6	Your spirit weapon thinks that it's the one wielding you.

MONK

WAY OF THE ELEMENTS [UNEDITED]

ELEMENTAL TECHNIQUES

When you choose this tradition at 3rd level, you learn elements techniques that allow you harness elemental powers to unleash them at your command. You learn three techniques of your choice, which are detailed in the “Elemental Techniques” section below. You learn two additional techniques of your choice at 6th, 11th, and 17th level.

Elemental Techniques that involve attack rolls can only be performed with unarmed strikes or monk weapons. If an element technique uses a DC, it uses your Ki Save DC. Any spells cast through Elemental Techniques require no verbal or material components, but always require a somatic component.

Whenever you gain a new level in this class, you can replace one elemental technique you already know with a different technique.

You can spend a number of ki points on mystical techniques equal to your proficiency bonus, after which you cannot spend more ki on Elemental Techniques until the start of your next turn.

FORCE OF NATURE

Starting at 6th level, You learn the Bend the Earth, Control the Flames, Gust the Wind, and Shape the River Elemental Techniques. These do not count against your Elemental Techniques. If you already know any of these techniques, you select a new technique to replace it.

EMPOWERED TECHNIQUES

Starting at 11th level, at the start of your turn, you gain 1 free ki point you can spend on an Elemental Technique before the start of your next turn. If it is not spent before the start of your next turn, it is lost.

ELEMENTAL AVATAR

At 17th level, You learn the *form of fire*^K, *form of ice*^K, *form of stone*^K, *form of water*^K, and *form of wind*^K spells. You can cast them by expending 6 ki points.

Additionally, you can activate all of them at the same time, casting *form of the elements*^K without expending a spell slot or ki points. Once you do so, you cannot do so again until you complete a long rest.

SPECIALIZED ELEMENT MONKS

Some players may want to represent a monk that specializes in single element rather than mastering a breadth of them. For the most part, this subclass can represent that without any changes, but the Force of Nature and Elemental Avatar abilities assume the presence of multiple elements.

A variant version you can allow is to limit both of those to the chosen element (and limit elemental techniques to the chosen element, but grant two additional elemental techniques, granted at 6th and 17th level in exchange for the more narrow mastery of their field.

ELEMENTAL TECHNIQUES

The elemental techniques are presented in alphabetical order. If a technique requires a level, you must be that level in this class to learn the technique.

Arms of Stone (1+ Ki). Your arms become stone until the start of your next turn (no action required). For the duration, your melee attack damage and AC increase by the number of ki points spent.

Bend the Earth (1 Ki). You can cast *manipulate earth*^K as a bonus action. You can use this technique as an action without spending a ki point.

Control the Flames (1 Ki). You can cast *manipulate fire*^K as a bonus action. You can use this technique as an action without expending a ki point.

Elemental Power (1+ Ki). You learn one spell from the Elemental Spell List. You can cast this spell by expending ki point to equal to the level of the spell (cantrips cost 0 ki). You can cast 1st level or higher spells at a higher levels by expending additional ki, increasing the level of the spell for each ki spent, up to the limit of ki you can spend in a turn.

You can select this elemental technique multiple times, selecting a different elemental spell each time.

When you spend an action to cast a spell from this feature, you can make a single unarmed strike as a bonus action.

Fangs of the Fire Snake (1-2 Ki). Your unarmed strikes become tendrils of fire until the start of your next turn (no action required). Your reach with unarmed strikes increases to 15 feet, and your unarmed strikes deal fire damage. You can spend an additional Ki point to increase the damage of your unarmed strikes during the duration by your martial arts die for the duration.

Fist of Unbroken Air (1+ Ki). As an attack as part of the attack action, you can launch a blast of compressed air at a creature within 30 feet. On hit,

the target takes damage equal to two rolls of your martial arts die + your Dexterity modifier and must make a Strength saving throw or be knocked 10 feet away from you. You can spend additional ki on this technique, increasing the damage dealt by your martial arts die and the distance knocked back by 10 feet for each ki point spent.

Gust the Wind (1 Ki). You can cast *manipulate wind*^K as a bonus action. You can use this technique as an action without spending a ki point.

Shape the River (1 Ki). You can cast *manipulate water*^K as a bonus action. You can use this technique as an action without spending a ki point.

Skyward Leap (1+ Ki). As a bonus action, you jump 20 feet per ki spent and can hover as if under the effect of the levitate spell by concentrating (as if concentrating on a spell) until the end of your next turn. You can end this concentration at any time.

Water Whip (1+ Ki). As an attack as part of the attack action, you can create a whip of water and attack a creature within 30 feet of you with it. On hit, the target takes damage equal to two rolls of your martial arts die + your Dexterity modifier and must make a Strength saving throw. On failure, it is either knocked prone or pulled up 25 feet closer to you. You can spend additional ki on this technique, increasing the damage dealt by your martial arts die.

ELEMENTAL SPELL LIST

CANTRIPS (0 LEVEL)

Firebolt
Rock Slam
Water Bullet
Windborne Weapon

1ST LEVEL

Arctic Breath^K
Burning Hands
Crashing Wave^K
Create Pit^K
Elemental Orb^K
Entomb^K
Gale Bolt^K
Feather Fall
Lightning Tendril^K
Stone Fist^K
Thunder Punch^K
Thunderwave
Water Blast^K

2ND LEVEL (5TH LEVEL REQUIRED)

Become Fire^K
Become Stone^K
Become Water^K
Become Wind^K
Crescent Wind Slash^K
Cold Snap^K
Crackle^K
Dancing Wave^K
Dragon Surge^K
Earth Ripple^K
Elemental Exhalation^K
Hurricane Slash^K
Levitate
Gust of Wind
Shatter^K
Scorching Ray
Stone Pillar^K

3RD LEVEL (9TH LEVEL REQUIRED)

Arctic Aura^K
Fireball
Fire Cyclone^K
Flash Freeze^K
Fly
Gaseous Form
Meld Into Stone
Quicksand^K
Seismic Wave^K
Sleet Storm
Vortex Blast^K
Water Breath
Water Cannon^K
Waterspout^K
Wind Wall
Waterspout^K
Water Walk

4TH LEVEL (13TH LEVEL REQUIRED)

Aero Barrage^K
Control Water
Geyser^K
Fire Shield
Ice Spike^K
Jumping Jolt^K
Orbital Stones^K
Suffocate^K
Stone Coffin^K
Stoneskin
Wall of Fire

5TH LEVEL (17TH LEVEL REQUIRED)

Burial Barrage^K
Cone of Cold
Fissure^K
Pressure Cutter
Sky Burst^K
Tornado^K
Wall of Stone

WAY OF THE ELEMENTS QUIRKS

The following are some optional quirks for a player of this Way to choose from - these can be either preexisting, signaling their fated path toward this Way, or appear after they select this Way.

D6	QUIRK
1	Don't tell the other elements, but one of them is your favorite.
2	You take on the personality of the last element you channeled.
3	Your morning stretching routine requires a lot of open space... and nothing flammable nearby.
4	You can dodge every raindrop in the storm.
5	Instead of doors, you prefer to leap through windows like a gentle breeze.
6	When you meditate you turn remarkably stonelike.

WAY OF THE OUTCAST

An Outcast is a monk that has lost their Way. Trained in the basics of the style, they have abandoned the rigorous discipline and philosophy of their tradition, and are usually now enrolled only in the school of hard knocks.

Having been trained in the fundamentals of the art of ki, these monks choose as often as not to apply that art to tavern brawls and street fights. Much to the horror of many more formal monks, their rough and tumble lifestyle tends to be a solid source of further training.

With great power comes great responsibility? These monks are going to stick with just the great power, thank you very much. Almost always Chaotic, they can range the spectrum from Good to Evil and everything in between just as easily. A distaste for the rigorous philosophy of an order does not mean a penchant for Evil, but Evil and vice can sometimes lead a monk down this road.

OFF THE WAGON

Meditating to regain your ki points can now include things such as playing cards, drinking ale, smoking leafy matter of various types, or other relaxing activities that reset the stress of all that punching.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in the Athletics skill, or another skill of your choice if you are already proficient in Athletics.

PRAGMATISM

At 3rd level, you embrace a more pragmatic view, gaining the following benefits:

- You have proficiency in improvised weapons. Improvised melee weapons count as Monk weapons for you.
- You gain proficiency in light armor and medium armor, and gain the benefits of Martial Arts and Unarmored Movement while wearing it.
- You can use your Strength modifier in place of your Wisdom modifier for calculating your ki save DC.

You gain the following additional Pragmatic Techniques you can spend ki on.

Kick 'em While They're Down (1 Ki). When you hit a target that is prone, restrained, or incapacitated, you can expend a Ki point to deal additional damage equal to two rolls of your Martial Arts die.



Unexpected Technique (1 Ki). When you make a grapple check, you can expend a ki point to add your Martial Arts die to the roll. You can do this after the contested roll, and it can potentially turn a failure into a success. On success, the target takes damage equal to the amount rolled on the added die.

SOAK IT UP

At 6th level, your extensive training in the art of getting hit with bar stools and broken bottles grants you increased endurance. When you roll initiative you gain temporary hit points equal to your Constitution modifier + your proficiency bonus. These temporary hit points are refreshed any time you take the Dodge action.

WHERE IT HURTS

At 11th level, when you use Stunning Strike on a critical hit or on an attack made against an enemy that was unaware of you, the target has disadvantage on their saving throw against being stunned.

LEAN INTO IT

At 17th level, you have thrown your fair share of walloping hits, and know how to make them reliably. You can forgo adding your proficiency bonus to an attack roll with an unarmed strike or melee monk weapon. When you do so, you can add twice your proficiency bonus to the damage roll.

HOW OUTCASTS COME TO BE

How a monk becomes an Outcast can vary - maybe they only ever received incomplete training from a passing mentor that died or left, or maybe they were outright expelled from their Order. Alternatively, at your DMs discretion this could be a later in life development if a player becomes disenchanted with their Monastic Tradition.

WAY OF THE OUTCAST QUIRKS

The following are some optional quirks for a player of this Way to choose from - these can be either preexisting, signaling their fated path toward this Way, or appear after you commit yourself to this Way.

D6	QUIRK
1	You view the belch as a harmonic art form.
2	You call your scars the marks of your monastic order.
3	You feel you can only reach your full power after issuing a one-liner.

D6	QUIRK
4	Occasionally you accidentally achieve enlightenment and have to drown it out with ale. Old habits die hard.
5	You refer to taverns as temples to your god.
6	You prefer not to hit someone with the same thing twice. That would allow them to get used to it.

WAY OF THE SWORD SAINT

Monks of the Way of the Sword Saint train in dedication to mastering a level of weapon expertise that surpasses normal limitations. They can strike like the wind, step into the sky, or even sunder stone. Though they most often treat their mastery of the weapons as an art, seeking spiritual understanding through martial perfection, turning this art to more practical ends can result in very deadly encounters for their foes.

MYSTICAL TECHNIQUES

When you choose this tradition at 3rd level, you learn Mystical Techniques that allow you to unleash supernatural feats with your weapons. You learn three techniques of your choice, which are detailed in the “Mystical Techniques” section below. You learn two additional techniques of your choice at 6th, 11th, and 17th level.

Mystical Techniques can only be performed with unarmed strikes or monk weapons. If a Mystical Technique uses a DC, it uses your Ki Save DC.

Whenever you gain a new level in this class, you can replace one Mystical Technique you already know with a different technique.

You can spend a number of ki points on Mystical Techniques equal to your proficiency bonus, after which you cannot spend more ki on Mystical Techniques until the start of your next turn.

WEAPON MASTERY

Additionally at 3rd level, you can choose to master a weapon that would not normally be a monk weapon. Choose a simple or martial melee weapon that lacks the heavy and special properties. You gain proficiency in the weapon, and it becomes a monk weapon for you. You can choose another weapon in this way at 6th, 11th, and 17th level.

PERFECT STATE

At 6th level, your weapon becomes an extension of yourself, flowing naturally with your abilities.

Empowered Weapons. Your attacks with your Monk Weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Blade Flurry. When you make a Flurry of Blows, you can make the additional attacks with your Monk Weapon.

EMPOWERED TECHNIQUES

Starting at 11th level, at the start of your turn, you gain 1 free ki point you can spend on a Mystic Technique before the start of your next turn. If it is not spent before the start of your next turn, it is lost.

FLAWLESS FORM

At 17th level, your mastery of the weapons allows you eliminate any room for error. If you miss with an attack roll using a monk weapon on your turn, you can reroll the attack. You can only do this once on each of your turns.

MYSTIC TECHNIQUES

The Mystic Techniques are presented in alphabetical order. If a technique requires a level, you must be that level in this class to learn the technique.

Agile Defense (1 Ki). As a reaction to being attacked, you can attempt to parry the attack, rolling your Martial Arts die and increasing your AC by the value rolled against the attack. If the attack still hits, you reduce the damage taken by the value rolled + your proficiency bonus.

Cut the Weave (3 Ki) (6th level required). You cast *dispel magic* with a range of 5 feet. Alternatively, as an attack as part of the attack action, you can attempt to open a 5-foot by 5-foot hole in a magical barrier, lasting until the start of your next turn. Make a weapon attack treating the magical effect as having an AC equal to the spellcaster's spell DC (your DM determines what magical barriers this might work on).

Dancing Weapon (1 Ki). As a bonus action, you infuse a monk weapon you are holding with ki causing it to animate with your will. Until the end of your next turn, when you make an attack, you can attack with it as if you were holding it, causing it to fly

up to 30 feet before striking a target. It returns to you after any attacks made this way.

Deft Attack (1 Ki). When you make an attack roll, you can gain advantage on the attack. If the attack hits, you can add your Martial Arts die to the damage dealt.

Dimension Slash (4 Ki) (11th level required). You can cast dimension cutter^K.

Distracting Strike (1 Ki). When you hit a creature with a weapon attack, it deals additional damage equal to your Martial Arts die and leaves an opening for the next attack. The next attack against that creature has advantage.

Imparted Force (1-3 Ki). When you hit a target with an attack, you can expend up to 3 ki points, dealing a number of rolls of your Martial Arts die equal to the ki spent, and forcing the target to make a Strength saving throw. On failure, they are pushed 10 feet for each ki point spent.

Instant Strike (1 Ki). As a reaction to a creature moving within your reach, you can make a melee weapon attack against them.

Iron Wind Strike (2+ Ki). You can cast *iron wind strike*^K, casting it at a level equal to the Ki spent.

Sever Soul (6 Ki) (17th level required). When you strike a creature, you can attempt to sever its soul. The target must make a Constitution saving throw. On failure, they take necrotic damage equal to 6 rolls of your Martial Arts die. If this damage reduces them to 0 hit points, they die. Otherwise, they gain a level of exhaustion. On pass, they take half as much damage, and suffer none of the other effects.

Sharpen the Blade (1-3 Ki) (6th Level Required). You can infuse a monk weapon you are holding with ki, granting it a bonus to attack and damage rolls equal to the ki spent for 1 minute (no action required). This bonus can stack with an existing bonus a weapon has, but the total bonus cannot exceed +3.

Slashing Spin (1 Ki). As an attack as part of the attack action, you can whirl your blade in a circle, forcing all creatures within 5 of you feet to make a Dexterity saving throw. On failure they take damage equal to your Martial Arts die + your Dexterity modifier, or half as much on success.

Skyward Leap (1+ Ki). As a bonus action, you jump 20 feet per ki spent and can hover as if under the effect of the levitate spell by concentrating (as if concentrating on a spell) until the end of your next turn. You can end this concentration at any time.

Steel Wind Strike (5 Ki). You can cast *flickering strikes*^K.

Sundering Strike (2 Ki) (*Requires 11th level*). When you strike a target, you can empower the attack with destructive ki. If you are attacking an object that is not being worn or carried, the attack becomes a critical hit and deals double damage to the object. If the target is a creature, it takes damage equal to two rolls of your Martial Die, and if it is using nonmagical armor or a nonmagical shield, it must make a Constitution saving throw. On failure, you can destroy its shield or damage its armor (reducing its AC by 2).

Sword Spirit (2 Ki) (*Requires 6th level*). You can cast *spirit echo*^K.

Vaulting Strike (1 Ki). When you hit a target with an attack, you can expend a ki point to deal additional damage to the target equal to your Martial Arts die and leap over the target, landing in an occupied space adjacent to them.

WAY OF THE SWORD SAINT QUIRKS

The following are some optional quirks for a player of this Way to choose from - these can be either preexisting, signaling their fated path toward this Way, or appear after they select this Way.

D6	QUIRK
1	Life is a sword measuring contest.
2	In combat you loudly yell the attack name for each of your moves.
3	You deeply believe all other weapon types are way less cool than swords.
4	You ask other warriors for the stories behind their weapons.
5	One can never have too many swords, surely you'll wield them all someday.
6	Cooler looking swords definitely do more damage than mundane ones.

PALADIN

OATH OF SILENCE

The Oath of Silence is taken by those that have seen the chaos of the world and chosen to take a stand. Rather than shout over the clamor, they lead by example and action, showing that the world needs not fiery rhetoric or the manipulations of honeyed words, but people to act as they should with purpose and pride.

Paladins of this oath can come from many backgrounds and espouse many variants of their conviction, but most often tend to be Lawful. They often believe that power of words should be in reason and virtue, rather than volume or, worst of all, manipulating magics that twist the mind of those they fall on.

TENETS OF SILENCE

Though the exact words and strictures of the Oath of Silence vary, paladins of this oath share these tenets.

Temperance. Whispering in silence conveys greater power than shouting in clamor.

Precision. Speak with purpose and say what must be said.

Sanctuary. Be the port in the storm, be the tranquility in the chaos.

Purpose. Actions speak louder than words. Let your sword and shield be your voice.

Sacred. Be wary of those that use their voice to bend the world to their will for their own gain, and rebuke those that use their voice to bend creatures to their will for their own gain.

CHANNEL DIVINITY

Shroud of Silence. As a bonus action, you present your holy symbol and whisper a prayer, shrouding one creature within 60 feet in an aura of silence. For 10 minutes, the target makes no noise. It cannot speak (including the verbal components of spells) and gains advantage on Dexterity (Stealth) ability checks.

An unwilling creature makes a Wisdom saving throw against your spell save DC to prevent the effect when targeted, and can repeat the saving throw at the end of each of their turns to end the effect on a success.

Sanctuary of the Sacrosanct. As an action, you present your holy symbol and whisper prayer to bring refugees from the turmoil of the world. All creatures

of your choice within 30 feet gain temporary hit points equal to your Paladin level + your Charisma modifier, and if they are under the effect of a condition or spell they can normally save against the end of their turn, they can immediately make a save against the effect, ending it on success as normal.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF SILENCE SPELLS

PALADIN LEVEL	SPELLS
3rd	<i>sanctuary, sleep</i>
5th	<i>blindness/deafness, silence</i>
9th	<i>counterspell, dispel magic</i>
13th	<i>banishment, commandment^K</i>
17th	<i>hallow, mislead</i>

AURA OF SERENITY

Starting at 7th level, you permeate an aura of quiet serenity, reducing the volume of all noises within 10 feet. You and friendly creatures in the aura gain resistance to thunder damage, and armor does not give disadvantage on Dexterity (Stealth) checks for creatures within the aura.

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

REBUKE

Starting at 15th level, when a creature within your Aura of Serenity attempts to speak, attack, or cast a spell, you can rebuke them as a reaction, causing them to take radiant damage equal to your Charisma modifier and forcing them to make a Wisdom saving throw. On a failed saving throw their attempt to speak fails, and they are silenced until the start of their next turn.

ORDERED WORLD

At 20th level, as an action, you can bring ordered tranquility to the world around you for 1 minute. Your Aura of Serenity doubles in size, and you can use Rebuke without expending your reaction a number of times equal to your Charisma modifier, regaining all uses at the start of your next turn.

For the duration, all creatures of your choice have advantage on saving throws against the charmed and frightened conditions, or the effects of spells.

OPTIONAL FEATURE: VOW OF SILENCE

Some Paladins of this oath take their calling very seriously, and commit to never speaking again.

When you select this option, you gain the ability to speak telepathically to creatures with which you share at least one language with a range of 60 feet. This telepathy is one way, and they cannot reply. Additionally, all verbal components of spells (as well as the whispered prayers of your Channel Divinity options) are replaced by somatic components for you.

If you ever speak, this vow is broken and you lose these additional powers.

OATH OF SILENCE QUIRKS

The following are some optional quirks for a player of this Oath to choose from - these can be either preexisting, signaling their fated path toward this Oath, or appear after they select this Oath.

D6	QUIRK
1	People around you speculate what your oath might be, you have never told them.
2	Busy taverns are not your happy place.
3	Sometimes you are tempted to tell people to shut up.
4	Other people use your meditation time as an opportunity to talk at you.
5	You have never told a waiter that your order was messed up.
6	...

OATH OF THE GOODEST BOI

Few paths are as demanding as the oath of these dauntless doggos, for they walk not just the path of being good, but being the goodest. These are no man's second best friend, but man's best friend itself, in the fur. They allow no evil to go unbarked, no stick to go unfetched, and no tail to go unwagged.

This prestigious path is so precarious that only a doggo could hope to tread it, though the forms of the doggo are many, from your everyday goodest bois working hard to do their best, to perhaps more erudite awakened doggos, or even demigods in doggo form.

TENETS OF THE GOODEST BOI

Every goodest boi that follows these paths adheres to certain standards, the goodest of standards.

Be Good. Do the goodest thing.

Be Happy. The world is just a tail wag from happiness.

Be Diligent. Leave no stick to go unfetched.

Be Friendly. Never pass up a treat or a headscratch.

Be Vigilant. Bark the evil away.

OATH SPELLS

You gain the following Spells at the following levels:

PALADIN LEVEL	SPELLS
3rd	<i>alarm, charm person</i>
5th	<i>calm emotions, find traps</i>
9th	<i>dig^K, fear</i>
13th	<i>heavenly ray^K, locate creature</i>
17th	<i>dispel evil, thunderous barking¹</i>

¹This is the spell *sonic shriek^K*, but with more barking.

DOGGO MAGIC

Paladins of this oath can cast their oath spells without material components, and can replace any verbal or somatic components with a series of barks, tail wags, and prancing patterns known only to their goodest order.

CHANNEL DIVINITY

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

Bark the Evil: As an action, you can unleash a ferocious storm of holy barks to drive away evil. All non-allied creatures within 30 feet of you and that can see or hear you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 round or until it takes damage. A turned

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

If the creature is on your property, it has disadvantage on the saving throw.

To the Rescue: As a reaction to allied creature being reduced to zero hit points, you can run up to your movement speed toward that creature and if you can reach it, you can use your Lay on Paws feature as part of the reaction, as long as you have at least 1 point of hit points left to restore with it.

THERAPY DOGGO

Beginning at 7th level, your presence can heal the mind, body, and soul. When you restore at least 5 hit points to a creature with Lay on Paws it automatically removes the Frightened, Paralyzed, or Poisoned condition, and makes that creature immune to those effects for 1 minute.

UNWAVERING LOYALTY

Starting at 15th level, if you would drop to zero hit points while at least one allied creature that has called you a "good boi" within the last 24 hours is



within 60 feet, you can make a Charisma saving throw with a DC equal to the amount of damage taken over your current hit points minus the number of qualifying allies in range. On success, you are instead dropped to 1 hit point.

MY YARD

At 20th level, you establish the holy domain of your yard wherever it is needed. As an action, you can unleash a profound bark claiming the area within 500 feet of you as your territory for 1 minute, with the following effects while within your territory:

- You can use your Channel Divinity options without expending the Channel Divinity option. When using Bark the Evil this way, you can use it as a bonus action.
- Your movement speed and jumping distance is doubled, and you have advantage on attack rolls.
- Allied creatures have advantage on Saving Throws against becoming frightened.

OATH OF THE GOODEST BOI QUIRKS

The following are some optional quirks for a player of this Oath to choose from.

d6	QUIRK
1	You think Kibbles are very Tasty.
2	Sometimes you bark nightmares away. People just don't always understand what you were doing.
3	You have sunlight based narcolepsy.
4	You are naturally suspicious of couriers.
5	Strangers are just friends that don't know you're the goodest boi yet.
6	You would smite liches for head scratches.

EXPLAINING THE JOKE

As is hopefully obvious, 'Oath of the Goodest Boi' is a joke. It was originally written for April Fools, and included in the book because backers thought it would be funny. If you would, for some reason, like to play this option, please consult your DM to see if it would be appropriate for their game before they send me angry letters asking what the hell this is.

While not intended as a serious option, it is still balanced and playtested in accordance with the rest of the content, being mostly only thematically silly.

PSION

The psion is found in Kibbles' Compendium of Craft and Creation, and available for free at www.kthomebrew.com

KNOWING MIND

A Knowing Mind is a psion that grasps that future as intuitively as the present, weaving together strings of casualty and fate in ways that would shatter the mind of a lesser mortal. They live one step ahead and use that advantage to the fullest, bending probability, manipulating fate, and bringing their plans to fruition without room for failure.

How their minds have been flung into the future varies, from divine meddling to a lineage of oracles or a connection to beings that don't live at quite the same temporal axis, the cause varies by the effect is always a remarkable individual.

FOREWARNED

At 1st level, when you select this archetype, you begin to glimpse the future, granting the psionic discipline of Precognition.

PRACTICED PRESCIENCE

Additionally at 1st level, keeping your gaze into the future with the Prescience feature of Precognition no longer requires your concentration.

CLIMATIC MOMENT

Starting at 3rd level, your ability to see and influence the future allows to set up things to have even greater influence throughout the sequence of events, building up to a pivotal moment where exerting your foresight can provide the greatest impact.

Once per turn when you use Seeing empowered by 1 or psi points to look into the future while in initiative (or under a similar high stakes situation), you gain an Influence point. You can have a maximum number of Influence points equal to your Intelligence modifier.

When you start your turn with one or more Influence points, you can expend all of your Influence points as psi points to empower a psionic power. Influence points spent this way can exceed your psi point limit, but cannot be combined with psi points.

Any generated Influence points are lost after 1 minute, or when no longer in combat (or a similar high stakes situation).

CONDITIONS OF INFLUENCE

You can only build up Influence points while in combat or other tense situations while every action counts as they represent chaining together events toward creating an opportunity. Without the pressure and stakes of combat or similar environments, the flow of events cannot be manipulated in such a way.

This generally means you cannot build up Influence points before combat.

THREAD OF FATE

Starting at 6th level, you can start to see the path you must take to see your plans to fruition. When you start your turn with one or more influence points, you gain temporary hit points equal to twice your current Influence Points.

While you have temporary hit points from this feature, you can transfer these temporary hit points to another creature that is the target of one of your psionic abilities, or the beneficiary of your Seeing power.

WINDOW OF OPPORTUNITY

Starting at 10th level, you can see the flow of battle giving time to exploit openings and opportunities. When a creature you can see misses you with an attack, you can use your reaction to make an weapon attack against that target or use a psionic power against them. When using a psionic power with this reaction, you cannot expend psi points to empower it, but can use Influence points.

MASTERMIND

Starting at 14th level, once per turn, when you use your Seeing power, you can select two beneficiaries of your power. Psi points spent are unique to each target affected (and not shared between them).

GLIMPSED FUTURE

When using Glimpsed Future, you can still use Mastermind to target a second creature, but neither benefits from the bonus damage or damage reduction.

ADDITIONAL TALENT OPTIONS

Knife of Fate. *(Prerequisite: 6th level Knowing Mind Psion)*

While you have temporary hit points from Thread of Fate, when you hit a creature with an attack roll you can expend them to deal damage equal to half the temporary hit points expended (rounded down).

Plans Within Plans. *(Prerequisite: Knowing Mind Psion)*

When you empower a psionic power that has an

attack roll or saving throw, you regain half of the influence powers spent (rounded up) if the attack misses or the target succeeds their saving throw.

KNOWING MIND QUIRKS

The following are some optional quirks for a player of this subclass to choose from.

D6	QUIRK
1	You often give spoilers on accident.
2	
3	
4	
5	
6	



RANGER

BOUNTY HUNTER

Anyone that knows about adventurers will know that their legacy is equal parts heroics and drinking establishments burned to the ground. Equal parts dragons slain and merchants robbed. Everyone needs someone to fear, and Rangers that take the Bounty Hunter path are what those who bring fear to others must fear.

Excelling at hunting down targets wherever they should hide, they bring them down dead or alive.

BOUNTY HUNTER SPELLS

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

BOUNTY HUNTER SPELLS

RANGER LEVEL	SPELL
3rd	<i>hunter's mark</i>
5th	<i>hold person</i>
9th	<i>speak with dead</i>
13th	<i>arcane eye</i>
17th	<i>hold monster</i>

URBAN TRACKER

Starting at 3rd level, you excel at tracking prey even if they take refuge in the trappings of civilization. When you make an Intelligence or Wisdom check related to tracking a creature in cities or towns, your proficiency bonus is doubled if you are using a skill that you're proficient in. You can only gain this benefit if you are familiar with the target's race or general appearance (such as a sketch from a wanted poster).

FIST OF THE LAW

At 3rd level, you gain proficiency in Intimidation. If you are already proficient in Intimidation, you gain expertise in Intimidation, allowing you to add double your proficiency bonus to Intimidation skill checks.

DEAD OR ALIVE

Additionally at 3rd level, you can mark a target to bring them down dead or alive. You can place this mark on a creature you can see within 120 feet as a

bonus action, or as part of placing a mark on the creature that requires a bonus action (such as hunter's mark). This mark lasts for 1 minute, or until you use it again. Choose one of the following when you mark a creature:

- **Dead.** When you roll a 1 or 2 on a damage die for an attack, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. Any attack roll you make against the marked target is a critical hit on a roll of 19 or 20 on the d20.
- **Alive.** When you make an attack roll against the target with a net, you don't have disadvantage when attacking at melee range or long range. You can deal nonlethal damage with ranged attacks against the marked target.

REPAIRING NETS

Nets are heavy and expensive. A subclass that utilizes them will often want to repair them. If this is possible is up to the GM, but a reasonable value would be allowing a net to be repaired in 1 hour with 5 feet of rope (allowing for the repair of 2 nets during a typical long rest if that was the selected activity).

QUICK THROW

Starting at 7th level, when you use a net as part of your Attack action, you can make the normal number of attacks, though you can only make one of those attacks with a net.

DEFT KNOTS

Additionally at 7th level, you can add your proficiency modifier to the DC of any check made to escape the restrained condition you caused on a creature that you do not already add your proficiency to (for example, tied ropes, shackles, nets, etc). Additionally, you have advantage on ability checks to tie knots or secure ropes.

PIN DOWN

Starting at 11th level, when a creature you have marked with Dead or Alive or moves 5 feet, stands up from being prone, or escapes from the Restrained condition while within 60 feet of you, you can use your reaction to make an opportunity attack against them if they are in range of a weapon you are wielding. If you make this attack with a ranged weapon, you have disadvantage on the attack.

UNWAVERING PURSUIT

Starting at 15th level, when you mark a creature with Dead or Alive, you get truesight against that creature,

and are aware of their exact location as long as they are within 300 feet of you until the mark ends.

BOUNTY HUNTER QUIRKS

The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

D6	QUIRK
1	You pride yourself on always taking your quarry alive.
2	Without you around your companions would probably end up on the wrong side of the law.
3	You carry your first bounty poster with you wherever you go to remind you of your roots.
4	All it takes for evil to triumph is for good people to offer no reward for stopping it.
5	Sometimes you don't check for a bounty posting until after you've already dealt with a target.
6	The local criminals are terrified of you and are on their best behavior when you're in town.

ROGUE

ASSASSIN

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: assassins, hired killers, spies, bounty hunters and more. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency with your choice of disguise kits or the poisoner's kits.

BACKSTAB

Starting at 3rd level, you are pragmatic and deadly in eliminating your foes. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, or when an allied creature within 5 feet of the target is directly on the other side of a creature.

KILLER'S METHOD

Starting at 9th level, you have mastered one technique of your choice for approaching a target. Select one of the following benefits:

- **False Face.** You gain expertise with the disguise kit, and can assume a prepared disguise with the bonus action granted by Cunning Action.
- **Blade in the Dark.** You gain expertise with the Stealth skill. You can attempt to hide even when you are only lightly obscured by dim light.
- **Poisoner's Path.** You gain expertise with the poisoner's kit. During a long rest, you can create a long lasting poison for one or more weapons for free. Until the end of your next long rest your Sneak Attack damage with that weapon becomes Poison damage and creatures struck with it must make a Constitution saving throw with a DC of 8 + your Proficiency modifier + your Dexterity modifier or become Poisoned for one minute. Creatures poisoned this way make a new save at the end of each of their turns ending the condition on success. Once a creature passes the save against this effect, it cannot suffer the Poisoned condition from it again for 24 hours.

If you gain expertise in a skill you already have expertise in, you can instead select another skill or tool you have proficiency in to gain expertise in.

FAVORED APPROACH

Starting at 13th level, you hone your skills gaining a favored approach to dealing death. Select one of the following benefits:

- **Trusted Face.** If you spend seven days establishing a fake identity for yourself or three hours studying another person to impersonate, you have advantage on any Charisma (Deception) check involving maintaining your disguise and identity.
- **Swift Blade.** When you roll initiative while hidden, you gain advantage on the roll.
- **Specialized Poisons.** When you create a poison, you can designate one creature type (for example, Fiends). The damage of that poison ignores resistance or immunity that creature type may have to poison.

LETHAL BLOWS

Starting at 17th level, after you deal sneak attack damage to a creature, if the targets remaining hit points is less than your Rogue level, the target dies. You can forgo this when intentionally making nonlethal attacks.

ASSASSIN QUIRKS

The following are some optional quirks for an Assassin

D6	QUIRK
1	Life is cheap, death is expensive. You only kill what you are paid to kill.
2	You have perfected the art of standing motionless. It doesn't make you invisible, but some people find it creepy.
3	You are always fiddling with something sharp.
4	Life is suffering. You are an angel of mercy.
5	Job satisfaction is important. You enjoy your work.
6	You have a code you follow zealously that dictates who you can kill.

DIVINE HAND

Not all priests are clerics. Not all problems can be solved by prayer and preaching. Sometimes a more subtle touch is needed to steer the world as the faith dictates, and that is the role of a Divine Hand. A blade in the night that commits the lesser evil for the greater good, or a quick end to someone that sniffed too close the cult of a dark god's business, both could be the work of these divinely guided rogues.

Good is not nice, evil is not stupid. Whatever the organization or god a Divine serves, it is one that understands the practical nature of the world. Spying, stealing, extracting information, purging the heretics... they have many tasks before them, and complete them with a grim determination.

A Divine Hand is generally lawful following an organizational code with zealous focus, but the laws they follow may or may not have any relation to the laws of the land they are in.

SPELLCASTING

Additionally at 3rd level, divine devotion grants you the ability to use certain divine magic.

SPELL SLOTS

The Divine Hand table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

DIVINE HAND ROGUE SPELLCASTING

LEVEL	SPELLS KNOWN	1ST	2ND	3RD	4TH
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You learn three spells of your choice from the cleric spell list. You gain additional spells known as listed on the Spells Known column of the cleric spell casting table. Whenever you gain a level in this class, you can replace one of your spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Your spell casting ability is Wisdom. The power of your spells comes from the depth of your faith. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for spells you can cast, and when you make an attack roll with one.

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

Spell Attack Modifier = your proficiency bonus +
your Wisdom modifier

SANCTIFICATION

You gain proficiency with martial weapons. Additionally, at the end of a long rest, you can turn flasks of water into flasks of holy water through a special ritual. You can create a number of flasks of holy water this way equal to your proficiency bonus. Any flasks created this way lose their divine power when you complete your next long rest.

You can throw or splash holy water using the bonus action granted by your Cunning Action. When you do so, you can add your proficiency to attacks made using holy water as an improvised weapon. Alternatively, you can use your Cunning Action to apply Holy Water to a weapon you are carrying. When you do so, your Sneak Attack damage becomes radiant damage for 1 minute.

DIVINE GUIDANCE

Starting at 9th level, you learn two cleric cantrips of your choice.

Additionally, holy water you create becomes more potent, dealing 4d6 radiant damage to fiends and undead. If you have no holy water from your Sanctification feature when you take a short rest, you can use your Sanctification feature to create a new flask of holy water.

PIERCING GAZE

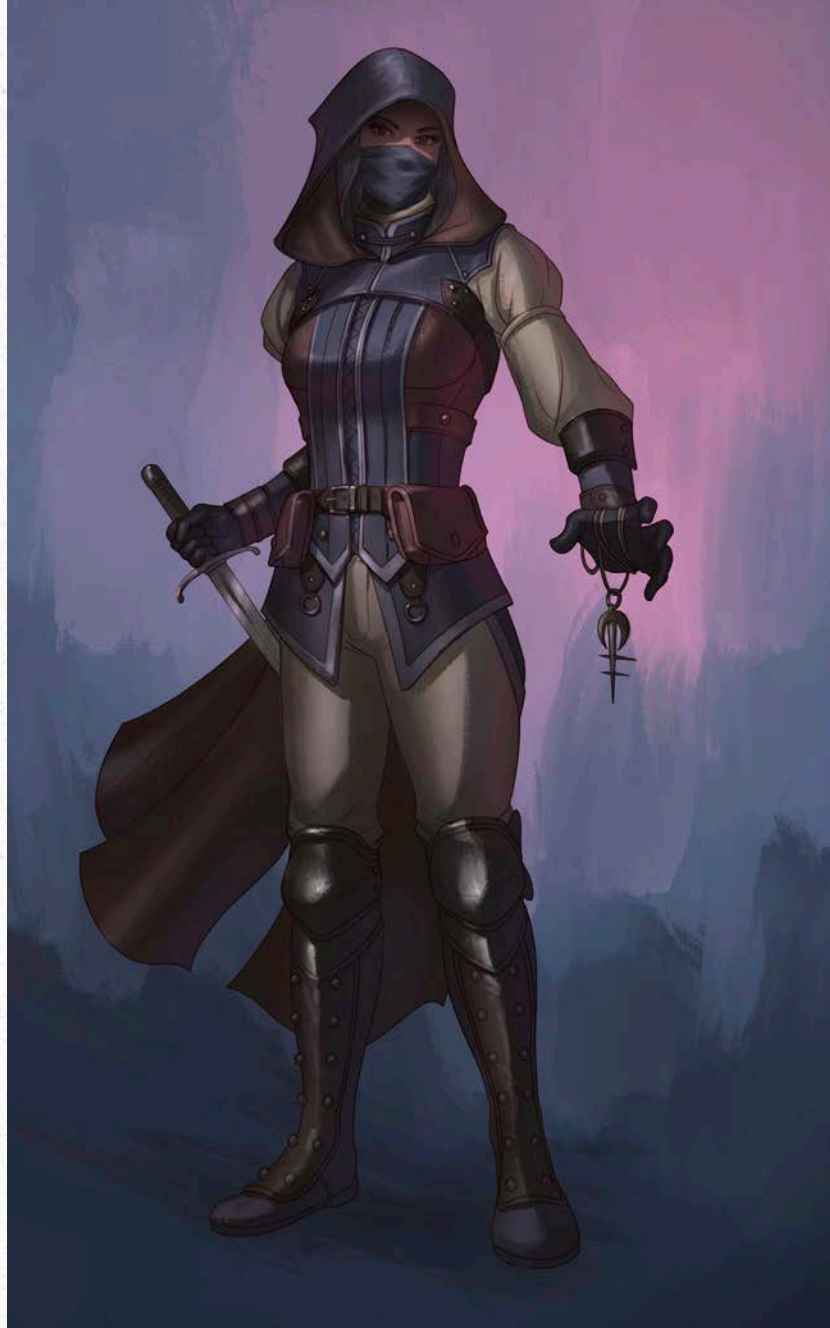
At 13th level, you attempt can pierce the veil of magic and treachery around your foes. If a creature within 60 feet is shrouded from your sight by a spell or magical effect, you can make a Wisdom (Perception) check (no action required) against the caster's spell save DC to see through the effect (including illusion spells, magical darkness, or other magical impediments to seeing the creature). Once you fail to see through an effect, you cannot try again on the same spell or effect.

CONVICTION

Starting at 17th level, 1st level cleric spells you cast do not require concentration to maintain unless cast at a higher level.

DIVINE HAND QUIRKS

The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.



D6	QUIRK
1	Sometimes you slip a pinch of blessed silver powder into your companions' drinks... just in case.
2	It still counts as tithing if it's from someone else's coin purse.
3	Your congregation is considered by many to be a criminal organization.
4	You offer a prayer for each life you take.
5	You attend church in the back of a seedy tavern.
6	The cleric is still traumatized from your confession.

SURGEON

These are Rogues that come from the bloodiest walk of life... that of a medic. Few Rogues have sliced open more creatures than a Surgeon, and they leverage their masterful understanding of anatomy to cut open and sew close in equal measure. They have seen everything an adventuring life has to offer - roper bites, dragon burns, bore holes in skulls - and turned that array of knowledge into a complete understanding of what a creature can survive... and what it can't.

Surgeons will tend to exhibit some degree of education, be it academic or hands on. They have seen the best and worst of humanity and the battlefield. Sometimes they are selfless heroes that act as a bulwark against death, while other times they are cynical and jaded to carnage, falling to apathy or worse.

MEDIC'S EXPERTISE

When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill. If you already have proficiency in the Medicine skill, you gain expertise in the Medicine skill. If you already have expertise in the Medicine skill, you gain proficiency in another tool or skill of your choice.

Additionally, when you would make a Wisdom (Medicine) check, you can use your Intelligence in place of your Wisdom.

SURGICAL ASSESSMENT

Starting at 3rd level, you can use the bonus action granted by your Cunning Action in new ways, gaining the following uses for the ability:

QUICK TREATMENT

You can use your Cunning Action to use or administer a healing potion (any potion that restores hit points) or Healer's Kit.

SURGICAL ASSESSMENT

You can assess the anatomical weaknesses of a creature that you can see. Make a Wisdom (Medicine) check against a creature you can see, with a DC equal to the target's AC. On success, you learn the target's AC, and can use your Sneak Attack against that target even if you don't have advantage on the attack roll. Additionally, if you deal Sneak Attack damage with a dagger against the target, you can reroll a number of Sneak Attack damage dice up to your Intelligence or Wisdom modifier (your choice, minimum 1). You must use the new rolls when

rerolling dice. This benefit lasts for 10 minutes against a target.

PATCH UP

Starting at 9th level, as an action, you can bandage a creature, helping them recover. They gain hit points equal to 1d8 + your proficiency bonus, and you can cure them of the Blinded, Deafened, Paralyzed, or Poisoned condition. Once a creature gains this benefit, they cannot gain it again until they complete a short or long rest.

During a short rest, you can perform this action on up to six beasts or humanoids that have not already gained its benefit.

MEDICAL MIRACLE

When you reach 13th level, as an action you can perform a medical miracle to bring back a recently deceased creature that has died within the last minute. When you do, it is returned to life with 1 hit point + twice your proficiency modifier in temporary hit points. The creature gains 1 level of Exhaustion



and cannot be revived by this feature again until it completes a long rest.

Additionally, your Patch Up feature can now cure the Stunned and Petrified conditions.

CARVE UP

When you reach 17th level, you gain the ability to use your Surgical Assessment to determine how to disable a target most effectively.

Once per turn, when you make a melee weapon attack against a target under the effect of your Surgical Assessment, you can cripple it, inflicting one of the following conditions:

- **Hamstring.** You cripple the creature's locomotion, reducing its movement speed by half.
- **Artery.** You open a critical artery, causing it to take 4d4 piercing damage at the start of its turns.
- **Larynx.** You attack the creature's vocal apparatus. The target is muted and cannot speak or perform verbal components.
- **Eyes.** You strike the creature's eyes. The target is blinded.

At the end of a crippled creature's turns, it makes a Constitution saving throw (DC 8 + your Wisdom or Intelligence modifier + your proficiency bonus). On success, the effect of the crippling wound ends. Once a creature has saved against a wound type, they are immune to that wound type for 24 hours.

SURGEON QUIRKS

The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype, or appear after they select this Archetype.

D6	QUIRK
1	You refer to people with clinical terms.
2	You speculate what conditions people you meet suffer from. At length.
3	You take meticulous care of your tools. Ominously meticulous.
4	You have little time for the superstitions quack healing magic of Clerics and their grandstanding.
5	You give people prescriptions for good health that involve detailed and absurd lifestyle changes.
6	You frequently talk about the academic opportunities of dissecting things.

SORCERER

FEY WARPED

Your innate magic comes from the touch the fey. Chaotic and varied, this can be a blessing, curse, or both. How directly this touch has effected your appearance and character can vary from quite a bit to not at all, but it grants powers tied to illusion, enchantment, and twisting reality.

It is more common in ancestries that have a clear fey origin, such as elves or fairies, but is common among humans as well.

Though neither illusion or enchantment is inherently evil, few will be willing to trust sorcerers who have been obviously touched by such powers, but they can make powerful allies and entertaining companions.

FEY MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Fey Origin Spells table. 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.

FEY ORIGIN SPELLS

SORCERER LEVEL	SPELLS
1st	<i>charm person, faerie fire</i>
3rd	<i>mirror image, misty step</i>
5th	<i>blink, hypnotic pattern</i>
7th	<i>confusion, greater invisibility</i>
9th	<i>dominate person, mislead</i>

VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for illusion or enchantment spells from the Bard, Sorcerer or Wizard spell lists.

FEY TRICKERY

You learn the *minor illusion* cantrip. It does not count against your cantrips known.

Additionally, you are adept at illusory tricks, gaining the ability to befuddle, trick and baffle people with your magic. As a bonus action, you can do any of the following:

- Cast *minor illusion*.

- Make a creature of your choice (including yourself) within 30 feet invisible or heavily obscured by an illusion until the start of its next turn.
- Gain advantage on a Deception, Intimidation, Performance, or Persuasion check, gaining a grander presence through your illusions.

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

DRAMATIC POWERS

Your magic gives you a flair that easily impresses others. You gain proficiency in your choice of persuasion, intimidation, deception, or performance.

BITING ILLUSIONS

Starting at 6th level, once per turn on your turn when you roll damage with an illusion spell, you can add your Charisma modifier to the damage roll.

Additionally, once per turn when a creature interacts with one of your illusions you can choose deal damage psychic equal to your charisma modifier to them (such as destroying a mirror image, inspecting an a major image, or being bite by vicious hound). If they make a check or save to determine the reality of the illusion that has damage them that turn, it is made with disadvantage.

FEY STEPS

Starting at 14th level, when you spend sorcery points to empower a spell with metamagic, before or after you cast the spell, you can teleport up to 5 feet per sorcery point spent.

ILLUSORY DOPPELGANGERS

At 18th level, as a bonus action you can create an illusory duplicate of yourself at a point within 30 feet. The duplicate’s AC equals 10 + your Dexterity modifier, and if targeted with an effect that forces a save, it uses your saving throws. If an attack hits a duplicate or it fails a saving throw that would cause it to take damage the duplicate is destroyed. It ignores all other damage and effects, but an effect that would otherwise cause it to take damage reveals it to be a duplicate. The duplicate mimics your action and is indistinguishable from you until you attack, cast a spell, or take damage. The duplicate looks real even to creatures with blindsight or truesight.

When you create the duplicate, you can expend 2 sorcery points to create an additional duplicate, creating up to 3 duplicates.

At the end of each of your turns while a duplicate exists, you can switch places with any active duplicate within 120 feet, leaving no trace of which one is real until you attack, cast a spell, or take damage.

Once you use this feature, you cannot use it again until you complete a short or long rest. You can use it again early by expending 2 sorcery points.

FEY WARPED QUIRKS

The following are some optional quirks for a player of this Bloodline to choose from.

D6	QUIRK
1	Sometimes your breathing sounds like strange melodic flute music.
2	You feel all emotions to their extreme, and rapidly shift between them.
3	You have a strong aversion to iron.
4	You only trust a promise that is made three times.
5	You see colors other people can’t even imagine spilling in from the Feywild.
6	Flowers sprout from where you step.

FIENDISH BLOODLINE

Your innate magic comes from a bloodline tainted by fiendish influence of the lower planes. How directly this blood is inherited varies widely, perhaps your lineage includes a Warlock that has made some infernal pact, or you may even have a fiend in your family tree somewhere. Such blood lines can express themselves more strongly throughout generations in unpredictable ways. Sometimes it is merely the product of some sort of corruption, perhaps before you were even born.

Most often seen in races that have obvious fiendish heritage, such as tieflings, but it is not inherently tied to them.

FIEND ORIGIN SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Fiend Origin Spells table. 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.

FIEND ORIGIN SPELLS

SORCERER LEVEL	SPELLS
1st	<i>burning hands, hellish rebuke</i>
3rd	<i>darkness, infernal shackles^K</i>
5th	<i>fireball, stinking cloud</i>
7th	<i>iron garden^K, wall of fire</i>
9th	<i>insect plague, pyroclastic lance^K</i>

VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for illusion or enchantment spells from the Bard, Sorcerer or Wizard spell lists.

OPTIONAL: FIENDISH TRAIT

You can optionally select to have a physical fiendish trait. Roll or select an option from the table below:

d4	FIENDISH TRAIT
1	You have small horns.
2	You have a fiendish tail.

d4

FIENDISH TRAIT

3

Your eyes are red or orange.

4

You have cloven hooves for feet.

FIENDISH LEGACY

At 1st level, you learn Infernal or Abyssal. This choice is most often tied to the origin of your fiendish powers. Additionally, when your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the warlock spell list.

You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

TOUCH OF DAMNATION

Starting at 1st level, your power carries a corrupting influence you can focus to weaken those that stand against you. As a reaction to a creature you can see within 30 feet making an attack roll or saving throw, you can bestow misfortune on them, rolling 1d6 and subtracting it from the total, possibly changing the outcome.

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



EMBRACED HERITAGE

Starting at 6th level, when drawing upon the power of your blood, you can embrace the dark power the courses through it, briefly enhancing your fiendish traits. Once on each of your turns when you spend one or more sorcery points, you can gain one of the following benefits for a number of rounds equal to 1 + the number of sorcery points spent (ending at the start of your turn after the number of rounds).

- **Blood of the Fiend.** The power in your blood courses, granting you advantage on saving throws against spells and other magical effects.
- **Eyes of the Fiend.** Your eyes glow with an infernal gleam, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- **Skin of the Fiend.** Your skin takes on an exotic hue, and you gain resistance to your choice of poison, fire, lightning, or cold damage.

Alternatively, you can spend 1 sorcery point to activate one of these effects as a bonus action, lasting for 1 hour.

SOUL SIPHON

Starting at 14th level, when you cast a spell on your turn that targets one or more creatures, if a target creature fails a saving throw against one of your spells, you regain temporary hit points equal to the level of the spell.

EYE OF DESTRUCTION

Additionally at 14th level, you can choose to automatically pass saving throws against your own spells. When you do so, if you would take half damage on a successful saving throw, you can take no damage instead.

UNLEASHED HERITAGE

Starting at 18th level, when you gain a feature through Embraced Heritage, you can expend an additional sorcery point to ascend that aspect. It lasts for 1 minute per sorcery point instead, and gains an additional effect:

- **Blood of the Fiend.** You additionally are immune to spells of 2nd level or below.
- **Eyes of the Fiend.** You additionally gain truesight of 120 feet.
- **Skin of the Fiend.** You gain resistance to poison, fire, lightning, and cold damage.

FIENDISH BLOODLINE QUIRKS

The following are some optional quirks for a player of this Bloodline to choose from.

D6	QUIRK
1	You prefer your food prepared unbearably spicy and severely burnt.
2	Small plants twist and warp at your touch under your corrupting influence.
3	You start smoking and catch a little bit on fire when you enter most temples.
4	Small fiendish horns sprouted from your head when your power first manifested.
5	You can sense other people's negative emotions and what's more, you enjoy the taste.
6	The party paladin has asked you what your alignment is on multiple occasions.

PHOENIX SPARK

Your bloodline carries a spark of the eternal flame. Some say the flames of a phoenix are the origin of all of life, and these sparks are fragments of some primordial origin, but many dismiss such mythological sources, explaining these sparks as ancient blessings, motes of power caught within the soul, remnants of some ancestor being healed by powers of a phoenix. Whatever their origin, they grant a powerful duality of life and destruction in equal measure, flames that cauterize the world.

PHOENIX MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Phoenix 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.

PHOENIX SPARK ORIGIN SPELLS

SORCERER LEVEL	SPELLS
1st	<i>burning hands, cure wounds</i>
3rd	<i>become fire^K, lesser restoration</i>
5th	<i>fireball, revivify</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>pyroclastic lance^K, greater restoration</i>



VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for evocation spells that deal fire damage from the Cleric, Druid, Sorcerer or Wizard spell lists.

PHOENIX SPARK

When you choose this origin at 1st level, spark ignites within you. As a bonus action, you can rekindle that spark which ignites, burning until the start of your next turn. You regain 1d6 hit points, and gain the following benefits while the spark is burning:

- You form immaterial wings for fire, allowing you to use your Charisma to calculate jumping distance instead of your Strength, and reducing any fall damage you take by your Charisma ability score. If you reduce fall damage to 0, you don't fall prone. These wings shed bright light for 10 feet and dim light for an additional 10 feet.
- When you roll to deal fire damage or restore hit points with a spell you cast, you can add your Charisma modifier to one roll.
- You have resistance to fire damage.

You can use this feature 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 one sorcery point to activate this ability instead of a use of the feature.

REJUVENATING FLAMES

Starting at 6th level, when you cast a spell that deals fire damage to creatures that you can see, you can expend one sorcery point per creature to protect creatures of your choice that would be affected from the flames. The chosen creatures automatically succeed any saving throws against the spell, and instead of taking fire damage regain hit points equal to half the fire damage they would have taken from the spell a failed save or hit.

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

BLAZING SOUL

Starting at 14th level, when you activate a Phoenix Spark you can expend a second use of the feature (or one sorcery point) to enhance the power of the spark

for that activation. When you do so it lasts for 1 minute. Additionally, the spark intensifies, giving you the additional effects for the duration:

- Your immaterial wings of fire solidify, and you gain a flying speed of 30 feet during the duration of the spark.
- You regain 1d6 hit points at the start of each of your turns while under the effect.
- If a creature hits you with an attack while within 5 feet of you, you can use your reaction to burn them with the flames, dealing 2d6 fire damage to them.
- You shed bright light in a 20 foot radius, and dim light for an additional 20 feet.

