

THE WILD BEYOND THE WITCHLIGHT



PLAYERS COMPANION



ROLL UP! ROLL UP!

A thousand and one marvellous sights and unearthly delights await - but keep your wits about you, for the Witchlight Circus is no place for the unwary.

This tome shall be your guide on this mysterious journey, for it will equip you with all the tools you need to survive the perilous carnival, and perhaps become its greatest star. Thirteen brand-new subclasses along with additional themed class options will put any adventurer in the limelight, while a plethora of cunning new spells puts the enchanting power of the Feywild at your fingertips.

A genius crafter of living toys, a student of the elusive magic of fairies, the master of a troupe of performing (and fighting) trained animals, a mystic thief of dreams: all of these and more are detailed within this book, ready to spring into action in your next adventure. While designed with the Wild Beyond the Witchlight adventure in mind, these concepts and rules can be taken into any world and any story, providing a splash of colour and daring to any quest.



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ARTIFICER

ARTIFICER SPECIALIST

At 3rd level, an artificer gains the Artificer Specialist feature, which offers you the choice of a subclass. The Toymaker option is available to an artificer.

TOYMAKER

The Toymaker combines the artful magics and battle cunning of the artificer with the whimsical delights only a magical toyshop can offer. A veritable horde of clockwork servants bounds about in the Toymaker's wake, raining merry havoc and leaving the battlefield in multicolour disarray. The Toymaker conducts this gleeful chaos with a true craftperson's precision, never caught off guard thanks to the bottomless arsenal of tricks and surprises hidden behind the colour and craft of their fanciful toys. As the dust clears and the sounds of whistles, bells and mechanical laughter fades, the Toymaker is already thinking of the next wonderful novelty to entertain a lucky child - or eradicate an unlucky foe.

TOYMAKER SPECIALIST SPELLS

You always have certain spells prepared after you reach particular levels in this class, as shown in the Toymaker Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

TOYMAKER SPELLS

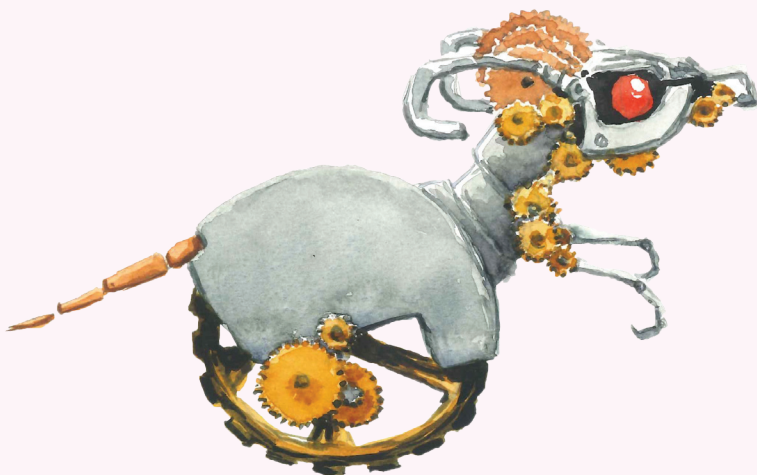
Artificer level	Spells
3rd	<i>comprehend languages, unseen servant</i>
5th	<i>blindness/deafness, knock</i>
9th	<i>counterspell, hypnotic pattern</i>
13th	<i>fabricate, faithful hound</i>
17th	<i>legend lore, passwall</i>

TINKER TOYS

Starting at 3rd level, your proficiency at constructing small machines has led you to create a horde of tinker toys that follow you in your travels. You can spend an hour with tinker tools to produce a swarm of tinker toys, which act as one creature with the following profile.

The swarm of constructs is friendly to you and your companions, and obeys your commands. In combat, the tinker toys share your initiative count, but takes its turn immediately after yours.

The swarm can move on its own, but the only action it can perform on its turn is the Dodge action, unless you use a bonus action on your turn to command it to take another action. That action can be one on its stat block or some other action. If you are incapacitated, the swarm of tinker toys can take any action of its choice, not just Dodge.