IN FLAMES REBORN

At 18th level, when you are reduced to 0 hit points, or as an action at any time, you can explode into fire, dealing 8d6 fire damage to all creatures within a 30 foot radius of you and being temporarily reborn as a phoenix. You can apply Rejuvenating Flames to this fire damage without expending a use of the feature or sorcery points.

You assume the form of a fire elemental as if by the *shapechange* spell. This form has the following modification: you gain a flying speed of 60 feet, gain the Flyby feature (meaning your movement does not provoke attacks of opportunity when you fly out of an enemy’s reach), you add your Charisma modifier (minimum +1) to all attack and damage rolls with your Touch attack, and can understand and speak any languages you can normally speak. It does not require concentration, and you cannot change your form as an action. You return to your normal form after 1 hour, or you can end the effect early as an action.

Once you have assumed this form, you cannot assume it again until you complete a long rest.

PHOENIX SPARK QUIRKS

The following are some optional quirks for a player of this Bloodline to choose from.

d6	QUIRK
1	You have an entire prepared monologue about rising from ashes that you deliver each morning when you wake up.
2	You judge people when their candles or torches go out.
3	You sit very close to the campfire. Very close.
4	Other people can’t tell if your magic will burn or heal until the spell affects them.

d6	QUIRK
5	Manifesting your fiery wings is unsafe around curtains or thatch roofs.
6	Fireball is your favorite healing spell.

SEA SOUL [UNEDITED]

The power of water is the strength of flexibility, resilience, and a relentless nature. Water parts to allow a ship to sail over it or a diver to plunge into it, but their passing leaves no mark. Water flowing down a mountain reaches the sea. It might bend and turn across valleys and down hillsides, but it slowly and steadily returns to the waves. Those whose souls are touched by the power of elemental water command a similar power.

Your heritage ties to powerful creatures of the sea, such as nereids, the lords of the merfolk, and elemental powers. Like a river, you feel the call of the ocean. The call is ever present in your heart, and you are never completely at peace until you are near the sea.

WAVE MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Sea Soul 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.

SEA SOUL ORIGIN SPELLS

SORCERER LEVEL	SPELLS
1st	<i>crashing wave^K, water blast^K</i>
3rd	<i>become water^K, dancing wave^K</i>
5th	<i>sleet storm, water cannon^K</i>
7th	<i>ice storm, geyser^K</i>
9th	<i>acid rain^K, pressure cutter^K</i>

VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for any water or ice based spell from the Cleric, Druid, Sorcerer or Wizard spell lists.

PART THE WAVES

At 1st level, your connection to waves and waters lets you bend them to your will. You learn the *manipulate water^K* cantrip, and it does not count against your spells known.



Additionally, when you cast a spell a water or cold spell (a spell that controls water, deals water based bludgeoning damage, or deals cold damage) affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

GIFT OF THE DEPTHS

Additionally, you gain a swimming speed of 30 feet. If you already have a swimming speed, your swimming speed increases by 10 feet. At 6th level, you also gain the ability to breath underwater.

TURMOIL OF THE SEA

Starting at 6th level, whenever you move, knock prone, or reduce the movement speed of a creature with a spell, you can deal bludgeoning damage to them equal to your Charisma modifier. You can deal this damage to a creature once per turn.

WAVE DASH

Additionally at 6th level, you can cast *become water^K* as a reaction to taking damage. Additionally, you can cast it by expending 2 sorcery points instead of expending spell slot.

MISTY SHROUD

Starting at 14th level, you are followed by a perpetual wispy fog. When you cast a spell of 1st level or higher, the fog thickens, lightly obscuring the area within a 10 foot radius of you for a number of rounds equal to the level of the spell cast. This fog leaves a sodden rime on creatures of your choice within it, leaving them vulnerable to your magic. This rime fades as soon as they leave the area of the fog.

You have advantage on spell attack rolls against creatures effected by this rime, and creatures effected by this rime within the fog are under the effect of the *bane* spell when saving against your spells.

ONE WITH THE WAVES

Starting at 18th level, you learn the *form of water^K* spell. If you already know the *form of water^K* spell, you can learn one additional spell of 6th level or lower from the Sorcerer spell list. This spell does not count against your spells known. The spell *form of water^K* does not require concentration for you, though you can end it early at any time (no action required). You can cast it by expending 4 sorcery points in place of a spell slot.

While in the watery form granted by the *form of water* spell, the sorcery point cost of all Metamagic options is reduced by 1 for all spells that control or manipulate water or ice.

SEA SOUL QUIRKS

The following are some optional quirks for a player of this Bloodline to choose from.

D6	QUIRK
1	Your preferred drink is brine.
2	You feel vaguely nauseous whenever you first step foot on land.
3	Waves never buffet you around.
4	Your hair always wafts and floats as if you were underwater.
5	You get a little bit too enthusiastic talking about shipwrecks, leviathans and other ocean faring dangers.
6	Shanty is your favorite genre of music.

STONEHEART

Your blood comes from a steadfast lineage, touched by the elemental forces of the earth itself. Be it the blood of ancient dwarves first formed from stone or from a dao lineage from another plane, your blood runs thicker and your heart beats more steady than others. While particularly common among the genasi and the dwarves, these sorcerers can appear in any bloodline with ancient roots.

Blessed with natural resilience and command over the stones on which they stand, most of these sorcerers are solid and deliberate in both action and thought, slow to act, but once set on a course they become stubborn and immovable from their chosen path.

EARTH MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Stoneheart Origin Spells table. 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.

STONEHEART ORIGIN SPELLS

SORCERER LEVEL	SPELLS
1st	<i>create pit^K, stone fist^K</i>
3rd	<i>earth ripple^K, stone pillar^K</i>
5th	<i>quick sand^K, seismic wave^K</i>
7th	<i>stoneskin, stone coffin^K</i>
9th	<i>fissure^K, wall of stone</i>

VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for transmutation spells that affect earth or stone from the Druid, Sorcerer or Wizard spell lists.

BOON OF THE EARTH

At 1st level when you select this origin, you learn the *stone forming^K* cantrip, and gain proficiency with weapons created by it. Any weapon you create with *stone forming^K* gains a bonus to attack and damage rolls equal to any bonus you have to the spell attack and damage rolls from magic items.

Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

STRENGTH OF STONE

At 1st level when you select this origin, you gain the ability to use your magical power to draw fortitude from the earth beneath your feet. As a bonus action, you can bolster your strength, gaining the following benefits for 1 minute, ending early if you become incapacitated or you end it as a bonus action.

- **Stone Strength.** You can use your Charisma modifier in place of your Strength modifier for attack rolls, damage rolls, and ability checks.
- **Stone Hide.** Your skin assumes a stony appearance. If you are not wearing armor, your AC equals 13 + your Charisma modifier.
- **Stone Aegis.** You form a stone aegis around yourself reducing bludgeoning, piercing, and slashing damage taken by your proficiency bonus.

You can cast *stone forming^K* as part of the same bonus action used to activate this ability. You can use this ability a number of times equal to your proficiency bonus. If you have no uses remaining, you can use it again by expending a sorcery point. You regain all expended uses of this ability when you complete a long rest.

EARTHEN ENDURANCE

Starting at 6th level, when you activate Strength of Stone, you can confer the benefits of the stone aegis to another creature of your choice within 30 feet, reducing bludgeoning, piercing, and slashing damage taken by that creature equal to your proficiency bonus.

When a creature under the effect of your protection takes damage (of any damage type), as a reaction you can expend one or more sorcery points to reduce the

damage taken 1d8 per sorcery points spent. After you absorb damage in this way, the next time you hit an melee attack before the end of your next turn, you can add 1d8 per sorcery points to the damage roll.

STACKING DAMAGE REDUCTION

The following rule is a recommended rule for multiple sources of damage reduction: If you have multiple sources of damage reduction, any bonus after the highest is halved.

EARTHEN ONSLAUGHT

Starting at 6th level, while empowered by your Strength of Stone, you can attack twice, instead of once, whenever you take the Attack action.

Additionally, when you cast a spell using your action, you can expend 1 sorcery point to make a single melee weapon attack as a bonus action.

STONEWALK

Starting at 14th level, you gain a burrowing speed of 15 feet, allowing you to travel through the earth. You can pass through soil and stone, but when you pass through stone you leave no hole behind you, becoming one with it and passing through. If you would end your turn inside of stone, you get pushed to where you entered the stone surface.

SKIN OF STONE

At 18th level, while you are empowered by Strength of Stone, you have resistance to bludgeoning, piercing, and slashing damage.

STONEHEART QUIRKS

The following are some optional quirks for a player of this Bloodline to choose from.

D6	QUIRK
1	Your “familiar” is a rock with googly eyes glued on.
2	You have strong opinions about the masonry of any building you come across.
3	You prefer an extremely firm mattress.
4	Crystals form in your hair as it grows.
5	You’re always picking up cool geodes you find.
6	You can be as stubborn as a rock, and as sturdy as a rock, and you kind of look like a rock... are you sure you’re not a rock?

WARLOCK

THE DRAGON [UNEDITED]

You’ve made a pact with a mighty dragon, who has bestowed you with a fraction of its terrifying power. The details of the arrangement varies widely - a metallic dragon may have made the pact to create a force of good or save a life, a chromatic dragon may have made their pact with you in exchange for service... or part of some manipulative plan that the minds of lesser mortals would struggle to comprehend.

Most often these bonds are granted by ancient dragons steeped in immense power and knowledge, but sometimes partnerships of the lesser mortals and younger dragons have been recorded in more unique cases.

DRAGON EXPANDED SPELLS

The Dragon lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the Warlock spell list for you.

THE DRAGON EXPANDED SPELL

SPELL LEVEL	SPELLS
1st	<i>absorb elements, elemental orb</i>
2nd	<i>alter self, elemental exhalation</i>
3rd	<i>meteor jump^K, wind wall</i>
4th	<i>fire shield, secret chest</i>
5th	<i>control wind, summon dragon^K</i>

DRACONIC BLAST

Beginning at 1st level, you gain the ability to unleash blasts of primal draconic energy from your hand or mouth. As an action, you can unleash this power in a 15 foot cone or a 30 foot long, 5 foot wide line. Invocations that apply to eldritch blast also apply to Draconic Blast, though Eldritch Spear has a special interaction making it a 30 foot cone or 60 foot long, 5 foot wide line.

When you gain this feature, select one damage type of acid, cold, fire, lightning, or poison. Creatures in the area of effect must make a Dexterity saving throw, or take 1d8 elemental damage of the selected type. This feature’s damage increases by 1d8 when you reach 5th level in Warlock (2d8), 11th level (3d8), and 17th level (4d8).

When you use this ability, you can expend a pact magic spell slot to empower the draconic blast,

dealing 1d8 additional damage per level of the pact magic slot expended. When empowered, it deals half damage even against creatures that pass their saving throw against it.

DRACONIC BLAST

- Typically the damage type of dragon blast matches the color of your dragon patron, but if it does or not is between you and your patron.
- Draconic Blast is not a spell, though it typically behaves similar to one.
- Agonizing Blast and other Invocations apply to Dragon Blast, but only once (as it does not fire multiple beams).

ELEMENTAL DEVASTATION

At 6th level, when you deal the elemental damage type you selected as part of Dragon Blast to a creature, you can inflict an additional elemental ailment based on the elemental type.

- **Acid.** You can erode the creature's defenses, giving the next attack roll against them advantage.
- **Cold.** You can freeze them, forcing them to make a Strength saving throw. On failure, they are restrained until the start of your next turn.
- **Fire.** You can ignite them, causing them to 1d6 fire damage at the start of each of their turns, until a creature spends an action to douse the flames.
- **Lightning.** You can shock them, forcing them to make a Constitution saving throw. On failure they are stunned until the start of their next turn.
- **Poison.** You can poison them, forcing them to make a Constitution saving throw. On failure, they are poisoned for 1 minute. They can repeat their saving throw at the end of each of their turns.

You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

HOARD BUILDER

Starting at 10th level, when you take a long rest, at the end of the long rest you gain 1 temporary hit points for each 100 gold pieces in your possession, up to a maximum of your Warlock level.

ELEMENTAL RESISTANCE

Additionally at 10th level, you gain resistance to the damage type selected for your Draconic Blast.

DRAGON FORM

Starting at 14th level, as an action you can take a form reminiscent of your patron, becoming a dragon for 1 minute. You grow mighty horns, thick scales, wings, wicked claws, fangs, and a lashing tail. Any

creatures of your choice within 30 feet that witnesses the transformation must make a Wisdom saving throw against your spell save DC, or become frightened until the start of your next turn. While in this form, you gain the following benefits:

- You are a large sized creature. Any gear you cannot use as a large draconic creature merges with your form and is unavailable until the transformation ends.
- Your Strength becomes equal to your Charisma.
- Your scales provide a base AC of 17. You do not add your Dexterity modifier to this.
- Your horns, fangs, and a tail that serve as natural weapons that deal 1d10 piercing damage on hit. You also grow claws that deal 1d6 slashing damage on hit. If you attack with any natural weapon, you can attack with your claws as a bonus action.
- The damage of your Draconic Blasts increases by 1 die, and its range is doubled.
- You have a flying speed of 40 feet per turn.
- You gain immunity to the damage type selected for your Dragon Blast.

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

ADDITIONAL INVOCATIONS

The following are some eldritch invocations you can select for this patron.

DRACONIC COMPANION

Prerequisite: Dragon patron, Pact of the Chain, 5th level

You can cast *elemental exhalation*^K targeting your pact of the chain familiar without expending a spell slot. Once you do so, you cannot do so again until you complete a short or long rest.

DRAGON CLAWS

Prerequisite: Dragon patron, Pact of the Blade, Incompatible with Improved Pact Weapon

As an action, you can grow draconic claws on one or both hands, lasting until you dismiss them as an action.

This claws count as your pact weapon. While the claws are formed, you cannot use a weapon or shield in the hand they are manifested in. These are natural weapons that deal 1d6 slashing damage. When you form claws in both hands, if you make an attack with your claws, you can make one additional weapon



attack with them as a bonus action. When you attack with your claws, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

In addition, the claws gain a +1 bonus to its attack and damage rolls. These benefits (Charisma, attack and damage bonus, and counting the natural weapons as your pact weapon) also applies to any natural weapons you gain through the Dragon Subclass (such as Dragon Form). You can sacrifice a martial weapon with a bonus greater than +1 to attack and damage rolls to your patron, permanently destroying it. When you do so, the bonus to attack and damage rolls of your claws increases to that of the sacrificed weapon. Your DM has the final say of which weapons can be sacrificed in this way, and if any other properties are gained from the ritual.

DRAGON WINGS

Prerequisite: 15th level, Dragon patron

You gain the ability to sprout a pair of dragon wings from your back, gaining a 30 foot flying speed. You can create these wings as a bonus action on your

turn. They last until you dismiss them as a bonus action on your turn.

ELEMENTAL MAGIC

Prerequisite: Dragon patron, Pact of the Tome

You gain the following spells at the following levels based on the damage type selected for the Draconic Blast. They are warlock spells for you, and do not count against your spells known.

ACID (BLACK / COPPER)

SPELL LEVEL	SPELLS
1st	acid bubble ^K
3rd	pseudopod slam ^K
5th	erode ^K
7th	bile beam ^K
9th	acid rain ^K

LIGHTNING (BLUE / BRONZE)

SPELL LEVEL	SPELLS
1st	<i>lightning tendril</i> ^K
3rd	<i>crackle</i> ^K
5th	<i>lightning bolt</i>
7th	<i>jumping jolt</i> ^K
9th	<i>sky burst</i> ^K

FIRE (RED / GOLD / BRASS)

SPELL LEVEL	SPELLS
1st	<i>burning hands</i>
3rd	<i>scorching ray</i>
5th	<i>fireball</i>
7th	<i>wall of fire</i>
9th	<i>pyroclastic lance</i> ^K

POISON (GREEN)

SPELL LEVEL	SPELLS
1st	<i>bad blood</i> ^K
3rd	<i>poison dart</i> ^K
5th	<i>stinking cloud</i>
7th	<i>poison puff</i> ^K
9th	<i>cloudkill</i>

WHITE / SILVER

SPELL LEVEL	SPELLS
1st	<i>arctic breath</i> ^K
3rd	<i>cold snap</i> ^K
5th	<i>flash freeze</i> ^K
7th	<i>ice storm</i>
9th	<i>cone of cold</i>

TRUE DRAGON FORM

Prerequisite: 18th level, true polymorph spell.

When you use *true polymorph* on yourself to take the form of a dragon and allow it to become a permanent effect, the effect cannot be dispelled, and for all intents and purposes of the rules, you become a dragon. This does not revert even if you die, and can only be reversed by *wish* if you allow it to be.

THE FEY

Your patron is a power of the fanciful and chaotic fey realm. Pacts with fey are often strange and eclectic in nature, granting some small fraction of the vast but mysterious powers of the fey onto a mortal for often unknowable reasons... or perhaps trivial reasons mortal minds may find equally as baffling.

These sort of beings include powerful fairies, ancient hags, and fey lords of all types, ranging from beings curious and mischievous to horrifying and terrifying, from exuberant and joyful to seething piles of hatred given form. One never knows exactly what to expect when making a pact with a fey, but can safely assume their life will never be quite the same.

EXPANDED SPELL LIST

Selecting this Otherworldly Patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE FEY EXPANDED LIST

SPELL LEVEL	SPELLS
1st	<i>faerie fire, sleep</i>
2nd	<i>blur, phantasmal force</i>
3rd	<i>blink, plant growth</i>
4th	<i>confusion, greater invisibility</i>
5th	<i>dominate person, seeming</i>

FEY BURST

Starting at 1st level, your patron bestows upon the ability to draw on dazzling fey magic, using it to boost your abilities or unleashing it small bursts.

- When you hit a creature with an attack roll, you can expend one use to cause it glow with colorful lights with the effect of *faerie fire* until the start of your next turn.
- You can project a supernatural aura bolstering your presence and presentation to give yourself advantage on Persuasion, Intimidation, or Performance ability check.
- As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.
- Create a glamour, casting *disguise self* without expending a spell slot.

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

DAZZLING TRICKS

Additionally at 1st level, you learn your choice of one of the *minor illusion*, *thaumaturgy*, or *dancing lights* cantrips.

FEY TRICKERY

Starting at 6th level, the touch of fey illusions and glamour on leave things never quite as they seem. As an action, or as a reaction when you take damage, you can turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next or cast a spell. When you do so, you can choose to leave behind a mirror image yourself. If this mirror takes any damage, it vanishes into a puff of mist.

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

BEGUILING DEFENSES

Starting at 10th level, you frequent exposure to the fey makes you immune to the charmed condition. Additionally, when a creature attempts to charm you or attack you, as a reaction you can force them to make a Wisdom saving throw against your Warlock spell save DC, or become charmed by you instead for 1 minute. A creature that is charmed this way by you can repeat their saving throw at the end of each of their turns, and the charm effect ends if they take damage.

Once you charm target with this feature, you cannot use it again until you complete a long rest. You can use it again early by expending a use of Fey Burst.

HYPNOTIC CHARMS

Starting at 14th level, your influence on the minds of others you have charmed causes strengthens your influence. When a creature starts their turn charmed by you, you can force them to make a Wisdom saving throw against your Warlock spell save DC, or move up to their movement speed where you direct. This cannot make them move into hazardous terrain, and if they take damage during the movement, the movement ends and they regain control.

FEY QUIRKS

The following are some optional quirks for a player of this Bloodline to choose from.

D6	QUIRK
1	Your "familiar" is a rock with googly eyes glued on.
2	You have strong opinions about the masonry of any building you come across.
3	You prefer an extremely firm mattress.
4	Crystals form in your hair as it grows.
5	You're always picking up cool geodes you find.
6	You can be as stubborn as a rock, and as sturdy as a rock, and you kind of look like a rock... are you sure you're not a rock?

THE KNOWLEDGE KEEPER

You have made a pact with being of ancient knowledge. The actual nature of this being can vary greatly, it can be a Pact with a sentient library, an ancient spirit, or perhaps even an a lost god of knowledge. This is a pact for a Warlock that seeks something beyond simple power, they seek knowledge, ancient and unknown knowledge that has once and will again exist.

You can leverage this knowledge to know things that your mortal peers would consider miracles, delve the secrets that others do not even know exist, and, most importantly, perhaps even understand the philosophical mechanics of existence.

EXPANDED SPELL LIST

The ancient entity of knowledge you've made a pact with lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

KNOWLEDGE KEEPER EXPANDED SPELL

SPELL LEVEL	SPELLS
1st	<i>induce headache^K, identify</i>
2nd	<i>detect thoughts, locate object</i>
3rd	<i>immutability^K, speak with dead</i>
4th	<i>divination, secret chest</i>
5th	<i>legend lore, field of stars^K</i>

ANCIENT SECRETS

When you select this Patron at 1st level, you can access the ancient secrets your patron has granted you. By expending a pact magic spell slot of at least one level higher than the spell you want to cast (or a

first level spell slot for a cantrip), you can cast an Abjuration, Divination, or Transmutation spell that does not appear on your spell list. This spell can be from any class's spell list, but counts as a Warlock spell for you when you cast it this way. Spells cast this way are cast at one level lower than the spell slot used.

You can do this a number of times equal to your spellcasting modifier, and regain all uses of this feature at the end of a long rest.

ESOTERIC KNOWLEDGE

Additionally at 1st level, you gain proficiency in one skill of your choice from Arcane, History, or Nature.

ANCIENT KNOWLEDGE IS PLAYER KNOWLEDGE.

Ancient Secrets is very demanding to a player's knowledge of the spells in D&D - if you haven't played several different classes of casters, it will be challenging to quickly leverage the knowledge at your character's fingertips. Consider playing this subclass only when you feel that you can quickly call to mind and reference enough spells to make full use of these powerful Ancient Secrets.

Note that unlike wish, Ancient Secrets does not remove the need for material components or affect the casting time of a mimicked spell.

MAGICAL MECHANICS

Starting at 6th level, your understanding of the mechanics behind magical effects and the cosmic forces are developed enough that if you see a spell being cast, you can use your reaction to make an Arcana check to know what the spell is. If the spell you identify with this check would force you to make a saving throw, you can make that saving throw with advantage.

Additionally, your comprehension of magic allows you to access magic beyond your power, but not your knowledge. You can cast from a Spell Scroll even if the spell isn't on your spell list, and you can add your proficiency bonus to the ability check to successfully cast from a Spell Scroll.

SINGLE MINDED FOCUS

Starting at 10th level, when you make a constitution saving throw to maintain concentration, if you are focusing on a Divination school spell, you automatically pass the saving throw. If you are concentrating on a spell from another school, you can add your spellcasting modifier to the result.

SEEPED IN ANCIENT KNOWLEDGE

Additionally at 10th level, ancient knowledge has seeped so deeply into you, you instinctively draw from

the ancient knowledge of your Patron. You gain the eldritch invocation Eyes of the Rune Keeper and it does not count against your Invocations Known. If you already have this invocation, you can select either Beast Speech or Eldritch Sight instead.

FLEETING OMNISCIENCE

Starting at 14th level, you can briefly comprehend the true form of knowledge and use it to weave together the perfect form of magic. As a bonus action, you can replace your spellcasting ability modifier with the sum of your Intelligence, Wisdom, and Charisma modifiers until the end of your turn. You can't use this feature again until you finish a long rest.

KNOWLEDGE KEEPER QUIRKS

The following are some optional quirks for a player of this Otherworldly Patron to choose from.

D6	QUIRK
1	You made this pact to uncover esoteric secrets... but your patron keeps requesting you read pulpy adventure serials.
2	Your patron scolds you if your note taking isn't detailed enough.
3	While your companions rush towards the treasure, you're busy inspecting the engravings on the wall.
4	Instead of adventuring, you'd rather be reading and sipping tea.
5	Even the wizard thinks you're a nerd.
6	You're a knowledge keeper, not a knowledge sharer.

THE OVERSEER

You have made a pact with an all seeing being of the outer planes, an infamous creature whose very name is forbidden from being put to text by almighty coastal wizards, most known for its all seeing eyes, great paranoia, and reality warping dreams. The nature of your pact may be down to madness (yours, its, or both), or working toward some greater plan or scheme that lesser minds cannot hope to delve the brilliance of.

OVERSEER EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>tranquil moment, sleep</i>

SPELL LEVEL	SPELLS
2nd	<i>blindness/deafness, see invisibility</i>
3rd	<i>clairvoyance, slow</i>
4th	<i>arcane eye, fabricate,</i>
5th	<i>creation, telekinesis</i>

OVERSEER’S GAZE

Starting at 1st level, as a bonus action, you can summon a spectral eye in your space or on your body that immediately fires one ray at a creature of your choice within 120 feet of you, rolling on the Eye Ray Effect table below after choosing the target, after which the spectral eye fades away.

1d6	EFFECT
1. Fear Ray	The targeted creature must make a Wisdom saving throw or become frightened of you until the start of your next turn.
2. Telekinetic Ray	The target creature must make a Strength saving throw or be moved 10 feet in a direction of your choice.
3. Slowing Ray	The target’s movement speed is halved until the start of your next turn.
4. Petrification Ray	The target must succeed a Constitution saving throw or be affected by the slow spell until the start of your next turn.
5. Enervation Ray	The target must succeed a Constitution saving throw or take 1d8 + your Charisma modifier necrotic damage.
6. Disintegration Ray	The target must succeed a Constitution saving throw or take 1d10 + your Charisma modifier force damage.

You can do this a number of times equal to your Proficiency bonus, regaining all uses on a long rest.

LINGERING GAZE

At 6th level, when you invoke your Overseer’s Gaze, the spectral eye lasts for 1 minute before fading away, and you use your bonus action on each of turns to cause it to fire again, rolling on the table anew. Once during the duration of each eye, you can pick the

effect it fires instead of rolling. The spectral eye moves with you and is always in your space.
While you have the spectral eye with you, have advantage on Wisdom (Perception) checks and can perform the Search action as a bonus action (instead of firing an eye ray).

PATRON’S PARANOIA

Beginning at 10th level, your patrons paranoia affects and benefits you with constant vigilance. You can no longer be surprised, benefit from your normal passive perception even while sleeping, and can add your Charisma modifier to your initiative rolls.

SUPPRESSOR’S SIGHT

Starting at 14th level, you can conjure the full power of your patron’s magic suppressing eye. As an action, you manifest a giant spectral eye in your space which creates an *antimagic field* (as per the spell) in a 150 foot cone until the start of your next turn. This eye does not move from the space it was manifested in.
Once you use this feature, you can’t use it again until you finish a long rest.

ADDITIONAL INVOCATIONS

When you select The Overseer as your otherworldly patron, the following become additional options for your Warlock invocation selections.

CONTROLLED CHAOS

Prerequisite: The Overseer subclass
When you roll on the Eye Ray Effects table, you can roll twice and choose between the two effects. If you roll the same value on both dice, you can pick any effect from the table.

OVERSEER’S SIGHT

Prerequisite: The Overseer subclass, 15th level
You gain truesight with a range of 30 feet. This range is doubled while you have a spectral eye manifested from Lingering Gaze.

OVERSEER QUIRKS

The following are some optional quirks for a player of this Otherworldly Patron to choose from.

D6	QUIRK
1	You float a little bit when you hold your breath.
2	You’re not paranoid, they ARE out to get you!

D6	QUIRK
3	While others plan, you're out here playing Astral Dragon Chess.
4	Since making your pact you've grown more than just a few extra eyes.
5	You look at humanoids as disgusting creatures... despite being one yourself.
6	You fear your patron may be plotting to get you killed.

THE OOZE

You have made a pact with a powerful ooze, gaining the ability to summon and control the primordial essence of slime and ooze. As you gain power, you become more like your patron, your body taking on slimy and gelatinous features.

OOZE EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>grease, summon ooze^K</i>
2nd	<i>acid arrow, alter self</i>
3rd	<i>erode^K, protection from energy</i>
4th	<i>black tentacles, freedom of movement</i>
5th	<i>acid rain^K, contagion</i>

ADAPTIVE ABSORPTION

Starting at 1st level when you make the pact, as a reaction to taking damage you can manipulate your body gaining resistance to the damage type of the attack until the start of your next turn. If the trigger of the reaction is being struck by a melee weapon, you can force the attacker to make a Strength saving throw against your spell save DC. On failure, their weapon becomes stuck, forcing them to either release it, or become grappled by you (their choice). As an action they can repeat the saving throw to retrieve a stuck weapon. You can release stuck weapons at any time (no action required).

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

FLOWING FORM

At 1st level, as a bonus action you can briefly completely assume a form akin to your patron. Until the start of your next turn, your body and every object you are wearing and carrying becomes elastic and amorphous, allowing you to pass through gaps as

narrow as one inch and granting immunity to the grappled and restrained conditions (freeing you if you are currently affected by them).

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

CORROSIVE CONDUIT

Starting at 6th level, you can easily channel the melting powers of your patron. You have resistance to acid damage, and when you cast a spell that deals acid, you can add your Charisma modifier to one damage roll of that spell.

ACIDIC ADAPTION

Starting at 10th level, your resistance to acid damage evolves to immunity to acid damage. Additionally, when you use Adaptive Absorption against a melee weapon attack, the triggering attacker takes 3d6 acid damage.

DIVISION ON DEATH

Starting at 14th level, when you would drop to 0 hit points, you can instead explode into drops of ooze (no action required). All creatures of your choice within 10 feet of you must make a Dexterity saving throw, or take 3d6 + your Charisma modifier acid damage, after which you leave behind a number of small acidic blobs equal to your Charisma modifier. Each one has an AC of 8, and 10 hit points, each placed in the closest available space to where to where you were before dividing. The blobs are creatures. They automatically fail all strength and dexterity saving throws, but use your statistics for other saving throws.

At the start of your next turn, all remaining blobs combine to reform your body, granting you hit points equal to their combined hit points. If all of them were destroyed, you reform at 0 hit points.

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

OOZE QUIRKS

The following are some optional quirks for a player of this Otherworldly Patron to choose from.

D6	QUIRK
1	You have a fascination with foods that jiggle.
2	Instead of washing your hands in water, you are convinced acid does a much better job.
3	You feel most comfortable sleeping in tight nooks or crevasses.
4	Even monks are impressed with your flexibility.

D6

QUIRK

- 5 Sometimes you forget you have limbs, and slowly wriggle across the ground until you remember.
- 6 You once accidentally tied your arms in a knot, you're not sure how.

ADDITIONAL INVOCATIONS

When you select The Ooze as your otherworldly patron, the following become additional options for your Warlock invocation selections.

CORROSIVE CONSUMPTION

The Ooze Patron Warlock

You gain the ability to subsist off any organic matter, and cannot become poisoned by things you consume.

MELTING MIMICRY

The Ooze Patron Warlock

You can absorb the corpse of a Medium or smaller creature, erasing all evidence of it. When you do so, you gain advantage on Charisma (Deception) checks to act to mimic that creature, and can perfectly recreate their features when disguising yourself as them with magic (such as *alter self*). At your DM's discretion, you may be able to absorb limited memories or insights into the creature if it was recently deceased (potentially learning its name, minor insights into its final experiences, etc).

PSEUDOPOD WHIP

The Ooze Patron Warlock, Pact of the Blade

You can create a natural weapon taking the form of an acidic whip as your pact weapon. It has the reach and finesse properties, and deals 2d4 acid damage on hit. You can consume a weapon with a bonus to attack and damage rolls, destroying it and granting your acidic whip the bonus to attack and damage rolls of the consumed weapon (this cannot be used on cursed items, artifacts, or sentient items). This weapon counts as a whip for the purposes of weapon interactions (such as feats). At your DM's discretion, it may be able to absorb other properties from absorbed magical weapons.



THE TEMPEST [UNEDITED]

You have made pact with a tempestuous being, born of wind and rain. An ancient elemental, powerful storm giant, or perhaps a demigod of disagreeable weather. What they sought through you may vary, but the mere touch of their powers causes the storm winds to bend the knee.

Such powers tend to be far better at calling the chaotic power at their disposal than calming it, and many who ride the tempest will find the same is true for them, leaving destruction in their wake if they are not careful in how they use their power... if they even care about what remains in their wake.

EXPANDED SPELL LIST

The ancient entity of tempestuous power you've made a pact lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

TEMPEST EXPANDED SPELLS

Spell Level	Spells
1st	<i>featherfall</i> , <i>thunderwave</i>
2nd	<i>dust cyclone</i> ^K , <i>levitate</i>
3rd	<i>lightning bolt</i> , <i>vortex blast</i> ^K
4th	<i>ice storm</i> , <i>aero barrage</i> ^K
5th	<i>tornado</i> ^K , <i>sky burst</i> ^K

BUILDING STORM

Starting at 1st level, when you cast a warlorck spell of first level or higher using a Pact Magic spell slot on your turn, a storm begins to brew around you. The storm gains Storm Levels based equal to the level of the spell slot used. If you cast a spell while the storm is active, the storm level is increased by the level of the spell slot used (up to a maximum equal to your Charisma ability modifier).

While a storm is active around you, you gain the following abilities based on how powerful the storm is:

Storm Level	Effect
1	You can cast <i>manipulate wind</i> ^K as a bonus action.
2	You can use your reaction to impose disadvantage on a ranged weapon attack made against a target within 15 feet of you.
3	You gain a flying speed of 15 feet, though cannot fly more than 15 feet from the ground with this flying speed.
4	If a creature ends their turn within 15 feet of you or strikes you with a melee attack, you can use your reaction to deal 1d8 lightning damage to them.
5	You gain flying speed equal to your movement speed and are not longer restricted in how you can fly.

The storm loses 1 level each time you end your turn without casting a 1st level or higher spell. You can prevent the decay of storm by concentrating on maintaining the storm as if it were a spell for up to 1 minute after you last cast a spell 1st level or higher, provided you aren't concentrating on any other spells.

ROLLING THUNDER

Starting at 6th level, you learn the spell *call lightning*. It is a Warlock spell for you, but does not count against your spells known.

Additionally, while you have a Storm Level of 1 or higher, you can use your action to conjure bolts of lightning as per the *call lightning* spell, treating your Building Storm as the storm cloud (even if you are indoors). If your Storm Level is 2 or higher, you are considered under “stormy conditions” as per the spell. If you cast *call lightning* expending a Pact Magic slot, your storm level does not decrease while concentrating on it.

TEMPESTUOUS BLASTS

Additionally at 6th level, when you cast eldritch blast you can choose to replace the damage type with lightning or thunder damage.

WHISPERING WINDS

Starting at 10th level, you can hear a whisper on the winds that tells you where they go and what they do. You can predict the weather accurately up to 8 hours away, and know if any weather effect is natural or magical in nature.

Additionally, you may hear other things on the winds by way of what they hear; you can cast *scrying* without expending a spell slot or requiring any verbal or material components, but when cast in this way, your sensor can only hear and not see. A target gets a -5 to the save if they are in a place open to the wind (such as outdoors), and a +5 to a place that the wind could not reach (such as caves or indoors).

Once you cast *scrying* in this way, you cannot cast it again until you complete a long rest.

EVERSTORM

Starting at 14th level, the Storm Level of your Building Storm no longer decreases at the end of your turn. You can end the effect of your storm as an action. You can spend an action to start building a storm around you, or increase the storm level by one if you already have a storm.

While the Storm Level is 1 or more, you can cast spells *feather fall* and *levitate* without expending spell slots as long as they are targeting creatures that are within 15 feet of you within the effect of the storm.

ADDITIONAL ELDRITCH INVOCATIONS

STORMBLESSED

You gain resistance to lightning and thunder damage. While in a natural storm, you are under the effect of bless.

STORMCALLER

Prerequisite: 15th level

You learn the spell control weather and can cast it without expending a spell slot. When you cast it in this way, and change the Precipitation or Wind, you can only increase the stage.

WIZARD

ASTRONOMICAL ORDER

The Astronomical Order are Wizards that specialize in the study of the celestial bodies and their movements, interpreting mystical meaning and understanding aspects of nature and magic from their order. They draw on the stars and the insights they glean from these celestial mysteries empower their magic.

Often found buried in star charts and ancient tomes, they seek to delve into the secrets of ancient skies and uncover new insights into the infinite depths above.

ASTRAL ORRERY

Starting at 2nd level, you can invoke a special ritual as an action, creating an ethereal orrery representing an accurate real time star chart around you, even during the day or underground. While surrounded by your Astral Orrery, you are able to see the positions of the stars and celestial bodies in great detail, even during the day, and gain the following abilities:

- You can determine which direction is north and what time of day it is.
- You can gain advantage or grant advantage to another creature on making Wisdom (Survival) checks to determine your location,
- You can cast the augury spell as a ritual, consulting astral omens, even without having the spell known or prepared.

This ability may have unpredictable results or not function as expected when used on planes other than the material. This ethereal orrery lasts until you dismiss it (no action required) or move.

STAR SHARDS

Additionally at 2nd level, you gain the ability to channel astral power as you cast spells. When expend a spell slot of 1st level or higher on a Wizard spell, you generate a star mote orbiting you as a glowing point of starlight. While you have one or more of these star motes, you can expend them in the following ways:

- As a bonus action, you can expend one or more to fire them at a creature within 60 feet, dealing 1d4 + 1 radiant damage per mote expended this way.
- As a bonus action, you can expend motes to protect yourself, granting you 1d4 temporary hit points per mote expended this way.
- As a reaction to failing a Wisdom or Intelligence saving throw, or a Constitution saving throw to maintain concentration on a spell, you can expend one or more motes to add 1 to the roll per mote expended (you can do this after rolling, potentially turning a failure into a success).

You can have a maximum number of unused star motes equal to your Intelligence modifier. All unused star motes fade when you complete a long rest.



CONSTELLATIONS

Starting at 6th level, as a bonus action, you can form orbiting motes from Star Shards into Constellations that empower you with astral powers. A Constellation can be broken up at any time (no action required) returning the component motes and ending the effect of the Constellation. Forming a new Constellation while you already have one active breaks apart the previously formed Constellation. The forms of the Constellations vary from wizard to wizard, representing intricacies of beliefs and magic, but always take the form of stars from the planet they are on, just connected in unique ways. You can form the following Constellations:

- **Constellation of Nightfall (2 Motes).** While this Constellation is active, you gain darkvision with a range of 60 feet.
- **Constellation of Navigation (2 Motes).** While this Constellation is active, you gain the benefits of your Astral Orrery, moving does not dismiss it.
- **Constellation of the Eye (3 Motes).** While the Constellation is active, you gain advantage on Wisdom (Perception) checks.
- **Constellation of Mystery (3 Motes).** While this Constellation is active, you gain advantage on Intelligence (Arcana) checks.
- **Constellation of Brilliance (4 Motes).** While the Constellation is active, when you cast a spell that deals damage you can choose to have it deal radiant damage instead of its normal damage type.
- **Constellation of the Void (4 motes).** While this Constellation is active all creatures of your choice within 20 feet of you gain resistance to radiant damage.
- **Constellation of the Messenger (5 Motes).** While this Constellation is active, you gain a flying speed of 30 feet.
- **Constellation of the Shield (5 motes).** While this Constellation is active, you gain half cover against attacks.

While you have a Constellation formed, you shed 5 feet of dim light for each mote forming the constellation. Any formed Constellation fades when you complete a long rest.

NEBULA OF CREATION

Starting at 10th level, as an action, you can create a number of star motes from your Star Shards feature equal to your Intelligence modifier. Once you use this feature, you cannot use it again until you complete a long rest.

CELESTIAL CANVAS

Starting at 14th level, you can form and maintain an additional Constellation using your Star Motes before the last created Constellation is removed.

ASTRONOMICAL ORDER QUIRKS

The following are some optional quirks for a player of this Order to choose from - these can be either preexisting, signaling their fated path toward this Order, or appear after they select this Order.

D6	QUIRK
1	You wear a blue robe and hat with stars and planets on them.
2	You keep detailed charts tracking when celestial bodies will align.
3	You have a deep superstition that people born under certain stars share common personality traits.
4	You don't have stories for each constellation in the sky, you have formula.
5	You prefer to read by mote-light.
6	Cloudy nights don't stop you from gazing intently upwards.

THEURGE

Wizards of this pursuit delve what other wizards consider untouchable. The secrets of the divine. They discover and delve the paths of power that divine magic activates, and seek to recreate it through precise understanding and deep knowledge. Some are deeply religious, devoted to gods and seeking to understand them at a higher level, some follow unrestrained academic curiosity, and yet others seek this power for blasphemous reasons. Sometimes called mystic theurges due to the aura of mysticism and unknown that surrounds their branch of magic.

STUDY OF THE DIVINE

Beginning at 2nd level, you delve the secrets of the divine, prying into magic usually denied to the arcane paths. Whenever you gain a wizard level, you can replace one of the wizard spells you add to your spellbook with a spell from the cleric spell list. Any cleric spell you gain from this feature is considered a wizard spell for you and is recorded in your spellbook, but other wizards are unable to copy these spells into their own spellbooks. The spell must be of a level for which you have spell slots, and can never

be a spell level higher than your proficiency bonus (meaning you will be unable to learn cleric spells of 7th level or higher).

Your ability to recreate divine magic using arcane magics is limited. You can cast a number of spells gained from this feature equal to your proficiency bonus. You regain all uses when you complete a long rest. When you use your Arcane Recovery feature, you can choose to reset this limit instead of regain spell slots.

Using divine magic that brings creatures back from the dead strains your body, causing you to gain 2 levels of exhaustion when you cast a spell learned through this feature that restores a creature to life.

THEOLOGIAN

Additionally at 2nd level, you gain proficiency in the Religion skill. If you already have proficiency in Religion, you can select another skill to gain proficiency in.

CELESTIAL CONDUIT

Starting at 6th level, when you cast a spell from the cleric spell list, you gain temporary hit points equal to your Intelligence modifier + the level of the spell.

DIVINE REVELATION

Beginning at 10th level, your understanding of divine magic reaches complete comprehension. You can copy cleric spells into your spellbook from scrolls or other written records of them.

Additionally, when you deal fire or lightning damage, you can replace half the damage dealt with radiant damage. When you deal cold or poison damage, you can replace half the damage dealt with necrotic damage.

DIVINE SYNTHESIS

Starting at 14th level, your research into the synthesis of divine and arcane reveals to you a greater harmony of power. When you cast a 1st level or higher spell from the wizard spell list or a spell from the cleric spell list as your action, you can cast a 1st level or higher spell from the other list with a casting time of an action or bonus action as a bonus action (regardless of its casting time).

The total level of the two spells combined cannot exceed your half your Wizard level (rounded down).

THEURGE QUIRKS

The following are some optional quirks for a player of this Order to choose from - these can be either preexisting, signaling their fated path toward this Order, or appear after they select this Order.

D6	QUIRK
1	You've managed to combine the know-it-all nature of wizardry with the self-righteousness of religion.
2	Who needs faith when you have proof!
3	Becoming a Lich is so gauche, you merely seek to become god.
4	Insulting the intelligence of the local clergy is your favorite pastime.
5	It's not blasphemy if it's for research purposes.
6	You're jealous of the faith others hold and the ease with which they can cast divine magics.





ACTIVE MARTIAL FEATS

Active Martial Feats are a group of feats that have the unique aspect to them of granting the character that takes them a new way to act (generally in combat). This ability is usually a 1/short rest ability that allows to go above and beyond, performing something akin to a martial spell. They scale with your proficiency remaining relevant throughout the whole game, and usually don't take a full action, integrating either as part of the attack action, a bonus action, reaction, or even in some cases not requiring an action at all.

These are good options for characters that want to a more active and tactical options in combat, and are particularly well suited to martial characters, particularly when using the Variant Martial Progression rules that grant more feats to martial characters.

ACTIVE MARTIAL FEAT SAVE DC

Any time an active martial feat requires a saving throw, the **DC is 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus.**

ATHLETE

Prerequisite: 4th level and proficiency in Athletics

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

- **Ability Score Increase.** Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Athletic Movement.** Gain your choice of a climbing speed or swimming speed equal to your movement speed.

ATHLETIC FEAT

Active Ability (Special)

You can perform an outrageous athletic feat. You can do any of the following during your turn:

- Jump a distance equal to your movement speed.
- Lift twice your normal lifting capacity until the end of your turn.
- Move at normal speed while carrying or dragging another creature until the end of your turn.

- Make a free Strength or Dexterity saving throw or ability check against an ongoing effect or spell effecting you that would normally take an action or only occur at the end of your turn
- Take the dash action as a bonus action.

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 rest by taking a level of exhaustion.

BODY GUARD

Prerequisite: 4th level and fighting style that uses your reaction to defend an allied creature

Your reflexes and techniques safeguard your allies. You gain the following benefits:

- **Ability Score Increase.** Increase Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Leaping Saves.** You can move up to 5 feet before using your reaction to protect an ally with a Fighting Style. Alternatively, when you use a reaction on a Fighting Style to defend an allied creature while you are already adjacent to them, you can swap positions with that ally after the attack completes as long as your movement speed isn't zero. This movement does not provoke attacks of opportunity.

HEROIC INTERVENTION

Active Ability (Reaction)

As a reaction, when an allied creature within range of your movement speed would take damage, you can move to them and into their space. If the damage came from an attack, you become the target of the attack.

They move to an unoccupied space of their choice within 5 feet, or the closest unoccupied space if there are no unoccupied spaces within 5 feet (potentially moving them out of an area of effect, but moving yourself into it).

You and the target creature have resistance to all damage until the start of your next turn.

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

BREAKER

Prerequisite: 4th level

You master the breaking of any creature within your grasp. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Punishing Blows.** You have advantage on attack rolls against a creature you are grappling.

MERCILESS BREAK

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with inflicting a debilitating injury on a creature you are grappling.

The creature takes 2d6 + your Strength modifier bludgeoning damage and suffers an injury for 1 minute. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus). While suffering from this injury, the creature subtracts d6 from attack rolls and ability checks, and must pass a DC 10 Constitution saving throw to successfully cast a spell.

The target creature makes a Constitution saving throw at the end of each of their turns, ending the effect of the injury on a success. A creature can spend their action treating their injury to automatically pass the saving throw.

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

BRUTE

Prerequisite: 4th level and proficiency in Intimidation

Your attacks leave your enemies devastated and cowering in fear. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Brutal Effort.** When you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

BRUTAL THREAT

Active Ability (Attack)

When you take the Attack action on your turn, in place of taking an attack, you can summon your killing intent to issue a dire threat to a creature that can see or hear you within 60 feet. The target must

make a Wisdom saving throw.

On failure, they become frightened for 1 minute. If it fails by 5 or more, it becomes frozen in terror, suffering the paralyzed condition while it is frightened. A frightened creature can repeat its saving throw at the end of each of its turns, ending the effect on success (if it fails by less than 5 it can end the paralyze effect, but cannot become paralyzed after the initial save).

If you kill a target while it is frightened in this way, you can repeat this action as a reaction targeting another creature within 30 feet that can see or hear you bypassing the usual usage restriction of the feature.

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

CHARGER

Prerequisite: 4th level

You master the reckless rush of smashing into the enemy line. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Heavy Momentum.** If you move at least 20 feet in a direction before making your first melee weapon attack roll on your turn, the attack deals an additional 1d8 damage.

WILD CHARGE

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with making a charge. You or a mount you are controlling can move up to 30 feet in a straight line, flinging your enemies out of your path.

This movement does not provoke attacks of opportunity. Large or smaller creatures in your path must make a Strength saving throw, or be knocked out of your way and prone. If a creature has no where they can move, they are knocked prone but not moved, and you pass over them. A creature takes 2d6 + your Strength modifier bludgeoning damage on a failed save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus). Your charge ends early if a creature passes their save. Creatures with a CR equal to less than half of your character level automatically fail their save.

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

DESTROYER

Prerequisite: 4th level

You bring ruin to the battlefield, cleaving through hordes. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Cleaving Blows.** When you reduce a creature to 0 hit points with an attack, you can apply any overflow damage (damage dealt by the attack over what was required to bring the target to zero) to another creature within 5 feet of the target, if the attack roll would also hit that target.

WHIRLWIND SLASH

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with spinning your weapon in a massive arc with great force. All creatures of your choice within 5 feet of you must make a Dexterity saving throw. On failure, they take 2d6 + your Strength modifier damage, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus)

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

DURABLE

Prerequisite: 4th level

You possess an implausible resilience and are capable of amazing feats of endurance. You gain the following the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution modifier by 1, to a maximum of 20.
- **Rapid Recovery.** When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

UNYIELDING ENDURANCE

Active Ability (Reaction)

As a reaction to taking damage, you can brace yourself to weather the blow and any additional blows. Until the start of your next turn, you can reduce all damage taken (including from the damage that triggered this reaction) by your Proficiency bonus

and gain advantage on Strength and Constitution saving throws. Additionally for the duration, if an attack would reduce you to 0, you can make a Constitution saving throw with a DC to the amount of damage taken. On success, you are reduced to 1 instead. If you are not incapacitated at the start of your next turn after using this feature, you can expend a number of hit dice up to your Proficiency bonus, rolling them to regain hit points as normal.

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

GRAPPLER

Prerequisite: 4th level

You master grappling and leverage to pin and fling your foes. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Quick Grabs.** When you take the Attack action on your turn, you can make one unarmed strike or attempt to grapple as a bonus action.

MARTIAL TOSS

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with attempting to hurl a creature your size or smaller. The target must make a Strength saving throw. An object or creature you are grappling automatically fails. If you successfully lift them, you can throw them 20 feet. The range is increased by 10 feet for each size smaller than you the target is.

The creature's movement ends early if it collides with another creature or obstacle. The thrown creature and anything it collides with takes 2d6 + your Strength modifier, and the thrown creature falls prone. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

A creature can choose to fail their save against this ability. You can throw a willing creature more carefully, dealing no damage to them unless they collide with something during their flight.

Once you use this feature to successfully throw a creature or object, you cannot use it again until you complete a short or long rest.

RUFFIAN

Prerequisite: 4th level

You have turned kicking people that are down into an art form. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Painful Critical.** When you score a critical hit with a melee weapon attack against a creature, it must make a Constitution saving throw or become blinded or dazed[†] until the start of your next turn. This does not affect undead, constructs, or other creatures that can feel no pain.

DIRTY STRIKE

Active Ability (Special)

When you make a melee weapon attack, you can follow up with a dirty trick (a knee to the gut, handful of sand to eyes, etc). The creature must make a Constitution saving throw. On failure, they become your choice of blinded or dazed[†] (your choice) for 1 minute. The target can repeat its saving throw at the end of each of their turns. A creature can spend their action treating their condition to automatically pass the saving throw. Once you use this against a target once, they are ready for subsequent attempts and automatically pass saving throws against it.

Once you use this feature to successfully blind or daze a creature, you cannot use it again until you complete a short or long rest.

[†]DAZED CONDITION

A dazed creature moves at half speed, cannot take reactions, it can use either an action or a bonus action, but not both, and regardless of the creature's abilities, it can't make more than one attack during its turn.

STRIKER

Prerequisite: 4th level

You move like the wind, striking faster than your foes can see. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength, Dexterity or Constitution modifier by 1, to a maximum of 20.
- **Battlefield Dancer.** Each time you hit a creature, your movement speed increases by 5 feet until the end of your turn. If you attack and hit a creature with a melee weapon attack, you can pass through it space treating it as difficult terrain.

SLASHING DASH

Active Ability (Attack)

When you take the attack action on your turn, you can replace one of your attacks with a rapid burst of movement, moving up to 30 feet along any surface in a straight line.

You can move on vertical or horizontal surfaces with this movement, can pass through creatures, and do not provoke attacks of opportunity, but cannot pass through objects or terrain. If you are carrying a weapon you are proficient with when you take this action, each time you pass through a creature, it must make a Dexterity saving throw. A creature takes 2d6 + your Strength or Dexterity modifier (your choice) damage of your weapon type on a failed save, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

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

WEAPON THROWER

Prerequisite: 4th level

You excel at hurling objects, with a remarkably lack of concern for aerodynamics.

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Reckless Aerodynamics.** All melee weapons gain the thrown 20/60 property for you, unless they already had the thrown property with a greater range.

THUNDERBOLT THROW

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with hurling a small or smaller object (including weapons for medium sized creatures) at a target. Make an attack treating the object as a simple melee weapon with the thrown 60/180 property unless it already has a longer thrown range. On hit, the creature takes 2d6 + your Strength modifier bludgeoning damage (replaced by the weapons damage type when throwing a weapon) and must make a Constitution saving throw or be knocked prone and stunned until the start of its next turn. If it fails the save by 5 or more, it also becomes stunned until the end of your next turn. The number of d6 increases by one when your proficiency bonus

increases (with the total number of d6 equaling your proficiency bonus).

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

WEAPON FEATS

Weapon feats are way for characters to gain special powers from the type of weapon they wield, gaining always effective benefits while wielding that weapon. They represent more consistent and passive bonuses than Active Martial Feats for player characters that prefer consistent mastery over bursts of strength.

They are good options for characters that want to make a weapon party of their identity or have more flexible ways to attack on their turn consistently.

These are meant compliment and work in conjunction with core 5e feats of a similar vein, and are balanced around a similar consideration to the strength of feats that specialize in polearms, heavy weapons, and other weapons.

AXE EXPERT

You wield an **axe** like a force of nature, maximizing and embodying its relentless and unstoppable power. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Axe Rush.** While wielding a handaxe, battleaxe, or greataxe, you can use a bonus action to move up to 5 feet and add 1d6 to your next attack and damage roll with an axe.

BOW EXPERT

Your relentless practice with a **bow** grants you the following benefits while using one:

- **Ranging Shots.** When you miss a ranged weapon attack with a bow, your next ranged weapon attack roll with a bow has advantage.
- **Overwatch.** As a bonus action, you can ready a shot until the start of your next turn. If a creature moves 5 feet or more while within 30 feet of you while you have a shot readied, you can use your reaction to make a ranged weapon attack against that creature with a -5 to the attack roll.

DAGGER EXPERT

You wield **daggers** with perfection and poise, able to use them fluidly in any situation.

- **Dagger Tricks.** You can draw or stow any number of daggers during your turn. You have advantage on any ability check to conceal your daggers.
- **Improved Critical.** Your attacks with daggers score a critical hit on a roll of 19 or 20.
- **Swift Stabbing.** When you use two-weapon fighting using a dagger in both hands, you can take both attacks as part of the Attack action on your turn (without expending your bonus action). You can only make this attack once per turn.

FLAIL EXPERT

Your mastery with a **flail** allows you to use the challenging weapon with deadly skill. You gain the following benefits while wielding a flail:

- **Dangerous Swings.** When you miss a melee weapon attack made with a flail, you can make a new attack roll against another creature you of your choice within the weapon's range. You cannot attack the same creature twice this way.
- **Wind Up.** As a bonus action, you can whirl the flail building momentum. The next attack you make with it before the end of your turns an additional 1d8 damage on hit.

HARPOON EXPERT

You are resourceful and skilled when it comes the use of **harpoons**, gaining the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Throwing Arm.** The normal range of your thrown weapons is doubled.
- **Harpoon.** As an action, you can use 30 feet of rope to turn any javelin, spear, or trident into a harpoon. When you throw that harpoon at a target 30 feet or less from you, you can pull it back to your hand as a bonus action. If the attack hit the target, when you pull the harpoon back to you, you can force the target to make a Strength saving throw against a DC of 8 + your Strength modifier + your proficiency bonus. On failure, you drag the target up to 20 feet toward you.

IMPACT EXPERT

You have mastered heavy blows with bludgeoning weapons. When you hit a creature with a **maul** or **greatclub**, you gain a charge of momentum until the end of your current turn. You can expend your momentum charges as a bonus action on one of the following abilities.

- **Knock Back** (*Requires 1 or more charges of momentum*): You push a creature within reach of you 5 feet per charge of momentum directly away from you. The distance they are pushed decreases by 5 feet for every size larger than you they are (for example, if you are Medium pushing a Large creature, you need to push them 10 feet to move them 5 feet).
- **Take Down** (*Requires 2 charges of momentum*): You force a creature within reach of you to make a Strength saving throw or be knocked prone.
- **Bonk!** (*Requires 1 or more charges of momentum*): You expend the momentum slamming into a creature within 5 feet of you, dealing 1d4 bludgeoning damage per charge of momentum.

LANCE MASTER

You use maximize the effectiveness of a **lance**, gaining the following benefits:

- **Impaled Movement.** While you are mounted, if you strike a creature smaller than your mount with a lance, you can push that creature until the end of your turn, you make another attack, or you move in something other than a straight line. This movement counts as if you are grappling the creature for the duration of the movement, and your mounts movement speed is reduced to half while pushing them.
- **Piercing ChargeE.** When you hit an attack with a lance after traveling at least 10 feet, you can make an additional attack at another creature behind the target hit with disadvantage, as long as they are in reach of your weapon (you can move between attacks, but only in a straight line) with disadvantage. You can continue to repeat this until you miss, run out of movement, or run out of creatures in a line to hit.
- **Expert Handling.** A lance no longer requires two-hands when you aren't mounted.

MORNING STAR EXPERT

You have mastered the use of a **morning star**, and are able to leverage greater effectiveness from it. You gain the following features:

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Improved Critical.** Your attacks with morning stars score a critical hit on a roll of 19 or 20.
- **Rend.** Your critical strikes wound the target. The target loses 1d10 hit points at the end of each of their turns until the wound is healed. The target or any creature within 5 feet of it can make a DC 10 Wisdom (Medicine) check as an action to heal the wound.

STINGER

You specialize in the quiet and agonizing kill with subtle weapons. You gain the following benefits related to **blowguns** and **darts**:

- **Ability Score Increase.** Increase your Dexterity, Wisdom, or Constitution ability score by 1, to a maximum of 20.
- **Efficient Poisons.** When you apply a poison blowgun needle or dart, you can apply it to twice as many pieces of ammunition.
- **Hidden Death.** If you attack while hidden from a target with a blowgun or dart, you can make Dexterity (Stealth) ability check with a -5 for each time you've hit the target this turn against their passive Perception (no action required). On a success, you remain hidden from that target, though the target will know which general direction you are in.

SWORDMASTER

Your swordplay leverages every advantage to build momentum, allowing you to strike or defend in new ways. When wielding a **sword**, you gain a special Swordplay d6 die each time you successfully attack a creature with it. You can have a maximum number of Swordplay dice equal to your proficiency bonus. You lose all accumulated dice if you stop wielding a sword or end your turn without making an attack with a sword.

You can spend your Swordplay dice on the following abilities:

- **Sword Parry.** As a reaction to being hit by a melee weapon attack, you can expend your Swordplay

dice, rolling them and reducing the damage taken by the amount rolled. If the amount rolled exceeds the damage taken, the attacker takes damage equal to the difference.

- **Sword Finisher.** As a bonus action when you hit a creature with a melee weapon attack, you can expend your Swordplay dice, rolling them and dealing additional damage equal to the roll.

NATURAL WEAPON EXPERT

Prerequisite: Have one or more natural weapons

You master the use of your **natural weapons**, granting you the following benefits:

- **Ferocity.** As a bonus action, you can make a single weapon attack with your natural weapon.
- **Natural Perfection.** Your natural weapon damage die increases to 1d6 or by one die size, up to a maximum of a 1d10 (whichever would be greater). The minimum and maximum increase at 11th level (to 1d8 and 1d12 respectively).

PIKE MASTER

You master the effective use of a **pike**, making the most of its extreme range.

- **Extended Reach.** Your reach with a pike increases by 5 feet on your turn.
- **Set for Charge.** If you haven't yet moved this turn, you can use your bonus action to set for charge, reducing your movement speed to 0 and gaining a second reaction that can only be used to make attacks of opportunity until the start of your next turn.
- **Zone Control.** While wielding a pike, creatures provoke an attack of opportunity when they enter the reach of the pike.

WARHAMMER EXPERT

Your mastery over a **warhammer** ensures that your blows never fail to wear down the enemy, becoming an inexorable threat to any foe. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Battering Blows.** When you miss a melee weapon attack with the warhammer, the target takes half the weapon damage the attack would have dealt. This does not count as a hit for things that require

you to hit the target (such as spells, Divine Smite, or similar features), but does include modifiers to the attack damage roll.

WAR PICK EXPERT

You have mastered the use of a **war pick**, and are able to tear down the most formidable foes.

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Siege Pick.** Attacks you make with the war pick against objects deal double damage.
- **Sunder.** When you hit a target that is wearing armor or benefiting from natural armor, you can use your bonus action to sunder the target, temporarily leaving them vulnerable. The next attack roll against that creature has advantage.

WHIP EXPERT

You master using a **whip**, gaining the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity or Constitution ability score by 1, to a maximum of 20.
- **Precise Blows.** When you wield a whip, increase the damage die size of whips by one size (for example, from a d4 to a d6).

WHIP TRICKS

You master the manipulation of a **whip** to allow a level of extreme control over its use.

When you make an attack with a whip and hit, you can replace the damage roll of the attack with one of the of the following effects:

- **Sudden Yank.** You wrap the whip around a Medium or smaller target, and yank them 5 feet towards you.
- **Tangle Weapon.** You tangle one weapon the target is wielding, giving them disadvantage on attacks with that weapon until the start of your next turn, or until they miss an attack. You cannot make attacks with the whip used to make the attack until they free the weapon.
- **Whip Trip.** You tangle a Large or smaller creature's feet, causing them to fall prone.

Additionally, you can use a whip to extend your reach for certain object interactions, such as opening and closing doors, picking up objects, or similar simple interactions.

COMBAT STYLE FEATS

Combat Style feats are similar to the weapon feats, but represent broader categories of fighting rather than specific weapons. They exist to supplement existing feats that empower certain weapon properties, rather than types.

VERSATILE WEAPON MASTER

You are an expert on the fluid use of **versatile weapons**, changing stances to fit any situation. When you draw a versatile weapon you are proficient with, or start your turn while wielding one, you can enter a special stance as long as you aren't wielding other weapons or a shield.

This lasts until the start of your next turn, drop or sheath your weapon, or equip a shield. Each stance provides modifiers to your melee weapon attacks made with the versatile weapon while in that stance:

- **Neutral Stance:** You add +1 to your attack rolls, damage rolls, and armor class.
- **Power Stance:** You don't add your Proficiency bonus to attack rolls, but add twice your Proficiency bonus to your damage rolls.
- **Accuracy Stance:** You add twice your Proficiency bonus to attack rolls, but don't add your Strength modifier to damage rolls.
- **Defensive Stance:** You don't add your Proficiency bonus to attack rolls, but if you hit at least one attack against a hostile creature, you can add your proficiency bonus to your AC until the start of your next turn.

LIGHTNING STRIKER

You have mastered wielding weapons with lightning speed, granting the following benefits:

- **Quick Draw.** Whenever you make an attack, you can draw a light melee weapon as part of taking the attack.
- **Twin Strike.** When you make an attack while wielding more than one light melee weapon and make an attack with one of them, you can subtract the damage dice of another light melee weapon you are carrying from the attack roll to add twice its damage dice to the damage roll of that attack on hit.

MYSTIC PATH FEATS

Mystic path feats are feats that grant you a special power in a particular affinity. They are similar to active martial feats, but while those are potentially superhuman, these feats are supernatural, no longer representing feats of strength or speed, but of unique power and affinity.

MYSTIC PATH MODIFIER

You can choose your Mystic Path modifier when you have one or more Mystic Path feats. Your Mystic Path Modifier can be any ability score modifier besides Constitution. Your Mystic Path DC is calculated as 8 + your Mystic Path Modifier + your proficiency bonus.

Any spells you gain through a Mystic Path feat use your Mystic Path modifier as its spellcasting modifier.

ONE WITH WIND

Prerequisite: 4th level

You have mastered the supernatural ability striking like the wind, gaining the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity, or Wisdom ability score by 1, to a maximum of 20.
- **Wind Walker.** You are not affected by difficult terrain or additional movement costs when the difficult terrain or movement cost comes from strong winds (such as the *gust of wind* spell).

WIND STRIKE

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a special attack that lets you vanish into the wind before striking a number of nearby creatures with a weapon you are carrying in a flurry of blows, before reform from the wind within 5 feet of one of the creatures attacked. You can attack a number of creatures in this way equal to your proficiency bonus, but can only strike each creature once. You can strike creatures within a range of 5 × your proficiency bonus feet (for example when you proficiency bonus is +2, you can strike creatures within 10 feet).

Each time you strike a creature, make a melee weapon attack, dealing 1d6 + your Mystic Path modifier damage on a hit. The damage increases by 1d6 each time your proficiency bonus increases.

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

WIND AFFINITY

You are touched by the winds, either from a blessing of a powerful entity or through focused mastery and study of their essence, allowing you to borrow and harness their power.

You learn the *windborne weapon*^K and *manipulate wind*^K cantrips and the *become wind*^K spell. You can cast it innately without and without expending a spell slot once, regaining the ability to so when you complete a short or long rest. When you cast it this way, you cast it a level equal to your proficiency bonus.

WIND SLASH

The wind conveys the will of your attacks, granting you the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity or Wisdom ability score by 1, to a maximum of 20.
- **Cloudbreaker.** You can cut dust, fog, or clouds. As an attack as part of the attack action, you can clear a 30 foot cone of dust, fog, or cloud. Depending on the source of the obscuring effect, the area may become obscured again after 1d4 rounds.

WIND SLASH

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a special attack, launching a blades of wind at targets within 60 feet. You launch a number of blades equal to your proficiency modifier, but can increase the number of attacks made by giving up additional attacks you can make as part of the Attack action (launching one additional attack for each attack forgone). The blades are ranged weapon attacks using your Mystic Path modifier. Each blade deals 2d6 slashing modifier on damage on hit.

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

FIRE DANCER

Prerequisite: 4th level

You've danced among the flames so long and with such skill that now the flames dance along with you. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity, or Charisma ability score by 1, to a maximum of 20.

- **Through The Flames.** You have advantage on Dexterity saving throws where failing them would result in taking fire damage.

CINDER SWEEP

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with moving up to 5 feet without provoking attacks of opportunity and then cause an explosion of fire around you. All creatures within 10 feet of you must make a Dexterity saving throw. On failure, a creature takes 2d6 fire damage and becomes ignited. Creatures that are ignited take 1d6 fire damage at the end of each of their turns until a creature within 5 feet of the ignited target spends their action to douse the flames. On success, creatures take half as much damage and are not ignited. The initial fire damage increases by 1d6 when your proficiency bonus increases.

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

BURNING SOUL

Prerequisite: 4th level

You harbor within you an ember of the flame of life akin the power of phoenix harbored within your soul. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Constitution or Charisma ability score by 1, to a maximum of 20.
- **Resilient Life.** You gain advantage on death saving throws. If you have Explosive Rejuvenation available when you would fail your 3rd death saving throw, it automatically activates instead.

EXPLOSIVE REJUVENATION

Active Ability (Bonus Action, Supernatural)

As a bonus action, you can unleash the power of the ember, exploding with fire. You regain 2d4 hit points, and all creatures within 10 feet of you must make a Dexterity saving throw, taking 2d4 fire damage on a failed save, or half as much on a successful one. The fire damage and hit points regard increase by 1d4 each time your proficiency increases (remaining equal to your proficiency bonus).

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

FIRE AFFINITY

You are granted a special affinity with fire, allowing you to borrow and harness its power.

You learn the *firebolt* and *manipulate fire*^K cantrip, and learn the *become fire*^K spell. You can cast it innately without and without expending a spell slot once, regaining the ability to do so when you complete a short or long rest. When you cast it this way, you cast it at a level equal to your proficiency bonus.

LIGHTNING LEAPER

Prerequisite: 4th level

You master the art of moving like lightning... literally. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity, or Intelligence ability score by 1, to a maximum of 20.
- **Lightning Dodge.** When you succeed a dexterity saving throw, you can teleport up to 5 feet.

LIGHTNING LEAP

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one attack by turning into lightning, leaping (as lightning) to a creature or empty space within 10 feet. If you target a creature, you can target a chain of creatures within 10 feet of the previous target, targeting a number of creatures equal to your proficiency bonus. Each creature you target makes a Dexterity saving, taking 2d6 lightning damage on a failed save, or half as much on a successful save. You then teleport to an empty spot of your choice adjacent to the last target of the chain. The damage increases by 1d6 and the range (initial and jump distance) increases by 5 feet whenever your proficiency bonus increases.

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

LIGHTNING ROD

Prerequisite: 4th level

You learn to store lightning energy within your body. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Constitution, or Intelligence ability score by 1, to a maximum of 20.
- **Lightning Draw.** When a creature within 10 feet of you takes lightning damage, as a reaction you can redirect that damage to yourself.

LIGHTNING BURST

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one attack by unleashing lightning that blasts all targets of your choice within 10 feet of you. Each target must make a Dexterity saving throw. On failure, they take 2d6 lightning damage. On success they take half as much damage. The lightning damage increases by 1d6 each time your proficiency bonus increases.

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

EARTH SHAPER

You have mastered a special connection to the earth and can call upon the stones buried in to heed your calls.

- **Ability Score Bonus.** Increase your Strength, Constitution, or Wisdom modifier by 1, to a maximum of 20.
- **Stone Forming.** You learn the *stone forming*^K cantrip.

EARTHEN WAVE

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with causing the ground beneath a target creature within 30 feet to surge and warp. The target must make a Dexterity saving throw against your Mystic Path DC. On failure, you can cause one of the following effects of your choice:

- **Earth Spike.** The target takes 2d6 + your Mystic Path modifier piercing damage.
- **Earth Grip.** The target is grasped by the earth and their movement speed becomes 0 until the start of your next turn.
- **Earth Slam.** The target takes 1d6 + your Mystic Path modifier bludgeoning damage and is knocked 5 feet in a direction of your choice.

On success, they take no damage and suffer no additional effects. The damage the target takes is increased by 1d6 when your proficiency bonus increases.

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

EARTH BINDER

Prerequisite: Earth Caller.

Your mastery of the earthly powers allows you to call upon its power to entrap foes. You gain the following the benefits:

- **Ability Score Bonus.** Increase your Strength, Constitution, or Wisdom modifier by 1, to a maximum of 20.
- **Grasping Earth.** Once per turn, when you hit a Large or smaller creature with a melee weapon attack as part of the Attack action, its speed is reduced by 10 feet. If it is flying, it must a Strength saving throw, or fall prone.

STONEWALL

Active Ability (Action, Supernatural)

As an action, you cause a 20 foot high, 1 foot thick wall of stone to erupt from the ground either in a 20 foot radius around you, or in a 30-foot long straight line that has a least one part of the wall within 20 feet of you.

The wall lasts for up to 10 minutes. The wall can be destroyed, and has an AC of 16 and a number of hit points equal to 5 x your character level (the entire ring sharing the same hit points, crumbling to dust when reduced to zero). The cage immediately crumbles if you fall unconscious.

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

STONE AFFINITY

You are granted a special affinity with stone, allowing you to borrow and harness its power.

You learn the *impact*^K and *manipulate earth*^K cantrip, and learn the *become stone*^K spell. You can cast it innately without and without expending a spell slot once, regaining the ability to so when you complete a short or long rest. When you cast it this way, you cast it a level equal to your proficiency bonus.

WATER AFFINITY

You are granted a special affinity with water, allowing you to borrow and harness its power. You learn the *water bullet*^K and *manipulate water*^K cantrip, and learn the *become water*^K spell. You can cast it innately without and without expending a spell slot once, regaining the ability to so when you complete a short or long rest. When you cast it this way, you cast it a level equal to your proficiency bonus.

WATER WEAVER

Prerequisite: 4th level

You have mastered a special connection to water and can beckon it to your call. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity, or Wisdom ability score by 1, to a maximum of 20.
- **Water Walker.** You can walk on top of surfaces made of water as if they are solid ground.

WATER WHIP

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with creating and using a whip of water. You can slam this into a creature within 30 feet of you, forcing it to make a Strength saving throw. On a failed save, the target takes a number of d8 damage equal to your proficiency bonus, and is knocked 10 feet in a direction of your choice (including straight up, if you so choose). On a successful save, the target takes half as much damage and isn't moved.

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

ESOTERIC ARTS

ILLUSION ART

Prerequisite: 4th level

You master the arts of illusion, mastering a special art to create them through a unique method. You gain the following benefits:

- **Mind Tricks.** You learn the *minor illusion* cantrip and cast it without a material component, using a spellcasting ability modifier of your choice. When you form a weapon with *minor illusion*, you can use it as if it were a real weapon for the duration. On hit, it does psychic damage instead of its normal damage type.

ILLUSION STEPS

Active Ability (Bonus Action, Supernatural)

You can cast *mirror image* as a bonus action without expending a spell slot. When cast this way, it conjures

a number of duplicates equal to your proficiency bonus. When you cast this ability or as a bonus action while it is active, you can move one or more of the duplicates out of your space. A duplicate outside of your space looks just like you and mimics your action, but if you attack or interact with anything while it is not in your space, it is revealed as an illusion until it returns to your space.

If you start your turn with one or more duplicate not in your space, you can either recall them to your space or swap positions with one (destroying the duplicate in the process).

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

VOID ART

Prerequisite: 4th level

After intense study and sudden enlightenment you've mastered the true essence of cutting through space itself. You gain the following benefits:

- **Part Magic.** When you succeed a Dexterity saving throw against a spell or similar magical effect and you would take half damage, you can use your reaction to cut the effect from existence around you, taking no damage instead.

VOID STRIKE

Active Ability (Action, Supernatural)

As an action, you make a special attack that strikes the dimensional boundaries around a creature, disrupting them and potentially briefly pulling the creature into the ethereal plane. The target makes a Charisma saving throw. On failure, they take force damage equal to 2d6 + your Mystic Path modifier and are banished to the ethereal plane until the start of your next turn. On success, they take half as much and are not banished to the ethereal plane.

The creature cannot move while on the ethereal plane, but can otherwise take any action they can normally take, but they cannot interact with things on the material plane unless they normally could. You can choose to do no damage with this ability, and the target can choose to fail their save. The number of d6 damage the target takes increases when your proficiency bonus increases, remaining equal to your proficiency bonus.

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

VANISHING TRICK

Prerequisite: 8th level

You master an esoteric art of vanishing and leaving something (or someone) behind in your space, swapping positions with them. You gain the following abilities:

- **Decoy Death.** If you would be reduced to 0 hit points as a result of taking damage, you can use Nether Swap as a reaction. When you do so, you instead fall to 1 hit point, with any additional damage beyond what would reduce to 1 hit point being taken by the object you swap places with. You can do this even if you have no use remaining, but once you use it this way you cannot use it this way again until you complete a long rest. You can only target objects when using it this way.

NETHER SWAP

Active Ability (Bonus Action, Supernatural)

As a bonus action, you swap places with a Small to Large creature or object that is not being worn or carried you can see within 15 feet of you. If the target is an unwilling creature, it makes a Charisma saving throw against your Mystic Path DC. On a successful save, the ability fails and neither creature is teleported. The maximum distance increases by 5 feet when your proficiency bonus increases (always equaling 5 times your proficiency bonus).

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

TRANSFORMATION ARTS

Transformation arts all about feats that turn you into cool things, or give you the powers of cool things, that are usually enhanced while you're a cool thing.

While turning into a dragon or titan is great fodder for subclasses and spells, these feats are about dipping into those themes in something that can be bolted onto any class or subclass in a way that makes sense for characters that want those themes or powers as part of their character, but don't want to commit their whole subclass to it. Or to add on top of a whole subclass committed to it for those that want to double down on a theme.

Any time they use a DC for a saving throw, they use your Mystic Path DC.

TITANIC FORM

Prerequisite: 4th level

You awaken or learn a mystical ability drawing on the ancient power of the titans. You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength, Constitution, or Wisdom ability score by 1, to a maximum of 20.
- **Mystic Language.** You learn giant. If you already know giant, you learn one additional language of your choice.

TITANIC ASPECT

Active Ability (Action, Supernatural)

As an action, you come under the Enlarge effect of the *enlarge/reduce* spell.

In addition to the normal effect, your flesh takes on rough stone-like appearance, causing your unarmed strikes to deal an additional 1d4 damage and reducing all damage from bludgeoning, piercing, and slashing damage by your proficiency bonus if you don't already have a damage reduction. If you already have a source of damage reduction, only the highest source is used, and is increased by 1 during this effect.

The effect lasts 10 minutes. You can end this effect early as an action, returning to normal size. It ends early if you fall unconscious. Once you use this feature, you cannot use it again until you complete a short or long rest.

THUNDERER

Prerequisite: 4th level

- **Ability Score Bonus.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.

QUAKING SMASH

Active Ability (Attack, Supernatural)

As an attack as part of the attack action, you slam the ground causing an eruption of thunder to erupt outward in a 15 foot cone. Creatures in the area must make a Constitution save. On failure they take 2d6 thunder damage and are knocked prone. On success, they take half as much damage and aren't knocked prone. The number of d6 damage dealt increase when your proficiency bonus increases. If you are

Large or Larger when you take this action, the size of the cone doubles and the d6s become d8s.

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

DRAGON FORM

Prerequisite: 4th level

You have learned to invoke the powers of a dragon. You gain the following features:

- **Ability Score Bonus.** Increase your Strength, Constitution, or Charisma ability score by 1, to a maximum of 20.
- **Mystic Language.** You learn draconic. If you already know draconic, you learn one additional language of your choice.

DRAGON ASPECT

Active Ability (Bonus Action, Supernatural)

As a bonus action, you can physical transform your body, choose number up to your Proficiency bonus of the following draconic features:

- **Fangs.** Gain dragon-like fangs, gaining a natural weapon that deals 1d8 piercing damage.
- **Claws.** Transform one or both hands into dragon-like claws, gaining natural weapons that deal 1d6 slashing damage and have the Light property.
- **Scales.** Gain dragon-like scales. When you aren't wearing armor, your base AC is 13 + Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor. You gain resistance to acid, cold, fire, lightning or poison damage. (selected when you take the feat).
- **Wings** (*Requires 9th level*). If you are not wearing armor, dragon-like wings sprout from your back. Until the transformation ends, you have a 30 foot flying speed.
- **Eyes.** You gain a darkvision of 60 feet. If you already have a darkvision, you gain a blindsight of 15 feet.
- **Empower.** A weapon you are holding or natural weapon of your choice is wreathed in elemental power. Its damage is increased by 1d4 acid, cold, fire, lightning, or poison damage (selected when you take the feat).

The transformation lasts 1 minute or until you end it early as a bonus action. If they don't otherwise have

a bonus to attack and damage rolls, natural weapons granted by this transformation gain a bonus to attack and damage rolls equal to half your proficiency bonus (rounded down). Once you use this feature, you cannot use it again until you complete a short or long rest.

DRAGON BREATH ART

Prerequisite: 4th level

You master the art of gathering elemental power within yourself to unleash in blasts akin to a dragon's breath. You gain the following benefits:

- **Ability Score Bonus.** Increase your Constitution, or Charisma ability score by 1, to a maximum of 20.

DRAGON BREATH

Active Ability (Attack, Supernatural)

As an attack as part of the attack action, you can unleash a cone of elemental devastation. Creatures in a 15 foot cone or 5 by 30 foot line (your choice) must make a Dexterity (for acid, fire or lightning) or Constitution (for cold or poison) saving throw. On failure, they take 3d6 acid, cold, fire, lightning, or poison damage (select when you take this feat), or half as much on a successful one. The number of d6 increases when your proficiency bonus increases (to 4d6 at 5th level, 5d6 at 9th level, 6d6 at 13th level, and 7d6 at 17th level).

If you are transformed by the Dragon Aspect of the Dragon Form feat, the area of effect is doubled (to a 30 foot cone or 60 foot line).

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

EPIC BOONS [UNEDITED]

The following are a selection of epic boons. Epic boons are unique perks that the DM can grant to players through powerful entities. They can be rewards for quests, a sign of favor, or even a form of progression beyond level 20 for groups that adventure into affairs of the gods and greater beings of the cosmos.

Epic boons are not balanced against each other like the same rigor as feats or spells, as they are not something that players are typically able to select for themselves. I've made some effort to categorize these into roughly equivalent 'greater boons' and 'lesser boons' but there will still be some variance between them that should be considered when granting them.

GREATER BOONS

Greater boons are properly epic and powerful abilities that will produce a powerful and game changing (in at least a narrow sense) effect, and should be handed out only during epic high level gameplay, or as a very rare and special reward from a higher being.

BOON OF ATTUNEMENT

Your attunement slots increase by 1.

BOON OF BEASTS

You are permanently under the effect of *Speak with Animals*, and can cast *Animal Friendship* at will without any components or expending a spell slot. You lose this effect for 24 hours if you kill a beast.

BOON OF BOND

You and another willing creature become permanently bonded together by a magical connection. Any damage taken or healing done to either creature is split between the two creatures. Either creature can transfer their hit points to the other creature by touching them as an action if the other creature has less hit points than they do (up to an amount that would equalize their hit points).

BOON OF CARNAGE

When you kill a creature with a weapon attack, you gain 5 temporary hit points and an additional action which can only be used to take the attack action (one weapon attack only). Once you gain this bonus, you cannot gain it again until the start of your next turn.

BOON OF CELESTIAL ASCENSION

Your creature type becomes Celestial. You gain resistance to radiant damage, and sprout angelic wings that grant you a flying speed of 30 feet.

If you are already resistant to radiant damage, they gain immunity to radiant damage.

BOON OF CRAFTING

You gain advantage on all crafting checks or ability checks made with artisan tools.

BOON OF DIVINE BLESSING

You are permanently under the effect of the *Bless* spell.

BOON OF DIVINE GUIDANCE

You are permanently under the effect of the *Guidance* spell. The spell does not end when you make an ability check.

BOON OF DRACONIC INHERITANCE

Your creature type becomes dragon. You gain resistance to acid, cold, fire, lightning or poison damage (selected by the creature giving you the boon), and sprout draconic wings that grant you a flying speed of 30 feet.

"BOON" OF DEMONIC TRANSFORMATION

Your creature type becomes Fiendish. You gain resistance to fire and lightning damage. You sprout a demonic tail that can be used as a natural weapon, dealing 1d6 piercing damage and 1d6 poison damage.

If you are already resistance to fire or lightning or damage, you gain immunity to the damage type.

BOON OF EARTH

You gain resistance to poison damage and gain a tremorsense of 30 feet. You can cast *Become Stone* at will without any components or expending a spell slot.

If you are already resistant to poison damage, you gain immunity to poison damage.

BOON OF EVERLASTING MAGIC

The duration of all your spells with a duration is doubled.

BOON OF FIRE

You gain resistance to fire damage and no longer suffer the effects of hot environments. You can cast

become *fire^K* at will without any components or expending a spell slot.

If you are already resistance to fire damage, you gain immunity to fire damage.

BOON OF FREEZING WATER

You gain resistance to cold damage and no longer suffer the effects of cold environments. You can cast *become water^K* at will without any components or expending a spell slot.

If you are already resistance to cold damage, you gain immunity to cold damage.

BOON OF ILLUSIONS

You can cast *silent image* at will without expending a spell slot. Additionally, you can see through all illusions, seeing them for what they are.

“BOON” OF INFERNAL DAMNATION

Your creature type becomes Fiendish. You gain resistance to fire and poison. You sprout infernal horns.

If you are already resistance to fire or poison damage, they gain immunity to the damage type.

“BOON” OF THE FAIRY

You become one size smaller. You can cast *faerie fire* at will without any components or expending a spell slot. You gain butterfly wings that grant you a flying speed of 30 feet, but leave behind an ephemeral trail of glittering dust when you fly that lasts one round, giving you disadvantage on stealth checks when on any turn you use your flying speed.

BOON OF THE GIANT

Your size increases to large (if smaller than Large), and the damage of your melee weapon attacks increase by 1d4.

BOON OF GHOSTLY PASSAGE

As a bonus action, you can become ethereal until the start of your next turn. While ethereal, you can pass through creatures and objects without expending additional movement, but cannot end your turn inside an occupied space. You have resistance to all damage besides force and psychic damage. Once you use this ability, you cannot use it again until you complete a short or long rest.

BOON OF MARTIAL VIGOR

All expended active martial feats you have gain a "Recharge (6)" ability, meaning that at the start of

each of your turns, you roll a d6 for each one. On a 6, they are refreshed immediately.

ACTIVE MARTIAL FEATS

Active Martial Feats are feats are found in the section titled as such in this book, and are feats that give you a short rest based power. This makes them automatically refresh over time in combat.

BOON OF MERCY

Whenever you restore hit points to another creature, you gain temporary hit points equal to the number of hit points restored.

BOON OF MISFORTUNE

A twisted boon that doesn't negate your bad luck, but lets you share it. Whenever you roll a 1 on an attack roll, saving throw, or ability check, you can choose a creature within 60 feet. Their d20 next roll before the start of your next turn becomes a 1.

BOON OF PACIFISM

You are permanently under the effect of *sanctuary*. Any action that would normally break it still breaks it, but you regain the effect if you go 1 minute without taking an action that would break it.

Additionally, you gain the ability to cast *calm emotions* without any components or expending a spell slot once, regaining the ability to do so again after completing a short or long rest.

BOON OF SACRIFICE

As an action, you can touch a creature and transfer it a number of your hit points up to twice your character level. You cannot reduce your own hit points below 1 when transferring hit points this way.

BOON OF SHADOWS

While in darkness, you can take the Hide action as a bonus action. When you take Hide action in dim light or darkness, you become invisible until take another action, deal damage, cast a spell, or are no longer in dim light or darkness.

BOON OF THE BRUTE

You can add your Strength modifier to your Wisdom, Intelligence, and Charisma saving throws.

BOON OF THE CHOSEN HERO

You are permanently under the effect of the *heroism* spell.

“BOON” OF THE SPIDERQUEEN

Your lower half becomes that of a spider. You are permanently under the effect of the *spider climb* spell and you can ignore movement restrictions caused by webbing.

You can cast the web spell without components or expending a spell slot once, after which you must complete a short or long rest to cast it this way again.

BOON OF TIME

You gain the ability to cast *time stop* without expending a spell slot. When you cast it this way, it stops time for a number of turns equal to your proficiency bonus instead of rolling. Once you do so, you cannot do so again until you complete a long rest.

“BOON” OF UNDEATH

Your creature type becomes undead. You gain resistance to necrotic damage. You no longer need to eat, drink, or breathe. Additionally, if you are reduced to 0 hit points, you can make a Constitution saving throw with a DC equal to 5 + the damage taken. On success, you are reduced to 1 hit point instead.

If you already have resistance to necrotic damage, you become immune to necrotic damage instead.

BOON OF WIND

You gain resistance to lightning damage and no longer take fall damage from falling. You can cast *become wind* at will without any components or expending a spell slot.

If you already have resistance to lightning damage, you gain immunity to lightning damage.

BOON vs. “BOON”

The boons presented here represent the meddling of higher beings. The Boons are generally things that are nearly universally positive, while the “Boons” are slightly more mixed, being powerful positive effects, usually with one thing that is a minor downside or something that might not be considered a good thing by all players.

MINOR BOONS

Minor boons are useful and powerful effects but tend to have more niche effects that can be very nice to have, but can be appropriate as a sign of favor or reward at lower levels.

BOON OF BABBLE

You can understand, speak, and read all languages

BOON OF BOUNDING

Your long and high jumping distance is doubled.

BOON OF COINS

Each month, the amount of any coin you own or have stored increases by five percent. This property ceases to function for that month if the coins are carefully observed during that time.

BOON OF DOGGOS

All dogs treat you as a friendly creature. You lose this boon if your alignment ever becomes neutral or evil.

BOON OF DIVINE LIGHT

You can emit 15 feet of bright light, and an additional 15 feet of dim light. The bright light is sunlight. You can douse or relight this light at any time.

BOON OF ENDLESS MASKS

You gain the ability to cast *disguise self* at will. The spell lasts until you dismiss it when you cast it this way.

BOON OF FAIR WINDS

The wind always blows in a favorable direction while you are sailing on the sea.

BOON OF HEAVY HANDS

Your unarmed strikes become considered natural weapons having the Heavy property, and their damage increases to 1d8.

BOON OF INVENTORY

You gain a sub-dimensional space allowing you to store up to items in space roughly 64 cubic feet. As an action, you can place an item that you can carry into this space, or retrieve an item that is already in the space. You cannot place living things into the space. The passage of time does not affect items stored in this inventory.

BOON OF IRON

You gain proficiency in all armor and weapons.

BOON OF INK

Copying spells into your spellbook, spellmanual, or similar record of spells no longer costs gold.

BOON OF OPENED MIND

You gain telepathy, which you can use to communicate with other creatures within 60 feet of you. You do not need to share a language, but a creature must speak at least one language to understand you. The creatures reply to messages sent this way.

BOON OF PLENTY

You gain the ability to cast *goodberry* without expending a spell slot. Berries created this way are particularly delicious. Once you use this ability, you cannot use it again until you complete a long rest.

BOON OF STEADY HANDS

Being drunk no longer gives you disadvantage on attack rolls or ability checks.

BOON OF SWIFTNESS

Your movement speed increases by 10 feet.

BOON OF TALENT

You gain proficiency in one skill of the entity granting the boon's choice. If you are already proficient in that skill, you gain expertise in the skill.

BOON OF THE DANCER

You gain advantage on all Dexterity saving throws, and all ability checks involving dancing. When you dance, special effects based on the granter of the boon may appear (such as rays of moonlight).

BOON OF THE FAMILIAR

You gain the ability to cast *find familiar* without any components or expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

BOON OF THE PHOENIX

The first time you would die after receiving this boon, you are instead consumed by a pillar of flames shaped like a phoenix. In this fire you are healed for a number of hit points equal to your maximum and release a wave of fire hitting all creatures within 20

feet. Hostile creatures in range of the fire must make a Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much on a successful save. Allied creatures in range of the fire are instead healed for 4d6 hit points.

After this boon is triggered, you lose this boon.

BOON OF THE SEA

You gain the ability to breathe underwater, and a swimming speed equal to walking speed.

BOON OF THE SHROUD

You are permanently under the effect of *nondetection*, though the effect can be pierced by any entity of greater power than one that granted this boon.

BOON OF THE STEED

You gain the ability to cast *find steed* without any components or expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

BOON OF THE TWISTED TONGUE

Insight checks and spells cannot reveal your deceptions, unless they are performed by an entity of greater power than the one that granted you the boon. This does not mean that creatures automatically believe you, or that your lies cannot be revealed by other means (such as context or evidence).

BOON OF TINY MIGHT

Being small or tiny no longer precludes you from using weapons with the Heavy property.

BOON OF TWILIGHT

You gain darkvision out to a range of 300 feet.

BOON OF VENGEANCE

You gain advantage on all attack rolls and ability checks against one specific creature (defined by the entity granting the bond).

SPELLS BY CLASS

BARD

CANTRIPS (0 LEVEL)

- Illusionary Dart

1ST LEVEL

- Awaken Rope
- Blade Mirage
- Illusory Pit
- Induce Headache
- Mind Ray
- Thunder Punch

2ND LEVEL

- Alacrity
- Crescent Wind Slash
- Spelltrap
- Dancing Object
- Disorient
- Instant Counter
- Vicious Hound

3RD LEVEL

- Thunder Pulse

4TH LEVEL

- Echoing Lance
- Quicksilver Steps

5TH LEVEL

- Sonic Shriek

7TH LEVEL

- Arcanist's Sword

CLERIC

1ST LEVEL

- Karmic Reflection

2ND LEVEL

- Blazing Beacon
- Divine Judgement
- Sanctified Charge
- Summon Archon
- Unholy Wave

3RD LEVEL

- Angelic Slash
- Brilliant Blade
- Immutability

4TH LEVEL

- Commandment
- Heavenly Ray
- Vital Surge

5TH LEVEL

- Sudden Hazards

6TH LEVEL

- Platinum Lances
- Final Flame

8TH LEVEL

- Divine Descent

DRUID

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Rock Slam
- Stone Forming
- Water Bullet
- Windborne Weapon

1ST LEVEL

- Acid Bubble
- Arctic Breath
- Bramble Binding
- Bad Blood
- Crashing Wave
- Grasping Roots
- Eyes of Immolation
- Heavy Blow
- Ice Arrow
- Lightning Tendril
- Nauseating Poison
- Stone Fist
- Water Blast

2ND LEVEL

- Become Fire
- Become Stone
- Become Water
- Become Wind
- Clay Touch
- Crackle
- Dancing Wave
- Earth Ripple
- Hurricane Slash
- Pseudopod Slam
- Sprout Tree
- Revised Dust Devil
- Shattering Shield
- Summon Swarm
- Vacuum Pull
- Wind Cutter
- Windsense
- Vicious Vapors

3RD LEVEL

- Acidic Pit
- Arctic Aura
- Bramble Barrier
- Dig
- Fire Cyclone
- Instant Bulwark
- Mutate
- Rain of Spiders
- Seismic Wave
- Spider Bite
- Summon Plant
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4TH LEVEL

- Carnivorous Garden
- Geyser
- Orbital Stones
- Poison Puff
- Stinging Swarm
- Stone Coffin
- Vital Surge

5TH LEVEL

- Acid Rain
- Burial Barrage
- Field of Stars
- Fissure
- Sky Burst
- Tornado

6TH LEVEL

- Avalanche
- Blizzard
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Volcanic Burst

7TH LEVEL

- Glacial Crash

9TH LEVEL

- Form of the Elements

INVENTOR

1ST LEVEL

- Arcane Ablation
- Arcane Weapon
- Awaken Rope
- Bond Item
- Fall
- Melting Glob
- Seeking Projectile
- Unburden

2ND LEVEL

- Clay Touch
- Dancing Object
- Imbue Luck
- Lightning Charged
- Thunderburst Mine
- Wind Cutter

3RD LEVEL

- Dispel Construct
- Fireburst Mine
- Static Field

4TH LEVEL

- Repair

5TH LEVEL

- Vorpall Shot
- Vorpall Weapon

OCCULTIST

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Electric Arc
- Fists of Fire
- Freeze
- Ice Weapon
- Illusionary Dart
- Impact
- Preservation
- Rock Slam
- Stone Forming
- Water Bullet

1ST LEVEL

- Acid Bubble
- Awaken Rope
- Bad Blood
- Blade Mirage
- Bramble Binding
- Crippling Agony
- Electrify
- Eyes of Immolation
- Gale Bolt
- Grip of the Dead
- Heavy Blow
- Karmic Reflection
- Lightning Tendril
- Induce Headache
- Nauseating Poison
- Prismatic Flash
- Spiritual Consultation
- Stone Fist
- Tranquil Moment
- Water Blast

2ND LEVEL

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Boil Blood
- Bramble Barrier
- Chromatic Breaths
- Clay Touch
- Crackle
- Dancing Object (Animate Object)
- Dancing Wave
- Disorient

- Earth Ripple
- Ethereal Immolation
- Elemental Exhalation
- Form of Familiar
- Ghost Step
- Hurricane Slash
- Imbue Luck
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Summon Swarm
- Time Skip
- Time Trap
- Wind Cutter
- Vacuum Pull
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Acidic Pit
- Animate Shadow
- Cruel Puppetry
- Erode
- Hungering Void
- Instant Bulwark
- Illusionary Fireball
- Mounting Paranoia
- Mutate
- Rain of Spiders
- Spider Bite
- Static Field
- Summon Monstrosity
- Vortex Blast
- Wasp Barrage
- Waterspout
- Wither

4TH LEVEL

- Devour Shadow
- Echoing Lance
- Poison Puff
- Spatial Swap
- Split Timeline
- Stinging Swarm
- Suffocate
- Time Loop
- Vital Surge

5TH LEVEL

- Acid Rain
- Deglove Creature
- Field of Stars
- Sonic Shriek
- Sudden Hazards

6TH LEVEL

- Baba's Walking Hut
- Chrono Conjunction

7TH LEVEL

- Twisting Eruption

8TH LEVEL

- Time Anchor
- Time Bubble

9TH LEVEL

- Manipulate Fate

PALADIN

2ND LEVEL

- Blazing Beacon
- Burning Strike
- Divine Judgement
- Sanctified Charge
- Summon Archon
- Unholy Wave

3RD LEVEL

- Angelic Slash
- Brilliant Blade

4TH LEVEL

- Commandment

RANGER

1ST LEVEL

- Awaken Rope
- Blade Mirage
- Bramble Binding
- Electrify
- Grasping Roots
- Infinite Edge
- Multishot
- Gale Bolt

2ND LEVEL

- Alacrity
- Burning Strike
- Dust Cyclone
- Clay Touch
- Elemental Barrage
- Iron Wind Strike
- Hurricane Slash
- Instant Counter

- Seeking Projectile
- Vacuum Pull
- Wind Cutter
- Windsense

3RD LEVEL

- Bramble Barrier
- Lightning Shot
- Rain of Spiders
- Summon Plant
- Whirling Conflagration
- Wasp Barrage

4TH LEVEL

- Dimension Cutter
- Quicksilver Steps
- Storm Shot

5TH LEVEL

- Flickering Stirkes
- Vorpal Shot

SORCERER

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Force Bolt
- Freeze
- Electric Arc
- Impact
- Preservation
- Rock Slam
- Stone Forming
- Windborne Weapon
- Water Bullet

1ST LEVEL

- Acid Bubble
- Arctic Breath
- Blade Mirage
- Crashing Wave
- Eyes of Immolation
- Elemental Orb
- Explosive Deflection
- Ice Arrow
- Lightning Tendril
- Electrify
- Fall
- Gale Bolt
- Heavy Blow

- Melting Glob
- Mind Ray
- Prismatic Flash
- Stone Fist
- Thunder Punch
- Tranquil Moment
- Water Blast

2ND LEVEL

- Alacrity
- Arcane Conduit
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Chromatic Breaths
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Dancing Wave
- Dancing Object (Animate Object)
- Dragon Surge
- Earth Ripple
- Ethereal Immolation
- Elemental Exhalation
- Fling
- Instant Counter
- Hurricane Slash
- Poison Dart
- Pseudopod Slam
- Dust Cyclone
- Shattering Shield
- Seeking Orb
- Spelltrap
- Star Dust
- Time Skip
- Time Slip
- Time Trap
- Vacuum Pull
- Vicious Hound

3RD LEVEL

- Aether Lance
- Acidic Pit
- Arctic Aura
- Blade Vortex
- Electrocute
- Fire Cyclone
- Flamethrower
- Flash Freeze
- Ghost Step
- Hungering Void

- Illusionary Fireball
- Instant Bulwark
- Meteor Jump
- Mutate
- Rain of Spiders
- Seismic Wave
- Static Field
- Summon Monstrosity
- Thunder Pulse
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4TH LEVEL

- Aero Barrage
- Bile Beam
- Force Blade
- Echoing Lance
- Geyser
- Ice Spike
- Jumping Jolt
- Pillar of Fire
- Orbital Stones
- Quicksilver Steps
- Spatial Swap
- Split Timeline
- Suffocate
- Time Loop
- Violent Crush

5TH LEVEL

- Aether Storm
- Burial Barrage
- Field of Stars
- Fissure
- Pressure Cutter
- Pyroclastic Lance
- Melt
- Sky Burst
- Sonic Shriek
- Summon Dragon
- Tornado

6TH LEVEL

- Avalanche
- Beam of Annihilation
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind

- Form of Water
- Form of Stone
- Power Torrent

7TH LEVEL

- Glacial Crash
- Rain of Swords

8TH LEVEL

- Time Anchor
- Time Bubble

9TH LEVEL

- Blackhole
- Form of the Elements
- Supernova

SPELLBLADE

CANTRIPS (0 LEVEL)

- Decaying Touch
- Electric Arc
- Freeze
- Force Bolt
- Illusionary Dart
- Preservation
- Water Bullet

1ST LEVEL

- Acid Bubble
- Arcane Ablation
- Arcane Weapon
- Arctic Breath
- Bad Blood
- Blade Mirage
- Crashing Wave
- Crippling Agony
- Electrify
- Elemental Orb
- Entomb
- Eyes of Immolation
- Gale Bolt
- Grip of the Dead
- Ice Arrow
- Lightning Tendril
- Melting Glob
- Prismatic Flash
- Shadow Bind
- Thunder Punch
- Violent Updraft
- Tranquil Moment
- Water Blast

2ND

- Chromatic Breaths
- Elemental Barrage
- Elemental Exhalation
- Fling
- Gravity Surge
- Time Skip
- Time Trap

3RD

- Acidic Pit
- Aether Lance
- Arctic Aura
- Crushing Singularity
- Electrocute
- Erode
- Fire Cyclone
- Flash Freeze
- Ghost Step
- Hungering Void
- Meteor Jump
- Seismic Wave
- Spider Bite
- Static Field
- Vortex Blast

4TH

- Aero Barrage
- Bile Beam
- Devour Shadow
- Dimension Cutter
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Iron Garden
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Poison Puff
- Quicksilver Steps
- Suffocate

5TH

- Acid Rain
- Aether Storm
- Anvil Drop
- Blastwave
- Burial Barrage
- Deglove Creature
- Devouring Darkness
- Fissure
- Flickering Strikes

- Pressure Cutter
- Pyroclastic Lance
- Sky Burst
- Sonic Shriek
- Tornado

WARLOCK

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Preservation
- Shadow Lash
- Stone Forming
- Water Bullet

1ST LEVEL

- Acid Bubble
- Bad Blood
- Elemental Orb
- Eyes of Immolation
- Lightning Tendril
- Melting Glob
- Mind Ray
- Nauseating Poison
- Shadow Bind
- Stone Fist
- Violent Updraft
- Water Blast

2ND LEVEL

- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blazing Beacon
- Chromatic Breaths
- Crackle
- Dragon Surge
- Elemental Exhalation
- Infernal Shackles
- Instant Counter
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Spelltrap
- Summon Archon
- Time Skip
- Time Trap
- Vicious Hound

- Vicious Vapors

3RD LEVEL

- Arctic Aura
- Acidic Pit
- Blade Vortex
- Flamethrower
- Hungering Void
- Illusionary Fireball
- Rain of Spiders
- Mounting Paranoia
- Mutate
- Spider Bite
- Static Field
- Wither
- Wasp Barrage
- Waterspout

4TH LEVEL

- Devour Shadow
- Iron Garden
- Pillar of Fire
- Poison Puff
- Split Timeline
- Stinging Swarm

5TH LEVEL

- Burial Barrage

6TH LEVEL

- Avalanche
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Volcanic Burst

7TH LEVEL

- Hellfire Pit

9TH LEVEL

- Form of the Elements

WIZARD

CANTRIPS (0 LEVEL)

- Electric Arc
- Ice Weapon
- Windborne Weapon
- Preservation
- Rock Slam
- Shadow Lash
- Water Bullet

1ST LEVEL

- Acid Bubble
- Arctic Breath
- Awaken Rope
- Bad Blood
- Blade Mirage
- Crashing Wave
- Electrify
- Elemental Orb
- Eyes of Immolation
- Entomb
- Explosive Deflection
- Fall
- Gale Bolt
- Heavy blow
- Lightning Tendril
- Induce Headache
- Infinite Edge
- Melting Glob
- Mind Ray
- Prismatic Flash
- Shadow Bind
- Stone Fist
- Summon Ooze
- Thunder Punch
- Tranquil Moment
- Violent Updraft
- Water Blast

2ND LEVEL

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blade Vortex
- Chromatic Breaths
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Dancing Object
- (Animate Object)

- Dancing Wave
- Disorient
- Dragon Surge
- Dust Cyclone
- Earth Ripple
- Elemental Exhalation
- Fling
- Form of Familiar
- Infernal Shackles
- Instant Counter
- Gravity Surge
- Hurricane Slash
- Poison Dart
- Pseudopod Slam
- Seeking Orb
- Spelltrap
- Star Dust
- Stone Pillar
- Summon Swarm
- Time Skip
- Time Slip
- Time Trap
- Wind Cutter
- Vacuum Pull
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Aether Lance
- Acidic Pit
- Arctic Aura
- Crushing Singularity
- Dig
- Electrocute
- Erode
- Fire Cyclone
- Flamethrower
- Flash Freeze
- Hungering Void
- Illusionary Fireball
- Immutability
- Instant Bulwark
- Meteor Jump
- Mounting Paranoia
- Mutate
- Rain of Spiders
- Seismic Wave
- Spider Bite
- Summon Monstrosity
- Static Field
- Thunder Pulse
- Vortex Blast
- Water Cannon
- Waterspout

- Wasp Barrage

4TH LEVEL

- Aero Barrage
- Bile Beam
- Devour Shadow
- Dimension Cutter
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Iron Garden
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Poison Puff
- Quicksilver Steps
- Spatial Swap
- Split Timeline
- Stinging Swarm
- Suffocate
- Time Loop
- Violent Crush

5TH LEVEL

- Acid Rain
- Aether Storm
- Anvil Drop
- Field of Stars
- Fissure
- Pressure Cutter
- Sky Burst
- Sonic Shriek
- Sudden Hazards
- Summon Dragon
- Tornado

6TH LEVEL

- Avalanche
- Beam of Annihilation
- Blizzard
- Chrono Conjunction

- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Melt
- Revised Martial Transformation
- Volcanic Burst

7TH LEVEL

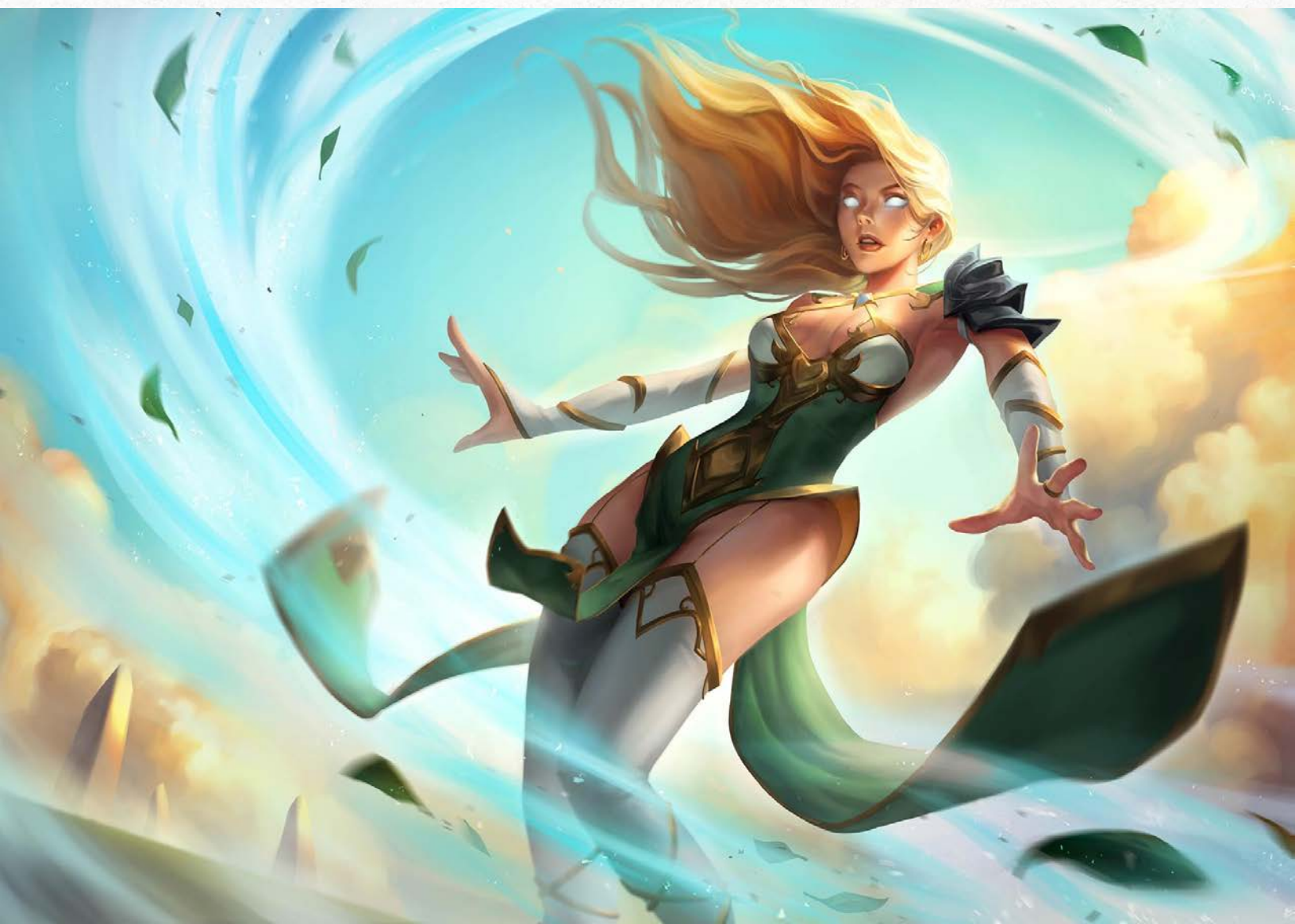
- Arcanist's Sword
- Glacial Crash
- Hellfire Pit
- Rain of Swords

8TH LEVEL

- Time Anchor
- Time Bubble

9TH LEVEL

- Blackhole
- Form of the Elements
- Manipulate Fate
- Supernova



SPELLS

The following are new magic spells. Refer to the class breakdown above for which classes can cast which spells. As with any supplement, consult with your DM for availability.