SWARM OF TINKER TOYS

Medium swarm of Tiny constructs

Armor Class 12 (natural armor)

Hit Points 20 + three times your artificer level

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	3 (-4)	10 (+0)	12 (+1)	7 (-2)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned

Senses passive Perception 8

Languages understands common

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.

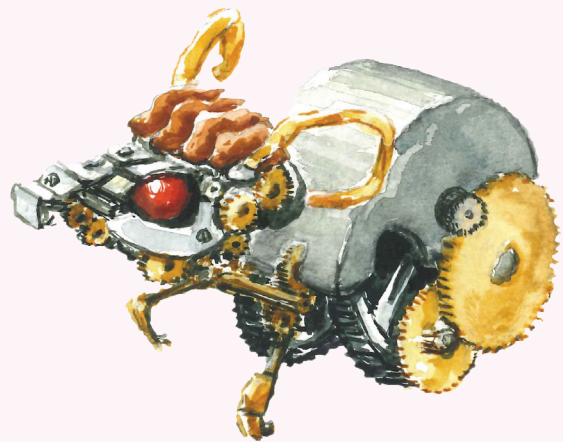
Ankle Biter. If a Medium or smaller enemy creature starts their turn in the same space as the tinker toys, their movement is halved.

Repair. Friendly creatures within 5 feet gain advantage on ability checks made to use artisan's tools.

Actions

Slam (swarm has more than half hp). *Melee weapon attack:* your spell attack modifier to hit, reach 0 ft, one target in the swarm's space. Hit (2d4 + your int modifier damage)

Slam (swarm has less than half hp). *Melee weapon attack:* your spell attack modifier to hit, reach 0 ft, one target in the swarm's space. Hit (1d4 + your int modifier damage)



While a swarm of tinker toys functions as an organized unit, an individual tinker toy is uncoordinated and ineffectual. The tinker toys naturally regenerate 1d6 health at dawn, so long as it has at least 1 hit point, as the remaining toys repair the fallen. Alternatively, you can spend an hour with tinker tools to fully repair a swarm. You can't have more than one swarm of tinker toys at a time.

A TOOL FOR EVERY OCCASSION

At 5th level, you can pull specialized instruments from your swarm. As an action on your turn, you may remove a single tinker toy from the swarm. The tinker toy takes the form of a single piece of adventuring gear, or a single set of artisan's or thieves' tools, as listed in chapter 5, "Equipment," of the *Players Handbook*. The tinker toy cannot become a component pouch, holy symbol, spellbook, arcane or druidic focus or an item that can be consumed (such as a potion or rations).

In addition to adventuring gear, the tinker toy can take the form of a small hand-held propeller, which when held grants the wielder a flying speed of 15 feet for 10 minutes.

The propeller is not strong enough to deal damage. It cannot propel more than one medium creature at a time. If the propeller bears the weight of two or more medium creatures, the wielder's flying speed is reduced to 0, and each creature supported by the propeller slowly descends at a rate of 60 feet per round. A creature descending in this manner takes no falling damage, and can land on its feet.

You can use this feature a number of times equal to your proficiency bonus and regain all uses on a long rest.

REMOTE CONTROL

By 9th level, two swarms of tinker toys can be active at once and you have greater control over them. Both swarms can be commanded with the same bonus action. You can communicate with your swarms of tinker toys telepathically within a range of 100 feet.

Additionally, you can use an action to see through one of your tinker toy's eyes and hear what it hears until the start of your next turn. During this time, you have complete control

of its actions, and when it makes an ability check that uses artisan's or thieves' tools, you make the ability check rather than the swarm. While communicating in this way with your tinker toys, you are blinded and deafened in regard to your own senses.

IMPROVED TINKER TOYS

At 15th level, you have mastered the art of making tinker toys. When you create a swarm of tinker toys, or take an hour to repair an existing one, you can give it one of the following traits.

Flight. The swarm gains a flying speed of 20 feet and can carry you.

Horde. The swarm becomes large and its hit points become equal to $20 + 6 \times$ your artificer level.