ACID BUBBLE

1st-level conjuration (arcane, primal)

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

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a bubble of acid that floats to the target point before bursting a shower of acid. All creatures and objects within 5 feet must make a Dexterity saving throw. On failure they take 3d4 acid damage, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

ACID RAIN

5th-level conjuration (arcane, primal)

Classes: Druid, Occultist, Spellblade, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Acid rain begins falling within a 40-foot-radius 60-foot-high cylinder centered on a point you choose within range. When a creature moves into the spell's area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 6d4 acid damage, and become covered in acid. On a successful save, a creature takes half the initial damage and is not covered in acid.

A creature takes 3d4 acid damage if it ends its turn while covered with acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

ACIDIC PIT

3rd-level transmutation (arcane, primal)

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

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You open a pit filled with acid at a point within range. All creatures within 10 feet of the point must make a Dexterity saving throw. On failure, they fall 5 feet into a pit of acid below, taking 6d4 + 6 acid damage. On success, a creature takes half as much damage from the flooding acid and it can use its reaction to move up to its movement speed to the closest point outside of the area. If it cannot take a reaction or reach a safe point, it automatically fails its saving throw.

When a creature ends their turn in the pit, that creature takes 2d4 acid damage. The acid in the pit remains potent for 1 minute, after which it becomes simply vile sludge that deals no further damage. The pit remains filled with vile sludge until filled or cleared.

AERO BARRAGE

4th-level transmutation (arcane, primal)

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create four lances of rapidly spinning condensed wind and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each lance. On a hit, the target takes 2d8 slashing damage and is knocked 10 feet backwards.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional lance for each slot level above 4th.

AETHER LANCE*3rd-level evocation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (30-foot line)**Components:** V, S**Duration:** Instantaneous

You gather raw aether in your hand and expel it in a lance of power forming a line 30 foot long and 5 foot wide. Each creature in a line takes 8d4 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

AETHER STORM*5th-level evocation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You conjure a storm of aether erupting from a point of your choice within range. The aether storm fills a 10-foot radius, 40-foot-high cylinder. When the storm appears, each creature within its area takes 8d4 force damage. When a creature moves into or through the storm, it takes 2d4 force damage for every 5 feet it travels, and whenever a creature ends its turn in the storm it takes an additional 8d4 force damage.

On each subsequent turn for the duration of the spell as a bonus action, you can move the storm 15 feet in any direction and cause it to fling forth a hail of force bolts that seek out up to 3 targets of your choice within 15 feet of the storm. Each creature targeted takes 3d4 + 3 force damage from the force bolts.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage of the storm and bolts increases by 1d4 for each slot level above 5th.

ALACRITY*2nd-level transmutation (arcane)***Classes:** Bard, Occultist, Ranger, Sorcerer, Spellblade, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** 1 round

Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

If you are under the effect of *haste*, you gain no benefit from this spell.

ANGELIC SLASH [New]*3rd-level evocation (divine)***Classes:** Cleric, Paladin**Casting Time:** 1 action**Range:** Self (30-foot line)**Components:** V, S**Duration:** Instantaneous

You summon a giant spectral angel that appears around you before crashing its greatsword down in a line. All creatures in a line 30 feet long and 5 feet wide in a direction of your choice must make a Dexterity saving throw. A target takes 5d8 radiant damage on a failed save, or half as much damage on a successful one. A creature takes an additional 1d8 damage if they are undead or a fiend.

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

ANIMATE SHADOW*3rd-level illusion (arcane)***Classes:** Occultist**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a smoke stained mirror)**Duration:** Concentration, up to 1 hour

Targeting a creature you can see within range, you bring its shadow to life under your control. If the creature has a CR of more than 3 or the creature has no shadow (either from the nature of the creature or from the lack of a light source to cast one) the spell fails. Creatures without CR (such as players) are immune to this spell.

Otherwise a copy of the creature is created using its game statistics adjacent to the creature (on the side away from the brightest light near it). The shadow has no legendary actions, legendary resistance, and cannot cast spells. The shadow has hit points equal to half the target's hit points, and looks like mirrored version of the creature it was summoned from formed from inky black smoke. The shadow is

resistant to bludgeoning, piercing, and slashing damage from non-magical sources while in darkness. The shadow is vulnerable to all damage while in bright light, and always vulnerable to fire, lightning, and radiant damage. If the shadow is killed, the target creature it was summoned from casts no shadows for the next 8 hours.

The shadow acts immediately after the creature's turn, and without further direction it attempts to follow and takes the attack action against the creature it was summoned from. As a reaction to the shadow starting its turn, the caster can exert control over it and cause it to move and take its action as the caster directs.

At Higher Levels. When you cast this spell using a 5th or 6th level spell slot, the maximum CR of the target increases to CR 4. When you cast it using a 7th or 8th level spell slot, the maximum CR of the target increases to CR 5. When you cast it using a spell slot of 9th level, the maximum CR of the target increases to CR 6.

ANVIL DROP

5th-level conjuration (arcane)

Classes: Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You conjure an anvil 500 feet above a point you can see. At initiative count 0 (Losing initiative ties) on the next round, the anvil hits the ground; creatures within 5 feet of the target point must make a Dexterity saving throw. On a success, they move to the closest unoccupied space outside of the radius, if no space is available or they cannot move, they automatically fail. On failure, they take 10d10 + 10 bludgeoning damage. Creatures within 20 feet of the target point take 4d4 thunder damage.

If the path of the anvil (directly above the target point) is interrupted, the creature or object above it is hit first. If the creature or object is killed or destroyed, the anvil continues, though the damage dealt is subtracted from the final impact damage of the anvil.

If the anvil deals less than 80 damage, the anvil survives the impact, and is an anvil of moderate quality.

At Higher Levels. When cast with a 9th level spell slot, the range of the spell becomes 120 miles, though you must still be able to see the target (such as via scrying).

ARCANE ABLATION

1st-level transmutation (arcane)

Classes: Inventor, Spellblade

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a piece of worn armor or clothing and imbue it with magic. The creature wearing this imbued item gains 4 temporary hit points. When these temporary hit points are exhausted, at the start of the creature's next turn it will gain new temporary hit points equal to 1 less than the previous amount gained from this spell (for example, from 4 to 3), until no temporary hit points would be gained and the spell ends. Temporary hit points from this spell are lost when this spell ends.

At Higher Levels. The initial temporary hit points increases by 1 for each slot level above 1st.

ARCANIST'S SWORD

7th-level conjuration (arcane)

Classes: Wizard, Bard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)

Duration: 1 minute

You create a glowing sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears and as a bonus action on subsequent turns, you can give the sword a command:

- **Attack:** The sword will move up to 20 feet toward a creature and attack it, making a melee spell attack. On a hit, the target takes 3d10 + your spell casting ability modifier force damage on hit.
- **Guard:** The sword will move up to 20 feet toward a creature. It grants half cover to the creature while it shares that creature's space as it attempts to deflect incoming attacks. The first time a hostile creature comes within 5 feet of the sword, it will attack that creature, making a melee spell attack. On a hit, the target takes 3d10 + your spell casting ability modifier force damage on hit. It cannot attack again until you issue a command again.
- **Whirl:** The sword will move up to 20 feet toward a point, when it reaches that point it will begin to

spin in a deadly whirl. Creatures that start their turn in the sword's space, or enter it for the first time on their turn within 5 feet of the sword must pass a Dexterity saving throw, or take 3d10 force damage.

CAIUS' NOTES: THE LOST TRUE VERSION

The true version of a famous wizard's floating magic sword. Tragically most sources of the spell list an incomplete version copied by an apprentice unable to fully understand the spell. More widely known lesser versions flaws makes it unstable requiring concentration, and it lacks the later parts of functionality of the true version.

ARCANE CONDUIT

2nd-level transmutation (arcane)

Classes: Sorcerer

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You tap directly into the arcane weave. For the duration, you have resistance to all damage from magical sources besides Force damage.

At the start of each of your turns while tapped into this power, you and all creatures within 5 feet of you take 1d6 Force damage. The damage increases by 1d6 each turn to a maximum of 4d6 damage.

ARCANE WEAPON

1st-level transmutation (arcane)

Classes: Inventor, Spellblade

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a weapon and imbue it with magic. For the duration the weapon counts as a magical weapon and any damage dealt by it is Force damage. When casting this one a weapon with the ammunition property, it no longer consumes ammunition when fired, and does not need to be reloaded.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration becomes 8 hours. When you use a spell slot of 5th level or higher, the duration becomes 24 hours.

ARCTIC AURA

3rd-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self (20 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

For the duration you unleash a freezing aura. Creatures that start their turn within 20 feet of you must succeed a Constitution saving throw, or take 2d8 cold damage and have their speed reduced to 0 until the start of their next turn. Creatures that succeed their saving throw take half as much damage and their speed is reduced by half.

As a bonus action on each of your turns for the duration of the spell, you can actively control the aura, excluding a number of creatures in the area up to your spellcasting modifier from the effect of the spell until the end of your next turn.

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.

ARCTIC BREATH

1st-level conjuration (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (30 foot line)

Components: V, S

Duration: Instantaneous

A line of freezing arctic wind 30 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 2d8 cold damage and their movement speed is reduced by 10 feet until the end of their next turn. On a successful save, a creature takes half as much damage and isn't slowed.

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

AVALANCHE*6th level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (60 foot line)**Components:** V, S**Duration:** Instantaneous

You cause the earth to ripple, triggering an avalanche of rock and stone to surge forward in a 60 foot long, 15 foot wide line. The length of the line is doubled if the cast on the surface has more than a 15 degree downward slope (a moderately steep hill). Creatures caught in the surging tumble of rocks must make a Dexterity saving throw. Creatures that fail their save take 6d10 bludgeoning damage and are knocked prone. Creatures that fail by 5 or more are stunned until the end of their next turn, and creatures that fail by 10 or more are additionally knocked to the closest free space at the end of the line created by the spell. On a successful save, a creature takes half as much damage and suffers none of the spell's other effects.

The spell creates a 15 by 15 foot area of difficult terrain at the end of the line created by the spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

AWAKEN ROPE*1st-level transmutation (arcane)***Classes:** Bard, Inventor, Occultist, Ranger, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (10 to 60 feet of cord or rope, worth at least 1 cp)**Duration:** Instantaneous

As an action, you can touch a rope 10 to 60 feet long and issue a single command to it, selecting from the following options:

- **Bind.** The rope attempts to bind a creature of your choice within 20 feet of you. The creature must make a Dexterity saving throw or become restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the rope (AC 10) also frees the creature without harming it, ending the effect and destroying the rope.
- **Fasten.** The rope flies up 60 feet and ties one end to an object or surface that a rope could be tied to,

before becoming inanimate again, hanging from the object.

- **Grab.** The rope lashes out grabs one Small or smaller object that is not being worn by a creature within a range equal to the length of the rope and pulls that object back to your hand. If that object is being carried by a creature, it must make a Strength saving throw. On success, it retains the object, and on failure the object is pulled from the creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target a chain instead of a rope. It has the same available actions, but it has a DC 15, an AC of 15, and resistance to slashing damage when taking the Bind action.

When cast with a spell slot of 3rd level or higher targeting a rope, that rope is magically imbued for 1 minute, gaining an DC of 15, an AC 20, and 20 hit points.

BABA'S WALKING HUT*6th-level transmutation (primal)***Classes:** Occultist**Casting Time:** 10 minutes**Range:** Touch**Components:** V, S, M (a chicken leg)**Duration:** 24 hours

You touch a hut, cabin, or other building no more than 15 feet by 15 feet by 10 feet. On completion of the spell, the building grows legs large enough to support it, as well as the structural integrity needed stand and move, and becomes a gargantuan creature. It has 250 hit points, an AC of 12, and a walking speed of 20 feet. If it drops to 0 hit points, the spell ends.

On your turn, you can direct it to move (no action required) and it will continue to move as directed until you direct it to stop or reaches its destination. It can take no actions, but if it walks over a Large or smaller creature, you can direct it to attempt to step on that creature, and that creature must succeed a Dexterity saving throw, or take 2d10 bludgeoning damage and be knocked prone.

If you cast this spell on the same building every day for a year, the spell lasts until dispelled, or you cast it on another building.

BAD BLOOD*1st-level necromancy (arcane, primal)***Classes:** Druid, Occultist, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a piece of rotten meat)**Duration:** Concentration, up to 1 minute

Targeting a creature you can see within range, you attempt to corrupt its blood. Creatures without blood are immune to this effect. The target must make a Constitution saving throw. On failure, they take 1d12 poison damage and become poisoned for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target, on failure; they take an additional 1d4 poison as the poison continues to ravage them.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional target for each slot level above 2nd. The targets must be within 30 feet of each other when you target them.

BEAM OF ANNIHILATION*6th-level evocation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self (60 foot line)**Components:** S**Duration:** Concentration, up to 3 rounds

You unleash a beam of pure energy, selecting cold, fire, force, or lightning energy when you cast this spell and blasting it outward in a line that is 60 feet long and 10 feet wide that persists until the start of your next turn. Any creature that starts their turn in this beam must make a Dexterity saving throw. On a failed save they take 8d8 damage of the beam's energy type, or taking half as much on a successful save.

While you are concentrating on this spell, your movement speed is zero. At the start of each of your turns, you can use your action to maintain the beam or redirect it, rotating it up to 90 degrees in any direction. Any creature the beam passes through while rotating (if the beam passes completely through them and they will not start their turn inside of it) must make a Dexterity saving throw or, take 4d8 damage of the beams energy type on a failed save,

and taking no damage on a successful save.

If you do not use your action maintain or redirect it, the spell ends early.

BECOME FIRE*2nd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** 1 round

You become a burst of elemental flames. Until the start of your next turn, you gain the following benefits:

- You are resistant to fire damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain. The first time you enter the space of another creature on a turn, it takes 1d6 fire damage.
- Any time you are hit by a melee attack, the attack takes 1d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it lasts for 1 additional round for each level above 2nd.

BECOME STONE*2nd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** 1 round

You solidify into a stone. Until the start of your next turn, you are petrified (granting you resistance to all damage). Your AC becomes 20 and you gain 15 temporary hit points. Any remaining temporary hit points fade when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher you gain an additional 5 temporary hit points for each level above 2nd.

BECOME WATER*2nd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** 1 round

You become a burst of elemental water. Until the start of your next turn, you gain the following benefits:

- You are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature on a turn, it must pass a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it lasts for 1 additional round for each level above 2nd.

BECOME WIND*2nd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** 1 round

You become a burst of elemental wind until the start of the next turn. You gain resistance to lightning damage and bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally, you gain flying speed of 30 feet, can move through the space of other creatures, and ignore difficult terrain, but will fall when the spell ends if not held aloft.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it lasts for 1 additional round for each level above 2nd.

BEFUDDLING CURSE*1st-level enchantment (arcane)***Classes:** Occultist**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the

spell consumes)

Duration: Concentration, up to 1 minute

You befuddle a creature's mind, swapping the position of two things it can see that are of the same size and category (for example, two medium creatures or two gargantuan buildings). The target creature must make a Wisdom saving throw. On failure, it is unaware the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped targets, it can repeat its saving throw against the effect.

BINDING CURSE*1st-level enchantment (arcane)***Classes:** Occultist**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)**Duration:** Concentration, up to 1 minute

You bind a creature to a point within 5 feet of it, causing a glowing chains of light to connect it to that point. For the duration of the spell, if the creature attempts to move away from that point, the must make a Wisdom saving throw, or be unable to move more than 5 feet away from that point until the start of their next turn.

If a creature starts its turn more than 10 feet from the binding point, they must make a Strength saving throw or be dragged 5 feet toward the binding point.

BLACKHOLE [New]*9th-level transmutation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** 300 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You creature a miniature black hole at a point within range. An event horizon forms in a 15-foot radius around the point, blocking anything (including light, sound, and magical effects) from passing through that space without being engulfed into the black hole.

When the black hole appears, creatures within 15 feet of the point must make a Dexterity saving throw to avoid being engulfed. On success, they move up their movement speed out of the event horizon of the black hole. If they cannot move a space outside of the

event horizon, they automatically fail their save, and are engulfed.

All creatures that are engulfed are compressed into the point at the center of the spell, taking 12d12 bludgeoning damage at the start of each of their turns while engulfed. Their speed is 0, and they are blinded, deafened, and restrained while they are engulfed. As an action, they can attempt to forcibly exit the black hole, making a Strength ability check against your spell save DC. On success, they appear in an empty space at the edge of its event horizon.

Any spells, effects, terrain, or items that are not being worn or carried (other than those of Legendary or Artifact rarity) that are engulfed within the event horizon vanish and are destroyed. Magical items of Legendary or Artifact rarity are not destroyed, reappearing on the ground where the sphere was when the spell ends.

While spell persists, all movement away from it while within 120 feet of it is considered difficult terrain. All ranged attacks that pass within 120 feet of it have disadvantage. When a creature starts its turn within 120 feet of the black hole, it is pulled 5 feet toward the black hole. At the start of the caster's turn, all objects that are not being worn or carried and are not attached to the ground weighing less than 1,000 lbs within 120 feet of the black hole are pulled 20 feet toward the black hole.

BLADE MIRAGE

1st-level illusion (arcane)

Classes: Bard, Occultist, Ranger, Spellblade, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a melee weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute.

You twist illusions around a melee weapon you are holding. When you cast the spell, and on each subsequent turn for the duration as a bonus action, you can create feinting blows with the illusory copies of your blade, distracting your target and giving you advantage on the next weapon attack against that target before the end of your turn. The spell ends early if let go of the weapon you cast it on.

As an action, a creature that can see you can make an Intelligence (Investigation) check against your spell save DC. On success, you no longer gain advantage from using the illusory blades when making a feint against that creature, rendering the spell impotent against that creature.

BLADE VORTEX [New]

3rd-level conjuration (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (a spinning top)

Duration: 1 round

You fill the air in a 10-foot radius around you with spinning blades until the start of your next turn. A creature that starts enters the area of the spell for the first time (including when it cast) takes 4d4 slashing damage, and until the spell ends, you have half cover against all ranged attacks.

At Higher Levels. When you cast this spell using a spell slot of 4th level higher, the damage increases by 1d4 for each level above 3rd.

BLASTWAVE [New]

5th-level evocation (arcane)

Classes: Spellblade

Casting Time: 1 action

Range: self

Components: V, S

Duration: Instantaneous

You unleash a fiery blast of power outward in all directions. Each creature of your choice within 30 feet of you must make a Dexterity saving throw. On a failed save, they take 5d6 thunder damage and 5d6 fire damage and are knocked back 10 feet. On a successful save they take half as much and are not knocked back.

BLAZING BEACON

2nd-level evocation (divine)

Classes: Cleric, Paladin, Warlock

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 minute

You are bathed in holy light, shedding bright light up to 30 feet and dim light for additional 30 feet.

Any creature that targets you with an attack roll or spell that requires them to see you must make a Constitution saving throw. On failure, they are blinded until the start of their next turn. A creature with darkvision makes this roll with disadvantage. A creature without eyes automatically passes their saving throw.

BLIZZARD*6th-level evocation (primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You conjure a howling blizzard of swirling clouds of ice and snow which fills a 30-foot-radius, 40-foot-high cylinder centered at a point you can see within range. The area becomes heavily obscured and difficult terrain. Any creature that starts their turn within the area or enters it for the first time during the turn must make a Constitution saving throw. A creature takes 6d8 cold damage on a failed saving throw, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

BILE BEAM [New]*4th level evocation (arcane)***Classes:** Spellblade, Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self (100-foot line)**Components:** V, S, M**Duration:** Instantaneous

You unleash a beam of acid in a 5-foot wide that is up to 100 feet long, stopping early if it impacts a Large or larger object or solid surface. If the beam would hit a creature, that creature must make a Dexterity saving throw. On a failed save, that creature takes 12d4 acid damage and an additional 4d4 acid damage at the end of their next turn. On a success, they take half as much initial acid damage, and none at the end of their next turn.

If a creature fails their save against the spell and does not die from the immediate acid damage, the beam ends and the line stops. If the beam is ended by an object, that object takes the full acid damage from the spell immediately.

At Higher Levels. When you cast the spell using a spell slot of 5th level or higher, the initial damage increases by 1d4 for each level above 4th.

BOIL BLOOD*2nd-level necromancy (arcane)***Classes:** Occultist, Spellblade**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

Targeting a creature that has taken slashing or piercing damage in the last minute, you make it's blood heat and boil. The target creature must make a Constitution saving throw. On failure, it's blood begins to heat. At the start of it's turn while affected, it takes 3d4 fire damage and is crippled with agony, all terrain is difficult terrain for it.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

BOND ITEM*1st-level conjuration (arcane)***Classes:** Inventor**Casting Time:** 1 minute**Range:** Touch**Components:** V, S**Duration:** 8 hours

You touch an item weighing no more than 100 pounds and form a link between you and it. Until the spell ends, you can recall it to your hand as a bonus action.

If another creature is holding or wearing the item when you try to recall it, they make a Charisma saving throw to retain possession of the item, and if they succeed, the spell fails. They make this save with advantage if they have had possession of the item for more than 1 minute.

BRAMBLE BARRIER*3rd-level transmutation (primal)***Classes:** Druid, Occultist, Ranger**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You create a line of low brambles that erupts from a point you can see within range. This line is 30 feet long and 5 feet wide, made of up of six 5-foot squares of brambles. Each patch much connect to another patch and be placed on the ground. The bramble patches are difficult terrain and a creature that enters a square of brambles takes 4d4 piecing damage and must make a Constitution saving throw. On failure, their speed becomes 0 until the end of their turn.

The brambles wither and die after 1 day if the area isn't suitable for them to grow. Each 5-foot-square portion of brambles requires at least 1 minute to clear by hand, or can be cleared if they take 5 or more fire damage. The brambles crumble to dust immediately if you cast this spell again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create two additional 5-foot squares of brambles for each slot level above 3rd.

BRAMBLE BINDING*1st-level transmutation (primal)***Classes:** Druid, Occultist, Ranger**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

Brambles burst from your hand, lashing out at a target within range. The target must make a Dexterity saving throw. On failure, they take 4d4 piercing damage and, if the target is Large or smaller, it becomes entangled by brambles. While entangled by brambles, it can't move, but it can free itself as an action (taking no additional damage) or rip itself free using half of its movement and taking an additional 2d4 piecing damage. On a successful save, they take half as much damage and aren't entangled by brambles.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the initial damage and the damage taken ripping free of the brambles increases by 1d4 for each slot level above 1st.

BRILLIANT BLADE*3rd-level evocation (divine)***Classes:** Cleric, Paladin**Casting Time:** 1 bonus action**Range:** Self (20 foot radius)**Components:** V, S, M (a melee weapon worth at least 1 sp)**Duration:** Instantaneous

You brandish the weapon used in this spell's casting, holding it aloft as it flashes with brilliant light. All creatures within 20 feet of you must make a Constitution saving throw. On failure, they are blinded until the end of your next turn. On success, they are blinded until the end of your current turn.

BURIAL BARRAGE*5th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You unearth and launch a barrage of five heavy chunks of earth or stone at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each hurled object. On hit, the target takes 1d12 + 1 bludgeoning damage, and if it is Large or smaller, it is knocked prone. Attacks made as part of this spell have advantage against prone targets, and ignore the normal disadvantage ranged attacks made from more than 5 feet away from a prone target have.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can hurl one additional object for each slot level above 5th.

BURN*Transmutation cantrip (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Warlock**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You ignite a brilliant flame around your hand that sears anything you touch. Make a melee spell attack against the a creature or object within range. On hit, the target takes 1d12 fire damage.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

BURNING STRIKE

2nd-level transmutation (primal)

Classes: Paladin, Ranger, Spellblade

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon, imbuing it with licking magic flames. The first time you attack with the empowered item, it bursts into brilliant flames. On a hit, the target takes an additional 4d4 fire damage and begins to burn. On a miss, the target takes half as much damage and does not start to burn.

The burning target sheds bright light in a 10-foot radius and dim light for an additional 10 feet and takes 1d4 fire damage at the end of its turns unless a creature uses their action to put the flames out.

Once an attack has been made with the piece of ammunition or weapon, the spell ends. If you touch a weapon with the Light property, you can immediately make a single weapon attack with it as part of the same action as casting the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the initial and ongoing burn damage are increased by 1d4 damage.

CARNIVOROUS GARDEN

4th-level transmutation (primal)

Classes: Druid

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dried carnivorous plant)

Duration: Concentration, up to 1 minute

Targeting four unoccupied spaces that you can see within range, rooted carnivorous plants erupt from the ground, filling a 5-foot cube each. The ground within 5 feet of them becomes difficult terrain. When the plants appear, they each attack a creature of your choice within 5 feet of them. Each plant makes a melee spell attack, dealing 2d8 piercing damage on hit. Make a separate attack roll for each plant.

If a creature ends their turn within 5 feet of one or more of the carnivorous plants, the plants automatically attack that creature unless you use

your reaction to prevent them from doing so. The plants use your spell attack modifier, and deal 2d8 piercing damage on hit.

The plants have AC 14 and 30 hit points, and have vulnerability to fire and slashing damage. Each plant regains all its hit points at the start of your turn if it has at least 1 hit point. A plant dies if it is reduced to zero hit points. When the spell ends, the plants wither and die leaving behind difficult terrain unless they were killed by fire damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can summon 1 additional carnivorous plant for each slot level above 4th.

CHROMATIC BREATHS

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a fragment of a dragon's scale)

Duration: Concentration, up to 1 minute

You touch a willing creature that has a mouth and can breath, imbuing them with the power to breath elemental powers from its mouth. When you cast the spell, select a chromatic element from acid, cold, fire, lightning, or poison. Until the spell ends, the target creature can use its action to unleash its breath in a powerful elemental gust that fills a 15-foot cone, originated from the target. Creatures in that cone must make a Dexterity saving throw. On failure, they take 3d6 elemental damage of the selected type. On success, they take half as much damage.

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

CHRONO CONJUNCTION [New]*6th-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 reaction, which you take when a creature you can see within 60 feet rolls a save, ability check, or attack roll.**Range:** 60 feet**Components:** V, S, M (something from the past or future)**Duration:** Instantaneous

As a reaction to a creature rolling a save, ability check, or attack roll, you search all possible timelines and merge the outcome you desire with reality, selecting a value from 1 to 20 as the outcome of their roll. If the creature is an unwilling target of your temporal manipulation, they can attempt to resist it, making a Charisma saving throw. If the manipulation succeeds, you change the outcome to the selected outcome of the roll.

Once you cast this spell, you cannot cast it again until 24 hours have passed.

CLAY TOUCH*2nd level transmutation (arcane, primal)***Classes:** Druid, Inventor, Occultist, Ranger, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a small clump of clay)**Duration:** Concentration, up to 1 minute.

You reach out to attempt to touch a creature within range. It must make a Dexterity saving throw. On failure, the target's armor (including natural or magical defenses) becomes soft and malleable, though retaining its form, and provides no protection against attacks reducing the target's AC to 10 + their dexterity modifier for the duration of the spell.

Alternatively, you can touch a nonmagical object that isn't being worn or carried and is no larger than 2 feet in any dimension, reducing its AC and any Strength check required to break it to 5 for the duration of the spell.

COLD SNAP*2nd-level evocation (arcane, primal)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 90 ft (5 ft radius)**Components:** S**Duration:** Instantaneous

With a snap of your fingers a swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and becomes stuck in the ice, reducing their movement speed by 10 feet until the start of your next turn. On a success, the target takes half as much damage and is not stuck in ice.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

COMMANDMENT*4th-level enchantment (divine)***Classes:** Cleric, Paladin**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You issue a divine order to another creature you can see within range that can hear and understand you, invoking divine authority to punish transgressions against the order. If the target creature violates the issued order, it takes 4d6 radiant damage. Creatures only take this damage if they intentionally violate the stated rule. Once a creature takes damage this way, they cannot take damage again from it until the start of your next turn.

Some examples of orders you can issue would include ordering the target to not take attacks, to not move, or to not breathe. The order must be possible to attempt to obey, or the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

CRACKLE*2nd-level evocation (arcane, primal)*

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several.

Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, stunning them until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

CRASHING WAVE*1st-level conjuration (arcane, primal)*

Classes: Druid, Sorcerer, Spellblade, Wizard.
Casting Time: 1 action
Range: Self (15 ft cone)
Components: V, S
Duration: Instantaneous

A wave of water sweeps out from you. Each creature in a 15-foot cone must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked 10 feet away from you. If a creature is knocked into a wall, another creature, or fails by 5 or more, it is additionally knocked prone. On a successful save, the creature takes half as much damage and is not knocked back. If there is a source of water of at least 5 cubic feet within 5 feet of you when you cast the spell, you can displace that water, increasing the range of the spell to a 30 foot cone.

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

CREATE PIT*1st-level transmutation (arcane, primal)*

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet (5 ft radius)
Components: V, S
Duration: Instantaneous

You choose a point on the ground in an area of dirt or natural stone you can see. The ground buckles and a 5-foot radius, 10-foot deep pit opens around that point. If the surface is not large enough to contain the pit, the spell fails. Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. Creatures that fail their saving throw fall to the bottom of the bit (taking 1d6 bludgeoning damage and falling prone). The sides of the pit are rough, and can be climbed. The pit remains until filled. If a creature saves, but cannot move 5 feet, they fall prone, hanging from the edge of the pit, and cannot stand until they move out of the pit area or fall into it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the pit is 5-feet deeper for each slot level about 1st (to a maximum of 20 feet deep).

LIMITATIONS

The spell fails if the pit would breach another opening (such as a room or cavern below) as that would be failing to contain the pit. The GM has wide discretion on what surfaces would qualify for this spell.

CRESCENT WIND SLASH*2nd-level evocation (arcane, primal)*

Classes: Bard, Ranger, Spellblade, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You make a series of three slashes, each one magically releasing a razor sharp blast of wind at a target within range. You can launch them at one target or several.

Make a weapon attack with the weapon used in the casting of this spell for each slash. On hit, the target takes 1d6 + your weapon attack modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create one additional slash for each slot level above 2nd.

CRIPPLING AGONY*1st-level necromancy (arcane)***Classes:** Occultist, Spellblade**Casting Time:** 1 action.**Range:** 60 feet**Components:** V, S, M (a joint bone)**Duration:** Concentration, up to 1 minute

You can inflict crippling agony on a foe. Choose one creature that you can see within range to make a Constitution saving throw. If the target fails, it becomes crippled with horrific pain. Whenever the creature moves more than half of its movement speed or takes an action, the crippling pain causes it to take 1d6 necrotic damage.

It can repeat the saving throw at the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

CRUEL PUPPETRY*3rd-level necromancy (arcane)***Classes:** Occultist**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S, M (a small humanoid doll worth at least 5 gp and something from the target creature (such as blood, hair, or scales) both of which the spell consumes)**Duration:** Concentration, up to 1 minute

You attempt to bind a creature's soul to a doll, linking the creature to the doll in a sympathetic link. The target must make a Charisma saving throw. On failure, the creature becomes bound to the doll. On a successful save, the creature is not bound and the spell ends.

As part of casting the spell when the creature fails the save, and on subsequent turns using your action until the spell ends, you can perform one of the following actions:

- **Restrain.** Hold the doll still, causing the creature to be Restrained until start of your next turn.
- **Move.** Force the doll to move, causing the creature to move 15 feet in a direction of your choice that it can move.
- **Stab!** Stab the doll, causing the creature take 4d6 piercing damage.
- **Rip!** Rip the doll in half, ending the spell, destroying the doll, and dealing 4d12 necrotic damage to the creature.

Each time after the first you use an action to manipulate the doll, after the effect takes place, the creature can repeat the Charisma with disadvantage, ending the effect on a successful save. Once a creature has been targeted by this spell, they cannot be targeted again for 24 hours.

At Higher Levels. When cast with a 5th level spell slot or above, the range of the spell becomes unlimited, as long as the target is on the same plane as the caster.

CRUSHING SINGULARITY*3rd-level transmutation (arcane)***Classes:** Spellblade, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** 1 round

You create an overwhelming gravitational singularity at a point within range that lasts until the start of your next turn. When you cast this spell, any creature within 15 feet of the point must make a Strength saving throw. Creatures that fail their saving throw are moved to the closest available space adjacent to the singularity and take 6d6 bludgeoning damage. Creatures that pass their saving throw take half as much damage, and are not dragged to the center of the area.

While within 15 feet of the singularity, moving away from the singularity requires twice as much movement. If a creature ends its turn within 15 feet of the singularity, it must make a Strength saving throw. On failure, they take 2d6 bludgeoning damage and are dragged back to the closest available spot to the center of the singularity.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

CURSE OF IMPOTENCE*5th-level enchantment (arcane)***Classes:** Occultist**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)**Duration:** Concentration, up to 1 minute

You curse a target creature, causing an overwhelming sense of powerlessness to wash over it. Any time the

target creature attempts to attack, cast a spell that deals damage, or use an action that deals damage, it must make a Wisdom saving throw. On success, they take their action as normal. On failure, they complete their action, but their action does no damage to any target.

DANCING OBJECT (ANIMATE OBJECT)

2nd-level transmutation (arcane)

Classes: Bard, Inventor, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You bring a Tiny object to life. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. The object has the following stats: HP: 20, AC: 18, Str: 4, Dex: 18. The object has an attack modifier equal to your spell attack modifier. If the object is not a weapon, it deals 1d4 + your Spellcasting modifier damage on hit. Select from bludgeoning, piercing, or slashing damage based on the nature of the item. If the object is a weapon, it deals the weapon's damage dice + your Spellcasting modifier of the weapon's damage type. The spell can only animate one-handed weapons without the special modifier this way.

As a bonus action, you can mentally command the animated object as long as it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

DANCING WAVE

2nd-level conjuration (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon a surging mass of water into existence at a point on the ground within range. The mass of water remains cohesive filling a 5 foot radius, though only rises 3 feet from the ground. The area is difficult terrain for any creature without a swimming speed.

For the duration of the spell, as a bonus action you can move the wave of water up to 30 feet along a surface in any direction. The first time the wave enters any creature's space during your turn, they must make a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone. A creature automatically fails this saving throw if they are prone.

DECAYING TOUCH

Necromancy cantrip (arcane)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered remains of a dead animal)

Duration: Instantaneous

You wreath your hand in necrotic decay that causes anything you touch to wither and die. Make a melee spell attack against a creature or object within range. On hit, the target takes 1d6 necrotic damage and starts to flake and decay. The first time they take damage from another source before the start of your next turn, they take an additional 1d6 necrotic damage. Targets immune to diseases are immune to this effect.

The both the initial and secondary damage of the spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

DEGLOVE CREATURE*5th-level necromancy (arcane)***Classes:** Occultist, Spellblade**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a finger bone)**Duration:** Instantaneous

You point at a creature within range, and attempt to make its skeleton rip free of its body. The creature must make a Constitution saving throw. The target takes 7d10 + 7 necrotic damage on a failed save, or half as much damage on a successful one.

If this damage kills the target creature, it's flesh sloughs off its skeleton, collapsing a pile, and the skeleton becomes a Skeleton (Basic Rules, pg. 152), hostile to all living creatures that attacks the closest target.

DEVOURING DARKNESS*5th-level necromancy (arcane)***Classes:** Occultist, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (20-foot radius)**Components:** V, S**Duration:** Instantaneous

Dark tendrils burst out from you in all directions. Creatures of your choice within 20 feet of you must make a Constitution saving throw. On failure, they take 6d8 necrotic damage, and you can move them in a straight line to within 5 feet of you if there is an empty space they can be pulled to. On success, they take half as much damage and are not moved.

You regain hit points equal to one quarter (rounded down) of the necrotic damage taken by all targets affected by the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

DEVOUR SHADOW*4th-level necromancy (arcane)***Classes:** Occultist, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to a minute.

Your shadow suddenly elongates into that of a

horrifying devouring abomination and attempts to eat the shadow of a target creature in range. The target must make a Charisma saving throw. On failure, the target creature's shadow is devoured and they take 6d6 necrotic damage, and are magically weakened, subtracting 1d4 from the attack rolls, saving throws, and ability checks for the duration of the spell, while you can add 1d4 to your attack rolls, saving throws, and ability checks for the duration of the spell. On success, a large bite is taken from the shadow, and they take half as much damage and are not weakened.

If either you or the target has no shadow, the spell fails. If their shadow is consumed, they have no shadow until the spell ends.

At Higher Levels. When you cast this spell with a 5th level spell slot or higher, you can target an additional creature for each spell slot level above 4th. The bonus you gain consuming shadows does not increase beyond 1d4, even if you consume multiple shadows.

DIG*3rd-level transmutation (arcane, primal)***Classes:** Druid, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a mole's claw)**Duration:** 1 round

Until the end of your turn, you gain a borrowing speed of 30 feet. You can move through dirt, sand, or clay with this movement, and leave behind a tunnel equal to your size that remains stable for 1 minute (after which it may remain or collapse based on the properties of the ground moved through). You cannot move through stone (natural or constructed) with this movement.

DIMENSION CUTTER*4th-level conjuration***Classes:** Ranger, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (15-foot cone)**Components:** V, M (a melee weapon you are proficient with worth at least 1 cp)**Duration:** Instantaneous

You flourish a weapon you are proficient with used in the casting and sweep through the air, slashing apart the dimensional space. Each creature in a 15-foot cone takes 6d6 force damage. This passes through

total cover and strikes creatures in the ethereal plane as well as the material plane

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

DIVINE DESCENT [New]

8th-level evocation (divine)

Classes: Cleric

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 3 rounds

You call down an spectral angelic avatar that begins to descend from the sky toward a target point within range. The avatar fills a 30-foot-radius, 60-foot high cylinder with bright light. When you cast the spell and at the start of your next turn, you can choose to either heal all creatures within the light, restoring 4d8 hit points to creatures of your choice that are not undead or fiend within it, or burn all creatures within the light, forcing them to make a Constitution saving throw, taking 4d8 radiant damage on a failed save or half as much on a successful save.

At the start of your turn on the third and final turn of the spell, you make the same decision, but the effect is doubled, either restoring 8d8 hit points or dealing 8d8 radiant damage.

DIVINE JUDGEMENT

2nd-level evocation (divine)

Classes: Cleric, Paladin

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A brilliant sword of radiant energy forms above the target point before slamming down in an explosion of divine power. Creatures in a 10-foot-radius, 30-foot-high cylinder centered on the target point must make a Dexterity saving throw. On failure, a creature takes 2d8 radiant damage, and 2d8 additional radiant damage if it is an undead or fiend. On a successful save, the target takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the base damage increases by 1d8 for each slot level above 2nd.

ALIGNMENT POWERS

If your DM uses alignment for creatures, they can optionally rule that the bonus damage applies all creature types as long as the creature is of the opposite moral alignment of the caster (evil to good or good to evil). as not all settings use strict alignment, this is a variant rule at the GM's discretion.

DISORIENT

2nd-level illusion (arcane)

Classes: Bard, Occultist, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a mobius strip)

Duration: 1 minute

Targeting a creature with you can see, you flip their perception of reality. The target creature must pass a Wisdom saving throw or become disoriented. A disoriented creature has disadvantage on all attack rolls and at the start of their turn moves 10 feet (up to its speed) in a random direction before their speed becomes zero until the start of their next turn.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends, but if the target fails by 5 or more, it fails prone.

DISPEL CONSTRUCT

3rd-level abjuration (arcane)

Classes: Inventor

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You can attempt to purge the magic animating a construct within range, rendering it inert. The target takes 4d10 force damage and must succeed on a Constitution saving throw or become stunned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. If the target has less than 50 hit points remaining when it fails, it is reduced to zero hit points.

DIVIDE SELF

5th-level illusion (arcane, psionic)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, 1 minute

You create an exact duplicate of yourself in an empty space you can see within 30 feet of you. When you cast this spell at the start of each of your turns for the duration, you can switch places with your duplicate.

The duplicate has all of your stats, abilities, and equipment (including magic items). It acts on your initiative, and has its own actions, though it shares its concentration on this spell, and if either of you lose concentration, the spell ends.

Your current hit points are divided between you and the duplicate and shares all other resources and abilities with you (including limited use magic items), with any usage by either you or the duplicate depleting the resource for both of you.

Your duplicate can take any action you can take, but it can deal a maximum of 15 damage on its turn (any additional damage dealt deals no further damage, when dealing area of effect damage, damage is split between all targets equally up to the maximum).

If either you or the duplicate is reduced to zero hit points, the spell ends and you become the copy that was not reduced to zero hit points. When the spell ends, if both you and the duplicate are still present, decide which is you, and the other vanishes. Anything that was copied during the spell has the copied version vanish.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the starting hit points of you and the duplicate both increase by 15 (up to a maximum of you and the duplicate starting with your current hit points) and the maximum damage the duplicate can do during its turn increases by 10 for each slot level above 5th.

DRAGON SURGE

2nd-level transmutation (arcane, primal)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You channel elemental power to form draconic wings, selecting an element from acid, cold, fire, lightning, or poison. All creatures within 10 feet of you must make a Dexterity saving throw as the wings manifest in a surge of elemental power, taking 2d8 damage of that elemental type selected on a failed saving throw, or half as much on a successful save. You gain a flying speed of 30 until the end of your turn, after which the wings fade away once more.

At Higher Levels. When you cast this spell using a

spell slot of 3rd level or higher, the damage increases by 1d8 and the flying speed increases by 10 feet for each slot level above 2nd.

DUST CYCLONE

2nd-level conjuration (arcane, primal)

Classes: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 foot radius)

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 minute

Choose a target point on the ground that you can see within range. A small cyclone whips up at the target point with a radius of 5 feet and a height of 30 feet.

Any creature that starts its turn within the radius of the dust devil or enters its radius for the first time during its turn must make a Strength saving throw. On a failed save, the creature takes 1d12 bludgeoning damage is pushed 5 feet away from the center. On a successful save, the creature takes half as much damage isn't pushed.

As a bonus action, you can move the dust devil up 30 feet in any direction. The first time you pass the dust devil's radius through a creature, that creature must make the saving throw against the dust devil's damage and are pushed out its way on failure. You can continue to move the dust devil, but its strength is exhausted until the end of your turn and subsequent creatures are unaffected by it passing through them.

If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and heavily obscures its radius until the start of your next turn.

EARTH RIPPLE

2nd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause the earth to deform and ripple, a target creature within 10 feet of the ground must make a Dexterity saving throw or suffer one of the following effects (your choice):

- It is pulled into the earth, taking 1d8 bludgeoning damage and reducing its movement speed to zero until a creature spends an action to dig it free.

- It is slammed 5 feet in a direction of your choice by a wave of earth, taking 2d8 bludgeoning damage and being knocked prone.
- It is impaled by a spike of earth, taking 4d8 piercing damage.

ECHOING LANCE

4th-level evocation (arcane)

Classes: Bard, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You emit a targeted burst of intense sonic energy at a creature within range. The target must make a Constitution saving throw. On a failure, they take 3d8 thunder damage and become stunned for the duration by the intense sound. On a successful save, the target takes half as much damage and isn't stunned.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends, on failure, they take an additional 1d8 thunder from the echoes within their mind.

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

ELECTRIC ARC

Evocation cantrip (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot a jolt of lightning at a creature you can see within range. Make a ranged spell attack against the target. On hit, the target takes 1d8 primary lightning damage and an arc of lightning jumps from the target to another creature within 15 feet, using the same attack roll, dealing 1d4 secondary lightning damage on hit.

This spell's damage increases by 1d8 primary and 1d4 secondary damage when you reach 5th level (2d8 and 2d4), 11th level (3d8 and 3d4), and 17th level (4d8 and 4d4).

ELECTRIFY

1st-level evocation

Classes: Occultist, Ranger, Sorcerer, Spellblade, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You channel lightning into your hands. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the target takes 1d12 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes stunned until the start of their next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

ELECTROCUTE

3rd-level evocation (arcane, primal)

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A massive arc of lightning leaps from your hand to a target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d12 lightning damage and is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

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.

ELEMENTAL BARRAGE [New]

2nd level transmutation (arcane, primal)

Classes: Ranger, Spellblade

Casting Time: 1 bonus action

Range: Touch

Components: V, M (a piece of ammunition)

Duration: 1 round.

You touch of piece of ammunition infusing it with chaotic elemental power. The next time that piece of ammunition is fired before the start of your next turn,

it is destroyed and transformed into three elemental bolts one of which does fire damage, one of which does cold damage, and one of which does lightning damage.

Make a weapon attack roll for each elemental bolt. You can fire all three at the same target or different targets within the weapon attacks range. On a hit, each elemental bolt does elemental damage equal to the normal weapon damage of the attack.

ELEMENTAL EXHALATION [NEW]

2nd-level evocation (arcane, primal)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 20 foot cone

Components: V, S, M (a fragment of a dragon's scale)

Duration: Instantaneous

You gather elemental power in your lungs selecting from acid, cold, fire, lightning, or poison, before exhaling it a gust of elemental power. Each creature in a 20-foot cone must make a Dexterity saving throw. On a failed save, creatures take 3d8 elemental damage of the chosen type, or half as much damage on a successful save.

If you cannot breathe, have no mouth, or your mouth is currently covered, the spell fails.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

ELEMENTAL ORB

1st-level evocation (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You form an orb of power, forming it into an element of your choice. Select an element damage type from acid, cold, fire, lightning, or poison. Make a ranged spell attack against a target you can see within range. On hit, the target takes 3d8 damage of the selected elemental damage type.

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

ENTOMB

1st-level transmutation (arcane)

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to encase a Medium or smaller creature you can see within ice. The creature must make a Strength saving throw or become restrained by ice for the duration. At the end of each of its turns, the target takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends on the target.

If the creature takes more than 5 fire or bludgeoning damage from a single damage roll while restrained, the ice breaks and the target is freed, ending the spell for the target.

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

ETHEREAL IMMOLATION

2nd-level evocation (arcane)

Classes: Occultist, Sorcerer, Spellblade

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You shroud a target in visible ethereal power that reacts violently to the presence of magic. For the duration of the spell, if the target casts a spell, it takes 2d4 force damage. This damage is increased by 1d4 for each spell level of the spell cast (no additional damage for cantrips).

Additionally, if the target ends their turn while concentrating on a spell, they take 1d4 force damage.

ERODE

3rd-level conjuration (arcane)

Classes: Occultist, Spellblade, Wizard

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

You blast a target with a glob of acid. The target must make a Dexterity saving throw. On failure, the target takes 8d4 acid damage immediately and becomes

covered in acid. On a success, the target takes half as much damage and is not covered in acid. While covered in acid, the target takes 2d4 acid damage at the end of each of its turns. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 3rd.

EYES OF IMMOLATION

1st-level evocation (arcane, primal)

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

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Your eyes glow with fiery light before focusing on a creature you can see within range, causing a beam of fire to shoot from your eyes. The target creature must make a Dexterity saving throw. On a failed save, it takes 3d6 fire damage and is set ablaze, taking 1d6 damage at the end of each of its turns until it or another creature within 5 feet of it spends an action to douse the flames. On a successful save, the creature takes half as much damage and is not set ablaze.

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

EXPLOSIVE DEFLECTION

1st-level evocation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S, M (a pinch of black powder)

Duration: Instantaneous

You release an explosive blast an energy to deflect an attack. Roll 2d6. The damage of the attack is reduced by the amount rolled. If the amount rolled is higher than attack the damage of the attack, and the attack was a melee attack, the attacker takes the remainder of the damage.

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 2nd.

FALL

1st-level transmutation (arcane)

Classes: Inventor, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You alter gravity for yourself, causing you to reorient which way is down for you until the end of your turn. You can pick any direction to fall as if under the effect of gravity, falling up to 500 feet before the spell ends.

If you collide with something during this time, you take falling damage as normal, but you can control your fall as you could under normal conditions by holding onto objects or move along a surface according to your new orientation as normal until your turn ends and gravity returns to normal.

FIELD OF STARS

5th-level evocation (arcane)

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You cause 5 star-like motes of light to spring forth at points you can see within range. Each mote of light sheds bright light in a 10 foot radius and dim light for an additional 10 feet. If a creature moves within a 5-foot radius of a mote of light or ends their turn within 5 feet of one, the mote explodes in a brilliant flash, dealing 4d12 radiant damage to all creatures within 5-feet of that mote before fading away. If multiple motes explode at once, a creature hit by more than one mote only takes damage once.

For the duration of the spell, while you have any motes of light remaining, as an action you can rearrange the remaining motes, placing them anywhere within range (this movement cannot cause them to detonate).

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range increases by 10 feet and you create an additional star-like mote of light for each slot level about 5th.

FINAL FLAME*6th-level evocation (divine)***Classes:** Cleric**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a phoenix's feather)**Duration:** 8 hours

You place an ember of divine flame within a creature, which lies dormant until it is triggered, either by the creature carrying as a bonus action, or automatically if that creature is reduced to zero hit points.

When the flame is activated, the creature fire explodes, causing all creatures within 20 feet to make a Dexterity saving throw. On failure, they take 8d6 radiant damage. On success, they take half as much damage. The creature that triggered the flame then regains 8d6 hit points.

FIRE CYCLONE*3rd-level conjuration (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a pinch of ashes from a forest fire)**Duration:** Concentration, up to a 1 minute

Targeting a point on the ground you can see, you cause a cyclone made of whipping flames to fill a 10-foot-radius, 30-foot-high cylinder.

Creatures that are inside the spell when you cast it or enter it for the first time on a turn must make a Strength saving throw. On a failed saving throw, it takes 3d6 fire damage and is flung 15 feet upwards and lands 15 feet in a randomly determined horizontal direction. On a successful save, the creature takes half as much damage and is not flung.

When a creature is not entirely inside the cyclone's radius but within 30 feet of its center at the start of its turn, it still feels the intense draw of the raging cyclone, and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone.

For the duration of the spell, you can spend an action to move the cyclone up to 30 feet in any direction along the ground.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the height of the cyclone as well as the distance a creature is thrown upward increases by 5 feet for each level above 3rd.

FIREBURST MINE*3rd-level abjuration (arcane)***Classes:** Inventor**Casting Time:** 1 minute**Range:** Touch**Components:** V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)**Duration:** 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 20-foot-radius sphere centered on the item must make a Dexterity saving throw. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one. If a creature is in the area of effect of more than one fireburst mine during a turn, they take half damage from any mines beyond the first.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the caster that set it disarms it with an action.

FISSURE*5th-level transmutation (primal)***Classes:** Druid, Sorcerer, Spellblade, Wizard**Casting Time:** 1 Action**Range:** Self (60 foot line)**Components:** V, S**Duration:** Instantaneous

You rend asunder the earth in a 60-foot-long 5-foot-wide line, targeting an area of dirt, sand, or rock at least 10 feet deep.

Creatures in that line must make a Dexterity saving throw. On a failure, a creature falls into a suddenly opened crevice in the ground, falling into it before it snaps shut, crushing them. Creatures that fail the saving throw take 6d10 bludgeoning damage from the fall and crushing. The creature is buried in 10 feet of rubble, and creatures without a burrowing speed require 25 feet of movement to extract themselves from the loose rubble to return to where they failed the saving throw. If they end their turn while buried, they take an additional 1d10 bludgeoning damage.

FISTS OF FIRE*Transmutation cantrip (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Warlock**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** 1 minute

You cause your fists to erupt in flames. For the duration, your fists become a set of simple natural weapons that deal 1d6 fire damage. You are proficient in these weapons, and they have the Light property. For the duration, any flammable object you attempt to hold catches fire. If you end your turn grappling another creature with your hands, it takes 1d4 fire damage. You can end the spell early (no action required).

The damage this spell does to grappled targets increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FLAMETHROWER*3rd-level evocation (arcane)***Classes:** Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (30 foot line)**Components:** V, S**Duration:** Concentration, up to 1 minute

You release a stream of fire from your hands, targeting a line that is 30 feet long and 10 feet wide, filling it with a continual stream of fire. Any creature that is in the area when you cast the spell or enters the area before the start of your next turn must make a Dexterity saving throw, taking 4d6 fire damage on a failure, or half as much on a success.

On each subsequent turn for the duration, you can use your action to release a new line of fire with the same effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FLASH FREEZE*3rd-level evocation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** Instantaneous

A freezing wind ripples outward. Each creature in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a successful save, the target takes half as much damage and isn't restrained.

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.

FLICKERING STRIKES*5th-level conjuration (arcane, psionic)***Classes:** Ranger, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (30-foot radius)**Components:** V, S, M (a melee weapon you are proficient with worth at least 1 sp).

You flourish a weapon you are proficient with used in the casting and then vanish, instantly teleporting to and striking up to 5 targets within range. Make a weapon attack against each target. On hit, a target takes the weapon damage from the attack + 6d6 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

FLING*2nd-level transmutation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

You manipulate gravity around one large or smaller creature. The target creature makes a Strength saving throw. On failure, you can fling them 40 feet straight up or 20 feet in any direction.

If you fling them straight up they immediately fall, taking 4d6 damage falling damage, and fall prone. If you fling them any other direction, they take 2d6 damage and fall prone. If their movement would be stopped early by a creature or object, both the target and creature or object takes 3d6 bludgeoning damage.

FORCE BLADE*4th level evocation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 bonus action**Range:** Self (10 feet)**Components:** V, S**Duration:** Concentration, up to 1 minute

You create an oversized blade of pure scintillating force energy in your hand. For the duration of the spell, as an action, you can sweep the blade through up to two creatures are within 5 feet of each other and within reach, dealing 2d12 + your spell casting modifier force damage to each.

At Higher Levels. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12.

FORCE BOLT*evocation cantrip (arcane)***Classes:** Sorcerer, Spellblade**Casting Time:** 1 action**Range:** 120 ft.**Components:** V, S**Duration:** Instantaneous

You hurl a mote of arcane energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 force damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

FORM OF FAMILIAR*2nd-level transmutation (arcane)***Classes:** Occultist, Wizard**Casting Time:** 1 minute**Range:** Self**Components:** V, S, M (a piece of your familiar such as fur, feathers, or scales, which the spell consumes)**Duration:** 1 hour

You assume the form of the familiar that provided the material component to the spell. The transformation lasts for the duration, or until you drop to 0 hit points or die. Your game Statistics are replaced by the Statistics of the chosen creature, though you retain your Alignment and Intelligence, Wisdom, and

Charisma scores.

You assume the Hit Points and Hit Dice of the new form. When you revert to your normal, you return to the number of Hit Points you had before you transformed. If you revert as a result of Dropping to 0 Hit Points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 Hit Points, you aren't knocked Unconscious. You can use an action to revert to your normal form at any time.

You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech. Your gear melds into the new form. You cannot activate, use, wield, or otherwise benefit from any of your equipment.

FORM OF FIRE*6th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 10 minutes

You become elemental fire, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Until the spell ends, you gain the following benefits:

- You are immune to fire damage.
- You can move through the space of other creatures and ignore difficult terrain. The first time on a turn you enter the space of another creature, it takes 2d6 fire damage.
- If a creature within 5 feet hits you with a melee attack, it takes 2d6 fire damage.
- You can use your action to create a line of fire 30 feet long and 5 feet wide extending from you in a direction of your choice. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
- During your turn, if you roll fire damage, you can maximize one die of the fire damage dealt.

FORM OF ICE*6th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 10 minutes

You freeze over, taking on a form of elemental ice. Until the spell ends, you gain the following benefits:

- You are immune to cold damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 15-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 30-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.
- During your turn, if you roll cold damage, you gain temporary hit points equal to one die rolled (your choice).

FORM OF STONE*6th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 10 minutes

You become made of stone. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.
- You can use your action to call spikes of stone to raise from the ground. All creatures of your choice within 15 feet of you must make a Dexterity saving

throw. A creature takes 4d8 piercing damage on a failed save, or half as much on a successful one. Their space becomes difficult terrain either way.

FORM OF THE ELEMENTS*9th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 10 minutes

For the duration of the spell, you gain the benefits of the *form of fire*, *form of ice*, *form of stone*, *form of water*, and *form of wind* spells.

FORM OF WIND*6th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 10 minutes

You become a gust of elemental wind. Until the spell ends, you gain the following benefits:

- You have a flying speed of 60 feet.
- You can move through and occupy the space of other creatures, and you ignore difficult terrain.
- You are invisible.
- You can use your action to unleash a powerful blast of wind in a 30 foot cone. Each creature in the cone must make a Strength saving throw. A creature takes 4d8 bludgeoning damage is knocked 15 feet away from you on a failed save, or takes half as much damage and isn't knocked backward on a successful one.

FORM OF WATER*6th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 10 minutes

You become a surge of elemental water. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature, it must pass a Strength saving throw or be knocked prone.
- You can use your action to unleash a blast of water 15 feet long and 5 feet wide extending from you in a direction your choice. Each creature in the line must make a Strength saving throw. A creature takes 5d6 bludgeoning damage and is knocked prone on a failed save, or half as much and isn't knocked prone on a successful one.

FREEZE

Transmutation cantrip (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You instill a deadly chill into your hand. Make a melee spell attack against a creature. On hit, the target takes 1d8 cold damage, and the target's movement speed is reduced by 10 feet until the end of their turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

GALE BOLT

1st-level evocation (arcane, primal)

Classes: Druid, Occultist, Ranger, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A blast of concentrated wind streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 bludgeoning damage and if it is Large or smaller is knocked 10 feet away from you.

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

GALE SHOT

4th-level transmutation (primal)

Classes: Rangers

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp).

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the power of a hurricane for the duration. The first time you attack with the empowered item, unleashes a blasting galeforce, greatly empowering the shot. On a hit, the target takes an additional 4d8 damage from the attack, and is knocked backwards 30 feet. Any creature the target is knocked into by this movement takes 2d8 bludgeoning damage. On a miss, the target takes half as much damage and is not knocked back.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 5th level, the shot deals an additional 1d8 damage and the target is knocked backwards an additional 10 feet.

GEYSER

4th-level conjuration (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause a massive eruption of water to blast upwards from the ground at a point within range. Creatures within 10 feet of the point must make a Dexterity saving throw or take 4d6 bludgeoning damage and be knocked 60 feet into the air. On a successful save, creatures take half as much damage, and are instead knocked their choice of 10 feet away from the point or 10 feet upward.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each level above 4th.

GHOST STEP*3rd-level transmutation (arcane)***Classes:** Occultist, Spellblade, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** 1 round

You become briefly ethereal and intangible. For the duration, you can move in any direction and do not fall. You can move through creatures, objects, walls, terrain, and effects as if they were not there. You can only pass through magical objects if they do not block ethereal transit. While you are intangible, you are immune to all damage besides force damage.

At the start of your next turn, you once more become tangible, manifesting in your current space. If the space is occupied, you are shunted to the nearest unoccupied space, take force damage equal to twice the number of feet you are forced to move. If the space you manifest is not on the ground and you cannot fly, you fall to the ground.

GLACIAL CRASH*7th-level evocation (primal, arcane)***Classes:** Druid, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 300 feet**Components:** V, S**Duration:** Instantaneous

A huge chunk of ice appears in the sky before crashing down at a point within range before shattering into an explosion of ice. Creatures within 30 feet of the point must make a Dexterity saving throw. On failure, a creature takes 6d6 cold damage, and if it was within 10 feet of the target point, it takes an additional 6d8 bludgeoning damage. On success, a creature takes half as much cold damage, and half as much bludgeoning damage (if applicable).

The spell's area of effect becomes difficult terrain until the end of your next turn.

GRAVITY SURGE*2nd-level transmutation (arcane)***Classes:** Spellblade, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You create a crushing field of gravity in a 15 radius sphere. Any creature within the area must make a Strength saving throw. On failure, creatures take 2d6 bludgeoning damage and falls prone. On success, creatures take half as much damage and are not knocked prone. Creatures that are not on the ground make this save with disadvantage.

GRIP OF THE DEAD*1st-level necromancy (arcane)***Classes:** Occultist, Spellblade**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Concentration, up to 1 minute

You channel unholy strength into your hand, and reach out to grab a creature. The creature must make a Strength saving throw or become restrained by your deathly iron grasp. As an action on its turn, the creature can attempt to escape using a Strength (Athletics) or Dexterity (Acrobatics) check against your Spell Save DC.

At the start of the creature's turn while you maintain the grip and the spell, it takes 1d8 necrotic damage as you drain the life from it, and regain hit points equal to half the damage dealt.

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

GRASPING ROOTS*1st-level transmutation (primal)***Classes:** Druid, Ranger**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

A twisting burst of roots launch from your hand, reaching to grab a Large or smaller target. The target must make a Strength saving throw. On success, the target is moved 5 feet in a direction of your choice. On a failure, the target is moved 20 feet in a direction of your choice. A creature can choose to fail this save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you move a creature an additional 5 feet for each slot level above 1st.

HEAVENLY RAY*4th-level evocation (divine)***Classes:** Cleric**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

A golden pillar of celestial radiance shines down in a 10-foot radius, 60-foot-high cylinder centered on a point within range. Until the spell ends, bright light fills the cylinder, and sheds dim light for 10 feet in all directions from it.

When a creature enters the spell's area for the first time on a turn or starts its turn there, the celestial radiance infuses its body with positive energy. If the creature is not an undead or construct, it regains 2d8 hit points and 2d8 temporary hit points. If the creature is a construct, the light has no effect, and if the creature is undead, it instead takes 2d8 radiant damage.

Any subsequent time a creature gains hit points from this spell after the first, they cannot gain hit points above half their maximum hit points, but still gain the temporary hit points.

On each of your turns after you cast this spell, you can use a bonus action to move the beam up to 60 feet in any direction.

HOSTILE HEALING

This spell does not allow you to pick who gains the healing effect of it. Place it wisely or you can risk enemies taking advantage of your generosity.

HEAVY BLOW [UPDATED]*1st-level transmutation (primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, M (a weapon or unarmed strike that does bludgeoning damage)**Duration:** 1 round

You impart great heft to a unarmed strike or weapon you are holding. The first time you hit with a melee weapon attack using that weapon before the start of your next turn, your blow strikes with great force, and the attack deals an extra 1d10 bludgeoning damage to the target and must succeed a Constitution saving throw, or becomes dazed until the start of its next turn. While dazed this way, it cannot take reactions, and attacks against it have advantage.

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

HELLFIRE PIT*7th-level transmutation (arcane)***Classes:** Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You open a pit to hell beneath the feet of your foes. A supernatural void opens in a 10-foot radius, 10-foot deep pit opens around a point you can see within range.

Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. If they cannot move 5 feet out of the radius of the spell (such as having no path or insufficient movement speed), they automatically fail the saving throw. Creatures that fail their saving throw fall to the bottom of the pit (taking 1d6 bludgeoning damage and falling prone). The floor of the pit is a blazing inferno of hell. Creatures that start their turn in the pit take 4d6 fire damage and 4d6 necrotic damage.

The pit is difficult to escape, voraciously drawing creatures caught in to the depths of hell with strong winds, roaring fires, and infernal chains. A creature can spend 20 feet of movement (or 10 if they a flying or climbing speed) to attempt to escape the pit, making a Strength saving throw against your spell save DC. On success, they escape. On failure, fall back to the floor of the pit and their movement speed becomes 0 until the start of their next turn.

When the spell ends, the supernatural void to hell closes, and all creatures in the pit are deposited on the ground where the pit opened prone.

HUNGERING VOID*3rd-level conjuration (arcane)***Classes:** Occultist, Warlock, Spellblade Sorcerer, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 1 minute.

You create a point pure void which swallows a 20-foot radius sphere of space, plunging it into magical darkness and forming a life devouring freezing void.

A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it unless it comes from a spell of higher level than this one.

A creature that starts their turn within the void must make a Constitution saving throw. On failure, they take 2d6 cold damage and 2d6 necrotic damage, and their speed is reduced by 5 feet. The reduction to their speed lasts until they start not inside the area of the void, and can stack with itself, up to a maximum effect of reducing a creature's speed to 5 feet. On a success, they take half as much damage and their speed is not reduced.

At Higher Levels. When you cast this spell using a 5th level spell slot or higher, the necrotic and cold damage both increase by 1d6, and the speed reduction increases to 10 feet on a failed save (with the same minimum speed limitation).

HURRICANE SLASH

2nd-level evocation (arcane, primal)

Classes: Druid, Ranger, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You condense wind into a razor sharp blast that shreds a 30-foot-long 5-foot-wide line. Creatures in the area must make a Dexterity saving throw. A creature takes 3d8 slashing damage on a failed save or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create an additional line of effect. A creature in the area of more than one slash is affected only once.

ICE SPIKE

4th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a lance of ice that shoots up from the ground to impale a creature within range. The target must make a Dexterity saving throw. The target takes 4d8 piercing damage and 4d8 cold damage on a failed save. The target takes only the 4d8 cold damage on a successful save.

At Higher Levels. When you cast this spell using a

spell slot of 6th or 7th level, you can create a second spike. When you cast this spell using a spell slot of 8th or 9th level, you can create a third spike. Additional spikes can target the same or different creatures.

ICE ARROW

1st-level evocation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet.

Components: V, S

Duration: Instantaneous

You conjure a shard of ice before hurling it at a target you can see within range. Make a ranged spell attack. On hit, the target takes 2d8 + your spellcasting ability modifier cold damage.

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

ICE WEAPON

Transmutation cantrip (arcane, primal)

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of water that was once snow)

Duration: 1 minute

You conjure a weapon formed from magical ice in your hand. You have proficiency with this weapon. When you form it and as a bonus action while wielding it, you can morph the weapon into different forms that take on the following properties. If you lose or discard the weapon, you can reform it in your hand as a bonus action.

WEAPON	DAMAGE	PROPERTIES
Ice Spear	1d6	Thrown (30/90)
Ice Sword	1d6	Versatile (1d8)
Ice Lance	1d8	Two-Handed, Reach
Ice Hammer	1d10	Two-Handed, Heavy
Ice Dagger	1d4	Finesse, Thrown (30/90)

Regardless of its form, the weapon deals cold damage. You can end the spell early, letting the weapon melt to a harmless splash of water (no action

required). You can have up to three ice weapons formed from this spell at a time. After forming a fourth, the first created one melts away.

ILLUSIONARY DART

illusion cantrip (arcane)

Classes: Bard, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create and throw an illusory dart at a creature you can see within range. Make a ranged spell attack. On hit, they take 1d8 psychic damage.

The number of darts you can throw with this spell increases when you reach 5th level (2 darts), 11th (3 darts), and 17th level (4 darts). You can direct the dart at the same target or at different ones. Make a separate attack roll for each dart.

ILLUSIONARY FIREBALL

3rd-level illusion (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (something that looks like bat guano)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an illusory explosion of flame. Each creature of your choice within a 20-foot radius sphere centered on that point must make a Wisdom saving throw. A target takes 6d6 psychic damage on a failed save. A creature that passes their save realizes the fire is illusory and takes no damage.

You can make the illusory effect an explosion of ice, lightning, or pure force energy.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

TARGETS OF YOUR CHOICE

Unlike a fireball of actual fire, the illusory version only hits targets of your choice, making it safe to use among allies, though it deals less damage and does no damage on a passed save (as the target realizes its illusory nature).

ILLUSORY PIT

1st-level illusion (arcane)

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 5 foot radius illusory pit at a point you can see on the ground. Creatures within the radius when the spell is cast must make a Wisdom saving throw. A creature that fails their saving throw, believes they have fallen into the pit, and falls prone, cannot stand up, and is blinded beyond 5 feet of the illusory pit.

A creature can spend its action to attempt to climb out of the pit, repeating its Wisdom saving throw. On success, it spends all of its movement to stand up, and realizes the pit is an illusion, ending the spell for them. On failure, it cannot get out of the pit and continues to believe it is stuck in a pit. A creature can move within the spaces covered by the pit while under the effect.

Creatures with a flying speed are unaffected. Each time a creature under the effect takes damage, the target can make another Wisdom saving throw.

At Higher Levels. When you cast the spell using a spell slot of 2nd level or higher, the radius of the pit increases by 5 feet for each level above 1st, to a maximum of a 20 foot radius with a 4th level spell slot.

IMBUE LUCK

2nd-level transmutation (arcane)

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a four leaf clover)

Duration: 1 hour

You touch a weapon or worn item and imbue luck into it. If imbued on a weapon, for the duration, on an attack roll, the wielder can roll an additional d20 (they can choose to do this after they roll, but before the outcome is determined). The creature can choose which of the d20s is used for the attack roll.

If imbued into a worn item, they can roll a d20 when attacked, then choose whether the attack uses the attacker's roll or theirs.

With either use, the spell immediately ends upon rolling the extra d20.

IMMUTABILITY*3rd-level transmutation (arcane)***Classes:** Cleric, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 1 minute

You assume an immutable form. You become immune to other transmutation spells or magical effects that would alter your form.

If you don't move during your turn, you gain advantage on Strength or Constitution saving throws made before the start of your next turn, and cannot be moved or knocked down against your will.

While the spell is active, as a reaction to taking bludgeoning, piercing, or slashing damage you can gain resistance to that damage type (including the triggering damage) until the end of your next turn, but your movement speed becomes zero until the end of your next turn.

IMPACT*transmutation cantrip (arcane)***Classes:** Druid, Occultist, Sorcerer, Warlock**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You impart great force into a target you touch. Make a melee spell attack against the target. On hit, the target takes 1d10 bludgeoning damage, and is knocked 5 feet directly away from you.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

INDUCE HEADACHE*1st-level evocation (arcane)***Classes:** Bard, Occultist, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a bad pun written on a scrap of parchment)**Duration:** Concentration, up to 1 minute

Targeting a creature with 6 or more intelligence, you inflict an instantaneous headache on it. The target takes 1 psychic damage at the start of its turn, and has disadvantage on Constitution saving throws to

maintain Concentration and Intelligence ability checks.

INFERNAL SHACKLES*2nd-level conjuration (arcane)***Classes:** Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a link from a chain burned in a fire that killed at least one creature)**Duration:** Concentration, up to 1 minute

Chains of burning black iron spring from the ground and attempt bind a creature you can see within range. The target creature must make a Strength saving throw. On failure, it takes 3d6 fire damage and its movement speed is reduced to zero for the duration of the spell. On success, they take half as much damage and are not bound.

At the end of each of their turns, the target repeats its saving throw. On a success, the chains broken and the spell ends for that target. On a failure, it remains bound and takes an additional 2d6 fire damage as it is seared by the chains.

At Higher Levels. When you cast this spell with a 3rd level spell slot or higher, you can target an additional creature for each spell slot level above 2nd.

INFINITE EDGE*1st-level transmutation (arcane)***Classes:** Ranger, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, M (a weapon or unarmed strike the deals piercing or slashing damage)**Duration:** 1 round

A weapon you are holding, or a natural weapon, that deals slashing or piercing damage gains magically sharpened edge or point. The next attack roll you make with it before the start of your next turn gains advantage, and if it hits it deals an additional 1d10 damage.

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

INSTANT BULWARK*3rd-level transmutation (primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 reaction, which you can take when a creature within range takes damage from a ranged attack or area of effect.**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You cause a 15-foot-long, 10-foot-tall, several inch thick wall of earth to erupt on the ground, granting total cover and blocking any damage that originates from the far side of the wall until the wall breaks. This blocks ranged attacks, and areas of effects that have a point of origin on the far side of the wall (for example, the center point of a radius spell or the source of a cone or line).

All damage the wall blocks is applied to the wall, even if that damage normally only affects creatures, but it takes the blocked damage only once, even if blocking the same damage against multiple creatures. The wall has 4d10 + your spellcasting modifier hit points, and crumbles to dust when it is reduced to 0 hit points. Any damage remaining after the wall is destroyed is dealt as normal. If the wall is not destroyed, it crumbles at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the wall has 1d10 additional hit points and is 5 feet longer for each level above 3rd.

INSTANT COUNTER*2nd-level conjuration (arcane)***Classes:** Bard, Ranger, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see**Range:** 30 feet**Components:** V, S, M (a melee weapon worth at least 1 sp)**Duration:** Instantaneous

You vanish, teleporting to an empty space within 5 feet of the creature that damaged you, and immediately make a weapon attack against them with the weapon used in the spell's casting.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you deal 1d8 bonus force damage on the hit for each slot level above 2nd.

IRON GARDEN*4nd-level transmutation (arcane)***Classes:** Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (20-ft. radius)**Components:** V, S**Duration:** Instantaneous

Iron spikes lance upwards from the ground in all directions around you, impaling creatures within 20 feet of you. Creatures in the target area must succeed a Dexterity saving throw, or take 6d8 piercing damage, and their movement speed drops to zero until the end of their next turn. On a success, they take half as much damage, and their movement speed is not reduced to zero.

Until the start of your next turn, when a creature moves into or within the area, it takes 1d8 piercing damage for every 5 feet it travels. At the start of your next turn, the spikes rust away to dust.

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

IRON WIND STRIKE*2nd-level conjuration (arcane)***Classes:** Ranger, Spellblade**Casting Time:** 1 action**Range:** Self (15-foot radius)**Components:** V, S, M (a melee weapon you are proficient with worth at least 1 cp)**Duration:** Instantaneous

You flourish a weapon you are proficient with used in the casting and then vanish to strike like the wind. Choose up to three creatures you can see within range. Make a melee weapon attack against each target. On a hit, a target takes 3d8 damage of the weapon's damage type.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

At Higher Levels. When you cast this spell using a spell slot of 3rd Level or higher, it deals an additional 1d8 damage to each target on hit for each slot level above 2nd.

JUMPING JOLT*4th-level evocation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You release an arc of lighting at a creature within range. Make a ranged spell attack roll against the target. On hit, the target takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first target making a new attack roll for each target. The spell cannot hit the same target twice, or jump to a target out of the spells range. The spell can jump a maximum of five times.

On a miss, the target takes half as much damage and the spell does not jump to a new target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the starting damage increases by 1d12 for each slot level above 4th.

KARMIC REFLECTION*1st-level enchantment (divine)***Classes:** Cleric, Occultist**Casting Time:** 1 action**Range:** 30 feet.**Components:** V, S, M (a broken shard of a mirror)**Duration:** 1 round.

You place a binding on a creature you can see within range. Until the start of your next turn, any time that creature deals damage with its action, bonus action, or reaction, they take radiant damage equal to the damage dealt, up to a maximum of 10 damage. The target is aware of the effect of this spell while affected. After reflecting 10 damage, spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum damage increases by 10 for each spell slot level above 2nd.

KILLING CURSE*5th-level necromancy (arcane)***Classes:** Occultist**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)**Duration:** Concentration, up to 1 minute

You curse a target to die. The targets current and maximum hit points are reduced by 3d10 + 10. If this causes a creatures to have zero hit points, the creature dies.

For the duration of the spell, the target cannot regain hit points unless from a spell cast using a spell slot of higher level than the spell slot this curse was cast with, and any death saving throw they roll is automatically considered a 1.

At the start of a creatures turn while they are under the effect of this spell, they make a Charisma saving throw. On failure, their current and maximum hit points is reduced by 1d10 + 10. On a successful save, the spell ends. A creature's maximum hit points are restored when it takes a long rest.

LIGHTNING CHARGED*2nd-level evocation (arcane)***Classes:** Inventor**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a piece of metal once used in a lightning rod)**Duration:** 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack, a spell with a range of touch, is struck by another creature with a melee attack, or ends their turn while grappling or being grappled by another creature, they deal 1d6 lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to 6d6 damage), the spell ends.

At Higher Levels. The spell can discharge damage 2 additional times (dealing 2d6 more total damage) before the spell ends for each slot level above 2nd.

LIGHTNING SHOT
3rd-level transmutation (primal)

Classes: Ranger
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)
Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with crackling lightning energy for the duration.

The first time you attack with the empowered item, it transforms into a bolt of lightning, and when fired blasts out from you in a line 100 feet long and 5 feet wide. Make the weapon’s attack roll against each creature in that line, (Using the same roll against each creature) dealing 4d8 lightning damage on hit, and half as much on a miss. This damage roll does not add any modifiers or bonus associated to weapon attacks. The lightning ignites flammable objects in the area that aren’t being worn or carried.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each level above 3rd, up to a maximum of 6d8 at 5th level.

LIGHTNING TENDRIL
1st-level evocation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self (20 feet)
Components: V, S
Duration: Concentration, up to 1 minute

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

At Higher Levels. When you cast this spell using a 2nd- or 3rd-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 4th- or 5th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 6th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

MANIPULATE EARTH
transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Varies

You mold earth you can see within range causing it to twist and buckle to your command, selecting one of the following effects:

- You can move a 5-foot cube of loose dirt or soil, excavate and move it along the ground to another unoccupied space within 5 feet.
- You can carve small simple shapes into dirt or stone, change its color, or similar minor effects.
- You can turn a 5-foot square of earth or stone into difficult terrain for 1 hour. You can have up to three patches of difficult terrain this way; if you create additional patches the first created patch returns to normal terrain.

MANIPULATE FATE
9th-level divination (arcane)

Classes: Occultist, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a spool of silk thread)
Duration: Concentration, up to 1 minute

You reach out and grasp the imperceptible threads of fate, subtly manipulating them. Whenever a creature within 60 feet of you makes an attack roll, saving throw, or ability check, you can use your reaction to tweak their fate, altering the value of the roll. You can choose to manipulate fate after the die is rolled, but before the outcome is determined.

You can alter the roll of the die to an adjacent number to the number rolled (outcomes listed on the table below).

d20	TWEAKED FATES
1	7, 13, or 19
2	12, 18, or 20
3	17, 16, or 19
4	11, 14, or 18

d20	TWEAKED FATES
5	13, 15, or 18
6	9, 14, or 16
7	1, 15, or 17
8	10, 16, or 20
9	6, 11, or 19
10	8, 12, or 17
11	4, 9, or 13
12	2, 10, or 15
13	1, 5, or 11
14	4, 6, or 20
15	5, 7, 12
16	3, 6, or 8
17	3, 7, or 10
18	2, 4, or 5
19	1, 3, or 9
20	2, 8, or 14

When you alter a roll, you can choose to cast aside subtly and yank the thread of fate, and select any value of the d20 as the outcome of the result, but the backlash causes you to take a number d6 equal to the difference in the value selected from the value rolled in necrotic damage. The spell immediately ends after the result is changed in this more drastic way.

EDITOR'S NOTE

The numbers you can pick are the adjacent sides of a d20 to the number rolled. This represents literally nudging the die of fate.

MANIPULATE FIRE

transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Varies

You control fire you can see within range causing it to bend to your command, selecting one of the following effects:

- You can grant a creature of your choice within range resistance to fire damage until the start of your next turn.
- You can spark, douse, or spread fire in a 5-foot-cube, so long as there is fuel that can be ignited within the area.
- You can control the brightness (halving or doubling it), color (turning the flames to any color of your choice), or shape of fire (forming simple shapes or forms) within a 5-foot cube for 10 minutes.

MANIPULATE WATER

transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Varies

You shape water you can see within range causing it to move and shape at your command, selecting one of the following effects:

- You can move or direct the flow of a 5-foot cube of water in direction, but the water will collapse back to following the flow of gravity at the start of your next turn unless you concentrate on keeping it in place.
- You can form the water in shapes or cause it to animate. This changes last for 1 minute.
- You can change the color or opacity of water in a 5-foot cube. This change lasts for 1 hour.
- You can freeze up to a 5-foot cube of water or thaw up to a 5-foot cube of ice. The water unfreezes or refreezes naturally based on the environmental conditions (usually taking an hour or more to complete melt or freeze unless in extreme conditions).

MANIPULATE WIND*transmutation cantrip (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** 1 round

You gust wind within range causing it surge and swirl to your command, selecting one of the following effects:

- The next ranged weapon attack against a creature of your choice within range has disadvantage.
- One creature of your choice within range must succeed a Strength saving throw or being pushed 5 feet or knocked prone (your choice).
- You can increase the next jump made by a creature of your choice within range by 5 feet.
- You manipulate the wind in a minor way such as pushing a light object up to 10 feet, rustling plants, slam doors, or similar effects. These aren't powerful enough to move creatures or deal damage.

MARTIAL TRANSFORMATION*6th-level transmutation (arcane)***Classes:** Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a few hairs from a bull)**Duration:** 10 minutes

You endow yourself with endurance and martial prowess fueled by magic. Until the spell ends, you can't cast spells or concentrate them, and you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the spell ends, they are lost.
- You have advantage on attack rolls that you make with simple and martial weapons.
- When you hit a target with a weapon attack, that target takes an extra 2d12 force damage.
- You have proficiency with all armor, shields, simple weapons, and martial weapons.
- You have proficiency in Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

- You can conjure and equip (as part of the action used to cast the spell) and set of heavy or medium armor and any simple or martial weapon of your choice. These items have no strength requirements and are magical in nature though have the same properties as their nonmagical counterparts, vanishing when the spell ends.

Immediately after the spell ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

CAIUS' NOTES: THE LOST TRUE VERSION

Another example of a great wizard's spell being tragically incompletely copied from the ancient sources that clearly forgot to include the lines the equip the Wizard with gear to fit their transformation.

MELT*6th-level transmutation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You point at a creature or Large or smaller object that is not being worn or carried within range, and attempt to make it melt into a puddle of slag. If the target is a creature, it makes a Constitution saving throw. On a failure, it takes 10d10 fire damage. On a success, it takes half as much damage.

If the target is an object, it takes 20d10 fire damage. If this reduces it to 0 hit points, it is melted into a puddle of slag.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

MELTING GLOB*1st-level conjuration (arcane)***Classes:** Inventor, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** 1 minute

You hurl a glob of acid at a creature within range, making a ranged spell attack. On hit, the creature takes 4d4 acid damage, and starts to be melted by acid. For 1 minute, at the end of each of its turns, it

takes 1d4 acid damage. A creature can end the effect early by using its action to clear off the acid.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 2d4 for each slot level above 1st.

METEOR JUMP [NEW]

3rd-level transmutation (arcane)

Classes: Spellblade, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You drastically reduce your weight, tripling your jump distance and allowing you to immediately jump up to your maximum jumping distance without spending your movement. When you reach the height of your jump, your weight and density are rapidly increased, causing you to crash down with great force. You take no falling damage provided you fell less than 100 feet from where you started your movement, and all creatures within 10 feet of where you land must succeed a Strength saving throw, or take 2d10 damage and be knocked prone. On successful save, creatures take half as much damage and not knocked prone.

MIND RAY [NEW]

1st-level enchantment (arcane)

Classes: Bard, Warlock, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a ray of mental energy from your mind at the mind of another creature within range. This line passes through cover and barriers that do not block magical effects, and the target must make a Wisdom saving throw. On failure, it takes 2d8 psychic damage and has disadvantage on the next attack roll or ability check it makes before the start of your next turn. On success, it takes half as much damage and suffers no additional effect.

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

MIRROR ARMY

4th-level illusion (arcane)

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S

Duration: 1 minute

An illusory duplicate of every allied creature of your choice within 30 feet appears. Until the spell ends, the duplicates move with the creature they are a duplicate of and mimic their actions, making it impossible to track which is real.

Each time a creature targets an affected creature with an attack during the spell's duration, roll a d20 to determine whether attack instead targets the duplicate. With a roll of 11 or higher, the duplicate is targeted.

A duplicate AC equals 10 + the affected creature's Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all duplicates are destroyed.

A creature 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.

MOUNTING PARANOIA

3rd-level illusion (arcane, shadow)

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You shroud the mind of a creature you can see within range in shadow, twisting their view of the world around them. Everything more than 15 feet from the target becomes wreathed in shadow and indistinct noises, distorting how they perceive it. If the target attempts to target a creature wreathed in shadow in this way with an attack or spell, it must pass a Wisdom saving throw, or it instead targets a random different target within range. When the target creature becomes able to see a creature that was previously wreathed in shadow, it must pass a Wisdom saving throw, or become frightened of that creature until the start of its next turn.

At the end of each of the creatures turns, it makes a Wisdom saving throw. On failure, the shadows draw

5 feet closer, closing off the distance the target can see clearly. If the target's entire vision becomes shrouded with shadows (after making 3 failures), they become paralyzed with fear until they pass the saving throw against the spell. If the target passes their saving throw, the spell ends.

MULTISHOT

1st-level evocation (primal)

Classes: Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, giving it a magical duplicate superimposed over it until the end of your next turn. The first time you attack with the empowered item before the end of your next turn, select a second target within range of the weapon for the attack, making a separate ranged weapon attack roll for the magically duplicated projectile. On hit, the target takes 2d8 force damage. This damage roll does not add any modifiers or bonus associated to weapon attacks.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd Level or higher, you can select one additional target for each slot level above 1st.

MUTATE

3rd-level transmutation (arcane)

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (something from an extinct animal)

Duration: Concentration, up to 10 minutes

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.

- You grow one additional appendage. This appendage serves as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, increasing the reach on melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens, your base AC becomes 14 + your dexterity modifier if it is not already higher.
- You grow more resilient, adapting against one external threat. You gain advantage on one type of saving throw of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- Your body grows ablative armor. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can grow one size larger or smaller.
- You sprout wings. You gain a flying speed of 30 feet.
- You grow a natural weapon; this weapon can have the statistics of any martial melee weapon without the thrown property, and takes on a form vaguely reminiscent of it. You have proficiency with this weapon, and are considered to be holding it. You can use your spellcasting modifier in place of your Strength or Dexterity modifier for attack and damage rolls with this natural weapon. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously selected properties and gaining the benefits of the new selected properties.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can select one additional property from the list of options, with one additional property per spell level above 3rd.

NAUSEATING POISON

1st-level necromancy (arcane)

Classes: Druid, Occultist, Warlock

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You shroud your hand, a weapon you are holding, or a natural weapon in dark ichorous miasma. The next time you hit a creature with a melee attack (including

a melee spell attack) before the start of your next turn, the attack deals an extra 1d12 poison damage and the target must succeed on a Constitution saving throw or be poisoned until the end of your next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

ORBITAL STONES

4th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You lift three inanimate Small or Medium sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

PILLAR OF FIRE

4th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A pillar of fire in a 5-foot-radius, 30-foot-high cylinder centered on a point within range. Each creature in the cylinder in the must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

PLATINUM LANCES

6th-level evocation (divine)

Classes: Cleric

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You conjure four giant lances of radiant energy that plummet down at four different points you can see. Each creature in a 10-foot-radius, 100-foot-high cylinder centered on each point must make a Dexterity saving throw.

On a failed save, a creature takes 8d8 radiant damage and is knocked prone. On a successful save, they take half as much damage and are not knocked prone. A creature in the area of more than one lance is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

POISON DART

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You conjure a dart of pure poison and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 3d12 poison damage and must succeed a Constitution saving throw or become poisoned until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

POISON PUFF*4th-level transmutation (arcane, primal)***Classes:** Druid, Occultist, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** 1 round

You exhale a cloud of poison that magically expands to fill a 30 foot cone. Creatures in that area must make a Constitution saving throw. On a failure, they take 4d12 poison damage and become poisoned until the start of their next turn. On a success, the target takes half as much damage and is not poisoned.

The area is lightly obscured until the start of your turn, and any creature that ends their turn within the area takes 2d4 poison damage.

POWER TORRENT*6th-level evocation (arcane)***Classes:** Sorcerer**Casting Time:** 1 Action**Range:** Self (60 foot line)**Components:** V, S**Duration:** Instantaneous

You unleash a massive torrent of raw arcane energy, blasting a line 60 feet long and 15 feet wide with overwhelmingly raw power. This spell passes through all obstacles, walls, and all other non-magical barriers. All creatures in the area take 4d12 + 4 force damage.

All spells of 1st level or lower on creatures that take this damage are dispelled, and Constitution saving throws to maintain concentration on spells triggered by this damage are made with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage is increased by 1d12 + 1 for each slot level above 6th.

PRESERVATION*Transmutation cantrip (arcane)***Classes:** Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 5 feet**Components:** V, S**Duration:** 1 day

You touch a Small or smaller object or container that contains objects, slowing the passage of time for that object to half its usual pace. Food takes twice as long to spoil, a torch burns twice as long, a lamp consumes 1/2 as much oil, ice melts half as fast, etc. This effect lasts until you use the effect again, until the object changes state (such as food being eaten), or 1 day passes (at which time you can use the spell again to maintain it). This does not affect the items interactions with the world (such as a weapon being preserved in this way would not swing slower).

This spell's effect increases to slowing time to 1/3 its usual pace when you reach 5th level, 1/4 its usual pace when you reach 11th level, and 1/5 its usual pace when you reach 17th level.

PRESSURE CUTTER*5th-level conjuration (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (60 foot line)**Components:** V, S**Duration:** Instantaneous

You unleash a blast of highly pressurized water in a 60-foot-long 15-foot-wide line, slashing through everything in its path. Each creature in the line must make a Dexterity saving throw, taking 10d6 slashing damage on a failure. On a successful save, a creature takes half as much damage.

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

PRISMATIC FLASH*1st-level illusion (arcane)***Classes:** Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (15-foot cone)**Components:** V, S, M (a prism)**Duration:** 1 round

A vivid rainbow of prismatic lights springs shoots from your hand. Each creature in a 15-foot cone must make a Constitution saving throw. On a failure, creatures are blinded and dazed until the end of your next turn. While they are dazed in this way they are unable to take reactions and their movement speed is halved. If a creature fails by 10 or more, it is additionally stunned for the duration. On a successful save, a creature is not blinded but is momentarily disoriented by the brilliant flash and has disadvantage on attack rolls until the end of your turn.

Creatures that are already blinded or cannot see you aren't effected as they do not see the burst.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the size of the cone expands by 5 additional feet.

PSEUDOPOD SLAM*2nd-level conjuration (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 10 feet**Components:** V, S**Duration:** Instantaneous

You conjure a pseudopod of acidic ooze that slams a creature or object within range. Make a melee spell attack. On hit, the target takes 8d4 acid damage and is moved 5 feet in a direction of your choice.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

PYROCLASTIC LANCE*5th-level conjuration (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Instantaneous

You conjure a lance of blazing lava before hurling it at target within range. Make a ranged spell attack. On hit, the target takes 8d6 fire damage. Hit or miss, the lance then explodes in a 10 foot radius sphere of heavily obscuring pyroclastic ash around the target until the start of your next turn. Any creature that start their turn within the ash cloud must make a Constitution saving throw or take 4d6 fire damage and be blinded until the start of their next turn.

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

QUICK SAND*3rd-level transmutation (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a pinch of sand)**Duration:** Concentration, up to 1 minute

You cause the ground in a 20-foot radius centered on a point you can see to turn to quicksand for the duration of the spell. A creature moving through or out of the area must spend 4 feet of movement for every 1 foot it moves. A creature that ends their turn must make a Strength saving throw. On failure, they fall prone.

QUICKSILVER STEPS*4th-level transmutation (arcane)***Classes:** Bard, Ranger, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 1 minute

For the duration of the spell your movement does not provoke attacks of opportunity, and you can move up to 10 feet each time another creature you can see or hear ends their turn (no action required), up to 4 times, regaining all uses at the start of your turn. The first attack against you after each time you move has disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of times you can move at the end of another creature's turn increases by 1, equaling the level of the spell slot used.

RAIN OF SPIDERS*3rd-level conjuration (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 bonus action**Range:** 60 feet**Components:** V, S, M (a spider leg)**Duration:** Concentration, up to 1 minute

A vertical column of spiders begins to rain down in 20 foot radius, 40 foot high cylinder, centered on a location you specify. A Swarm of Spiders (Basic Rules, pg. 391) descends onto each creature within the cylinder when the spell is cast.

This swarm is considered to be climbing on the target creature and moves with it, even if they leave the affected area, and takes its turn immediately after that creature's turn. A creature can make use its action to attempt to remove the spiders, making a Strength (Athletics) or Dexterity (Acrobatics) check against the spell save DC of the caster.

The swarm uses the caster's spell attack modifier when attacking (if it is higher than their attack modifier). A swarm will attack the creature it fell on if it can, or move to chase the creature if it has been knocked off of them. Any spiders that remain when the spell ends disappear.

RAIN OF SWORDS [New]*7th-level evocation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

A rain of swords begins to fall in a 20-foot-radius, 40-foot high cylinder centered on a point within range. Creatures that start their turn in the area or enter it for the first time on their turn, they must make a Dexterity saving throw. On failure, they take 6d10 slashing damage. On a successful save, the creature takes half as much damage.

The swords remain plunged into the ground and can be removed and used by anyone within 5 feet of the radius, and are normal longswords. All swords are vanish when the spell ends.

REPAIR*4th-level transmutation (arcane)***Classes:** Inventor**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You touch a construct or inanimate object, causing it to regain 10d6 hit points. This causes any parts or material that has broken away from the construct or object to reattach, repairing it to the condition it was in before losing those hit points.

If the construct or object's damaged state is the result of age, you can instead repair to the condition it was in 10d6 years ago, if it was previously in a better condition during that time (the condition can only improve or not change).

At Higher Levels. The hit points restored increases by 2d6 (or the years restored) for each slot above 4th.

RETURNING WEAPON*1st-level transmutation (arcane)***Classes:** Inventor**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** 24 hours

You touch a weapon granting it the throwing 20/60 property. If it already has the thrown property, it's range increases by 20/60. It also gains the "returning" property. After being thrown it automatically reappears in the throwers hand.

REVERBERATING DASH*2nd-level transmutation (arcane)***Classes:** Bard**Casting Time:** 1 action**Range:** Self (5 feet)**Components:** V, S, M (a melee weapon worth at least 1 sp)**Duration:** Instantaneous

You imbue a resonating note of magic into a melee weapon you are holding. When you do so, you can immediately make a weapon attack against a creature within 5 feet, the blow releases a loud resonant note and deals an additional 1d8 thunder damage, and you can immediately move up to 15 feet in a straight line

in any direction without provoking attacks of opportunity.

If this movement leaves you within 5 feet of a creature you have not hit with the casting of this spell, you can make an attack roll against them with the imbued weapon as part of the same action, dealing the weapon damage plus the bonus thunder damage to the on hit. If you hit, you can dash again, repeating the process. Each time you dash this way, the volume and tempo of the note increases, increasing the thunder damage dealt by 1d8. You can dash and attack a maximum of 2 times after the first attack, after which, or if you dash to a place you cannot reach a target, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial thunder damage increases by 1d8 and you can dash and attack an additional time for each slot level above 2nd, up to a maximum of five dashes with a 5th level spell slot.

RIBCAGE

4th-level necromancy (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a rib bone)

Duration: Concentration, up to 1 minute

You cause a series of rib bones burst from the earth surrounding a 10-foot radius area within range, trapping all creatures in the area in a hemispheric cage of bone. Small or larger creatures and attacks that deal slashing or bludgeoning damage cannot pass through the cage, while it serves as half cover against all other attacks or spells passing through it.

The cage has an AC of 13, and 40 hit points, with a vulnerability to bludgeoning damage. If it is reduced to 0 hit points, the cage crumbles to dust and the spell ends.

At Higher Levels. When cast with a 5th level or higher spell slot, the cage has an additional 10 hit points for each level above 4th.

ROCK SLAM

transmutation cantrip (primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You fling a rock at a creature you can see within range. Make a ranged spell attack. On hit, the target takes 1d10 bludgeoning damage. On a critical hit, the target is knocked prone or 10 feet backwards (your choice).

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

ROTTING CURSE

1st-level necromancy (arcane)

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You inflict a rotting decay on a creature, causing it to begin to rot. For the duration of the spell, every time the creature takes damage, it takes an additional 1d4 necrotic damage, and the effect of all healing on the creature is reduced by half.

The target creature has disadvantage on any Charisma checks for social interaction during the effect of the spell.

SANCTIFIED CHARGE

2nd-level transmutation

Classes: Cleric, Paladin

Casting Time: 1 bonus action

Range: Self (20 foot line)

Components: V, S

Duration: Instantaneous

Fueled by a burst of divine strength, you move up to 20 feet in a straight line in a swift burst of movement, ending your charge early if you collide with a creature. A creature you collide with must make a Strength saving throw. On failure, they take 2d6 radiant damage and are knocked prone, or take half as much damage on a successful save.

SEEKING ORB*2nd-level evocation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** 5 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You create a Tiny orb of pure arcane energy that hovers within range, and designate a target creature within 120 feet. For the duration of the spell, at the end of each of your turns, the orb grows larger and moves 30 feet directly toward the creature. If the orb reaches the target, it detonates dealing 6d4 force damage and an additional 2d4 damage for each round since you cast the spell to the target up to a maximum of 10d4. The spell ends after it deals damage. If the orb does not reach the target before the spell ends, it fades away without dealing damage.

SEEKING PROJECTILE*1st-level transmutation (arcane)***Classes:** Inventor, Ranger**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)**Duration:** Concentration, up to 10 minutes

You touch a piece of ammunition or weapon with the thrown property imbuing it with the property of seeking its target. When a ranged attack roll is made with that weapon, the attack roll can add your spell casting modifier to the value on the dice. If that makes the value on the die a 20 or more, the attack is a critical hit as if a 20 was rolled. After making the attack roll, the spell ends.

SEISMIC WAVE*3rd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (30 foot cone)**Components:** V, S**Duration:** Instantaneous

You release a seismic wave, slamming the ground in front of you causing the earth to explode violently in a 30 foot cone in front of you. Creatures touching the ground in the area must make a Strength saving

throw. On failure, they take 4d10 bludgeoning damage and fall prone. On success, they take half as much damage and do not fall prone. Large or larger objects and structures in the area of effect automatically fail the save and take double damage. The ground becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

SHADOW BIND*1st-level illusion (arcane, shadow)***Classes:** Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You cause solidified tendrils of shadow to leap spring from a Medium or smaller creature's shadow and bind it. The target must make a Strength saving throw or become restrained for the duration of the spell. A restrained creature can repeat its saving throw at the end of each of its turns, ending the effect on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target either one additional creature or a creature of one size category larger than medium for each slot level above 1st.

SHADOW LASH*illusion cantrip (arcane, shadow)***Classes:** Warlock, Wizard**Casting Time:** 1 action**Range:** 10 feet**Components:** V, S**Duration:** Instantaneous

You form a whip of shadows that lashes out toward a creature within range. Make a melee spell attack, on hit, the target takes 2d4 psychic damage. In addition, if the target is in dim light or darkness, you make the attack roll with advantage.

The spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

SHATTERING SHIELD*2nd-level evocation (arcane)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Warlock**Casting Time:** 1 reaction, which you can take when a creature within range is hit by a melee attack.**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You cause a shield of ice to erupt blocking the attack. The damage of the attack is reduced by 1d8 + your spellcasting modifier. If the attack damage is not completely blocked, the shield shatters, dealing the amount of blocked damage as cold damage to the attacking creature. If the shield is not broken, it melts away after blocking the damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of damage blocked increases by 1d8 for each slot level above 2nd.

SKY BURST*5th-level evocation (arcane, primal)***Classes:** Druid, Spellblade, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Instantaneous

Five bolts of lightning strike five points of your choice that you can see within range. Each creature within 5 feet of a chosen point must make a Dexterity saving throw. A creature takes 4d12 + 4 lightning damage on a failed save, or half as much on a successful one. A creature in the area of more than one lightning burst is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt of lightning targeting another point within range for each slot level above 5th.

SONIC SHRIEK*5th-level evocation (arcane)***Classes:** Bard, Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (120-foot cone)**Components:** V, S**Duration:** Instantaneous

You emit a sonic blast covering a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. On a failed save, a creature takes 6d8 thunder damage. On a successful save, a creature takes half as much damage. A creature automatically succeeds on its saving throw if it is more than 60 feet from you.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

SPATIAL SWAP*4th-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Instantaneous

You switch positions with a creature you can see. If there is insufficient space for either creature at the location of the other, the spell fails. If the target is an unwilling creature, the target must make a Charisma saving throw. On success, the spell fails.

SPELLTRAP*2nd-level abjuration (arcane)***Classes:** Bard, Sorcerer, Warlock, Wizard**Casting Time:** 1 minute**Range:** Self**Components:** V, S**Duration:** 8 hours

You create a spelltrap, marking it on yourself, typically as a small glowing mark on your skin. The first time you have to make a saving throw against a spell of 1st level or lower, the spell is absorbed by the spell trap and none of the effects of the spell take place.

On your next turn, you can cast the spell absorbed the spell trap without expending a spell slot. If you do not cast the spell during your next turn, the spell trap fades and trapped spell is lost.

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

NOTE:

Spelltrap absorbs the first spell you have to save against that qualifies it for the criteria.

SPIDER BITE*3rd-level transmutation (arcane, primal)***Classes:** Druid, Occultist, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You prick a target with a tiny magical fang of venom. Make a melee spell attack against a creature within reach. On a hit, the target takes 4d12 poison damage and must succeed on a Constitution saving throw or becoming poisoned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer poisoned.

If you miss your melee attack roll, you can concentrate (as if concentrating on a spell) to maintain the attack for another attempt until the end of your next turn. (You may make subsequent attempts until you hit or lose concentration)

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.

SPIRIT ECHO*2nd-level conjuration (arcane)***Classes:** Occultist, Ranger, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 1 minute

You summon a ghostly echo of yourself. It shares your space and acts automatically on your intents. For the duration of the spell, the first time on your turn you make an attack, it attacks the same target. It makes a separate attack roll, but otherwise uses your statistics for the weapon attack and damage roll, besides that on a hit the target takes force damage equal to half the damage that it would have taken from your attack.

SPIRITUAL CONSULTATION*1st-level necromancy (arcane)***Classes:** Occultist**Casting Time:** 1 minute**Range:** Self**Components:** V, S, M (1 gp worth of incense, which the spell consumes)**Duration:** 10 minutes

You call forth a spirit that is proficient in a skill from Arcana, Animal Handling, History, Investigation, Medicine, Nature, Perception, Religion, or Survival. The spirit is ethereal and ephemeral and cannot interact with physical objects, but can provide guidance on matters relating to the skill selected when you summon it.

You can treat any check you make in the skill as if you have proficiency with it so long as the spirit can communicate with you. Alternatively, if the ability check is an Intelligence or Wisdom check you can have the spirit make the check, and it has a +5 for the skill was summoned for.

The spirit will follow you and cannot stray more than 5 feet from you. You can choose to release it early, dismissing it back from whence it came.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spirit's bonus making ability checks itself increases by 1 for each slot level above 1st, up to a maximum of +9.

SPLIT TIMELINE [NEW]*4th-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** 1 round

You split a willing creature's timeline in two. At the start of that creature's next turn, a temporal duplicate of them appears, lasting until the end of their turn or it drops to 0 hit points (whichever comes first). Their temporal duplicate is an exact duplicate, sharing all stats, abilities, and resources, and under the control of the character it is a duplicate of as when it splits from them. Any limited use abilities, items, or spells it uses are depleted from the character it is a duplicate of.

At the end of that character's turn, the temporal duplicate disappears.

At Higher Levels. When cast with a 5th level or higher spell slot, the temporal duplicate lasts for 1 additional turn for each level above 4th.

SPROUT TREE*2nd-level transmutation (arcane)***Classes:** Druid**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

Targeting a 5-foot square on the ground that you can see within range, you cause a tree to sprout from the ground, growing rapidly to 20 feet tall with a 2-foot-radius trunk. This spell can only target a surface through which a tree could grow (for example, you can't target solid rock). At the DM's discretion, it can burst through up to 6 inches of most material.

A Large or smaller creature in this space must make a Dexterity saving throw. On a failure, they are lifted 20 feet into the air in the branches of the tree. On a success, they move 5 feet to an occupied space of their choice (if there is no space they can move, they automatically fail). A Large or smaller creature can choose to fail their saving throw. A Huge or large creature automatically succeeds on their save. The tree stops growing if it would hit a ceiling or other object when growing.

The tree provides as half cover to any creature within its branches, and three-quarters cover from effects originating on the other side of its trunk. The tree has an AC 13 and 50 hit points.

The tree remains there, but may die rapidly if sprouted in an unsuitable location or environment. Its wood is flammable only when dried, and serves no useful purpose other than firewood.

STARFALL*4th-level evocation (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self (60 foot radius)**Components:** V, S**Duration:** Concentration, up to 1 minute

A false sky of a starry night swirls above you, which begins to rain down stars from above. When you cast the spell, 3 stars immediately fall, with 1 additional star falling at the start of your turn for the duration of the spell. For each star that falls, choose a creature within 60 feet of you. That creature must make a Dexterity saving throw, taking 4d8 radiant damage on failure, or half as much on a successful save. A creature cannot be targeted by more than one falling star per turn.

At Higher Levels. When cast with a 5th level or higher spell slot, the number of falling stars of the initial cast and subsequent turns increases by 1 for each level above 4th.

STAR DUST*2nd-level evocation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** Instantaneous

You evoke a burst of brilliant particles of force energy sweeping out in a 30-foot cone originating from you. Creatures in the radius take 3d4 force damage and the next attack roll made against them before the start of your next turn has advantage.

STAR SCRY*2nd-level divination (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 minute**Range:** Self (60 foot radius)**Components:** V, S**Duration:** Instantaneous

You describe a location, person, or object during the casting of the spell. On completion of the spell, an illusion of a starry night sky forms above you ahead, showing the night sky at midnight above the target described. You can then make an Intelligence (Navigator's Tools) check to determine the general regional location of the described target, with the DC being 10 if you've been in the location before, 15 if you've been within 100 miles of the location, and 20 if you've never seen within 100 miles of the location.

If you give an inaccurate description or false name of the target, the spell fails to manifest any night sky. Once cast on a target, casting it on the same target again within 24 hours fails to manifest any night sky.

STINGING SWARM*4th-level conjuration (arcane, primal)***Classes:** Druid, Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 ft**Components:** V, S**Duration:** Concentration, up to 1 minute

You conjure a magical swarm of flying insects that fill a 5 foot cube within range. For the duration of the spell, the swarm is magically replenished and cannot be destroyed. As a bonus action, you can direct the swarm to move up to 30 feet. If the swarm enters another creature's space, it stops and swarms them, stinging repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must make a Constitution saving throw, taking 6d4 poison damage on failure.

STONE COFFIN*4th-level transmutation (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You cause a surge of stone to attempt to engulf a Large or smaller creature in stone. The target must make a Dexterity saving throw. On a failure, they become restrained and blinded in the stone coffin. A creature can choose to fail their save. While trapped within the coffin, they have total cover against all sources. The coffin has an AC of 15 and 50 hit points, and resistance to all damage beside bludgeoning and thunder damage. When the spell ends or the coffin is reduced to 0 hit points, it crumbles to fragments and the creature within is no longer restrained and blinded.

For the duration of the spell you can use your bonus action to attempt to crush a creature encased in the coffin, dealing 1d10 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the stone coffin gains 10 additional hit points for each level above 5th.

STATIC FIELD*3rd-level transmutation (arcane)***Classes:** Inventor, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

A visible field of static energy crackles to life in a 20 foot radius around a point you can see within range. If a creature takes an action, reaction, or moves 5 feet or more within the field, they take 1d12 lightning damage. A creature can take damage from each trigger once per turn (taking an action, a reaction, or moving).

STONE FIST*1st-level transmutation (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** 1 round

You turn your hand and forearm (or similar appendage) to stone until the start of your next turn. As part of casting the spell, you can make a melee spell attack against one creature you can reach. On a hit, the target takes 2d10 bludgeoning damage.

Until the start of your next turn, you can use your reaction when you take slashing or piercing damage from an attack to gain resistance to damage from that attack.