Sharpened. The damage of the swarm increases to 4d4 while above half health and 2d4 while below half health. The damage type changes to slashing.

DWARF TOYMAKER



BARBARIAN

PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature, which offers you the choice of a subclass. The Path of the Challenger option is available to a barbarian.

PATH OF THE CHALLENGER

For barbarians on the Path of the Challenger, battle is about more than simple victory. They have tasted the glory of adulation, the thrill of besting a worthy foe, and seek ever greater challenges so that they might enter the annals of legend. Their rage drives them to new heights of prowess, taking a savage joy in casting down the mightiest opponents in the most spectacular of fashions. Many on the Path of the Challenger are drawn to arenas and fighting pits, revelling in the roar of the crowd and the spray of blood on the sands. Others wander the wilds, seeking beasts of legend, or even travel to other planes of existence to battle champions of distant realms. Wherever they seek their glory, a Challenger's fury cools only when a worthy opponent has been bowed - or broken.

TEST OF METTLE

When you choose this path at 3rd level, you seek to best every new foe in combat. When you rage, you can select a creature within 30 feet to become your adversary for the duration of your rage. When attacking your adversary, your weapon attacks score a critical hit on a roll of 19 or 20 and you apply the 'Rage Damage' twice.

STARE DOWN

At 3rd level, you gain proficiency in the Intimidation skill. When you use this skill, you can choose to use your Strength modifier instead of your Charisma modifier.

BRUTAL DISPLAY

Beginning at 6th level, you are merciless when victory is at hand. As a bonus action after defeating an adversary, you can select any number of creatures within 30 feet of you to make a Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Brutal Display save DC = 8 + your proficiency bonus + your Strength modifier

Additionally, once per rage, you may select one creature who succeeded on the initial saving throw to become your new adversary for the duration of your rage.

SUPREME CHALLENGE

At 10th level, you take great pride in victory, but know when to let a worthy foe live. When you reduce an adversary to 0 hit points, you can choose whether or not to inflict lethal damage. If you choose to spare the adversary, you gain a number of temporary hit points equal to twice your barbarian level. If you choose to kill your adversary, on the next successful attack you make, you roll double the number of damage dice. You can only benefit from these effects until your rage ends.

RING OF HONOR

By 14th level, you can bellow a challenge for all to hear. When you rage, you can select a number of creatures equal to your Strength modifier within 30 feet to become your adversaries. For the duration of your rage, you gain a bonus to your AC equal to the number of hostile, conscious adversaries.



SEE THE

LIZARD

THAT



WALKS

LIKE A

MAN

FIGHTS ALL COMERS, IN THE CAGE

BARD

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature, which offers you the choice of a subclass. The College of Carnivals is available to a bard.

COLLEGE OF CARNIVALS

Throughout the myriad realms, from the courts of mortal kings to the mystic lands of unearthly lords, none are more enthralling than the bards of the College of Carnivals. Also known as Ringmasters, these entertainers lead a life in the limelight, their virtuoso performances attracting the rapt attention of mortal and spectral audiences alike. At the heart of these performances lies the Ringmaster's troupe: a coterie of specially trained animals, loyal to the bard's every whim, and perfect for enrapturing a crowd - or utterly befuddling a foe. Grim warriors and lethal monsters learn to fear the sight of a pack of brightly-dressed monkeys, acrobatic goats or eerily coordinated cranium rats when they serve the will of a Ringmaster, who delights in drawing the attention of the audience ethereal to the pratfalls and missteps of the bewildered enemy. As the curtain falls, there can be no doubt who was the star of the show, and best of all, animals never ask for a share of the treasure.

SPECTRAL AUDIENCE

Starting at 3rd level, wandering spirits are drawn to your performances. As an action, you can expend a use of your Bardic Inspiration to summon a spotlight that directs the attention of spectral onlookers. These onlookers have no form and can take no actions. The spotlight is a 15-foot diameter, 40-foot-high cylinder that you can move 60 feet in any direction at the beginning of your turn.