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

STONE FORMING*transmutation cantrip (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Warlock**Casting Time:** 1 bonus action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You touch a stone surface or the ground, and call forth stone that shapes itself to your command. You can make any roughly shaped Small or Tiny item from the stone, including functional simple or martial

melee weapons (for Medium or smaller creatures), possess magical durability to resist shattering or breaking.

Alternatively you can encase your limbs in stone, causing your unarmed strikes to deal 1d8 bludgeoning damage for the duration of the spell.

Items made this way lose any magical durability after one hour, and become easily broken if they would not normally be functional in that shape. You can have three items or effects created by this cantrip at a time, and upon creating a fourth the oldest one loses its magical durability and becomes easily broken.

STONE PILLAR

2nd-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a pillar of stone to rise from the ground in a space you can see. The pillar of stone has a diameter of 5 feet and raises up to 30 feet into the air. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail their save. If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 3d8 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

The pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

STORM SHOT

4th-level transmutation (primal)

Classes: Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the power of a hurricane for the duration. The first time you attack with the empowered item, it unleashes a blasting galeforce, greatly empowering the shot. On a hit, the target takes an additional 4d8 damage from the attack, and is knocked backwards 30 feet. Any creature the target is knocked into by this movement takes 2d8 bludgeoning damage. On a miss, the target takes half as much damage and is not knocked back.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 5th level, the shot deals an additional 1d8 damage and the target is knocked backwards an additional 10 feet.

SUFFOCATE

4th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a whirling sphere of air around a creature that causes them to struggle to breathe. The target must make a Constitution saving throw. On a failure, the target loses 5d8 hit points due to lack of air, has disadvantage on all ability checks, and cannot speak. On a success, the target takes half as much damage and suffers no other effects. For the duration, as an action, you can force the creature to make a saving throw against the ability again.

If a target fails their saving throw against this spell 3 times in a row, they become incapacitated until they succeed on a save or the spell ends. If you don't use your action to force the target to make a save, it counts as a success.

A creature that does not need to breathe is unaffected by this spell.

SUDDEN HAZARDS

5th-level illusion (arcane)

Classes: Bard, Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (60-foot cube)
Components: V, S
Duration: Concentration, up to 1 minute

You cause illusions of deadly traps or sudden hazards spring up filling a 60 foot cube originating from you. Blades swing on chains, spikes erupt from the ground, darts shoot unseen spots, lava spouting from the ground, vicious man eating plants, and other phantom hazards fill the mind of each creature of your choice within the area. An affected creature can move at half speed to evade the dangers, or move at their normal speed taking 1d8 psychic damage for each 5 feet they move within the area. Any affected creature that ends their turn in the area makes a Dexterity saving throw. On a failed save, they take 5d8 psychic damage, or half as much on a successful save.

Each time a creature takes damage from ending their turn in the effect, they can make a Wisdom saving throw. On a success, they realize the traps are fake, and the area ceases to deal damage to them or impede their movement, as all the traps become faint transparent images. Creatures that are not chosen to be affected by the caster see traps as faint transparent images.

SUMMON ARCHON

2nd-level conjuration (divine)

Classes: Cleric, Paladin, Warlock
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (an ornate relic worth at least 200 gp)
Duration: Concentration, up to 1 hour

You call forth a minor celestial archon. It manifests in an unoccupied space that you can see within range. It takes the form of the archon spirit stat block. When you cast the spell, choose Hound, Lantern, or Trumpet. The creature resembles the Archon of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is allied to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). if

you don't issue any, it takes the Dodge action and uses its move to avoid danger.
At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

ARCHON SPIRIT

Medium (Small for Lantern) celestial, unaligned

Armor Class

11 + the level of the spell (natural armor)

Hit Points

20 (Lantern or Trumpet only) or 30 (Hound Only) + 5 for each spell level above 2nd

Speed

30 ft., fly 30 ft. (Trumpet and Lantern only)

STR

DEX

CON

INT

WIS

CHA

14 (+2)

10 (0)

14 (+2)

10 (+0)

13 (+1)

14 (+2)

Damage Resistances

radiant

Senses

darkvision 60 ft., passive Perception 11

Languages

Celestial, understands the languages you speak

Challenge

—

Keen Hearing and Smell (Hound only).

The archon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lantern's Light (Lantern only).

The archon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Rallying Call (Trumpet only).

Once per turn when the archon deals damage, it grants one creature of its choice within 60 feet temporary hit points equal to half the damage dealt.

ACTIONS

Multiattack.

The celestial makes a number of attacks (or Trumpet uses) equal to half this spell's level (rounded down).

Greatsword (Hound only).

Melee weapon attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 2d6 + 2 + the spell's level slashing damage.

Radiant Bolt (Lantern only).

Ranged spell attack: your spell attack modifier to hit, 60 ft., one target. Hit: 1d8 + 2 + the spell's level radiant damage.

Trumpet (Trumpet only).

One creature of the archon's choice within 60 feet must succeed on a Constitution saving throw (DC equal to your spell save) or take 1d6 + 2 + the spell's level thunder damage.

SUMMON DRAGON

5th-level conjuration (arcane)

Classes: Wizard, Sorcerer

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a dragon statuette worth at least 500 gp)

Duration: Concentration, up to 1 hour

You call forth a magical dragon spirit. It manifests in an unoccupied space that you can see within range. It takes the form of the dragon spirit stat block. When you cast the spell choose a color from the table below. The creature resembles a dragon of that color, which determines certain traits in its stat block based on its color as per the Dragon Table below where listed in traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

DRAGON TABLE

DRAGON	ELEMENTAL DAMAGE	BREATH WEAPON AREA
Black	Acid	5 by 60 ft. line (Dex. save)
Blue	Lightning	5 by 60 ft. line (Dex. save)
Brass	Fire	5 by 60 ft. line (Dex. save)
Bronze	Lightning	5 by 60 ft. line (Dex. save)
Copper	Acid	5 by 60 ft. line (Dex. save)
Gold	Fire	30 ft. cone (Dex. save)
Green	Poison	30 ft. cone (Con. save)
Red	Fire	30 ft. cone (Dex. save)
Silver	Cold	30 ft. cone (Con. save)
White	Cold	30 ft. cone (Con. save)

DRAGON SPIRIT

Large dragon, unaligned

Armor Class 12 + the level of the spell (natural armor)

Hit Points 50 + 10 for each spell level above 5th

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Damage Immunities The dragon's elemental type.

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Draconic, understands the languages you speak

Challenge —

ACTIONS

Multiattack. The dragon makes a number of attacks equal to half this spell's level (rounded down). It can only attack with its bite or tail once per turn.

Bite. Melee weapon attack: your spell attack modifier, reach 10 ft., one target. *Hit:* 1d6 + 4 + the spell's level piercing damage + 1d6 of the dragon's elemental damage.

Claw. Melee weapon attack: your spell attack modifier, reach 5 ft., one target. *Hit:* 1d4 + 4 + the spell's level slashing damage.

Tail. Melee weapon attack: your spell attack modifier, reach 15 ft., one target. *Hit:* 1d8 + 4 + the spell's level bludgeoning damage.

Breath Weapon (1/Day). The dragon exhales elemental power in its breath weapon area from the dragon table. Each creature in that area must make a Dexterity saving throw with a DC equal to your spell save DC, taking 8d6 + the spell's level elemental damage on a failed save, or half as much damage on a successful one.

SUMMON MONSTROSITY

3rd-level conjuration (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a statuette carved from a monster bone or fang worth at least 300 gp)

Duration: Concentration, up to 1 hour

You call forth a magical monstrosity spirit. It manifests in an occupied space that you can see within range. The corporeal form uses the Monstrosity Spirit stat block. When you cast the spell, choose Blinker, Burrower, or Displacer. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal comments (no action

required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level whenever the spell's level appears in the stat block.

MONSTROSITY SPIRIT

Medium monstrosity, unaligned

Armor Class 11 + the level of the spell (natural armor)

Hit Points 35 + 15 for each spell level above 3rd

Speed 40 ft., burrow 40 ft. (burrower only).

STRDEXCONINTWISCHA

16 (+3)12 (+1)16 (+3)4 (-3)16 (+3)5 (-3)

Senses darkvision 60 ft., tremorsense 30 ft. (burrower only), passive Perception 13

Languages

Challenge —

Blink (Blinker only). As a bonus action, the monstrosity can magically teleport up to 30 feet to an unoccupied space it can see.

Displace (Displacer only). Attack rolls against the monstrosity have disadvantage. If the monster is hit by an attack this trait ceases to work until the start of the monster's next turn.

Evasion (Displacer and Blinker only). If the monstrosity is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The monstrosity makes a number of attacks equal to half this spell's level (rounded down).

Chomp. Melee weapon attack: your spell attack modifier, reach 5 ft., one target. Hit: 1d10 + 3 + the spell's level piercing damage.

Lash (Displacer only). Melee weapon attack: your spell attack modifier, reach 10 ft., one target. Hit: 1d4 + 3 + the spell's level slashing damage.

SUMMON OOZE

1st-level conjuration (arcane)

Classes: Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a gold vial worth at least 100 gp)

Duration: Concentration, up to 1 hour

You call forth a magical ooze. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Ooze Spirit stat block. When you cast the spell, choose from Green, Red, or Yellow. The creature resembles the creature of your choice, which determines certain traits in its stat block. The

creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell of 2nd level or higher, use the higher level whenever the spell's level appears in the stat block.

OOZE SPIRIT

Small ooze, unaligned

Armor Class 6 + the level of the spell (natural armor)

Hit Points 5 + 10 for each spell level above 1st

Speed 10 ft.

STRDEXCONINTWISCHA

12 (+3)6 (-2)12 (+1)1 (-5)1 (-5)1 (-5)

Damage Immunities acid, fire (Red only), lightning (Yellow only), Poison (Green only)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 5

Languages understands the languages you speak

Challenge —

ACTIONS

Multiattack. The ooze makes a number of attacks equal to half this spell's level (rounded down).

Pseudopod. Melee weapon attack: your spell attack modifier, reach 5 ft., one target. Hit: 1d4 + 3 + the spell's level acid damage.

SUMMON PLANT

3rd-level conjuration (primal)

Classes: Druid, Ranger

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a carved wooden figurine worth at least 300 gp)

Duration: Concentration, up to 1 hour

You call forth a magical plant. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Plant Spirit stat block. When you cast the spell, choose Dryad, Shambling Mound, or Treant. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count,

but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

PLANT SPIRIT

Large (Medium for Dryad) plant, unaligned

Armor Class 12 + the level of the spell (natural armor)

Hit Points 35 + 10 for each spell level above 3rd

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Senses darkvision 60 ft., blindsight 60 ft. (Shambling Mound only), passive Perception 10

Languages Sylvan, understand the languages you speak

Challenge —

Engulf (Shambling Mound Only). If the plant hits a target that is grappling, that target becomes restrained until the grapple ends.

Tree Stride (Dryad Only). Once on its turn, the plant can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or larger.

ACTIONS

Multiattack. The plant makes a number of attacks equal to half this spell's level (rounded down).

Entangling Slam (Treant or Shambling Mound Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level bludgeoning damage and the target is grappled (escape DC is your spell save DC). Until this grapple ends, plant can't use this attack on another target

Vine Lash (Treant or Dryad Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 15 ft., one target. *Hit:* 1d8 + 3 + the spell's level slashing damage and the target is grappled (escape DC is your spell save DC). Until this grapple ends, plant can't use this attack on another target

SUMMON SWARM

2nd-level conjuration (arcane, primal)

Classes: Druid, Occultist, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a golden insect worth at least 200 gp)

Duration: Concentration, up to 1 hour

You call forth a magical swarm. It manifests in an

unoccupied space that you can see within range. This corporeal form uses the Swarm Spirit stat block. When you cast the spell, choose from Quippers, Spiders, or Wasps. The swarm resembles the creatures of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

SWARM SPIRIT

Medium swarm of Tiny beasts, unaligned

Armor Class 10 + the level of the spell (natural armor)

Hit Points 10 + 5 for each spell level above 2nd

Speed 30 ft. (Spiders only), 5 ft. (Quippers, or Wasps only) fly 30 ft (Wasps only), swim 30 ft. (Quippers only)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Senses blindsight 10 ft., passive Perception 8

Languages understands the languages you speak

Challenge —

Spider Climb (Spider only). The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Web Walker (Spider only). The swarm ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The swarm makes a number of attacks equal to half this spell's level (rounded down).

Bite (Spider and Wasp only). *Melee weapon attack:* your spell attack modifier, reach 0 ft., one target. *Hit:* 2d4 + the spell's level piercing damage + 1d4 poison damage.

Bite (Quipper only). *Melee weapon attack:* your spell attack modifier, reach 0 ft., one target. *Hit:* 3d4 + the spell's level piercing damage.

SUPERNOVA [New]*9th-level evocation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** Sight**Components:** V, S, M (metal forged from a star)**Duration:** Instantaneous

You form a fist sized point of light at a point you can see within range, that then explodes into a stellar supernova unleashing cataclysmic stellar energy. All creatures within a 60 foot radius of the point must make a Constitution saving throw. On a failure, a creature takes 30d8 radiant damage and becomes blinded for 1 minute. On a success, creatures take half as much damage and are not blinded. Blinded creatures can repeat their saving throw at the end of each of their turns, ending the effect on a success.

SWAPPING CURSE*5th-level enchantment (arcane)***Classes:** Occultist**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from each creature (such blood, hair, or scales) the spell is targeting, which the spell consumes.)**Duration:** Concentration, up to 1 minute

You cast a curse targeting two individuals. Both targets must make a Charisma saving throw (which they can choose to fail). If both targets fail their saving throws, for the duration of the spell their souls are swapped. A soul controls the body it inhabits. It gains all ability scores and actions the body had (besides legendary actions or legendary resistance), but retains its own spellcasting (if it has the spellcasting, innate or otherwise), and has disadvantage on all attack rolls and strength, dexterity, and constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creatures turn, it can choose to repeat the saving throw, ending the effect on a successful save. If its CR (or character level if it has no CR) is higher than the body of the creature it is in, it has advantage on the save.

If a creature dies while its soul is swapped, the souls return to their original bodies. If a soul was in a dying creature that returns to a living body, that creature takes 5d10 necrotic damage.

THUNDERBURST MINE*2nd-level abjuration (arcane)***Classes:** Inventor**Casting Time:** 1 minute**Range:** Touch**Components:** V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)**Duration:** 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 10-foot-radius sphere centered on the item must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. If a creature is in the area of effect of more than one thunderburst mine during a turn, they take half damage from any mines beyond the first.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the caster that set it disarms it with an action.

THUNDER PULSE*3rd-level evocation (arcane)***Classes:** Bard, Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self (15-foot cone)**Components:** V, S**Duration:** Concentration, up to 1 minute

You gather sonic energy and can expel as a shock wave in a 15 foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 thunder damage is knocked 10 feet away. On a successful save, the creature takes half as much damage and not being knocked away.

You can create a new shock wave as your action on subsequent turn until the spell ends.

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

THUNDER PUNCH*1st-level evocation (arcane)***Classes:** Bard, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You charge your hand (or similar appendage) with thunder power. Make a melee spell attack against a creature. On a hit, there is a thunderous crash audible from up to 300 feet of you and the target takes 3d8 thunder damage, and is knocked 10 feet away from you.

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

THUNDER NOTE*Evocation cantrip (arcane)***Classes:** Bard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You emit a crashing bang with a localized point of intensity targeting a creature within range. The target must succeed on a Constitution saving throw or take 1d8 thunder damage and become deafened until the start of their next turn. Constitution saving throws to maintain concentration on spells triggered by this damage are made with disadvantage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

TIME ANCHOR [NEW]*8th-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the past or future)**Duration:** 1 year

You place a temporal marker on an object. For the duration of the spell, you can activate that marker, bringing it forward in time to the hand of your presence self. When you do so, no events of the

current time are changed, beyond that object disappears from where it previously was, and appears in your hand. The object appears even if it was consumed or destroyed in the intervening time.

The object appears in the condition it was in at the time the spell was cast, including its condition, charges, and status.

You can only have one object anchored to you at a time. Once cast on an object, this spell can never be cast on the same object again.

TIME BUBBLE*8th-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (something from the past or future)**Duration:** Special

You create a 20-foot radius bubble of accelerated time around a point you can see within range. When you cast the spell, initiative (including your current turn) is interrupted and all creatures within it can take an additional turn in their initiative order immediately, but nothing they do inside the bubble can reach beyond or affect creatures outside the bubble (all attacks that pass through it miss, all spells that pass through it fail), and if they move outside the bubble, their additional turn immediately ends.

If any creature is intersected by the edge of the bubble (meaning it is not entirely inside or outside the bubble), the spell fails.

After all creatures inside the bubble have acted, the spell ends and initiative continues as normal.

At Higher Levels. When you cast this spell with a spell slot of 9th level, all creatures inside the bubble complete a second round of turns before the spell ends.

TIME LOOP*4th-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a detailed list of the actions and movement that the target creature took on its last turn, which the spell consumes)**Duration:** 1 round

You force a creature within range to repeat its last turn. The target must make a Wisdom saving throw

or have its personal timeline adjusted so that it repeats its last action in a preordained loop on its next turn. As the rest of the world may have changed, it attempts to repeat its last action to the best of its ability, including moving the same distance in the same direction, attacking the same target, or taking the same action it previously took.

Where these conflict, the caster decides which part of the action takes precedence. While a creature is compelled to take this action, it cannot be compelled to move into obvious danger (such as walk off a cliff).

NOTE TAKING

Unlike most material components, for convenience sake, this spell's material components is required by the player in addition to their character (whose detailed list does not need to be a physical object, simply the knowledge of their target's actions), and consequently requires some preparation and attention to detail on the player's part to avoid making the DM having to keep track of such details.

TIME SKIP [NEW]

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small symbol made up of two connected triangles)

Duration: 1 round

You touch a willing creature, sending them a step into the future. That creature vanishes, before reappearing at the same location (or the nearest unoccupied space) at the start of their next turn.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, you can send them one additional round into the future for each spell slot level above 2nd. If you cast this spell with a 9th level spell slot, the target is sent 24 hours into the future instead.

TIME SLIP [NEW]

2nd-level transmutation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (an small ornate hourglass worth at least 25 gold pieces)

Duration: Concentration, up to 1 minute

You surround yourself with a film of distorted time, loosening its grip on you. While you are in this bubble

of distorted time, you gain +2 AC. If you would take damage from an attack or fail a save against a spell of equal or lower level to than this spell, you can use your reaction end the spell to revert your personal timeline to before you hit by the attack or spell, negating it as if it had missed you or you had passed the save against the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of the spell you can revert the failure of increases to the level of the spell slot used.

TIME TRAP [NEW]

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (handful of sand from an hourglass)

Duration: 1 hour

You place a disruption in time in an empty a 5-foot cube. The first time a creature enters the square, they must make a Wisdom saving throw. On a failure, a medium or smaller creature that is completely engulfed in the cube becomes stunned until the start of their next turn, while a Large or larger creature becomes restrained as part of their body becomes frozen in time for the same duration. On a success, the creature's speed is halved instead. Once activated, the trap does not activate again and the spell ends at the start of the trapped creature's next turn.

The trapped area is subtly distorted, and any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to detect the trap.

TORNADO

5th-level transmutation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A whirling tornado erupts, filling a 20-foot-radius, 40-foot-high cylinder centered on a point within range.

Any creature that starts its turn within the tornado must make a Strength saving throw. On a failed save, the creature takes 4d8 bludgeoning damage and is

pushed 10 feet away and 40 feet up. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the tornado up to 30 feet in any direction. Any ranged weapon attack against a target within 20 feet of the tornado has disadvantage, and any ranged attack that passes through it automatically misses.

TRANQUIL MOMENT [New]

1st-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You increase your mental perception of time, giving you time to think. You can make a Wisdom or Intelligence ability check that would normally require an action without requiring an action (such as the Search action), and if that action would have disadvantage imposed on it by circumstances of time or pressure, you would not have disadvantage on the check.

TWISTING ERUPTION

7th-level conjuration (arcane)

Classes: Occultist

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of dead plants)

Duration: Concentration, up to 1 minute

You target a point and call forth tendrils, twisted vines, and gnarled roots of dark energy that erupt from the ground in a 60 foot radius. All creatures of your choice in the area must make a Dexterity saving throw or be restrained as the shadowy plant tendrils grasp and drain the life from it.

At the start of a creature's turn, if it is restrained by the spell, it takes 2d10 bludgeoning damage, and 2d10 necrotic damage. Each time a creature takes necrotic damage from this spell, the caster regains 1d4 hit points.

A creature restrained by the tendrils can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself. A tendril can be destroyed, freeing a creature from its grasp. They have an AC of 10, 20 hit point, and are immune to all damage besides radiant and fire. Spells that deal radiant or fire damage to

creatures in an area of effect also affect tendrils in that area.

Creatures that end their turn within the radius while not restrained must make a Dexterity saving throw or become restrained by the tendrils.

UNBURDEN

1st-level transmutation (arcane)

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

A creature you touch no longer suffers the penalties to movement speed or to their Dexterity (Stealth) checks from wearing medium or heavy armor, and is no longer encumbered from carry weight unless they are carrying more than twice the weight that would encumber them.

UNHOLY WAVE

2nd-level necromancy (divine)

Classes: Cleric, Paladin

Casting Time: 1 action

Range: Self (30 foot cone)

Components: V, S

Duration: Concentration, up to 1 minute.

A wave of necrotic energy crashes out from your outstretch hand in a 30-foot-cone. Creatures in the area must make a Constitution saving throw, or be burned by unholy fire. On a failed saving throw, they take 4d6 necrotic damage, and wreathed in consuming unholy fire for the duration of the spell. Once per turn, if they are hit by an attack while wreathed the unholy fire their wounds are consumed by the flames, and they take an additional 1d6 necrotic damage. On a successful save, they take half as much damage and are not wreathed in radiant fire.

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.

UNSTABLE EXPLOSION*2nd-level evocation (arcane)***Classes:** Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 ft (10 ft radius)**Components:** V, S**Duration:** Instantaneous

You cause an unstable explosion to erupt at a point of your choice within range, rolling 3d6. For each die that rolls a 6, roll an additional d6 and the radius of the spell expands by 5 feet. Each creature within the final range of the spell must make a Dexterity saving throw. On a failed save, they take fire damage equal to the total value of the rolled dice. On a success the target, the target takes half as much fire damage.

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.

VACUUM PULL*2nd-level evocation (arcane)***Classes:** Druid, Ranger, Sorcerer, Spellblade, Wizard**Casting Time:** 1 bonus action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

You cause a sudden savage burst of wind to howl toward you, attempting to pull a Huge or smaller creature within range that you can see toward you. The target must succeed a Strength saving throw or be yanked off their feet and flung toward you, landing within 5 feet of you and falling prone. Flying creatures make the Strength save with disadvantage.

At Higher Levels. When you cast this spell using a spell lot of 3rd level or higher, the range of the spell increases by 10 feet.

VICIOUS HOUND*2nd-level illusion (arcane)***Classes:** Bard, Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S, M (a spiked collar)**Duration:** Concentration, up to 1 minute

You summon a particularly vicious looking illusory hound that ferociously chases a target within range. Only the target can see the hound that chases them.

The target creature can attempt to flee from the hound, moving at least 30 feet in any direction from where they start their turn. If the target does not flee or is unable to move at least 30 feet from where they started by the end of their turn, they take 3d8 psychic damage from being mauled by the hound at the end of the turn. The spell ends early if the target gets more than 120 feet from you.

At the end of each of their turns, the target can make a Wisdom saving throw. On success, they realize the hound is an illusion, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the speed of the hound increases by 10 feet for each slot level above 2nd (meaning that the target must flee 10 additional feet to avoid taking the damage).

VIOLENT CRUSH*4th-level transmutation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

You place massive omni-directional force on a Large or smaller creature or object within range, attempting to crush it in all directions inward. The target must make a Strength saving throw. On failure, the target takes 6d12 bludgeoning damage and falls prone. On success, it takes half as much damage and does not fall prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

VICIOUS VAPORS*2nd-level transmutation (arcane, primal)***Classes:** Druid, Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 ft**Components:** V, S**Duration:** Concentration, up to 1 minute

You conjure a swirling poisonous miasma around yourself. For the duration of the spell, you are lightly obscured. When you cast the spell, and as a bonus action on each subsequent turn, you can cause the vapors to surge out and swirl around up to three creatures of your choice within range. Each creature must make a Constitution saving throw. On a failed save, it takes 1d12 poison damage and becomes

poisoned until the start of your next turn. On a successful save, it takes half as much poison damage and is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

VIOLENT UPDRAFT

1st-level transmutation (primal)

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

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a violent up-burst of wind attempting to toss a Large or smaller creature into the air. The target must make a Strength saving throw, which it can choose to fail. On failure they are knocked 20 feet straight up into the air. If the target cannot hold onto anything or fly, they immediately fall taking 2d6 bludgeoning damage and falling prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target is knocked 10 additional feet higher for each slot level above 1st.

VITAL SURGE

4th-level transmutation (primal, divine)

Classes: Cleric, Druid, Occultist

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 8 hours

You infuse a vital surge of life into up to 4 creatures of your choice within range. Once during the duration of the spell, they can trigger this vital surge as a bonus action, regaining 4d8 hit points. When they trigger this surge, they can expend up to a number of hit dice equal to half the level of the spell slot used to cast this spell, rolling them as they normally would and adding the amount of hit points restored to the effect of this surge.

Once a creature triggers this healing surge, the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

VOLCANIC BURST

6th-level transmutation (primal)

Classes: Druid, Warlock, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of obsidian)

Duration: Instantaneous

You call fiery forces from below the earth to erupt upwards violently, causing the rocks beneath a point to melt and erupt into magma. The ground in a 10 foot radius explodes in a shower of fire and magma, raining down in a 20 foot radius. Creatures within the area must make a Dexterity saving throw. On failure, they take 4d10 bludgeoning damage and 4d6 fire damage. If a creature is within the 10-foot inner radius, then they are additionally flung 10 feet into the air, taking 1d6 bludgeoning damage and falling prone when they land. On a successful save, a creature takes half damage, and suffers no additional effects.

The center 10 foot radius becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

VORPAL SHOT

5th-level transmutation (arcane)

Classes: Inventor, Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the ultimate edge. The first time a creature attacks with the empowered item, it adds +3 to attack and damage rolls, and ignores all resistances and immunities to the weapons damage type. On a hit, the creature takes 6d8 additional damage. If this damage reduces the target to zero hit points, it is killed by a mortal wound.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

VORPAL WEAPON*5th-level transmutation (arcane)***Classes:** Inventor**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a weapon worth at least 1 cp)**Duration:** Concentration, up to 1 hour

You touch a weapon and imbue it with power. Until the spell ends, the weapon becomes indescribably sharp, ignoring resistance to slashing damage, and gains the Siege property, dealing double damage to inanimate objects such as structures. If a weapon has a modifier of less than +3 to attack and damage rolls, its modifier becomes +3 to attack and damage rolls for the duration of the spell.

Additionally, if a critical strike of this weapon would leave a creature with less than 50 hit points, the target creature is decapitated, killing it.

VORTEX BLAST*3rd-level evocation (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 Action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** Instantaneous

You create a sudden violent vortex that blasts outwards in a 30-foot cone, tossing characters and objects within the area. Creatures in the area take 3d6 bludgeoning damage and must succeed a Strength saving throw or be knocked 30 feet backward and 30 feet upward.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

WASP BARRAGE*3rd-level conjuration (primal)***Classes:** Druid, Occultist, Ranger Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (40 foot cone)**Components:** V, S**Duration:** Instantaneous

You conjure a swarm of magical wasps zip out to sting creatures of your choice within a 40 foot cone.

Make a ranged spell attack against each chosen target. On a hit, a target takes 1 piercing damage + 4d12 poison damage. After they attack, the magic wasps fade away.

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

WATER BLAST*1st-level conjuration (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

You conjure a ball of water before hurling it at a target. Make a ranged spell attack against the target. On a hit, the target takes 3d6 bludgeoning damage and if it is Large or smaller must make a Strength saving throw or be 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 level above 1st.

WATER BULLET*conjuration cantrip (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 90 feet**Components:** V, S**Duration:** Instantaneous

You create a compressed bead of water and fire it at a creature you can see within range. Make a ranged spell attack. On hit, the target takes 1d6 + your spellcasting ability modifier piercing damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

WATER CANNON*3rd-level evocation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (60-foot line)**Components:** V, S**Duration:** Instantaneous

You unleash a spout of water that blasts out in a line 60-foot-long and 5 foot-wide-line. Creatures in the area must make a Strength saving throw, or take 6d6 bludgeoning damage and be pushed to an open space at the end of the line away from you. If there is no open space to move to (for example they would move into a wall or another creature), they are pushed to the closest space and take an additional 2d6 bludgeoning damage and are knocked prone. On a successful save, they take half as much damage and are not pushed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

WATERSPOUT*3rd level conjuration (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You conjure a large mass of water and form it into a whirling funnel around a point on the ground you can see. The whirling funnel fills a 10-foot-radius, 30-foot-high cylinder. Once per turn, when a creature's space becomes fully engulfed by the waterspout it must make a Strength saving throw. On a failure, it takes 2d8 bludgeoning damage, and becomes blinded, deafened, and cannot speak. At the start of its next turn, it is expelled from the water to the nearest empty space. On success, it takes half as much damage and suffers none of the spell's other effects.

On your turn, you can move the waterspout up to 20 feet in any direction along the ground as a bonus action, engulfing any creatures in its path. Creatures who fail their save after being engulfed by the waterspout in this way are carried along with its movement until they are ejected at the start of their turn as normal.

If the center point of this spell is over a Huge or larger body of water, the size of the waterspout is doubled.

WIND CUTTER*2nd-level transmutation (arcane, primal)***Classes:** Druid, Inventor Occultist, Ranger, Spellblade, Wizard**Casting Time:** 1 bonus action**Range:** Self (30-feet)**Components:** V, S, M (a melee weapon that deals damage worth at least 1 cp)**Duration:** Concentration, up to 1 minute

You infuse the weapon used in the spell's casting with tempestuous power. For the duration, when you make an attack during your turn with the weapon, the weapon used in the spell's casting gains a reach of 30 feet, releasing slashes of razor sharp wind against foes beyond your normal reach; the weapon deals slashing damage when damaging targets beyond your normal reach.

Additionally, the damage you deal with the weapon increases by 1d4, and if there is another creature within 5 feet of the target, you apply the same attack roll to that second creature, dealing half as much damage as the weapon attack on a hit.

WHIRLING CONFLAGRATION*3rd-level transmutation (primal)***Classes:** Ranger**Casting Time:** 1 action**Range:** Self (15-foot radius)**Components:** V, M (a melee weapon you are proficient with worth at least 1 cp)**Duration:** Instantaneous

You flourish the weapon used in the casting and then whirl it around, igniting it in whirling conflagration. Make a melee weapon attack against each creature within 15 feet. (Using the same roll against each creature) Each target takes 6d6 fire damage on hit, or half as much on a miss

At Higher Levels: When you cast this spell using a spell slot of 4th Level or higher, it deals an additional 1d6 damage to each target on hit for each slot level above 3rd.

WINDBORNE WEAPON*transmutation cantrip (arcane, primal)***Classes:** Druid, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 150 feet**Components:** V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)**Duration:** Instantaneous

Make an attack using this spell's material component as part of the action used to cast this spell, turning it into a ranged spell attack. This attack ignores cover. On hit, it deals 1d8 damage of the weapon's damage type.

At Higher Levels. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

WINDSENSE*2nd-level transmutation (primal)***Classes:** Druid, Ranger**Casting Time:** 1 bonus action**Range:** Self**Components:** V**Duration:** 1 round

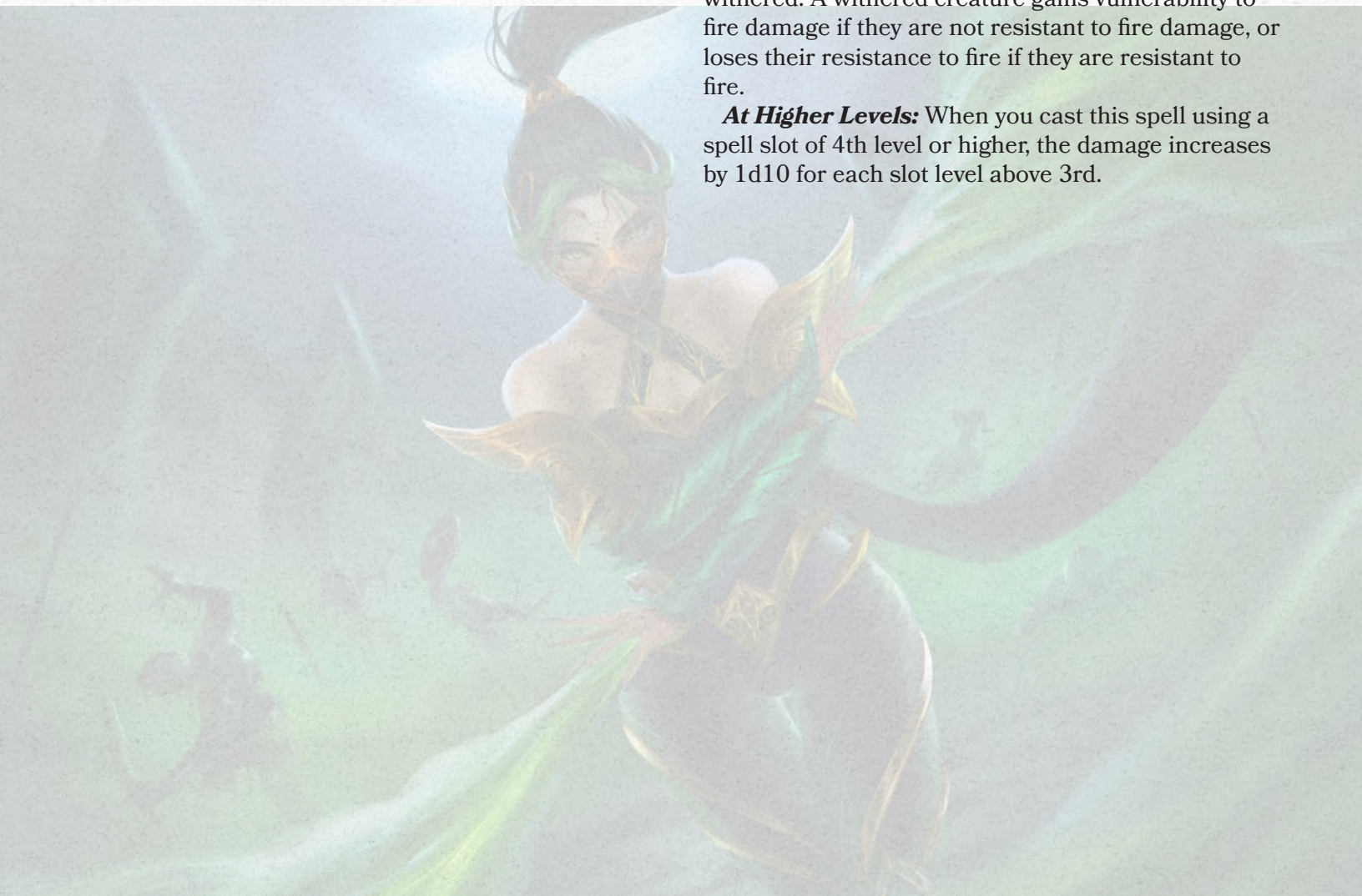
You cast your sense into the wind. Until the start of your next turn, you gain a blindsight of 60 feet, and you gain advantage on Wisdom (Perception) checks.

For the duration, when you make a ranged weapon attack, you do not require line of sight as long as it is in the range of your blindsight, and the target creature does not benefit from cover, as you can send your shots in twisting impossible lines riding the flow of the winds that only you can sense.

WITHER*3rd-level necromancy (arcane)***Classes:** Occultist, Spellblade, Warlock**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a pinch of powdered bone and sand)**Duration:** 1 round

Dark energy tears the moisture from a body, sapping it of life and vitality. The target must make a Constitution saving throw. The target takes 4d10 + 4 necrotic damage on a failed save and becomes withered until the start of your next turn, or half as much on a successful one and does not become withered. A withered creature gains vulnerability to fire damage if they are not resistant to fire damage, or loses their resistance to fire if they are resistant to fire.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.



PSIONICS

The following are a special branch of ability: Psionics. While much of Psionics is comparable to magic in effect, these are a list of unique abilities to people with Psionic abilities. These are part of the Psion class, but can be opened to any character capable of Psionics at the discretion of the DM.

COMPELLED QUERY

1st-level psionic

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You focus your telepathic powers on a creature and ask it a simple question. It must make an Intelligence saving throw, or it conjures a short mental thought or image that answers your question to the best of its ability that you can perceive telepathically. A creature gains a +5 to the saving throw against this spell for each time it has been used on them in the past 24 hours.

DELVE MIND

3rd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You delve into a creature's mind, forcing it to make an Intelligence saving throw. On a failure, for the duration or until you end the spell you gain access to its memories from the past 12 hours, and are able to recall things it remembers as if they are your own memories, but these memories contain only things the target creature remembers.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can delve an additional 12 hours further back in the creature's memories for each slot level above 3rd.

FLICKER

1st-level psionic

Casting Time: 1 reaction, when you would take damage

Range: Self

Components: S

Duration: 1 round

You flicker between the material and ethereal planes. Until the start of your next turn, each time you would take damage, including the triggering attack, roll a d4. On a 2, you gain resistance to that instance of damage. On a 4, you don't take any damage.

FUTURE INSIGHT

1st-level psionic

Casting Time: 1 action

Range: Self (60-foot radius)

Components: S

Duration: 10 minutes

Your roll 3d4 or 1d12 (your choice) and record the results. During the duration, you can expend one of these dice to add or subtract them from any attack roll, saving throw, or ability check made by a creature within 60 feet of you until the dice are exhausted or the spell ends. You must expend the die after the roll is made, but before you know the outcome of the roll.

GLIMPSE THE FUTURE

2nd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 10 minutes

You give a creature within range a glimpse of their future. Roll a d4 to determine outcome:

RESULT	EFFECT
1	The target foresees an action to come. Roll a d20 and record the value. Until the duration of the spell ends, they can replace one of their d20 rolls with the value rolled.

RESULT	EFFECT
2	The target sees their own death. If they are reduced to zero hit points by an attack or failing a save throw during the duration, they instead evade the attack or pass the saving throw if they are not otherwise incapacitated prior to being reduced to zero.
3	They see a future victory, growing confident. They gain 10 temporary hit points and are immune to the frightened condition for the duration of the spell.
4	The target sees an ambush or surprise, the first time they would be surprised they are not, or the first time an attack would made against them with advantage, it is instead made with disadvantage.

Once any of the events foreseen occur, the spell ends.
At Higher Levels. When cast using 3 or more psi points, you can select the effect instead of rolling a d4.

THE UNAVOIDABLE DEATH

In the case of number 2, passing the save will not always be enough to make them not be reduced to zero hit points. Sometimes they are reduced to zero by something like falling damage that has no save or attack. Sometimes life's a bummer that way.

NULLIFY EFFECT
2nd-level psionic

Casting Time: 1 reaction, which you take when you are forced to make an Intelligence, Wisdom, or Charisma saving throw
Range: Self
Components: S
Duration: 1 round

You gain advantage on Intelligence, Wisdom, and Charisma saving throws (Including the triggering save) until the start of your next turn. You also gain resistance to Psychic and Force damage until the start of your next turn.
At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can roll an additional d20 as part of your advantage roll. If you cast this at the 5th level or higher, it grants immunity to Psychic and Force damage for the duration.

MIND BLAST
6th-level psionic

Casting Time: 1 action
Range: Self (60-foot cone)
Components: S
Duration: Instantaneous

You emit a blast of psychic energy. Each creature in a 60-foot cone must make an Intelligence saving throw. A creature takes 6d8 Psychic damage and is stunned until the end of their next turn on a failed save. A creature takes half as much damage and is not stunned on a successful save.

PSYCHIC DRAIN
2nd-level psionic

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

You draw on the psychic energy of another creature you can see to sustain yourself. The target must make a Charisma saving throw. On failure it takes 3d8 psychic damage and you gain temporary hit points equal to half the amount of psychic damage dealt and regain one expended psi point.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell deals an additional 1d8 psychic damage.

SHOCKWAVE
5th-level psionic

Casting Time: 1 action
Range: Self (30-foot radius)
Components: S
Duration: Instantaneous

You unleash a burst of telekinetic force in all directions. Each creature of your choice within 30 feet of you is knocked 5 feet back and must succeed on a Strength saving throw or take 8d6 damage bludgeoning damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

SPATIAL MANIPULATION

5th-level psionic

Casting Time: 1 action
Range: Self (120-foot radius)
Components: V, S
Duration: Instantaneous

You can swap the position two creatures you can see within range. An unwilling creature can make a Charisma saving throw, preventing the swap on success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can swap an additional set of creatures of each level about 5th.

UNLOCKED POTENTIAL

1st-level psionic

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute

You unlock the potential of a creature's mind, allowing it to fully reach its limits. For the duration, once per turn the creature can add 1d4 to any attack roll, damage roll, or saving throw it makes. Each time it adds the additional 1d4, it takes 1 psychic damage as it pushes beyond its natural limitations.

INNER WORLD

8th-level psionic

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

As an action, you create and enter an imaginary world. All other creatures within 120 feet are pulled this world with you. This world is centered on you, and extends in 120 feet in all directions.

A creature that reaches the edge of this world can make a Charisma saving throw to attempt to exit, spending 5 feet of movement to return where they were before being pulled into the world on success, and being unable to move out the world until the start of their next turn on failure. A creature outside the world can attempt to enter it by moving to where you cast the spell (which is marked by a glowing psionic rift) and making a Charisma saving throw to enter the world. You can allow a creature to automatically pass their save to enter or exit the world.

When you create this world, you can create obstacles and terrain of your choice, creating walls, pillars, and other obstacles that take up to twenty 5 by 5 square foot areas (stylistically, these can appear however you choose). These can be placed consecutively or spread out in any method of your choosing, but any area with a creature must contain a path that creature can fit through to both you and the edge of the of the world.

You can additionally create up to five hazardous spaces on the ground that are 5 foot squares. These can be fires, spikes, biting mouthes, or whatever you choose, but regardless of its form if a creature takes $4d4 + 4$ psychic damage when it enters the effect's area for the first time on a turn or starts its turn there. Each of these hazards must be at least 20 feet from another hazard.

While in this inner world, if you fail saving throw, you choose to succeed instead. You can do up to 3 times during the duration of the spell. All spells and powers have their psi point cost reduced by one.

During the spell, as an action, you can attempt to destroy a creature within the world. The target must make an Intelligence saving throw. On failure, it takes $8d8 + 8$ psychic damage and is removed from the imaginary world, returning to where they were before being pulled into it.

The world can be brightly or dimly lit, and you control the weather within it.

When the spell ends, you and any creature that remains in the world exit the world returning to space you entered the world from.

QUICKLY CONSTRUCTED WORLDS

The casting time of this spell is 1 action, which is 6 seconds in game. While this should not be taken literally, it is also an indication that this is a quickly constructed world. It is recommended that you come up with a general layout and any resources needed for this spell in collaboration with your GM when you select the spell, and make at most minor changes to the world when casting it. It is reasonable for a GM to limit world planning time to one minute.

VARIANT RULES

BLOOD MAGIC

VARIANT MARTIAL PROGRESSION

BLOOD MAGIC

Blood Magic is a special type of magic that leverages a grim resource: the blood of living creatures. Most often it takes the form of the caster sacrificing their own vitality for greater powers.

Blood Magic is separated into its own section (in subclasses and spells) as Blood Magic is inherently a variant rule that exists requiring specific coordination with the DM to see if it would work for their game. Not only may blood magic not exist in all settings, but it may not be appropriate for player characters in all system. In some settings Blood Magic is inherently 'Evil' to use, while in others it may simple be illegal or viewed as unorthodox.

OCCULTIST TRADITIONS

The following is a new subclass option for the Occultist class.

BLOOD CULTIST

The dark tradition of a Blood Cultist is one that seeks power at any cost. They are those prepared to give up everything for power, dedicated themselves to mysterious rituals, forbidden techniques, and whispered taboos in order to grasp hold of ancient and terrible powers. Masters of sacrifice, blood magic, and willing to cast aside their humanity (or relevant equivalent!) they are driven beyond what most would consider rational, natural, or even possible on their eternal quest to go beyond the limiting walls of mortality to find new dark powers.

UNUSUAL RESOURCES

Cultists are a unique type of full caster. They sacrifice the majority of their spell slots to empower themselves, which would normally leave them with little room to cast spells, but make up for that shortcoming through being able to more freely sacrifice their own hit points through Blood Magic.

VARIABLE CASTING STAT

There's a reasonable argument for Intelligence, Wisdom, or Charisma as a casting stat for the Cultist subclass. It's perfectly fine if you allow them to use any casting stat, but it's recommended to disallow multiclassing if allowing them to select casting stats other Wisdom.

BLOOD CASTING

Starting at 1st level, you learn the *blood bolt*^K cantrip and gain the following blood magic spells as you level.



OCCULTIST LEVEL	SPELLS LEARNED
1st	<i>crimson poison</i> ^K , <i>sense blood</i> ^K
3rd	<i>compelled convulsion</i> ^K , <i>morbid puppet</i> ^K
5th	<i>blood explosion</i> ^K , <i>vampiric blade</i> ^K
7th	<i>exsanguinate</i> ^K , <i>macabre marionette</i> ^K
9th	<i>explode heart</i> ^K , <i>life link</i> ^K

DARK POWERS

Starting at 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class and you gain the ability to sacrifice spell slots for dark boons.

At the end of a long rest, select up to 2 sacrifices to make from the following list. When you sacrifice a spell slot, that spell slot is expended and cannot be regained while the boon is active. The boon ends and you regain the expended spell slot when you complete your next long rest, unless you select the same boon again at the end of that long rest

continuing its effect.

The number of sacrifices you can make to receive boons increases at 3rd level (to 3), 6th level (to 4), 9th level (to 5), 12th level (to 6), 15th level (to 7), and 18th level (to 8).

BOON OF FALSE LIFE (1ST LEVEL+)

You sacrifice a 1st level or higher spell slot, gaining 8 temporary hit points. When you complete a short rest under the effect of this boon, you regain 1d4 + 4 temporary hit points. You can sacrifice higher level spell slots, gaining an additional 2 temporary hit points on use, and an additional 1 temporary hit point when you short rest per level of spell slot sacrificed.

BOON OF DEMONIC CLAWS (1ST LEVEL+)

You sacrifice a 1st level or higher spell slot, reforming one or more (based on the table below) of your arms into natural weapons in the form of demonic claws. The power of the demonic claw depends on the level of the spell slot sacrificed, gaining a larger damage dice and a growing bonus to attack and damage rolls.

When making attacks with your demonic claw, you can use your Spellcasting modifier in place of your Strength modifier for attack and damage rolls. If you have more than one claw, you can make a single weapon attack with the second claw as a bonus action after making an attack with the first claw.

SPELL SLOT SACRIFICED	CLAW DAMAGE	ATTACK/DAMAGE BONUS	# OF CLAWS
1st	1d6	+1	1
2nd	1d6	+1	2
3rd	1d8	+1	2
4th	1d8	+2	2
5th	1d10	+2	2
6th	1d12	+2	2
7th	1d12	+3	2

BOON OF SWIFTNESS (1ST LEVEL)

You sacrifice a 1st level spell slot, increasing your movement speed by 10 feet.

BOON OF DEMONIC LEAPS (1ST LEVEL)

You sacrifice a 1st level spell slot, tripling your jumping distance. You can use your Spell Casting ability score to determine your jumping distance instead of your Strength ability score.

BOON OF DEMONIC SIGHT (2ND LEVEL)

You sacrifice a 2nd level spell slot, gaining a 60 foot darkvision. If you already have darkvision, the range of your dark vision increases by 60 feet.

BOON OF FIENDISH TALENT (2ND LEVEL)

You gain proficiency in on skill or tool of your choice. If you were already proficient in that skill or tool, you gain expertise (meaning you can add twice your proficiency modifier to ability checks made with that skill or tool).

BOON OF FRENZY (2ND LEVEL)

You sacrifice a 2nd level spell slot, gaining the Two-Weapon Fighting or Dueling Fighting Style of the Fighter class.

BOON OF BURNING EYES (3RD LEVEL)

You sacrifice a 3rd level spell slot, gaining the ability to cast eyes of immolationK at-will without expending a spell slot.

BOON OF FIENDISH VIGOR (3RD LEVEL)

You sacrifice a 3rd level spell slot, gaining 5 current and maximum hit points. If you regain hit points by spending Hit Dice at the end of a short rest, you regain an extra 1d6 hit points.

BOON OF FURY (3RD LEVEL)

You sacrifice a 3rd level spell slot, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BOON OF DEMONIC RESISTANCE (4TH LEVEL)

You sacrifice a 4th level spell slot, gaining resistance to one of acid, cold, fire, or poison damage. You can select this boon multiple times.

BOON OF TELEPATHY (4TH LEVEL)

When you gain this feature, you can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. Creatures you communicate with can reply in kind.

BOON OF UNHOLY STRENGTH (4TH LEVEL)

You sacrifice a 4th level spell slot, making your Strength ability score equal to your Spell Casting ability score.

BOON OF RESILIENCE (5TH LEVEL)

You sacrifice a 5th level spell slot, gaining proficiency in a saving throw of your choice.

BOON OF UNHOLY WEAPON (6TH LEVEL)

You sacrifice a 6th level or higher spell slot, increase the damage of your melee weapon attacks by 1d8 necrotic damage.

BOON OF DEMONIC WINGS (6TH LEVEL)

You sacrifice a 6th level spell slot, causing demonic wings to erupt from your back. You gain a flying speed of 30 feet.

BOON OF DEMONIC ASCENSION (9TH LEVEL)

You can remain in the form granted by your Demonic Ascension permanently, entering or exiting it as a bonus action at any time.

SACRIFICIAL CASTING

Starting at 3rd level, you gain the Blood Fuel, granting you the feature and the included ability to cast Blood Magic spells with your hit points.

RITE: BLOOD FUEL

You can sacrifice your essence to cast blood magic spells in place of expending a spell slot. To do so, sacrifice 5 hit points per level of the spell. These hit points sacrificed can count towards the hit point cost of the blood Material component of the spell.

You can cast a total number of spell levels in this manner equal to your character level, but casting a spell of 6th level or higher this way drains your vitality in a more profound way unless it has the blood magic tag, causing you to gain levels of exhaustion equal to the number of levels over 5th the spell is (1 level for a 6th level spell, 2 for a 7th level spell, etc).

You cannot cast spells this way over 5th level while you have any levels of exhaustion. You regain all levels of usage of this rite when you complete a long rest.

SANGUINE POWER

Beginning at 6th level, when you deal piercing or slashing damage to creature that has blood, the next time you cast a spell with the Blood Magic tag before the end of your next turn, you can reduce the amount of your own hit points you need to expend by the piercing or slashing damage you dealt to that creature with that attack (you can pick the highest damage piercing or slashing damage attack you made during that time).

DEMONIC ASCENSION

Starting at 14th level, as a culmination of your sacrificial boons, you are granted a form of terrifying power. As a bonus action, you transform into this fiendish form for 1 minute, gaining the following benefits:

- While in this form you have resistance to non-magical bludgeoning, piercing, and slashing damage and advantage on saving throws against magic.
- Your movement speed increases by 10 feet.
- You optionally can become large sized for duration, increasing your weapon attack damage by 1d4.

Each time you kill a creature, the duration of the demonic form increases by 1 minute. Once you assume this form, you cannot assume it again until you complete a long rest.

CULTIST SPECIFIC RITES**Abandoned Humanity** (*Prerequisite: Creature Type of Humanoid*)

You cast aside your humanity. Your creature type ceases to be humanoid. Select a new creature type from aberration, fiend, or monstrosity.

Blood Leeching

When you cast blood magic spell of 1st level or higher with Sanguine Power, if the spell does not consume all of the stored hit points, you gain temporary hit points equal to the remainder.

Boon Seeker

You can make one additional sacrifice to receive a boon using your Dark Powers feature.

Cultist's Touch (*Prerequisite: 7th-level Blood Cultist*)

When you use your action to cast a cantrip with a range of touch, you can make one weapon attack as a bonus action.

Demon Within (*Prerequisite: 15th-level Blood Cultist*)

The first time you drop to 0 hit points, you assume your Demonic Ascension form (not counting as a use of the feature) and regain half your maximum hit points. Once this effect is triggered, you cannot trigger it again until you complete a long rest.

Empowered Blood Magic (Prerequisite: 5th level Blood Cultist)

When you cast a spell that deals damage on cast and has a blood magic tag, you can add your Spellcasting modifier to the damage dealt.

Sacrificial Absolution

You can cast lesser restoration on a willing creature without expending a spell slot, however when you cast it in this way you suffer any condition or effect that spell cleared.

When you reach 9th level, you can instead cast greater restoration this way. It does not consume a material component when you cast it this way. If you remove a cursed item's effect (ending its attunement to creature), it instead becomes attuned to you.

Unholy Gift

Once per turn, when you expend your own hit points to cast a spell using Blood Magic, you can cause one allied creature other than yourself within 30 feet to gain temporary hit points equal to the sacrificed hit points.

Wretched Resilience

You gain immunity to diseases, and advantage on saving throws against the poisoned condition.

Zealous Conviction

You gain advantage on saving throws against being charmed or frightened.

Zealous Dedication (Prerequisite: Zealous Conviction, 12th level Blood Cultist)

When you are reduced to 0 hit points, you can make a Spellcasting ability check with a DC of 5 + the damage taken. On success, you are reduced to 1 hit point instead.

On failure, you can expend a spell slot to increase the value rolled by an amount equal to the level of the spell slot, potentially during a failure into a success. Once you spend a spell slot to do so, you cannot do so against until you complete a short or long rest.

OCCULTIST WITCH OPTIONS

The witch subclass of the Occultist class gains an additional coven option:

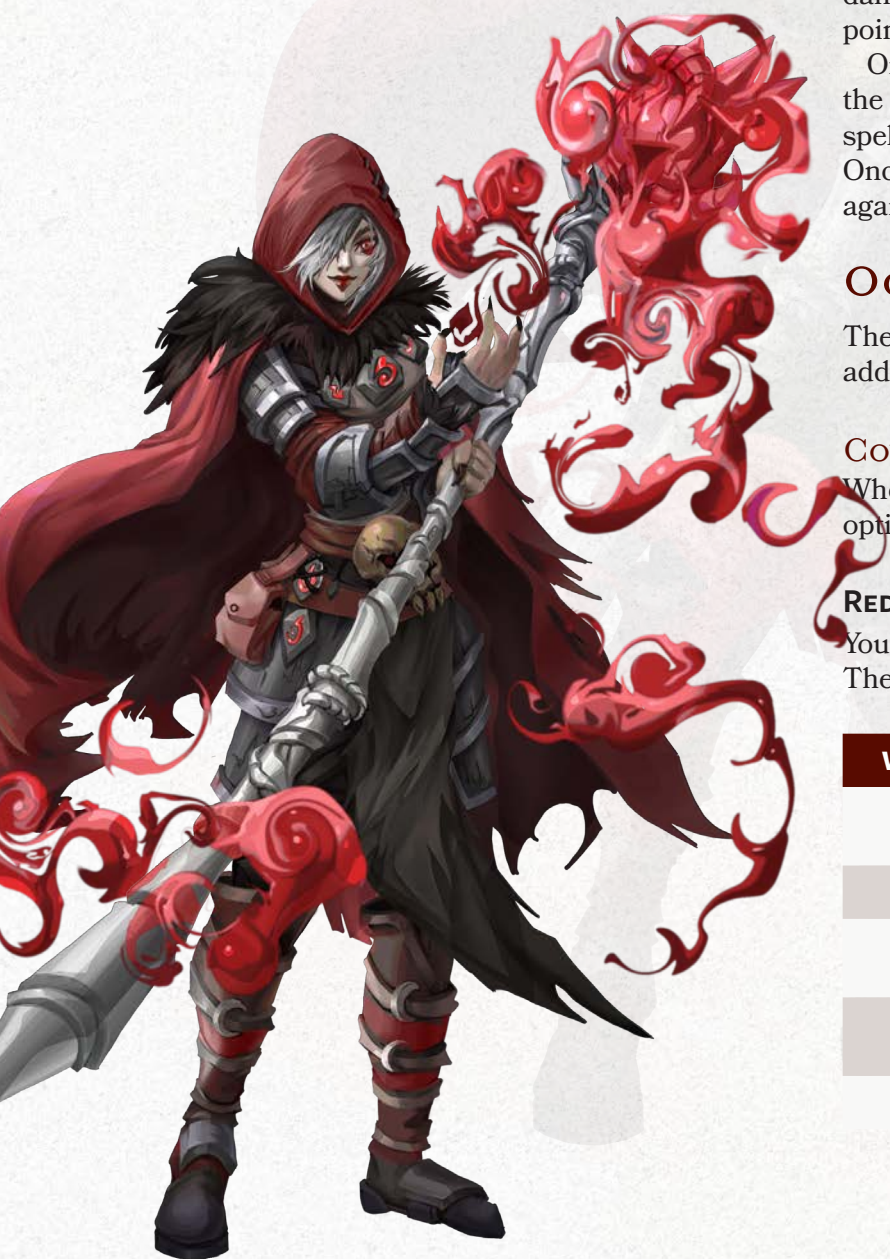
COVEN: RED COVEN

When you select your coven, you gain an additional option: the blood stained Red Coven.

RED COVEN SPELLS

You learn the following spells at the following levels. They do not count against your spells known.

WITCH LEVEL	BONUS SPELLS
1st	<i>sense blood^K, hemorrhaging curse^K</i>
3rd	<i>hold person, morbid puppet^K</i>
5th	<i>blood explosion^K, rupturing curse^K</i>
7th	<i>exsanguinate^K, macabre marionette^K</i>
9th	<i>bloodline curse^K, hold monster</i>



FAMILIAR BOND: RED COVEN

As a reaction to an allied creature taking damage while within 5 feet of your familiar, you can transfer up to four times your Occultist level of that damage (up to 12 at level 3 when you get this feature) to another willing creature within 60 feet of it. The damage transferred cannot exceed the current hit points of the target of the transfer. You can do this a number of times equal to your Spellcasting modifier, regaining all uses when you complete a long rest.

ADDITIONAL WITCH SPECIFIC RITES

Malicious Transfusion *(Prerequisite: Red Coven)*

When your familiar redirects damage, you can target an unwilling creature. When you do so, the target creature must make a Charisma saving throw. On failure, it takes the redirected damage as normal, and the amount transferred can exceed its current hit points. On success, it takes half the redirected damage, and you take the other half the redirected damage.

Bathed in Blood *(Prerequisite: Red Coven)*

When you take damage as part casting blood magic (from contributing the material component or through the Blood Magic rite) it does not force a saving throw to maintain concentration if you are concentrating on a spell.

Additionally, expend hit points casting a spell with blood magic, you gain temporary hit points equal to hit points expended on its material components.

Sanguine Sacrifice *(Prerequisite: Red Coven)*

When you restore hit points with an Occultist spell, you can increase the hit points restored by up to your Occultist level by spending an equal number of your own hit points (equal to the total number of additional hit points restored across all targets if the spell targets multiple targets).

Sanguine Secrets *(Prerequisite: Red Coven, Hemomancer rite)*

You can cast spells without the Blood Magic tag using the Hemomancer rite.

Sanguine Vitality *(Prerequisite: Red Coven)*

Your rich diet of the blood of your enemies empowers you. Your maximum hit points are increased by 1 for each Occultist level you have.

Stolen Life *(Prerequisite: 5th-level Red Coven)*

As an action, you can touch a recently deceased corpse, drawing last fragments of life out of it. When

you do so, you recover hit points equal to the creatures CR or levels, and can optionally assume it's appearance as if by the disguise self spell, but with an indefinite duration. You can store a number of stolen appearances this way equal to your Wisdom modifier, assuming any of them as an action. You can end the illusion or assume a different stored appearance as an action.

Witch's Fangs *(Prerequisite: Red Coven)*

As an action, you grow long canine fangs and attempt to bite a creature within 5 feet of you, making a melee spell attack. On hit, the target takes 1d4 piercing damage and 1d4 necrotic damage, and you gain temporary hit points equal to the necrotic damage dealt.

The piercing and necrotic damage increase by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Starting at 6th level, you can apply your Witch's Touch feature to attacks made with this feature.

RED COVEN SPELLS

HEMORRHAGING CURSE

1st-level necromancy (blood magic)

Classes: N/A

Casting Time: 1 action

Range: 30 feet

Components: S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes and a drop of your blood worth at least 1 hit point, which the spell consumes)

Duration: Concentration, up to 1 minute

You curse a target with unclosing wounds. If the target has taken piercing or slashing since the end of their last turn or takes piercing or slashing damage for the duration of the spell, its hit points are reduced by 1d8 at the end of each of its turns for the duration. This damage cannot be stopped by first aid, staunching the wound, or any non-magical means, but is ended if the creature is restored to full hit points by magical healing or the spell ends.



RUPTURING CURSE*3rd-level necromancy (blood magic, curse)***Classes:** N/A**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes and a drop of your blood worth at least 2 hit point, which the spell consumes)**Duration:** Concentration, up to 1 minute

You invoke a curse on a creature you can see within range, rupturing their tendons. For the duration, the creatures hit points are reduced by 2d4 for each 5 feet they move. Creatures without blood are immune to this curse.

BLOODLINE CURSE*5th-level necromancy (blood magic)***Classes:** N/A**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes and a drop of your blood worth at least 5 hit point, which the spell consumes)**Duration:** Concentration, up to 1 hour

You invoke a curse on a creature's bloodline. Up to 5 creatures of your choice (other than the target) of the same creature type within range are bound to that creature by a magical curse. If a creature is directly related (ancestor, descendant, or sibling) to the target creature, the range at which they can be cursed with this bond increases to 1 mile.

When that creature becomes bloodied (reduced to less than half its maximum hit points) and again if that creature dies, all creatures effected by the curse must make a Charisma saving throw, taking 5d6 + twice the cursed creature's CR (or level) necrotic damage on failed save, or half as much on success. This curse has no effect on creatures without blood.

At Higher Levels. When you cast this spell with a 6th level slot or higher, the number of creatures you can target increases by 1 for each level above 5th. When using a 9th level spell slot, the range at which you can target a related creature can be unlimited, though you must be aware of the target's existence.

SELF TARGETED CURSE

It's intentional you can use this curse on yourself or an allied creature to target creatures of your choice that are not allied creatures but are the same creature type. It's naturally less value as you generally won't get the death effect as well.

WARDEN BONDS**BLOOD FORGER**

Blood Forgers are immediately different from other Wardens, drawing their power from something more visceral but no less primal than the forces of nature: the blood of creatures. Fundamentally tied to the essence of life that beats in the heart of every creature, they are tied to life itself, self-appointed guardians and gardeners of it, preserving, curating, and pruning.

The comfort with blood and death often makes creatures uncomfortable, but they can be as potent an ally as they are a dangerous enemy, capable of giving life as easily as taking it, able to keep the companions alive against all odds.



BLOOD FORGE

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can forge your blood into armaments. You can conjure up to two weapons or weapon and a shield at a time this way. Weapons and shields created this way are automatically equipped as part of the bonus action, and can be dismissed at any time (no action required). Shields act as a normal shield would, while weapons depend on the properties selected from the Blood Forged Weapon table below.

If you become bloodied (reduced to half your maximum hit points or less), your Blood Forged weapons deal 1d4 additional necrotic damage. The size of this die increases at 5th (to 1d6), 11th (to 1d8), and 17th (to 1d10) level.

BLOOD FORGED WEAPON TABLE

PROPERTIES	DAMAGE DICE
—	1d4 slashing + 1d4 necrotic
Light	1d6 slashing
Reach	1d6 slashing
Two-Handed	1d6 slashing + 1d6 necrotic

The damage die of these weapons are increased by any Warden class feature that increases the damage die of natural weapons. If the damage die of any d6 weapon is increased to a d8, it instead becomes 1d4 slashing and 1d4 necrotic damage. When the damage die of any weapon with multiple dice increases, you can select which damage die to increase.

CRIMSON FONT

At 1st level, when you cast a blood magic spell, you can contribute hit points of blood up to your Warden Level to the spell without taking damage. Any hit points contributed beyond that reduce your hit points as normal.

Further, you are immune to any effect that drains your blood or makes you bleed.

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.

BLOOD WARDEN SPELLS

WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>blood transfusion</i> ^K
3rd	<i>sense blood</i> ^K
5th	<i>morbid puppet</i> ^K
9th	<i>crimson tide</i> ^K
13th	<i>locate creature</i>
17th	<i>ichorous blood</i> ^K

LIFE BOND

Additionally at 3rd level, once per turn, when a creature within range of your Primal Interdiction takes damage, you can give one (or more if multiple creatures take damage at the same time) resistance to the damage taken (no action required). When you do so, you take the same amount of damage (after the resistance is applied).

RESTORE VITALITY

Starting at 7th level, your Innate Magic ability to cast *blood transfusion*^K without expending a spell slot is refreshed when you complete a short rest. When you cast *blood transfusion*^K on a target other than yourself, you can expend hit points up to your Warden level (instead of up to 5), increasing the amount it heals the target based on the spell effect.

REAPER’S HARVEST

Additionally at 7th level, once per turn while you are bloodied (at less than half your maximum hit points) and deal necrotic damage to an enemy, you regain hit points equal to your Constitution modifier. This cannot restore hit points beyond half of your maximum hit points.

LIFE CONTROL

Starting at 14th level, you are under the effects of *death ward* until the effect is triggered, ending the effect as normal. You regain this effect when you complete a long rest.

Additionally, when a creature makes a death save within 60 feet of you, you can use your reaction to turn the roll into a 20, allowing them to recover with 1 hit point. Once you do so, you cannot do so again until you complete a long rest.

BLOOD DOMAIN

Starting at 17th level, as a bonus action you exert influence over the blood of creatures within 20 feet for 1 minute. All allied creatures of your choice within range gain resistance to slashing and piercing damage, while all hostile creatures in range bleed profusely when taking piercing or slashing damage, taking an additional 10 damage at the start of their turn if they've taken piercing or slashing damage since the end of their last turn.

Additionally, once during the effect as an action, you can exert your full control over the field to cast to cast *hold monster* or *hold person* at the 5th level without expending a spell slot targeting a creature (or creatures if the spell targets multiple creatures) affected by the domain. When you cast it this way, if a creature passes their saving throw against the effect, they are under the effect of *slow* until the start of your next turn.

Creatures without blood are unaffected by the blood domain. Once you use this ability, you cannot use it again until you complete a long rest.

SPELLBLADE TRADITION

SANGUINE SWORD

Spellblades of the Sanguine Sword are rare and feared lot, blood seekers that fuel their bloody rampages with the blood they spill. They slash their way through hordes in a never ending flurry of blood, magic, and blade, their fallen foes feeding further violence.

Those that follow the Sanguine Sword are not

inherently evil - or at least not all view themselves as such - but the slaughter fueled nature of their powers provide a dark path of temptation, the next kill always offering a temptation to drive the slaughter further. Even their staunchest ally may give them a wide berth on the battlefield, while many will dismiss them as more savage beast than hero, regardless of their goals and intentions.

SACRIFICIAL BLADE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known. Additionally, all spells with the "Blood Magic" tag are added to the Spellblade spell list for you.

SPELLBLADE LEVEL	SPELLS LEARNED
3rd	<i>blood slash</i> ^K
5th	<i>bloody burst</i> ^K
9th	<i>vampiric blade</i> ^K
13th	<i>exsanguinate</i> ^K
17th	<i>explode heart</i> ^K



BLOOD STAINED BLADE

Starting at 3rd level, when you select this archetype, you gain special affinity when wielding a blood-coated weapon. For 1 minute after a melee weapon deals 1 more points of damage to a living creature that has blood, you can use your Intelligence modifier, instead of your Strength or Dexterity modifier for attack and damage rolls with that weapon. A weapon bloodied in this way is consider magical for the purposes of overcoming resistance to non-magical damage.

You can sacrifice 1 of your own hit point at any time (no action required) to bloody a blade activating this effect.

SANGUINE SURGE

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

- When you cast a spell with the Blood Magic tag, you can expend an Arcane Surge to gain temporary hit points equal to your spellcasting modifier + half your spellblade level (rounded down).

CATHARSIS OF CARNAGE

Starting at 7th level, when you make an attack that is a critical strike or that kills a creature that is CR 1/4 or higher, you regain one use of Arcane Surge.

If you are bloodied (meaning your current hit points are less than half of your maximum hit points) when you trigger this ability, you additionally regain hit points equal to your proficiency bonus.

GORE AND GIBLETS

Starting at 15th level, your score a critical strike on a 19 or 20 when making an attack roll.

Additionally, when your attack kills a creature, damage dealt by Splash Damage to nearby creatures is increased to 2d8.

RED EYED RAMPAGE

Starting at 20th level you can fall into a bloody-crazed trance of slaughter (no action required) for 1 minute. For the duration, you gain a truesight of 120 feet against bloodied creatures and have advantage on attack rolls against them.

Once per turn for the duration, when you trigger Catharsis of Carnage, can immediately take an additional action.

WARLOCK PATRON

THE BLOODBOUND

The Bloodbound Patron is an ancient and powerful entity of blood. Ancient vampires or other creatures that feast on the power of blood are most often, but there is a primordial power to blood that has created many ancient entities with deep ties to the secrets of life and death that may be sought for the impressive eldritch powers. As a warlock with a Bloodbound Patron, you gain unique abilities to manipulate blood and the life force of creatures.

BLOOD PATRON EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>inflict wounds, false life</i>
2nd	<i>bloody burst^K, compelled convulsion^K</i>
3rd	<i>crimson tide^K, invest life^K</i>
4th	<i>blood frenzy^K, vital surge^K</i>
5th	<i>dominate person, life support^K</i>

LIFE DRAIN

At 1st level, you gain the ability to drain the vitality of other creatures through their blood. When you hit a creature with an attack (including weapon or spell attacks), you can use your bonus action to drain their life, dealing additional necrotic damage equal to your Charisma modifier and regaining life equal to the necrotic damage dealt.

You can use this feature a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest.

BEATING HEARTS

Starting at 1st level, you can sense the beating heart of life in creatures around you. You can use your spellcasting modifier, instead of your Wisdom modifier, for making Perception and Insight checks against living creatures with blood, and to calculate your passive scores to sense living creatures.

You can heighten this sense further by casting *sense blood^K* without expending a spell slot or material component, but once you do so, you cannot do so this way again until you complete a long rest.

SANGUINE EMPOWERMENT

Starting at 6th level, you can sacrifice your hit points to empower your magic. When you expend a Pact

Magic spell slot to cast a spell that has an effect that scales with spell level, you can expend a number of hit points equal 1 + to the level of the spell to increase the level at which you cast the spell by one level (for example, if you cast the 2nd level spell hold person using a 3rd level Pact Magic Spell slot, you could expend 3 hit points to cast it at the 4th level).

When you cast a cantrip, you can scale the cantrip to its next level of power (for example, casting it as if you were 11th level) by spending 3 hit points this way. This works even when you are 17th level, and the cantrip would generally not scale further (adding an additional die or firing an additional beam in the case of eldritch blast).

You can spend a total number of hit points this way equal to your Warlock level, after which you cannot spend more hit points to empower your spells until you complete a long rest.

VITAL RESERVES

Starting at 10th level, your maximum hit points are increased by your Warlock level.

THE HUNGER

Beginning at 14th level, you can temporarily transform into a powerful avatar that devours blood. As an action, you assume this form for 1 minute, gaining the following powers:

- You have resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.
- You have advantage on attack rolls against bloodied creatures (creatures with less than half of their maximum hit points).
- You can use Life Drain without expending uses of the feature.
- When you use Sanguine Empowerment, you gain temporary hit points equal to the hit points expended.

This form ends early if you end your turn without dealing or receiving damage since the start of your last turn or if you become incapacitated. Once you use this feature, you cannot use it again until you complete a long rest.

BLOOD MAGIC SPELLS

LIMITED AVAILABILITY

Blood magic is not restricted by an special feat or requirement, but your DM may rule that there are special requirements to learn blood magic. The only inherent restriction is that to use only hit points to cast blood magic is restricted to the Hemomancer feat or the Occultist's Blood Magic rite.

BLOOD COMPONENTS

Blood magic spells all have a material component that reads "a drop [or splash] of blood worth [X] hit points". If material component is "up to X " number of hit points, it can be as little as 1 hit point up to the amount listed.

When you cast a blood magic spell, you take damage equal to the blood required for the spell, which you can draw as part of casting the spell (no additional action required). This blood must come from you, unless you have features or feats that allow you to use other sources of blood to power your magic.

If you cast a Blood Magic spell at a higher level, the minimum hit points increases to the level the spell is cast at.

You cannot spend more hit points than you have this way.

BLOOD DAMAGE

Damage taken from casting blood magics reduces your current hit points and bypasses any temporary hit points or damage reduction you have (as you need blood to power the spell).

CONCENTRATION

While not universally true, many blood magic spells lack the Concentration requirements of normal spells. This is intentional, and part of what makes them appealing options to mages, but is also somewhat necessary as blood mages often take small amounts of damage from casting their spells, making it easy for them to lose concentration to their own spell casting otherwise.

BLOOD BOLT*Transmutation cantrip***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)**Duration:** Instantaneous

You transmute a drop of blood into a crimson dart and launch it at creatures within range, making a ranged spell attack. On hit, the target takes 1d6 piercing damage and 1d6 necrotic damage.

The piercing and necrotic damage increase by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). The blood consumed also increases when the damage increases at 5th (2), 11th (3), and 17th (4).

BLOODY BURST*2nd-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a drop of your blood worth at least 2 points, which the spell consumes)**Duration:** Instantaneous

You cause a creature's blood to erupt outward in a violent burst. The target must make a Constitution saving throw. On a failed save, it takes 4d6 necrotic damage, and any creature within 10 feet of the target must succeed on a Dexterity saving throw or take 2d6 necrotic damage from the blood spray. On a successful save, the target takes half as much damage and the blood spray does not occur. A creature without blood is immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage to the target increases by 2d6, and creatures within 10 feet take an additional 1d6 damage for each level over 2nd.

BLOOD DIVINATION*2nd-level divination (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** S, M (a drop of your blood worth at least 2 hit points which the spell consumes, and another creature's blood)**Duration:** Instantaneous

You can drop a single drop of your blood into a bloodstain or sample of another creature's blood while casting this spell to create a magical resonance. This tells you the creature's current condition (if it is alive, wounded, or dead), its creature type, its general distance from you (nearby, distant, or far away), and its general direction.

If the blood is more than 24 hours old, the spell becomes more difficult, and you must pass DC 10 spellcasting check to gain any information, with the DC increasing to 15 if the blood is more than a week old, and 20 if the DC is more than a month old.

BLOOD EXPLOSION*3rd-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 3 hit points, which the spell consumes)**Duration:** Instantaneous

Targeting a Medium or larger corpse of a creature that had blood that has been slain within the last minute, you seize control of the blood within it causing it to explode into piercing crimson lances. Make a ranged spell attack against up to 4 creatures of your choice within 30 feet of the corpse. On hit, creatures take 3d8 piercing damage and 3d8 necrotic damage. A corpse cannot be targeted with this spell again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each spell slot level above 3rd.

BLOOD FRENZY*4th-level enchantment (blood magic)***Classes:** Druid, Occultist, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

You touch a willing creature, launching them into an empowered frenzy. For the duration, all attacks against the target creature have advantage, but the target gains the following benefits:

- The target is immune to the charmed and frightened conditions.
- The target has advantage on melee weapon attack rolls.
- When taking damage would reduce the creature to 0 hit points, they must make a Constitution saving throw with the DC equal to half of the damage taken. On success, they are reduced to 1 hit point instead. If you are the target of this spell, you automatically pass saving throws to maintain concentration on it as a result of taking damage.

BLOOD SLASH*1st-level transmutation (blood magic)***Classes:** Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth up to 2 hit points)**Duration:** Instantaneous

You create a blade of blood and fling at a creature you can see within range. Make a ranged spell attack. On hit, the creature takes 2d6 slashing damage and 2d6 necrotic damage.

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

BLOOD STORM*2nd-level transmutation (blood magic)***Classes:** Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** Self or 60 feet**Components:** S, M (a splash of your blood worth at least 2 hit points, which the spell consumes)**Duration:** Instantaneous

A slashing storm of blood forms a ripping vortex with a 15-foot radius around you or a point of your choice within range. Each creature (other than if you casting it with a range of Self) within range must make a Dexterity saving throw. On failure, they take 3d8 slashing damage. On success, they take half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

BLOOD WAVE*2nd-level transmutation (blood magic)***Classes:** Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (15-foot cone)**Components:** V, S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)**Duration:** Instantaneous

You release a wave of magical blood that spreads out in a 15-foot cone. Creatures in the path of the wave must make a Strength saving throw. On failure, a creature takes 2d6 bludgeoning damage and 2d6 necrotic damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone.

When the wave passes over a creature that has died within the last minute or kills a creature, if that creature had blood, it strengthens the wave and causes it to travel an additional 5 feet (turning it into a 20-foot cone or more), up to a maximum of twice its original length.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's range increases by 5 feet and the necrotic damage increases by 1d6 damage for each slot level above 2nd.

COMPELLED CONVULSION*2nd-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)**Duration:** Instantaneous

You attempt to briefly take control of the blood of a creature within range you can see. The target must make a Constitution saving throw. On failure, you can force the creature to use its reaction to move up to 10 feet (or its movement speed, whichever is less) and make a single weapon attack against a target of your choice within reach. Creatures without blood are immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature for each level above 2nd level.

CRIMSON POISON*1st-level transmutation (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** S, M (a melee weapon worth at least 1 sp and a splash of your blood worth up to 5 hit points)**Duration:** 1 minute

You sacrifice up to 5 hit points (included in the material components) and invest them into an ichorous crimson poison coating that coats a weapon you are holding. The next three times you deal damage with that weapon, it deals acid damage equal to the hit points invested. After dealing damage with the weapon three times, the spell ends. If the spell ends before dealing damage for a 3rd time, the blood dries, becoming non magical and harmless.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can invest up to 1 additional hit point in the casting for each slot level above 1st, up to a maximum of 10 hit points at 6th level.

CRIMSON TIDE*3rd-level conjuration (blood magic)***Classes:** Occultist, Wizard**Casting Time:** 1 action**Range:** Self (15-foot radius)**Components:** S, M (a splash of your blood worth at least 10 hit points, which the spell consumes)**Duration:** 1 round

You unleash a sweeping tide of blood along the ground, transforming the terrain into difficult terrain for all creatures but yourself until the start of your next turn. Creatures in the area when you cast the spell must make a Dexterity saving throw. On failure, they take 6d6 necrotic damage, or half as much on a success.

At the start of your next turn, the tide recedes as the spell ends, collecting the blood and returning it to you, restoring the 10 hit points used to cast the spell.

DEVOURING MIST*7th-level necromancy (blood magic)***Classes:** Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 15 hit points, which the spell consumes)**Duration:** 1 round

You transform into a 15-foot radius swirling cloud of blood mist. While in this form, you have a 60-foot flying speed and you have resistance to all damage besides radiant, force, and psychic damage, but cannot take any actions.

The first time a creature is engulfed within the blood mist (including from your movement while transformed), it must make a Constitution saving throw. On failure, they take 6d8 necrotic damage, and you regain 10 hit points. On a success, they take half as much damage, and you regain only 5 hit points. You can regain a total of 50 hit points, after which you do not regain additional hit points from this effect.

At the start of your next turn, you reform into your previous form.

EXPLODE HEART*5th-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)**Duration:** Instantaneous

You point at a creature and attempt to make their heart explode in a violent spasm. If the target creature has fewer than 20 hit points, their heart explodes and they die. If they have more than 20 hit points, the target must make a Constitution saving throw. On a failed saving throw it takes 10d6 necrotic damage and are stunned until the start of your next turn. On a successful save, they take half as much damage and are not stunned. If this damage reduces them to 0 hit points, they die.

Creatures without a heart are immune to effect, though at your GM's discretion similar organs or functions (such as a golem's magic core) may qualify as a heart.

EXSANGUINATE*4th-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)**Duration:** Instantaneous

You drain a creature of blood, causing it to burst forth from it. The target must make a Constitution saving throw. On failure, its current and maximum hit points are reduced by 6d6. On success, their current hit points are reduced by half as much, and their maximum hit points are not reduced. If the target is bloodied, their current hit points are reduced by an additional 6d6 hit points (pass or fail).

Any reduction to maximum hit points is removed when they complete a long rest, or by the effects of the greater restoration spell. A creature without blood is immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit point reduction is increased by 1d6 for each level over 4th.

ICHOROUS BLOOD*4th-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)**Duration:** 10 minutes

You transmute your blood into sluggish black ichor, which forms a layer of armor as you bleed. You gain 8 temporary hit points, and for the duration of the spell, you reduce any bludgeoning, piercing, or slashing damage you take by 4 (to a minimum of 1 damage), and any time you are hit with a melee attack, the attacker takes 4 acid damage.

At Higher Levels. When you cast this spell with a 5th level or higher spell slot, the damage reduction and acid damage dealt to attackers increases by 1 for each level over 4th.

LIFE LINK*5th-level abjuration (blood magic)***Classes:** Cleric, Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

You link the life of two creatures you can see within range for the duration of the spell, selecting either an life link or inverse life link, with the following effects based on which option you select:

- **Life Link:** When one target regains hit points so does the other target, and one target takes damage, the other target takes an equal amount of damage as necrotic damage.
- **Inverse Life Link:** When one target loses hit points the other gains and equal number of hit points, when one target regains hit points (other than from this effect), the other takes an equal amount of necrotic damage.

Regardless of the option, the link lasts until the spell ends, or the link has transferred 40 hit points of healing or damage to the other target.

At Higher Levels. When you cast this spell with a 6th level spell slot or higher, the number of hit points the link can transfer increases by 10 for each level above 5th.

LIFE SUPPORT

*5th-level necromancy (blood magic)***Classes:** Cleric, Occultist, Wizard**Casting Time:** 1 reaction, which you can take when a creature is reduced to 0 hit points within range.**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

When a creature is reduced to 0 hit points, you can forge a link to them, bolstering their life force with your own. For the duration of the spell, they do not fall unconscious from being at 0 hit points and can act normally, and any damage they take is instead transferred to you.

If a creature regains hit points and is no longer at 0 hit points, the spell ends.

MACABRE MARIONETTE

*4th-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

You attempt to control a creature's movements by using the blood to marionette them to your commands. The target must make a Wisdom saving throw. If the target fails their saving throw, for the duration of the spell you can use your bonus action force them to spend their reaction to move up to 20 feet (or their movement speed, whichever is less) and make a single weapon attack.

Until the target breaks free of the spell, they cannot use their own reaction. At the end of each of the target's turns, they can repeat the saving throw against the spell, ending it on success.

MORBID PUPPET

*2nd-level transmutation (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)**Duration:** 1 minute

You can seize control of the blood within a freshly (within the last minute) deceased Medium or smaller sized corpse or unconscious creature. For the duration, as a bonus action you can make the corpse or creature move up to 20 feet, and make a single melee attack, using your spell casting modifier for the attack roll. If the corpse is carrying a weapon or has a natural weapon, it deals the weapon's damage (not gaining any special modifiers to that damage the living creature may have had with that weapon). Otherwise it makes a slam attack dealing 1d6 (or 1 for a Tiny sized creature) + your spellcasting modifier damage.

If a creature that was unconscious regains consciousness during the duration of the spell, they can make a Charisma saving throw at the end of each of their turns to regain control of their body. You can end this spell at any time (no action required).

At Higher Levels. When you cast this spell with a 4th or higher level spell slot, you can target a Large sized corpse.

SANGUINE DOOM

*6th-level necromancy (blood magic)***Classes:** Cleric, Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)**Duration:** Instantaneous

You target a point within range. Darkness washes over an a 30 foot radius area extinguishing all lights (including lights caused by magical effects of a lower level spell) as blood rains down from above over the area. Creatures and objects that are not being worn or carried within the area take 4d6 acid damage, and creatures must make a Wisdom saving throw against being cursed with doom.

On failure, the creature gains the doomed curse, and the next time they are hit with an attack roll, that attack becomes a critical hit. On success, they suffer no further effect.

SANGUINE SPEARS*3rd-level transmutation (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)**Duration:** 10 minutes

You transform some of your blood into three floating spears of crimson power. While you have one or more spear remaining, you can use an action or bonus action to launch one of the spears at a creature within range making a range spell attack. On hit, the target takes 2d6 piercing damage and 2d6 necrotic damage, and you regain 5 hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, for each spell slot level above 3rd, you can sacrifice 2 additional hit points to create an additional spear.

SENSE BLOOD*1st-level divination (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)**Duration:** Concentration, up to 1 hour

You gain the ability to sense the blood of other creatures. For the duration, you gain advantage on your Wisdom (Perception) and Wisdom (Insight) ability checks against living creatures with blood.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration becomes 8 hours. When you use a spell slot of 5th level or higher, the duration becomes 24 hours.

STIRGE SWARM*6th-level conjuration (blood magic)***Classes:** Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 10 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

You conjure a swirling swarm of magical Striges that swirl around within 20 foot radius of the target point.

Creatures with blood other than the caster that start their turn within the area or enter it for the first time during a turn must make a Dexterity saving throw. On failure, they are drained of their blood by the swirling storm of Striges, reducing their hit points by 4d4 + 12 damage and restoring 4 hit points to the caster. On a successful save, they half as much damage and restore 2 hit points to caster.

As a bonus action on each of their turns for the duration of the spell, the caster can move the swirling swarm of Striges up to 30 feet in any direction.

BLOOD TRANSFUSION*1st-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** S, M (a splash of your blood worth 5 hit points, which the spell consumes)**Duration:** Instantaneous

You infuse a creature you touch with life divested from the blood used in the material component of the spell, causing the target to regain twice the hit points expended.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of hit points consumed by the spell increases by 5 (and the amount of hit points restored increases by a corresponding amount).

VAMPIRIC BLADE*3rd-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** S, M (a melee weapon worth at least 1 sp and a splash of your blood worth up to 10 hit points, which the spell consumes)**Duration:** 10 minutes

You drain your own life essence to empower the weapon used in the casting of the spell with life drinking power. You sacrifice up to 10 hit points (included in the material components). When you do so, your weapon attacks deal an additional 1d8 necrotic damage, and you regain hit points equal to the necrotic damage dealt, until you have dealt necrotic damage equal to twice the hit points invested.

MARTIAL PROGRESSION

These variant rules serve as something of the mirror image of the spellcasting multiclassing rules with one important distinction: they work even if you don't multiclass, but the only count non-caster class levels, counting half-casters as equal to half their class level, and one third casters as two thirds their class level.

For example, if you had 3 levels of Barbarian and 2 levels of Fighter, you'd have 5 levels in martial progression. If you had 3 levels of Barbarian and 2 levels of Ranger, you'd have 4 levels of martial progress. Due to the 1/3 casters getting their subclass at 3rd level, you cannot lose martial progression by selecting them. For example, if you had 3 levels of Barbarian and 2 levels of Fighter, and selected a 1/3 caster subclass for Fighter at 3rd level, you'd still have 5 levels of martial progress, you just wouldn't gain a new one (due to 1/3 casters being inverted 2/3 progression in this system).

MARTIAL LEVELS	FEATURES
1	—
2	—
3	—
4	—
5	Bonus Skill
6	—
7	Bonus Skill (2)
8	—
9	Bonus Feat (1)
10	Extra Attunement Slot (4)
11	Bonus Skill (3)
12	—
13	Bonus Feat (2)
14	Bonus Attunement Slot (5)
15	Bonus Saving Throw
16	Bonus Expertise (1)
17	Bonus Feat (3)
18	Bonus Attunement Slot (6)
19	Bonus Expertise (2)
20	Bonus Feat (4)

BONUS SKILL

You can select a skill or tool and gain proficiency with that skill or tool.

BONUS FEAT

You can select an additional feat drawing from default feats or the feats presented in this book. A DM can restrict the feats available through this feature.

BONUS ATTUNEMENT SLOT

You can attune to an additional attunement item at a time. Due to having less competing magical forces within you, can attune to more magical items, giving more magical options and general potency to non-spellcasting characters.

BONUS EXPERTISE

You gain expertise in one skill you are proficient with, meaning your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency, allowing you fully master certain skills.

PROGRESSION

Here is a quick reference for class level progression:

CLASSES	MARTIAL PROGRESSION
Barbarian, Fighter, Monk, Rogue, Warlord ^K	1
1/3 Caster Fighters, 1/3 Caster Rogues, Warden ^K	2/3
Inventor ^K , Paladin, Ranger, Spellblade ^K	1/2
Bard, Cleric, Druid, Occultist ^K , Psion ^K , Sorcerer, Warlock, Wizard	0

Inventor can serve as a stand-in for any non-UGL legal half caster that makes magical items. Classes marked with ^K are created by KibblesTasty. Occultist, Spellblade, Warden, and Warlord can be found in this book. Inventor and Psion can be found in Kibbles' Compendium of Craft and Creation.

MULTICLASSING

MULTICLASSING EXTRA ATTACK

If you have the Extra Attack feature from multiple classes, you gain an additional Fighting Style from the Fighter list of Fighting Styles for each additional time you gain the feature.





BATTLE SYSTEM

INTRODUCTION

The rumors fly like leaves on the wind... war comes! A great host descends upon the lands, a wave of darkness sweeping toward the good people. What are your heroes to do but raise their own army and stand against this evil?

The Battle System is a relatively simple set of mechanics that fits over a combat encounter of 5e D&D that turns that humble combat encounter into a skirmish at the heart of a raging battle, but also a framework that sits over the campaign for building the unique mechanics fitting for each battle. A battle is not a standalone event, but the culmination of two sides building the forces and meeting in a series of epic clashes, and that's what this system aims to represent.

WHY DO YOU NEED THIS?

Like many things I make, this arose from my own games. Over the course of a campaign the players had been hearing of a swelling force of Hobgoblins to the East. Then they heard that the legendary fortress that guards the western lands they adventure in, Ironmount, had fallen to this host. Now they hear that bands are roaming through the lands conquering and pillaging.

My players find themselves in a remote border region of farmland and adventure when the distant rumors become reality. The outriders are here. An army comes. They rally the villages to arm themselves and stand against this menace, but as the two forces set up to clash, I find myself wondering... how as a DM do I make all this epic? Does all this seem worth it?

This was my solution. I needed something where the players play their characters, it's what they are here for! I wanted something that they could lose without me just deciding they did. I wanted something where they could be rewarded for having recruited powerful in allies in an obvious way. Most of all, I wanted something that would feel like an epic clash at the heart of a raging battle.

Many games do not need this system. Many adventurers can go many campaigns without finding themselves in the heat of battle. But when you find yourself gearing up for war, this system is here for you to make it an epic showdown that is, most importantly, a lot of fun.

HOW DOES THE BATTLE SYSTEM WORK?

The core of the Battle System is the battle takes part on two levels played simultaneously.

The Skirmish, which serves as the beating heart of the battle and focuses on the players and their individual contributions to the fight, and the

contextual layer above that that tracks the overall progress of the battle including what the players in the Skirmish are contributing.

But the characters contributions in the Skirmish are not the only way the players engage with the battle. At the start of every turn, the DM and players play Battle Cards from a deck built from the Elites of each army (including the players themselves!).

These can sway the battle by inflicting devastating effects on the Skirmish, and Casualties on the enemy's General Forces.

SYSTEM AND STORY

It would not be incorrect to call the Battle System a deck building card game that plays out over a 5e encounter, though it is, on its own, a fairly simple system that makes no effort at systematic balance, as what army, elites, leaders, and scouts your players have comes out of the story of how your players have played the game.

Recruiting powerful Elites, establishing relationships and character development that unlock further powers, securing your armies, these all correlate to options you will have in combat

MECHANICS

This section will walk through the terms, what they mean, and how to use them.

THE ARMIES

A battle needs an army. Specifically, it needs two of them.

An army consists of:

- **A Leader**, who directs the battle and has stats that serve as a force multiplier.
- **Elites**, who represent the most powerful and heroic figures within the army.
- **General Forces**, who represent the bulk of those forces.
- **Siege Weapons**, which represent special warfare tools that grant special Battle Cards.

The only element that is not optional is General Forces, but armies missing other elements will be at a severe disadvantage.

The PC serve as a special kind of Elite that is part of their army, but will play a special role fighting in the Skirmish - the raging heart at the center of the battle where they will defeat enemy Elites (and potentially the enemy Leader, throwing the enemy into disarray).

SYSTEM OVERVIEW

To run the Battle System, follow these steps, each of which are expanded throughout the system below in greater details. This step by step process can be referenced back to while running a battle, or as a checklist to make sure you have all the steps ready.

Battles take some prep work, but are remarkable simple to run.

SET UP THE BATTLE

1. Construct two armies (each built of a Leader, Elites, General Forces, and Siege Weapons that are combined to represent its **Fielded Strength**). Templates and calculations are provided in the 'Building Your Army' section.
2. Calculate the **Morale** for both armies (based on Fielded Strength, circumstance modifiers, and the Leader). Morale is $1/3$ of Fielded Strength + Leader Bonuses.
3. Create a deck of **Battle Cards** to simulate the tactical layer for both armies. Battle Cards are granted by the Elites, Siege Weapons, and Events. Templates are provided in the Battle Cards section.
4. Draw a circle on a battle map for the **Skirmish** to take place in.

RUNNING THE BATTLE

1. **Populate the Skirmish.** The DM adds an Elite to the Skirmish, and then adds enemies from the General Forces (covered in Spawning Enemies)
2. **Battle Cards.** Play out the Battle Cards, with the DMing playing each card first, until both sides have played as many cards as they can play based on their stratagem score.
3. **Fight.** Play a round of combat as normal until the end of the round is reached.
4. **Attrition.** Apply Attrition to General Forces.
5. **Repeat.** Repeat steps 2 and 3 until the enemy Elite is dead or the players Withdraw
6. **Intermission.** Run an Intermission, the players can choose to immediately continue with a Challenge. Calculate Attrition based on the Player's Choice of Intermission.
7. **Next!** Start the next Skirmish and repeat the Running The Battle steps.
8. **Conclusion.** Repeat until one side has their Morale or Fielded Strength reduced to 0.

TALLY THE RESULTS

1. Calculate the after math of the battle (covered in the Aftermath section).
2. The battle is complete.

GENERAL FORCES

Will be conscripts, rank and file soldiers, hordes of skeletons, mercenaries, or other mass forces. These are not inherently nameless minions, and can include NPCs or friends of the party, but generally will represent anyone without special warfare skills.

This will make up the bulk of your army and its Fielded Strength, but will be very vulnerable to without Elites and Leaders as they cannot play Battle Cards themselves, and contribute only passively (if very importantly) to your army.

ELITES

Elites are exceptional creatures that are generally higher CR or level than the general forces. What sort of creatures and CR range would qualify as an elite depends on the tier of play as well as their importance to your game and story. Generally Elites are units that could inflict devastating casualties on General Forces if unopposed by other Elites. Elites contribute to your overall Fielded Strength, but also contribute Battle Cards, and to the number of Battle Cards you can play.

Battle Cards represent actions of your Elites that change the course of Battle, and an army without Elites will generally be ravaged by the enemy Battle Cards - but be warned, an army with only Elites will quickly be over run by sheer attrition! Elites alone will struggle to hold a field.

The player characters participating are also counted as Elites for their army.

PLAYER CHARACTERS

In addition to their role in the Skirmish, Player Characters (PCs) that join the Battle are considered Elites, adding Battle Cards to the army pool (with generic class Battle Cards for different PC classes listed in the Battle Card section), and being able to serve as Leaders.

LEADERS

Leaders can be Elites as well, but they can also just be capable commanders. A leader is a force multiplier that contributes greatly to your army. A leader can be a player character or NPC. Your army can have multiple leaders, but only one leader's multiplier can be used, additionally leaders still contribute their morale bonus, and a bonus to the number of Battle Cards you can draw at the start of combat and hold, expanding your tactical flexibility.

PLAYER CHARACTERS LEADING AN ARMY

A Player Character can serve as the leader for your army. There are two values that become relevant when they do: their Stratagem value (which controls how many cards you draw, representing how many strategies are available to them), and their Leaderships Bonus, which is a multiplier that increases your armies overall Fielded Strength.

Stratagem Value. Player characters have a Stratagem value equal to their Tier (1-4 being Tier 1, 4-9 being Tier 2, Tier 10-14 being Tier 3, and Tier 15-20 being Tier 4 in the context of the battle system). Bards, Clerics, Fighters, and Paladins gain +1 to this score. Warlords gain +2 to this score.

Leadership Bonus. Players have a 1.0 modifier, and gain a bonus of 0.05 (or 5%) to the Leadership multiplier for each tier. Bards, Clerics, Fighters, and Paladins gain a +0.05 to this score. Warlords gain a +0.10 to this score (meaning that a level 3 Fighter would have a score of 1.10 (or 10% increase to army strength), while a level 20 Fighter would have 1.25 (or 25% increase in army strength)).

SCOUTS

Scouts can be either General Forces or Elites with the Scout tag, which will come with a Scouting Effectiveness value. They both inform you about the enemy army and defend an army against the enemy learning things about you. They can get their information from scouting, spying, or scrying, all are combined into their scouting effectiveness.

This information can provide you with unique and powerful Event based Battle Cards.

FORTIFICATIONS

Fortifications are the entrenched positions of the of an army - castles, walls, or other prepared defenses. This provide both Battle Cards and a reduce attrition greatly. This means that a force will not passively be overwhelmed by a larger force while in entrenched positions, but they can be broken through Battle Card effects and Skirmish outcomes.

Fortifications include a 'Maximum Battle Size' which indicates the largest size battle that Fortification can apply to — a minor fortified positions does no good in gigantic battles.

You cannot benefit from multiple fortifications at the same time (they could perhaps be combined to a single higher value one at the discretion of the DM).

ENDLESS SIEGES

Because Fortifications reduce attrition (rather than increase Fielded Strength) and attrition is the force that brings battles to an inevitable end, you can get battles that go on a long time if the attacking force has no way to effectively break the defenses. Consider the attacking army can always withdraw to end the battle if they are making insufficient progress.

SIEGE WEAPONS

Siege Weapons grant additional Battle Cards, but do not directly contribute to your Fielded Strength, so cannot carry on a battle on their own.

FIELDDED STRENGTH

Each creature contributes fielded strength equal to **4 × its CR** (or level for characters without CR). Your army has a Fielded Strength that is the sum of the creatures in your General Forces and Elites. This number is then multiplied by your designated Leader's multiplier, and any Fortification bonus if one army is in an entrenched position.

MORALE

Your army has a Morale score that is derived from the Fielded Strength, with additional modifiers from circumstance and your Leader. If your Morale score drops to zero, your army breaks and flees. Some Battle Cards (typically those contributed by Leaders) can raise Morale when played.

$$\text{Starting Morale Score} = (\text{Fielded Strength} / 2) \times \text{Morale Modifiers}$$

A battle is usually ended by this score being reduced to zero.

CASUALTIES

Attrition, many Battle Cards, and some actions of Elites can deal Casualties. Casualties reduce **both** the **Fielded Strength** and **Morale** score of an army. Reducing one of these to zero ends the Battle.

ARMY SIZE

Army Size depends on Fielded Strength. It effects how many Battle Cards you can play, but is something that should be kept in mind in relation to the PC's strength. Sizes are **Small (<500)**, **Medium (500-1000)**, **Large (1001-2000)**, and **Gigantic (>2000)**.

In general, the larger the battle, the less the player's actions will impact the outcome, while the higher level the PCs, the more they will impact the outcome. A rule of thumb is that Level 1-4 PCs can meaningfully impact small battles, level 5-9 PCs can meaningfully impact medium battles, and 10+ PCs can have a meaningful impact on Large and larger battles.

ATTRITION

At the end of each skirmish phase during the Intermission, both armies suffer attrition. Attrition is

measured as a % of the opposing army which the army takes as casualties. For example, if an army suffers 10% attrition, against an army with 400 Fielded Strength, they take 40 casualties. Unless modified by other conditions, Attrition is 10%.

If an army loses their Leader all attrition casualties are doubled.

THE SKIRMISH

While this system simulates a large scale battle, ultimately what the focus of combat is the players and what they are doing.

The players can generally be found in the heart of the battle called the Skirmish. The Skirmish is a ring of terrain in the heart of the Battle where the players engage enemy forces and Elites directly. The player's actions here will have a large impact on the battle, but it is possible to lose a battle while winning in the Skirmish if your army is routed around you. Not only can you defeat enemies in the Skirmish depleting your enemy's Fielded Strength and potentially eliminating their Elites, for each casualty you deal in the Skirmish, your army's Morale is increased by an equal amount, giving you a large boost.

While an Elite is in the Skirmish (including the PCs) you cannot play Battle Cards from that Elite unless they have the Action or Gambit property. A Action card can be played while in the skirmish, but requires your action; a Gambit can be played while its Elite is in the skirmish without an action.

STARTING THE SKIRMISH

At the start of Battle, mark the Skirmish circle. The radius of the is flexible, but a default size of Skirmish of 10 feet for 1 player, and increasing by 5 feet for each additional player to a maximum of 40 feet in radius can be used. The terrain and obstacles of the skirmish can be set however is appropriate for the field of battle. It should generally include at least some cover or terrain features.

Placement: The players enter the Skirmish from their army's side of the field; the players can start anywhere within their half of the skirmish. The DM places 1 Elite, plus a deployment from each General Force in the enemy force (typically 1 to 1d4 of that General Forces Unit). These can be placed anywhere in the enemy half of the skirmish.

MOVING OUTSIDE THE SKIRMISH

A player or Elite can move outside the Skirmish area, but they treat it as difficult terrain and take 1d12 piercing damage for each 5 feet they move while outside of the Skirmish. This damage represents

them getting pulled into the general chaos of the battle raging around them (as well as encouraging them to stay within the Skirmish).

If a Player or Elite ends their turn outside of the Skirmish, they are withdrawn from the Skirmish until the next Intermission. If they exited on the enemy side of the skirmish, they take an additional 4d12 damage.

SPAWNING ENEMIES

At the start of a Skirmish, the DM adds an enemy elite to the Skirmish, and one spawn from each general forces, up to a maximum number of spawns equal to the number of PCs (note this is number of spawns, not number of creatures spawns - some units spawn multiple units per spawn). The skirmish continues until the Elite is slain or the players retreat. Each general forces unit will indicate its rate of adding enemies to the Skirmish, but this is generally about 1d4 to 1 creature.

At the start of each round after the first, additional enemy reinforcements will spawn in an escalating number the longer the Skirmish continues. This generally means that players will eventually have to break the Skirmish - either withdrawing or after killing an enemy elite.

ROUND	NUMBER OF ENEMY SPAWNS
1	# of PCs - 2
2	# of PCs - 1
3	# of PCs
4	# of PCs + 1
5+	# of PCs + 2

FASHIONABLY LATE ELITES

In some instances, players with excessive burst damage builds can too easily kill single targets when focus firing, particularly when they are highly familiar with the system. One way to mitigate this is to have the elite spawn in Round 2 or 3. This will make the battle take longer, but makes it somewhat more realistic, fighting a few waves of general forces before the Elite appears.

BRINGING ALLIED ELITES IN THE SKIRMISH

The players can choose to bring the allied Elites into the Skirmish; to do so, they must sacrifice a Battle Card contributed by that Elite from their hand automatically expending, playing it without any effect. That elite immediately joins them in the Skirmish, rolling initiative and starting on player's side of the skirmish. While that Elite is in Skirmish, the number of Battle Cards you can roll is reduced by one, making this generally a tactic of last resort.

INTERMISSION

When the players defeat an elite, play out the rest of the round as normal. At the end of the round your players can choose one of the following options.

- **Challenge (Immediate).** Double the Morale gained from killing the last Elite. Immediately spawn the next Elite and continue the Skirmish without resetting the spawn progression. No time passes and you proceed into the next round as normal. Both armies suffer 5% attrition.
- **Press the Advantage (5 Minutes).** You inspire a charge on the enemy joining the general fray for 5 minutes. Reset the Skirmish and start it again as normal (resetting spawn progression), but add half of the enemies that remained in the last Skirmish as bonus enemy spawns on the first round. The enemy suffers 15% attrition, while your army suffers 10% attrition.
- **Tactical Opening (5 Minutes).** Play one Battle Card in your hand uncontested, and then discard any cards in your hand you choose, and draw an equal number of cards to the discarded cards. Reset the Skirmish and start it again as normal, but add half of the enemies that remained in the last Skirmish as bonus enemy spawns. Both armies suffer 10% attrition.
- **Redeployment (5 minutes).** Recover 3 expended cards that were not Expendable, add them back to your deck. Reset the Skirmish and start it again as normal, but add half of the enemies that remained in the last Skirmish as bonus enemy spawns. Both armies suffer 10% attrition.
- **Catch a Break (10 minutes)** The current skirmish ends and players can take a short rest. Unconscious PCs can be healed before starting the short rest if resources are available to do so. Reset the Skirmish and start it again as normal. Both armies suffer 20% attrition.

DEADLY CHALLENGE

Optionally, the DM can implement the Deadly Challenge event table. When in play, roll on the following Event Table each time the players take the Challenge option.

d20	ADDITIONAL CHALLENGE
1-10	1 additional General Forces Spawn.
11-15	2 additional General Forces Spawn.
15-19	1 additional Elite spawns.

d20	ADDITIONAL CHALLENGE
20	1 additional General Forces spawn, 1 additional Elite Spawn, the Enemy Leader is added to the Skirmish.

TIME DURING INTERMISSIONS

When time passes during an intermission, PCs can use abilities and cast spells (such as second wind or cure wounds). PCs can cast spells with a duration of 10 minutes or longer, but the timing of the battles is not predictable enough to set up 1 minute spells before the Skirmish restarts. Any temporary creatures conjured by a spell lose 50% of their hit points if they are persisted through an intermission other than Challenge.

WITHDRAW

The players can withdraw from the Skirmish. To do so, all players that are not Unconscious must exit the Skirmish (taking the damage penalty for moving outside and ending their turn outside of the Skirmish). Any players that are downed and not stabilized in the Skirmish must roll until they are stabilized or dead.

The players then either sound a general retreat, or select the Catch a Break option. At the DMs discretion the rest of the battle can played out in the Tactical layer only (playing Battle Cards and applying attrition after each round until morale is depleted) instead of sounding a retreat.

ATTACKING THE ARMY

Elites within the Skirmish can opt to attack the army beyond the Skirmish directly. To do so they must be in range of the edge of Skirmish to make the attack, and it expands their action, bonus action, and reaction.

Doing so deals the player's proficiency bonus in casualties to the enemy army (Elites instead use half their CR, rounded down). Alternatively, the player can expend a spell slot to deal twice the spell slot level in casualties.

NOTE: INTENTIONALLY INEFFICIENT

While attacking the army directly is a good option to have, it is intended to be inefficient and rarely the best option available to PCs unless they have wiped the skirmish clear of enemies.

DEFEATING UNITS IN THE SKIRMISH

Each time an enemy is defeated in the Skirmish, the enemy takes Casualties (damage to Fielded Strength and Morale) equal to the defeated creature's Fielded

Strength, and the army that defeated them gains an equal amount of Morale.

If an Elite is defeated, any of the Battle Cards provided by that Elite are discarded and removed from play. You can draw an additional card to replace it.

TALLYING THIS UP

Generally speaking, I just set all the units defeated in a round to the side and tally them up at the end, it should only take a few seconds since you can reference the creatures CR or level. An alternative method is to have the players keep track as they go - they'll typically enjoy that and it's a good way to offload some of the calculations.

BATTLE CARDS

BUILDING YOUR DECK

Battle Cards are contributed to an army by Leaders, Elites (including Players), Siege Weapons and Events. In the case of NPC Leaders, Elites, and Siege Weapons, they will typically come with standard cards from the templates based on their type and CR (as shown on the Elite Cards Table in the Template section). Players can draft their cards from a limited selection based on their class and level.

Place all Battle Cards each army has into their own decks at the start of battle.

SPECIAL AND EVENT CARDS

When running the Battle System as a Campaign, in addition to these you can have Special cards. These should be treated like loot - special things the players have earned that aren't "balanced". These either replace a standard elite card (if granted by an elite) or are simply added to the deck.

DRAWING CARDS

At the start of combat, draw a number of cards equal to your Leader's Stratagem Score + the number of bonus leaders you have.

- **Drawing Cards.** At the start each subsequent turn, draw a number of cards equal to your Leader's Stratagem score. During the card playing phase, you can forgo playing a card to draw two additional cards.
- **Hand Size.** You can have a maximum number of cards in your hand equal to your Leader's Stratagem Score times 2, and any cards drawn while at your maximum hand size are immediately discarded (but not expended). For each additional Leader in your army, you can increase the number of cards you can hold by 1 (regardless of Stratagem Score).

PLAYING CARDS

The number of cards you can play are determined by the **scale of the battle**:

- Small (<300 FS): 2 Cards
- Medium (300-999 FS): 3 Cards
- Large (1,000-2000 FS): 4 Cards
- Gigantic (>2,000 FS): 5 Cards

In addition, orders must be effectively disseminated to your army. **You cannot play more cards than you have Elites active in your army**, meaning that if you're army does not have enough elites, you may run into situations where you can no longer play as many cards as the size of the battle merits (usually giving the other side a large advantage).

SIEGE WEAPONS

Siege Weapons contribute Battle Cards to your deck, but do not increase draw number, hand size, or play number. They are useful because their Battle Cards are strong and typically very reliably (meaning their have a large reuse die).

They are most helpful in large battles where many cards will need to be played and an army might otherwise run out of battle cards; while many Leaders have additional ways to draw cards, if they have no cards to draw that cannot help them.

PLAYING CARDS

Cards are played at the start of each combat round during the Skirmish. The PC cards are dealt face up allowing all the Players (and the DM) to see their cards, while the DM cards are dealt to the DM and visible only to them.

Cards are played 1 at a time, with the DM always playing their card first, followed by the PC's playing a card in response to that card.

PLAYER FAVORITISM

This system is heavily biased toward the players. While the DM can see all the cards, giving them a slight advantage, this pales in comparison being able to respond to the played cards. This is intentional, allowing the players to always have a tactical edge and helping them to overcome the odds.

CARD REUSE

A card is either Reusable or Expendable. Cards can be in one of 4 places: Your Deck (where all cards start), your Reserve pile (where cards that are discarded or played but not expended go), your hand, or Expended pile, which are removed from play in all but rare cases.

You draw cards from your Deck into your hand. If you must discard cards, those go into the Reserve pile. When you play a card, if it is Expendable it goes into the Expended pile. If it is Reusable, roll the reuse die (which will be listed on the card). On 1 or 2, that card is expended, otherwise it added to the Reserve pile.

If your Deck is empty, you shuffle your Reserve pile into your Deck and start drawing again.

TIME FOR BATTLE

STEP 1: BUILD ARMIES

This step is done before the session. It can be anything from the subject of a whole campaign (gathering an army to defeat a foe is a classic narrative) to setting up an army before the session to play out a large scale skirmish.

- Select a **Leader** for both armies. An army can be leaderless, but will face a large disadvantage without one.
- Select the composition of **General Forces** for both sides, generally selecting and customizing (if needed) general force stat template blocks.
- Select a number of **Elites** from the ranks of each force. In general, the number of Elites should be generally equal for both sides, but the player sides counts the PCs as Elites.
- Add any appropriate **Siege Weapons** to each force.

Now you can calculate all derived values. Though it sounds like math, this is extremely simple:

- Add the **Fielded Strength** of the General Forces and Elites together.
- Calculate the **Morale** by dividing that number in 2.
- Multiple the Morale by the Leader's Morale Modifier.
- Add all Leader Morale bonuses to get the final Morale.

Morale is the most important number as it determines when an army will retreat, but keep Fielded Strength handy as its used in a few places (main Attrition). An army will almost always deplete Morale before depleting Fielded Strength.

STEP 1.5: BUILD THE BATTLE DECK

Now that you have the army composition for both sides, building the deck is fairly easy. For Elites and Siege Weapons, they'll have set Battle Cards that are added to the deck for their side. You can always



customize and create new special cards where appropriate, or swap around cards, replacing them with other options, such as from the Hero and Villain options.

For PCs, generally highly engaged PCs can pick their own cards from those available for their class, though you can assign them cards if you feel that would be too complicated for them.

ARMY SIZE GUIDANCE

Generally speaking, the Enemy Army should be at least 20% larger than the PC army, and though it can be quite a bit larger depending on various factors. The system is designed to give PCs the advantage. The larger the scale of the army, the lower the level of the PCs, and larger the difference, the less the PCs will be able to overcome the odds though. In general, 20-50% larger enemy army with a maximum size of Small in Tier 1, Large in Tier 2-3 will give the PCs a reasonable fighting chance between easy and hard. In larger scale conflicts, the difference should be smaller as the PC actions will contribute less to the overall outcome.

STEP 2: FIGHT!

The battle lines are drawn and the roar of the enemy hoard is near. It's time for battle. You can consult the **System Overview** for a detailed list of items and order they take place in.

DUES EX REINFORCEMENTS

While it is important to let PCs be able to lose, it is also unreasonable to expect perfect balance of this system on your first time you using it. If you want to use it in a situation where you'd rather the PCs don't lose, but still want an engaging Battle, you can prepare reinforcements ahead of time to bolster their forces if it seems the battle will turn against them.

While it's generally suggested you don't lean on this too heavily, it can be a useful tool to have ready for the first time your running a battle, and can help highlight the importance of allies and that they might need to seek help for battles ahead.

BATTLE SYSTEM RESOURCES

FORTIFICATIONS

The following are examples of Fortifications. These are just general templates, and particularly stellar or shoddy fortifications may perform differently (such as a ruined castle or a regional stronghold famed for its defenses).

There are countless permutations and examples of Fortifications, but fortifications should be used lightly. They are typically built up defenses that usually take weeks (at least) to prepare.

ENTREACHED POSITION

These are field constructed positions that generally do not involve stonework or engineering, most typically trenches and minor earthworks that would impeded enemy lines of attack.

- **Maximum Army Size:** Small
- **Reduces Attrition to:** 4%
- **Contributed Battle Cards:**

PALLISADE

Pallisades are simplistic walls made out of wooden logs lashed together. They provide some impediment to most creatures, and offer the defenders some degree of shelter. They are typically used to surround war camps or other temporary installations that believe being attacked is likely.

- **Maximum Army Size:** Medium
- **Reduces Attrition to:** 4%
- **Contributed Battle Cards:**

TOWN WALLS

Town walls are sturdy but usually not impressive walls made of wood and stone. They are usually built up over the course of years to secure a town against the wilds more than a sustained siege, but they provide a substantial advantage to the defenders and can enclose large army.

- **Maximum Army Size:** Large
- **Reduces Attrition to:** 3%
- **Contributed Battle Cards:**

CASTLE

Castles are the premier defenses fortification, built for the purpose of withstanding assaults and giving the defenders the maximum advantage. Though they are not impervious against magic and siege equipment, attacking on unprepared and relying on

numbers alone would be a fatal mistake for any commander.

- **Maximum Army Size:** Large
- **Reduces Attrition to:** 1%
- **Contributed Battle Cards:**

FORTIFICATION TEMPLATES

Like the forces, elites, and cards, the listed fortifications are just common examples. A particularly shoddy castle might provide less defenses, while a regional stronghold might provide a greater benefit.

TEMPLATE GENERAL FORCES

ELITES TEMPLATES

The following are the default options for Elites. An elite's Battle System name does not need to exactly match the monster name, but are more intended to represent broader archetypes that might fit for the NPCs options.

TEMPLATE

Elite (Tier 1)

Skirmish Unit:

Fielded Strength:

Battle Cards:

Stratagem

Leadership Multiplier:

GENERAL OPTIONS

MILITIA CAPTAIN

Elite (Tier 1)

Skirmish Unit: Militia Captain^K

Fielded Strength:

Battle Cards: Hold the Line, Prepared Reserves

Stratagem: 1

Leadership Multiplier: 1.05

KNIGHT

Elite, Leader (Tier 1)

Skirmish Unit: Knight

Fielded Strength: 12

Battle Cards: Devastate, Inspire Forces

Stratagem: 2

Leadership Multiplier: 1.1

UNDEAD

VAMPIRE

Elite, Leader (Tier 3)

Skirmish Unit: Vampire

Fielded Strength: 52

Battle Cards: Deploy Conjured Allies, Destroy

Stratagem: 4

Leadership Multiplier: 1.25

BATTLE CARDS

THE NARRATIVE

Battle Cards represent the contributes of Elites to their army. This can be the direct actions, or premeditated plans, traps, items, preparations, etc. Don't worry too much about the exact translations of the rules of D&D combat to the Battle Card mechanics - the game is not built for combat on this scale, and these serve as the representations of days or weeks of preparations for war.

In the case of NPC allies that are not directly in the Skirmish, these can generally be thought of as the actions they are directly taking. In the case of cards contributed by the PCs, the effects are generally more abstract. In older versions of the system, these were more discretely differentiated, but ultimately that was discarded for convenience in play.

MECHANICS TIPS

- Battle Cards resolve in the order they were played when order matters.
- Morale is not recalculated when if Fielded Strength is modified by a Battle Card.

MAKING YOUR OWN CARDS

A leading tactical card game this is not, nor is intended to be. The cards here are perfectly functional and you can play the system forever with them, but the system is always intended to have the flexibility for making your own cards and customizing play for your party and group.

When making new cards, it's generally recommended to take a look at the Basic Cards as rough estimate of effect, and estimate that any custom card for a PC or Elite should generally be better than that, but usually by having more effects rather than just doing more damage.

A card can have great effects the lower its reuse die.

BASIC CARDS

DEVASTATE

Basic (Tier 1), Reuse d12

- The enemy forces take 1d12 casualties.

RAMPAGE

Basic (Tier 2), Reuse d12

- The enemy forces take 2d12 casualties.

DESTROY

Basic (Tier 3), Reuse d12

- The enemy forces take 3d12 casualties.

OBLITERATE

Basic (Tier 4), Reuse d12

- The enemy forces take 4d12 casualties.

SIEGE WEAPON CARDS

Seige weapon cards are those provided by your seige equipment. They cannot be blocked by Fortification cards, and all of them gain an alternate use: if the card is not blocked, you can choose to forgo the effect of the card to reduce the effectiveness of Fortifications on reducing casualties. The effectiveness of the fortifications is reduced by 1% (meaning that if a fortification reduced casualties to 3% it would reduce them to 2% instead). Fortification effectiveness cannot be reduced beyond the default casualty rate.

FIRE BOLTS

Siege (Tier 1), Reuse d20

- The three hostile creatures furthest away from your army must make a DC 15 Dexterity saving. On failure, they take 3d8 piercing damage and are knocked prone. On a successful save, they take half as much damage and are not knocked prone.
- Deals casualties to the enemy army equal to half the damage roll.

FLING ROCKS

Siege (Tier 1), Reuse d20

- The three hostile creatures furthest away from your army must make a DC 15 Dexterity saving. On failure, they take 2d12 bludgeoning damage and are knocked prone. On a successful save, they take half as much damage and are not knocked prone.

- Deals casualties to the enemy army equal to half the damage roll.

HAIL OF STONES

Siege (Tier 2), Reuse d20

- Pick 3 10-foot radius areas within the skirmish. All creatures within those areas must make a DC 15 Dexterity saving throw. On failure, they take 6d6 bludgeoning damage, or half as much on a successful save. A creature can only be affected once (even if multiple areas overlap with them).
- Deals casualties to the enemy army equal to half the damage roll.

THUNDEROUS BARRAGE

Siege (Tier 3), Reuse d20

- The three hostile creatures furthestest away from your army must make a DC 15 Dexterity saving. On failure, they take 4d12 piercing damage and are knocked prone. On a successful save, they take half as much damage and are not knocked prone.
- Deals casualties to the enemy army equal to the damage roll.

AERIAL BOMBARDMENT

Siege (Tier 4), Reuse d20

- Pick 3 15-foot radius areas within the skirmish. All creatures within those areas must make a DC 15 Dexterity saving throw. On failure, they take 6d6 bludgeoning damage and 6d6 thunder damage, or half as much on a successful save. A creature can only be affected once (even if multiple areas overlap with them).
- Deals casualties equal to half the damage roll.

FORTIFICATION CARDS

SPECIAL CARDS

Each class can draw from the following categories of cards.

A PC contributes two Battle Cards to their armies deck, which can be drawn from their current tier or lower, drawing on either the general cards of their tier, or from one of the available categories for their class. You cannot pick the same card twice.

A DM can allow a PC to draw from other categories (or use custom cards) where it makes sense for their

character, particularly if their subclass is a different archetype than their class. If a character is multiclassed, they use class with the most levels in it to determine their category.

CLASS	CATEGORIES
Barbarian	Brawler, Defender
Bard	Controller, Leader
Cleric	Support, Leader
Druid	Controller, Blaster
Fighter	Brawler, Leader
Inventor ^K	Specialist, Blaster
Monk	Striker, Specialist
Occultist	Controller, Support
Paladin	Defender, Leader
Psion ^K	Blaster, Controller
Ranger	Striker, Specialist
Rogue	Specialist, Striker
Spellblade ^K	Striker, Blaster
Sorcerer	Blaster, Striker
Warden ^K	Defender, Controller
Warlord ^K	Leader, Support
Warlock	Blaster, Specialist

TIER LEVEL GUIDE

LEVEL	TIER
1-4	Tier 1
5-9	Tier 2
10-14	Tier 3
15+	Tier 4

LEADER CARDS

Leaders are those who provide inspiration and direction to your forces, and are most suited to being the overall leader of an army.

INSPIRE FORCES

Leader (Tier 1), Reuse d8

- Allied units in the Skirmish gain 1 Inspiration (expiring at the end of the round if not used).
- Restores 2d6 Morale.

REPOSITION

Leader (Tier 2), Expendable

- Allows allied units in the Skirmish to move up half their movement speed with provoking attacks of opportunity.
- Blocks opposing Battle Card
- Allows you to reassign all of your previously played Battle Cards, changing which enemy Battle Cards they oppose.

OUTFLANK

Leader (Tier 3), Expendable

- The enemy forces take 4d6 casualties.
- The opposing Battle Card is Expended (automatically failing its reuse reroll).
- You can play an additional Battle Card this round.

PERFECT PLAY

Leader (Tier 4), Expendable

- When you play this card, you can replace it with any card in your Deck, Discard, or Expended piles (searching them and reshuffling them as necessary). If the card you played was already expended, it is automatically expended again (rather than rolling its reuse die).

BLASTER CARDS**EXPLOSIVE ASSAULT**

Blaster (Tier 1), Reuse d4

- The enemy forces take 2d6 casualties.

ARCANE BARRAGE

Blaster (Tier 1), Reuse d4

- The three enemy units closest to your army take 1d4 + 1 force damage.
- The enemy forces take 3d4 casualties.

FALLING SKY

Blaster (Tier 3), Reuse d4

- Choose two 10 foot radius points in the Skirmish. Creatures within those areas must make a DC 15 Dexterity saving throw, taking 4d8 lightning damage.
- The enemy forces casualties equal to the damage roll.

CATAclysm

Blaster (Tier 4), Reuse d4

- The enemy forces take 6d12 casualties.
- The furthest three enemies from your army take damage equal to the casualties dealt.

STRIKER CARDS

Strikers employ cunning tactics that typically deal damage to select units within the Skirmish and moderate casualties and have many unblockable cards.

FIRE VOLLEY

Striker (Tier 1), Reuse d8

- The furthest 3 enemies in the Skirmish take 1d8 piercing damage.
- The enemy forces take casualties equal to the damage roll.

DEVIOUS ASSAULT

Striker (Tier 2), Reuse d6

- Deals 3d8 damage to a creature of your choice within the Skirmish.
- Deals casualties equal to half the damage dealt.
- Cannot be blocked.

DARING RAID

Striker (Tier 2), Reuse d6

- The enemy forces take 2d6 casualties.
- Destroys an enemy Siege Weapon. The Battle Cards contributed by that Siege Weapon are Expended.

UNRELENTING ASSAULT

Striker (Tier 3), Reuse d6

The enemy forces take 2d6 casualties.
You can play an additional Battle Card this turn.

ASSASSINATE*Striker (Tier 4), Reused d6*

- Attempts kill an enemy Elite that is not currently deployed in the Skirmish. Roll a d20 and add the number of cards you've played this turn (including this one). If the result is equal to or higher than the CR of the Elite, the Elite is either slain or critically wounded, withdrawing from the battle.
- If the assassination succeeds, this card is Expended.

BRAWLER CARDS

Brawlers perform flashy actions, but ones that often come with a cost. Their cards do a lot of damage, but often restore morale or come with special effects... at the cost of often overtaxing themselves or their army.

HEROIC CHARGE*Brawler (Tier 1), Reuse d8*

- The enemy forces take 2d8 casualties.
- Restores morale equal to half the casualties dealt.

INCITE VIOLENCE*Brawler (Tier 2), Reused d8*

- The enemy forces take 3d12 casualties.
- Your forces take casualties equal to the lowest roll on the three dice.

DUEL TO THE DEATH*Brawler (Tier 3), Expendable*

- Pick one of your Elites that is not in the Skirmish to challenge one of the enemy Elites that is not in the skirmish. Both Elites roll a d20 + twice their Fielded Strength. The one that rolls lower is slain (or critically injured) and withdraws from battle.
- The victorious army regains morale equal to the twice the Fielded Strength of the defeated Elite.

BLOOD TOLL*Brawler (Tier 3), Expendable*

- After all cards have been resolved, the opposing army takes casualties equal to the casualties you took from Battle Cards this round.

LAST STAND*Brawler (Tier 4), Expendable*

- Your army takes 6d6 casualties or sacrifices one of your Elites. Blocks all enemy cards for the turn.
- Regain 6d6 morale.

CONTROLLER CARDS**IMPASSABLE TERRAIN***Controller (Tier 1), Reuse d6*

- Blocks the opposing Battle Card.

OBSURED MOVEMENTS*Controller (Tier 2), Expendable*

- Blocks the opposing Battle Card.
- You can rearrange all of your played cards before the Battle Cards are resolved.

DISRUPTION*Controller (Tier 2), d6*

- Blocks the opposing Battle Card
- All hostile creatures in the Skirmish that are concentrating on a spell must make DC 12 Constitution saving throw to maintain their concentration.

DEPLOY CONJURED ALLIES*Controller (Tier 2), Expendable*

- Increases allied army Fielded Strength and Morale by 3d8.

FOREWARNED*Controller (Tier 3), Expendable.*

- The other player must play all of their Cards for their turn first. This card takes effect immediately, can be played out of playing order, and does not count against the number of cards you can play this turn.

HAZARDOUS APPROACH*Controller (Tier 4), Reuse d6.*

The opposing team takes 6d4 casualties for each Battle Card they play after this one is played. Any general forces that are spawned into the Skirmish this round take 6d4 damage.

SUPPORT CARDS

FAITH

Support (Tier 1), Reuse d8

- Draw 2 battle cards.
- You have advantage on all Reuse rolls made this round (rolling two dice and taking the more favorable result).

CONVICTION

Support (Tier 1), Reuse d6

- Restores 2d4 morale to the allied army.
- 3 allied units of your choice within the Skirmish gain the effect of bless until the start of the next round.

ZEAL

Support (Tier 2), Expendable

- All allied units in the Skirmish gain 2d8 temporary hit points.
- Halves the casualties taken this round.

SURGE OF LIFE

Support (Tier 3), Expendable

- Restores 2d8 morale to the allied army.
- All allied creatures in the Skirmish gain 2d8 temporary hit points.

BACK FROM THE BRINK

Support (Tier 4), Expendable

- Either... (a) Restores a fallen Elite or (b) restores 1d4 expended cards from your Expended pile.
- Cannot be blocked.

DEFENDER CARDS

HOLD THE LINE

Defender (Tier 1), Reuse d4

- Blocks opposing Battle Card.
- Restores 1d4 morale.

ESCORT MISSION

Defender (Tier 2), Reuse d4

- Your army regains 1d8 morale.
- Pick one of your already played cards. That card cannot be blocked and if it is not Expendable, automatically passes its reuse check.

WAR CRY

Defender (Tier 3), Expendable

- Your army regains 3d8 morale
- The 3 hostile units in the skirmish closest to the enemy army must make a DC 15 Wisdom saving throw, or become Frightened until the start of the next round.

IRON WALL

Defender (Tier 4), d20

- Blocks opposing Battle Card.
- Allied units in the skirmish game 1d8 temporary hit points.

SPECIALIST CARDS

PREPARED RESERVES

Specialist (Tier 1), Reuse d6

- Your army regains 1d6 morale.
- Draw one additional Battle Card.

SIEGE OPERATOR

Specialist (Tier 1), Reuse d8

- Copies the effect the last Siege card you've played this turn. That card cannot fail its use reuse roll.

CUNNING REVERSAL

Specialist (Tier 2), Expendable

- Blocks and reflects an enemy Battle Card, causing them to suffer the effects of the Battle Card if they are negative, or your forces to gain the benefits of the Battle Card if positive (you decide).

PRESET TRAPS*Specialist (Tier 2), Expendable*

- The opposing army takes 1d12 casualties for each card they play after this card is played.
- The first enemy creature to move in the Skirmish must make a DC 15 Wisdom (Perception) check, or they fall into a trap, taking 1d12 piercing damage and becoming immobilized after moving 5 feet.

COMPLEX PLOT*Specialist (Tier 3), Expendable*

- Blocks opposing Battle Card.
- Roll a dX where the X is the number of cards in opposing army's hand. You take the result from their hand and it add it to yours. This effect takes place when the card is resolved.

ECONOMICAL USAGE*Specialist (Tier 4), Expendable*

- Any time you succeed a reuse reroll on a card at the end of this turn, you can add it back to your hand instead of the discard pile.

HERO AND VILLAIN CARDS

VILLAIN CARDS

UNSTOPPABLE SLAUGHTER*Villain (Tier 4), Reuse d100*

- The enemy forces take 4d12 casualties.
- This card cannot be blocked.
- This card cannot be played while the contributing Elite is in the Skirmish.

CYCLE THE LEGIONS*Necromancer (Tier 2), Reuse d20*

- Your army regains 6d6 Fielded Strength and Morale.
- Restore one expended Card and add it back to your Deck.
- Resurrect the 1d4 lowest CR creatures that have died in the Skirmish (as undead under your service if they were not already).

EXAMPLE ARMIES

To start with, it helps to see what an army looks like. It is summarized into the following block. The subsequent pages will break down what each part of this stat block is and how to read, make, and play them.

MONSTER FEATS [WIP]

Feats for monsters are tools that allow you turn a generic monster into a more elite or specialized version of that monster with a simple drag-and-drop new ability. Each feat is designed to give the monster a straightforward new power that makes encountering it a slight twist.

While replacing monsters entirely with more complicated monsters with detailed movesets works in some cases (and this very book includes some such monsters), many times simple generic monsters fit the bill. You don't want every creature on the battlefield doing complicated things every turn, as it grinds combat to a halt. But you might want one or two elites or champions to mix things up, and these represent a way to turn any monster into those in just moments.

Monster feats are great for the little battles in between the set pieces. While making a custom monster from scratch or scouring your pile of favorite monster source books for the perfect epic encounter can make sense for a capstone, sometimes you just want an orc bandit with a bit more cleaving or a wolf that surprises your players with a sudden leap to their tasty looking backline character.

Monster feats give you a way to have these little twists and bumps without them feeling ad-hoc or arbitrary, especially as many of them are mechanics that players will recognize from the Active Martial Feats available to them. Things always seem more fair if the Player Characters can theoretically gain the same powers, and it might even motivate them to take one of them as their next feat after seeing it in action.

This is why they are called 'monster feats' rather than 'monster powers'. It gives players a sense of 'oh that's why this monster can do this thing, it has a feat' without devolving fully to using Player Character rules to build monsters.

COMPARISON TO PLAYER FEATS

One might be tempted to ask at this point 'why not just the player facing Active Martial Feats?' Indeed, that's where this started, as that proved a popular idea. But monster feats have somewhat different considerations.

For player feats, any two feats should be roughly balanced against the other options. You don't want a gradient of power in the feats, because you don't want 'right' and 'wrong' options, and they have equal opportunity cost to the player. For monster feats, there is no opportunity cost to the feat, so the balance is a lever the DM pulls rather than an absolute, so having a gradient of tools from minor to 'overpowered' is a feature of the design, rather than a problem.

PROFICIENCY SCALING

One aspect of these feats is that they scale with the proficiency bonus. This is to make sure they remain relevant across all levels of play, but can cause some confusion as not all monsters list their proficiency bonus. While on newer monsters it will be listed as "PB" most frequently, it might not appear on older monsters at all.

Fortunately, the PB of a monster can be reverse engineered from their CR, simply by treating their CR as if it were the level of a player character. To make that more clear, here's a graph that you can quickly reference to determine the proficiency bonus based on CR. Note that the CR adjustment of an added monster feat should not be taken into account when determining the proficiency bonus - they are added after all the math of a creature is 'baked' in.

MONSTER PROFICIENCY BONUS REFERENCE

CHALLENGE RATING (CR)	PROFICIENCY BONUS (PB)
1-4	2
5-8	3
9-12	4
13-17	5
18-21	6
22-25	7
26-28	8
29-30	9

CR ADJUSTMENT

Each feat contains a rough CR adjustment, but in the balance between this being accurate and simple, I've opted to make it simple. This means that while the CR adjustment will give you a reasonable grasp of how it might impact the encounter, it cannot account for all the variables that might be at play across a wide range of levels.

The best approach is to start using these conservatively. Try one out here or there in what would otherwise be an easy fight and get used to them. The best encounter building technique is experience in building encounters.

With any group, balance is will always be as much as an art as a science, because players do not play predictable or optimally (or not predictably optimally) so balancing monster statistics against player statistics is only half the job (assuming you are trying to build an encounter that challenges them, but has a low chance of ending the campaign).

If a CR adjustment is 1/2, the CR is only adjusted if the monster's CR is less than 1 (rounding to 1 if the monster is CR 1/4).

The CR adjustment for Dynamic Feats are marked with a * to represent that they are necessarily less accurate, being related to numbers and more related to problem solving.

Adding multiple new feats does not necessarily increase the monster's CR in a linear fashion. And CR adjustments after the first can be treated as half the listed value. This is because the monster's action economy and defensive CR will typically be unable to fully utilize multiple feats, but adding multiple feats is not recommended until you have some experience with their application.

MONSTER FEATS IN ACTION

Using Monster Feats can help make enemies do unexpected things that keep combat fresh and dynamic, but tend to go over best when introduced in a few a time, letting the players get the hang of the new tools that monsters might be able to engage against them.

It can also help to make their recharge more transparent, such as rolling the recharge die in public after the monster attacks. This lets players have knowledge of what the monster can do that, but this knowledge doesn't exceed what the player could plausibly read from the combat situation after seeing the monster exert themselves into a special attack.

Sometimes the best solution is simply to let players know a monster is an elite monster using special powers if they are used monsters with more limited power sets, and after some time they'll simply come to expect that a monster with a fancier helmet might break out some special abilities compared to a normal variant.

INTERACTION WITH MULTIATTACK

Many monster feats that grant a new way to attack will read 'as part of its multiattack action'. This means that it can replace any attack the monster can take as part of the multiattack action.

When using the feat conservatively, you can replace the monster's strongest attack with the new action, but the CR adjustment and assumption of the feat is that it can replace any attack the monster can take as part of the multiattack action, typically replacing one of its weaker attacks (if it has stronger and weaker attacks).

NAMING CONVENTION

For convenience, the monster feats follow the convention that they make sense to call a monster by the Feat Name + the Monster Name (for example, Cleaving Ogre). You don't need to rename the monster, but it simply makes them easier to refer to or reference.

GENERAL MONSTER FEATS

General feats are those that are going to make sense on more or less any monster, representing abilities that a monster could have using their existing weapons (natural or otherwise). They are things that you could describe any monster doing without having to change the nature of the monster.

Their CR adjustments are fairly mild and most of the time they simply make a monster deal more damage to more targets, increasing the priority and threat of that monster.

If you want to make a standard monster an elite or champion, these are your go-to selections to add some flair and danger without revamping the monster.

CLEAVING

The monster excels at engagements against groups of creatures, and can maximize the value of its first swing on each turn to mow through targets. This feat is most appropriate for creatures larger than the PCs, brutes, or creatures that wield large weapons with high strength. It gains the following feature:

Wild Cleave. The first time on its turn the creature attacks while more than one creature is within range, it rolls a d4. It targets a number of creatures in range of its choice up to a maximum of the value rolled with its first attack.

CR Adjustment: +1/2

CHARGING

For monsters that move with bursts of speed and momentum to chase down or break through foes, excelling at surging power and heavy momentum.

This feat is most appropriate for monsters larger than the players, four-legged monsters, or monsters that are both heavy and fast. It grants the monster the following feature:

Heavy Charge (Recharge 5-6). As part of its multiattack action (or as an action if it lacks the multiattack action), the monster charges up to 30 feet or its movement speed (which is shorter) in a straight line. Any creature in its path must make a Strength saving throw with a DC of 8 + STR + PB, taking PBd6 + STR damage and being knocked prone on a failed save, or taking half as much damage and not being knocked prone on a successful save. This movement allows it to pass through the spaces of

other creatures with no penalty to movement and without taking attacks of opportunity, but if a creature one size smaller or larger than the charging creature succeeds a saving throw against the ability, their charge is stopped.

CR Adjustment: +1

DESPICABLE

Honor is a foreign concept to this monster, and its developed a set of survival skills that make it particularly obnoxious to fight against. This is most likely to be found on intelligent creatures that make their way through the less refined circles of society, such as thieves or goblins, but can make a fun addition to a particularly obnoxious bird or beast. It gains the following features:

Distract. When this creature would provoke an opportunity attack it instead attempts to distract the attacker. The attacker must succeed a Wisdom saving throw with a DC of 8 + CHA + PB or automatically misses their opportunity attack.

Dirty Trick. As a bonus action, this creature throws dirt or sand into the eyes of another creature within 5 feet. The target must make a Dexterity saving throw with a DC of 8 + DEX + PB or become blinded until the start of this creature's next turn. Once this is used on a creature, that creature automatically passes subsequent saves against it, and any creature that witnessed the move has advantage on saves against it.

CR Adjustment: +1½

DIVINELY FAVORED

A monster favored by its gods or a higher power. This feat is most appropriate for a type of monster that has an actively involved god in the fate of their species (orcs, goblins, giants, etc). The creature gains the following benefits.

Blessed. The creature adds +1d4 to all attack rolls and saving throws.

Divine Strike (Recharge 4-6). As part of its multiattack action (or as an action if it lacks the multiattack action) the monster holds aloft its weapon and calls down divine retribution at a point within 60 feet. All creatures within 15 feet of the target point must make a Constitution saving throw with a DC of 8 + CHA + PB. On a failed save,

creatures take PBd8 radiant damage (if the creature is good, neutral aligned, or unaligned) or necrotic damage (if the creature is evil aligned). On a successful save, they take half as much damage. The monster then regains PBd8 hit points.

CR: Adjustment: +1

GRAPPLING

Prerequisite: Free grappling appendage (an open hand, tentacle, or similar).

These monsters specialize in getting hold of their foes and keeping the close. It most often found in bruisers or large monsters, such as ogres or trolls. The monster gains the following features:

Grab. As a bonus action, the creature attempts to grab a target within reach. The target must make a Strength or Dexterity saving throw (DC 8 + STR + PB) or become grappled (escape DC 10 + STR).

Beat. The monster has advantage on attacks against creatures it is grappling.

CR Adjustment: +1½

GUARDIAN

A monster specialized in protection, it makes another creature harder to take down, and ensures that attackers have to go through it. This feat is most appropriate on a monster with high loyalty to another creature, such as a guard dog, bodyguard, or golem. The creature gains the following features:

Interference. While this creature is within 5 feet of another creature, that creature has resistance to area of effect damage.

Body Blocking. At the start of the creature's turn, it can exchange places with another willing creature within 5 feet. This movement does not provoke attacks of opportunity for either creature.

Intervention (Recharge 4-6). When this creature is within movement speed of an allied creature that takes damage, it can use its reaction to move up to its movement speed to that creature and take the instance of damage that triggered the reaction instead of the target.

CR Adjustment: 0

LEAPING

While all creatures can jump, this is a creature that has mastered both jumping and landing for maximum impact. This feat is most appropriate for monsters with powerful legs or partial flight abilities, such as wyverns, dragons, tigers, or similar. The monster gains the following feature:

Mighty Leap. As part of its multiattack action (or as an action if it lacks the multiattack action), the monster can leap up to 20 feet (or its movement speed, whichever is shorter) without expending movement or provoking attacks of opportunity (it does not require a running start to leap this distance). It can leap to a space that is either unoccupied, or occupied by a creature smaller than it. Any creature that it lands on, or that is within 5 feet of its landing area, must make a Constitution saving throw with a DC of 8 + STR + PB, taking PBd6 + STR damage on failure and being knocked prone. On success, the creature takes half as much damage and is not knocked prone. Targets in the space the monster lands in are ejected to nearest free space within 5 feet. If there is no free space within 5 feet, the automatically fail the save and cannot stand up until they are no longer sharing a space with creature.

CR Adjustment: +1

LEGIONNAIRE

This is a feat given to a group of monsters to turn them in a deadly cohesize unit. It is a simple feat that does not individually impact CR significantly, but greatly increases the multiplicative power of a group of monsters. It works best as a feat representing the coordination of monsters being controlled by a tactical being or commander. It grants the following feature:

Legion Assault. The monster has advantage on an attack roll against a creature if at least one of the skeleton's allies is within 5 feet of the creature and isn't incapacitated. They roll one additional die as part of that advantage for each additional ally within 5 feet.

CR Adjustment: 0

SUPER PACK TACTICS

This feat is similar to Pack Tactics, but it means that it scales up to the point that a monster will effectively always hit if their target is completely mobbed, and is a good way to allow creatures that would normally pose no threat to pose some a small but consistent threat.

OPPORTUNISTIC

This feature works best for monsters with chaotic behavior patterns, brutes, or monsters that work of a mysterious cunning and scheming... plans so complicated the loop back to seeming random.

Mark of Opportunity. At the end of each the monsters turns, it randomly selects a target within movement range, which it marks. Until it uses its ability again, all melee attacks it make against the target have advantage, and the first time it hits that target, the hit becomes a critical strike. If the target ends its turn out of the monsters movement range, the monster rolls a new target.

CR Adjustment: +1/2

PREDICTABLE OPPORTUNITY

Though this feat can substantially raise a monsters damage, it also telegraphs the monsters intention, meaning that it may not make a fight substantially harder on its own.

REACTIVE

Some monsters are exceptional at handling many foes at the same time, and core tool of doing so is be able to respond quickly. The monster gains the following features:

Reactive. The monster gains an additional reaction per round.

Vengeful Blow. When the monster is hit by an attack, it can make one attack as a reaction against the attacker, if the attacker is in range of an available action.

CR Adjustment: + 1

SPELL HUNTING

Some monsters specialize in hunting down spell casters, either through their nature or special training to take them out before their spells wreak havoc. This feat is most appropriate for intelligent enemies that might have had special wizard-punching-training or monsters that designed or adapted to hunting spellcasters. The monster gains the following features:

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

Reflexive Interruption. If a creature casts a spell while within reach of the monster, it can immediately make an attack using any attack available in its actions against the caster. This attack takes place before the spell completes. The caster must make a Concentration check as if it were concentrating on the spell it was casting. On failure, the spell fails to cast, spending the casting action, but not the spell slot (if the spell would have consumed a spell slot) or use of the feature (if limited).

CR Adjustment: +1½

TACTICAL NOTE

Note that a player can simply move away from the monster as normal, taking a normal attack of opportunity or disengaging, once they are aware the monster has this feature.

SWORDMASTER

Prerequisite: A monster that wields a sword.

This monster has mastered the art of a sword to be a menace to any foe that it faces with an arsenal of sword tricks. It is most often found on intelligent monsters that have trained with the sword, but might be found in unexpected places, like a goblin camp. The monster gains the following features.

Deflection. As a reaction being attacked, the monster can add its PB to its AC.

Riposte. If the creature is attacked by a creature within reach, it can use its reaction to make a single weapon attack with its sword against the attacker.

CR Adjustment: +1

WHIRLWINDING

The monster can move with a surge of power that endangers all nearby creatures in a burst of ferocity. This feat is most appropriate on aggressive creatures that either have many weapons (such as claws) or large weapons (such as great axes), and prefer to charge into groups of enemies aggressively. It gains the following feature:

Whirlwind (Recharge 4-6). As part of its multiattack action (or as action if it lacks the multiattack action), the monster strikes out all creatures of its choice within 5 feet of it. Targets must make a Dexterity saving throw with a DC of 8 + STR + PB, taking PBd8 + STR damage on a failed saving throw or half

as much on a successful saving throw.

CR Adjustment: +1

MUTATION MONSTER FEATS

These are feats that provide a unique aspect to a monster that isn't something that can simply be explained by 'that orc is better at swinging his axe' but are physical or magical attributes of the monster.

Monsters are often magical beings living in a magical world, and it's quite possible you'd run into variant types of creatures with special physical or supernatural abilities. The line of evolution in a D&D setting is often interrupted by wild pivots (that can frequently be blamed on a wizard or some other cosmic force of chaos).

If you want to make a standard monster have an unexpected trait, these feats are a good source of variety and a quick grab that can enhance an overused monster or add chaos to a random encounter.

ELECTRIFIED

The monster has mutated to store a great deal of elemental energy within its body which it discharges defensively when hit. Though most often found in eels, with more magically powered evolution many creatures might find such a defense expedient. The monster gains the following features:

Lightning Immunity. The creature is immune to lightning damage.

Charged Shock (Recharge 6). The first time a creature is hit by a melee weapon attack, it deals PBd4 lightning damage to the attacker. The damage decreases each time it is hit by 1d4, until it recharges the ability (resetting the damage dealt to PBd4). Being hit by lightning damage automatically recharges the ability.

CR Adjustment: +1

REACHING

The monster has grown a highly effective hunting appendage used for reeling in prey. Most of this takes the form of a tentacle, tongue, or similar feature. This is most often found on monsters like oozes, shambling mounds, or other monsters that are normally slow and may have evolved a solution to their problems. It gains the following feature:

Tendril Grab. As a bonus action, the creature can shoot out a grabbing appendage toward a target within 20 feet of it. The target must make a Strength or Dexterity saving throw (target's choice) against a DC of 8 + STR + PB, or be pulled to within 5 feet of the creature and grappled (escape DC 10 + STR). It can grapple one target at a time this way.

CR Adjustment: +½

MULTIHEADED

Prerequisite: A monster with a bite attack.

The monster has a rather drastic mutation such as having another head. This mutation is almost always the result of a monster that is from an artificial origin, warped by an area of high magic, or is extra planar in origin. It is most typically found on monstrosities, beats, or creatures that share their appearance but not creature type (such as a Hellhound). It gains the following feature:

Multiheaded. When the creature takes its bite attack, it can make a second bite attack as part of the same action. This can target either the same creature or another creature within range. The creature gains advantage on perception checks and wisdom or intelligence saving throws.

CR Adjustment: +½

SPELL STEALER

The monster has adapted to high magic environments and gained supernatural influence on magic around it. It is most appropriate for monsters from exotic locales, elementals, or golems. It gains the following feature:

Spell Stealer (Recharge 6). When the creature is targeted by a spell, or a spell is cast with a target point within 30 feet of the creature, the creature can attempt to steal control of the spell as a reaction. It makes a Constitution ability check (d20 + CON + PB) contested by the caster making a Spellcasting ability check. On success, the creature steals control of the spell, picking a new target for the spell within 30 feet of it. This effect automatically recharges if the monster fails to steal the spell.

CR Adjustment: +1

DYNAMIC MONSTER FEATS

Dynamic monster feats are ones that change the nature of a combat encounter more than a typical ability. They feats that are generally not as 'fair', giving the monsters a unique ability that will best be countered by tactical solutions.

These feats are such that their CR adjustment is more variable, as they add a puzzle element to an encounter.

Each feat comes with a tip that a DM can optionally provide to the group based on Intelligence (Nature) check of a player character. A DM can reduce this DC each turn if they feel that is appropriate, making the encounters easier for groups that tend to approach things less tactically.

Note that even when 'solving' the optimal way to defeat a monster, they might still be far harder to kill than a normal monster. These are most often suitable for solo monsters, but can be added to monsters in a group when the DM wants to create a uniquely difficult or challenging encounter.

If you want to turn a monster into a special challenge that will shake up how your players have to approach combat, these are the feats to look through.

IF EVERYTHING IS UNIQUE, NOTHING IS UNIQUE

While how a DM runs their game is up to them and their group's preference, there's a reason that most monsters are a bag of hit points the players get to use all their fun abilities to kill - it lets players get used to their abilities, roll their dice, and think about the encounter as a whole.

Tactically challenging monsters are a good way to mix things up, but in most cases are best used sparingly in encounters that otherwise might be repetitive or too easy, but if used for every encounter might wear out their welcome.

As always, evaluate your group's reaction to different approaches to find the approach that works for you and your group - there isn't a right answer to encounter building.

ADAPTIVE

A particularly difficult to damage monster, it can adapt to its environment with extreme proficiency. Most often found in oozes, elementals, golems, or other creatures of flexible nature.

Damage Adaption. Any time the monster takes damage, it gains resistance to that damage type (after taking the damage). It cannot have more than five damage resistances, and loses any resistance to any damage it has not taken for more than 1 minute. When it reaches five resistances, it loses the resistance to the damage took the longest ago when

gaining a new resistance.

CR Adjustment: +1

TACTICAL HINT

To make defeating this monster easier, all you need to do is expose the mechanics of the ability, and perhaps point out some of the less used weapons or abilities at a players disposal.

ETHEREAL LURKER

The monster gains the ability to phase in and out of reality with great flexibility, gaining the following feature:

Ether Phase. At the end of the monster's turn, it enters the Ethereal plane until the start of its next turn. When it returns to the material plane at the start of its turn, it appears in an empty space within 10 feet of where it disappeared. While on the Ethereal Plane, it remains aware of the position of creatures in the material plane, but can only be affected by other creatures on the Ethereal Plane

CR Adjustment: +2*

TACTICAL HINT

If the players are struggling to find a way to counter monsters, on a Intelligence (Nature) ability check with a DC of 14, you can reveal that monster must reappear within 10 feet of where it disappeared, and that readied actions can be triggered by an even such as a monster appearing from the Ethereal Plane.

PHANTOM

The monster gains the ability to create illusionary duplicates of itself, providing false targets and mirror images to distract and confuse its foes. This could be some magic it has mastered, or an innate property of its nature, warped by magic. It gains the following feature:

Phantom Army. At the end of each of its turns, the creature creates 1d4 + 1 phantom duplicates of itself, and then teleports itself and its duplicates to unoccupied spaces within 30 feet of it. Each duplicate has the save attributes and AC as the creature, but only 1 hit point and cannot take any actions, disappearing at the start of the creature's next turn.

CR Adjustment: +2

TACTICAL HINT

On seeing a phantom destroyed, you can offer the players the chance to make Intelligence (Arcana) or Intelligence (Nature) check with a DC of 14. On success, you can reveal the details of the ability, which makes it easy to defeat. Magic Missile is a particularly effective solution, but any effect that deals guaranteed damage can quickly check duplicates.

TIME LOOPER

A particularly strange twist of fate has granted this monster the ability to twist the flow of time around it, jumping back and forth between time.

Save Scum (Recharge 6). At the start of the creature's turn, it can use its reaction to regain full hit points, recharge all other abilities, regain all resources, clear all conditions and spells affecting it, and teleport to anywhere it has been since the start of its last turn.

CR Adjustment: ×2

TACTICAL HINT

The obvious solution that requires no hint is that if the target is killed before it uses or recharges the ability, there is no need for additional solutions.

However, more tactical approaches can result in easier times. Once the creature has used the ability once, you can reveal the details of the ability on a Intelligence (Arcana) ability check with a DC of 15 or higher, which would reveal that it needs its reaction to use the ability. A reaction can be denied by any effect that incapacitates a creature, some features, or some spells like *shocking grasp*.

RUNNING THE CREATURE

While this might sound challenging to run, you can simply keep additional copies of the creature block and reset to another one when it uses the ability, minus the expended ability.

VAMPIRIC

This monster feeds on its target in an extremely effective manner. This doesn't include just vampires, but can include any monsters that consume their targets either directly or more metaphorically (from an ooze literally devouring its target piece by piece to grow to psionic monsters that consume the minds of the targets).

It can even take the form a monster the feeds on the pain and suffering of its targets, such as a cursed shadow dragon. The monster gains the following feature:

Vampiric. The monster regains hit points equal to the damage it does.

CR: ×1.5

TACTICAL HINT

Though this ability can be quite fight warping, there is no trick to it beyond crowd control and potentially evasive maneuvers such as dodging to prevent it from hitting.

MONSTER SECTION [WIP]

EDITING NOTE

I’ve opted to leave this section in, but this section is incomplete; the CR of some creatures may be wrong, some may be missing information, and there’s a lot of art without stat blocks. I was hoping to complete this before this draft, but I didn’t want to delay further just to get this section done.





SPECTRAL SWORDMASTER

A creature that is particularly gifted with the sword is both more likely to die a violent death, and to find themselves unreconciled with that end. The result is that spectral swordmasters are a common unoccurrence, the lingering combination of will and mastery left behind by an expert, missing only the motive force. Unable to change, adapt, or improve, they are after images of the swordmaster, not their legacy or continuation, but dangerous ones.

Dangerous and twisted reflections, they can rarely distinguish friend from foe, and remember only the frantic last moments, usually desperate and violent moments, leading them to assume all they encounter are their enemies and attacking on sight.

SPECTRAL SWORDMASTER

Medium undead, neutral evil

Armor Class 16

Hit Points 45 (6d8 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	16 (+3)	10 (+0)	14(+2)	10 (+0)

Damage Immunities necrotic, poison

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages understands all languages it spoke in life, but can't speak.

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Incorporeal Movement. The spectre can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Unusual Nature. The spectre doesn't require air, food, drink, or sleep.

Reactive. The spectre can use two reactions per round.

ACTIONS

Multiattack. The spectre can make two Spectral Longsword attacks. It can replace one of those attacks one of its other attacks if available.

Spectral Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 4) slashing damage and 3 (1d8) necrotic damage.

Spectral Blade Wind (Recharge 5–6). The spectre chooses up to 5 creatures within 30 feet of it. It teleports to each target in turn, making a melee weapon attack against them. On hit, a target takes 1d8 + 4 slashing damage + 2d8 necrotic damage. After making the attacks, the spectre can teleport to within 5 feet of one of the targets hit.

Spectral Blade Rush (Recharge 5–6). The spectre rushes forward, slashing all creatures in its path. All creatures in a 30 foot long, 5 foot wide line must make a DC 15 Dexterity saving throw, taking 3d8 necrotic damage on failure, or half as much on success. This movement does not provoke opportunity attacks.

REACTIONS

Vengeful Strike. If a creature within 30 feet of the spectre damages it, it can use its reaction to teleport to that creature and make a single Spectral Longsword attack against it.

Spell Cleave. When the spectre is the target of a spell, it can attempt to cleave the magic with its spectral sword. The spectre adds 1d8 its AC or Save against that spell.



VANGUARD OF DESOLATION

An undead horror that often heralds a new scourge of undeath on the lands, they scour the lands of living leaving behind a trail of ash and blood. To see one of these is know that death will soon be known to the land, and in great force.

Some say these come from the greatest champion of great nations previously fallen to onslaughts of the undead, others that they herald from dark planes where they have raged against the living for countless eons. Some, generally short lived bards, claim that its just a flameskull perched on top of an armored zombie. All agree that they bring ruin in the wake, and to see one is a grim portent.

TACTICS

The Vanguard of Desolation favors using its Whirlwind or Heavy Charge to hit multiple targets, particularly if it can reach the target of Mark of Doom. If it has neither available or is out of range, it will use its Fireball or Pillar of Fire.

- It will generally save its wall of fire for cases where it needs to block a path, such as creatures

escaping it. It likes to create a ring of fire around itself and its foes when it can.

- It is reckless enough to take attacks of opportunity to reach its marked target, but will not mindlessly charge through dangerous terrain that would deal massive damage to it.
- It will only use its Fire Ray if cannot reach a target for its Axe of Desolation.

DEPLOYMENT

Though it can be used as a solo or random encounter, the Vanguard of Death is generally represents the advent of the forces of death on the march, though this might be alone rogue necromancer, or something more sinister afoot. It works well as the centerpiece of an encounter backed up by more simple minded undead fodder, like Harbringer Skeletons or the more classical default versions skeletons and zombies.

HARBRINGER SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Con +4

Damage Vulnerabilities bludgeoning

Damage Immunities fire, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in life, but can't speak.

Challenge 2 (450 XP)

Proficiency Bonus +2

Explode. When the skeleton dies, it explodes. All creatures within 10 feet must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on failure, or half as much on a successful save.

Illumination. The skeleton sheds or bright light in a 15-foot radius and dim light for an additional 15 feet.

Unusual Nature. The skeleton doesn't require air, food, drink, or sleep.

Unstoppable March. The skeleton is immune to turn undead while within sight of a CR 10 or higher Undead creature.

Claws of the Legion. The skeleton has advantage on an attack roll against a creature if at least one of the skeleton's allies is within 5 feet of the creature and isn't incapacitated. They roll one additional die as part of that advantage for each additional ally within 5 feet.

Inexorable. The skeleton movement speed cannot be reduced, and it ignores difficult terrain.

ACTIONS

Multiattack. The skeleton makes two claw attacks.

Flaming Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 3 (1d6) fire damage.

Detonate. The skeleton can trigger its Explode feature early.







TIME STALKER

No one is certain if these were created and set loose in the distant past or future, but now they exist littered throughout the timeline operating on a purpose none can hope to deduce. They strike seemingly at random, working to orchestrate some outcome known only to their mysterious creator.

Some theorize that their actions have corrupted the time stream such that whatever their original plan was, it long since has fallen to ruin, perhaps even dooming their creator and removing their origin from existence, yet paradoxically they rampage on.

They tend to cause a lot more chaos and destruction in their assassinations than necessary, leading to some to speculate that their purpose is to damage the timeline itself. If they can truly be eradicated or if killing one of them simply kicks them from the current moment in time is unknown, but they've been found to come in even more powerful variants, known as Time Terminators. They are enemies of most entities that try to keep order in the universe.

TACTICS

Time Stalkers and Terminators share similar tactics, though Terminators will often open a fight with Time Stop and use their Predetermined Strike when available.

The tactics are otherwise simple:

- Start combat with *haste*, using the other spells only situationally.
- Position at the start of each turn with Displacement, picking either a vulnerable target, or a random target for esoteric reasons.
- Attack with Severing Strike or Heat Ray.
- Use Undo on any failed save or attack.

DEPLOYMENT

Time Stalkers and Time Terminators can be used as random encounters due to the mysterious and esoteric nature. A more plot tied encounter can involve them trying to kill an important NPC, putting them in conflict with the PCs without the PCs being their target.

TIME STALKER

Medium construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	19 (+4)	16 (+3)	16 (+3)	10 (+0)

Saving Throws Dex +9, Con +8, Wis +7, Cha +4

Skills Perception +7, Stealth +13

Damage Immunities poison

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 10

Proficiency Bonus +4

Displacement. At the start of its turn, the time stalker manipulates its flow through timeline to teleport anywhere of its choice within 30 feet of where it started its turn.

Innate Spellcasting. The time stalker's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day each: *haste*, *slow*, *time loop*^K, *time skip*^K, *time trap*^K

ACTIONS

Multiattack. The time stalker makes three attacks.

Severing Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage and 10 (3d6) force damage.

Heat Ray. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 4) fire damage.

BLOODIED

Fractured Existence. The time stalker becomes to flicker in and out of reality. Each time it would take damage, it rolls a d4. On a 2, it takes half damage. On a 4, it takes no damage.

REACTIONS

Undo. If the time hunter misses an attack, fails a skill check, or fails a saving throw, it can use its reaction to go back in time, retrying that attack roll, ability check, or saving throw.

TIME TERMINATOR

Medium construct, chaotic evil

Armor Class 18 (natural armor)

Hit Points

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	19 (+4)	18 (+4)	18 (+4)	14 (+2)

Saving Throws Dex +11, Con +9, Wis +9, Cha +7

Skills Perception +9, Stealth +16

Damage Immunities poison

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common

Challenge 10

Proficiency Bonus +5

Displacement. At the start of its turn, the time terminator manipulates its flow through timeline to teleport anywhere of its choice within 30 feet of where it started its turn.

Rewind. When the Time Terminator is reduced to 0 hit points, it travels backwards in time to before the fight started. It regains all hit points, sheds all conditions or spell effects, regains all spent spells or abilities other than this one, and teleports up to 30 feet. Once it uses this power, it cannot do so again for 24 hours.

Innate Spellcasting. The time terminator's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no material components:

1/day each: *haste*, *slow*, *time loop*^K, *time skip*^K, *time trap*^K, *time anchor*^K, *time stop*

ACTIONS

Multiattack. The time terminator makes four attacks.

Severing Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage and 10 (4d6) force damage.

Heat Ray. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 5) fire damage.

Predetermined Strike (Recharge 4-6). The time terminator travels forward in time to the point where it has already stabbed a creature within 60 feet of it. It teleports to that creature and that creature makes a DC 19 Charisma saving throw, taking 6d6 force damage on failure or half as much on a successful save.

BLOODIED

Fractured Existence. The time assassin becomes to flicker in and out of reality. Each time it would take damage, it rolls a d4. On a 2, it takes half damage. On a 4, it takes no damage.

REACTIONS

Undo. If the time hunter misses an attack, fails a skill check, or fails a saving throw, it can use its reaction to go back in time, retrying that attack roll, ability check, or saving throw.