Creatures of your choice within the spotlight can attempt to win the crowd's favor by using a bonus action to make a DC 10 Charisma (Performance) check. On a success they can add your Bardic Inspiration die to the damage of their next attack. Only one creature can benefit from this feature at any one time.

The spotlight lasts for 10 minutes. This feature ends early if you dismiss it as an action, are incapacitated, die, or use this feature again.

TROUPE

At 3rd level, you begin to gather a menagerie of performing beasts to aid you and your allies. You learn the *find familiar* spell and can select a beast of challenge rating $\frac{1}{8}$ or lower as a valid animal form. You can have a number of familiars equal to your proficiency bonus at a time. In combat, familiars summoned by you in this way act on your turn.

FLUMMOX

Starting at 6th level, your foes fear your cutting words and the jeers of the crowd. You learn the *vicious mockery* cantrip if you don't know it already.

Additionally, whenever a creature misses an attack or fails an ability check while in the spotlight, you can use your reaction to cast *vicious mockery* targeting that creature.

SHOW STOPPER

At 14th level, you are truly the star of the show. You can select a beast of challenge rating $\frac{1}{4}$ or less as a valid animal form when you cast the *find familiar* spell. While in the spotlight, you always have the favor of the audience, adding a Bardic Inspiration die to the damage of all your attacks. Other creatures must still make the DC 10 Charisma (Performance) check and only one other creature can benefit from this feature at any one time.



TIEFLING BARD OF CARNIVALS WITH HER TROUPE OF CRANIUM RATS



CLERIC

DIVINE DOMAIN

At 1st level, a cleric gains the Divine Domain feature, which offers you the choice of a subclass. The Seldarine Domain option is available to a cleric.

SELDARINE DOMAIN

The Seldarine are the mysterious lords of forgotten woods, vanishing mists and subtle magics who represent the elven races in the distant halls of the gods. A cleric on the path of the Seldarine has heard joyful Aerdrie's cry in the whisper of the wind, glimpsed Sehanine's bewitching eye in the shimmer of the full moon, and heard the laughter of sly Erevan flitting between the shadows. Most of all, they have hearkened to the proud song of Corellon, master of all that the elves love best, and devoted themselves to the defense of all things that remain beautiful in the world. Wreathed in divine zephyrs, guided by the starlit souls of elven ancestors, the cleric of the Seldarine fearlessly braves the darkness with a bow in their hand and a song in their heart - ready to fulfil the destiny shared by all elvenkind.

SELDARINE DEITIES

Example Deity	Pantheon
Corellon Larethian	<i>Forgotten Realms</i>
Deep Sashelas	<i>Forgotten Realms</i>
Titania	<i>Forgotten Realms</i>
The Undying Court	<i>Eberron</i>

SELDARINE DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Seldarine Domain Spells table. See the Divine Domain class feature for how domain spells work.

SELDARINE DOMAIN SPELLS

Cleric level	Spells
1st	<i>beast bond, detect evil and good</i>
3rd	<i>aid, moonbeam</i>
5th	<i>lightning lure, windwall</i>
7th	<i>find greater steed, guardian of nature</i>
9th	<i>awaken, swift quiver</i>

ARTS OF ARVANDOR

Starting when you choose this domain at 1st level, you gain proficiency with a musical instrument and an artisan's tool of your choice. You also gain proficiency with the longsword, shortsword, shortbow, and longbow.

In addition, you can use a shortbow or longbow as a spell-casting focus (holy symbol) for your cleric spells.

ANCESTRAL ENMITY

At 1st level, you share in the burning hatred for the enemies of elves, passed on by the elven gods for every elf slain. Against the enemies of elves, you add your proficiency bonus to the damage roll of attacks and spells. In most D&D settings, the enemies of elves include the goblinoid races, orcs, and drow. Depending on your campaign, the DM may elect to add more creature types to this list.

CHANNEL DIVINITY: TRIVIR OF THE WIND

Starting at 2nd level, you can use your Channel Divinity to wreath yourself in gale winds. As an action, you present your holy symbol and evoke the name of the wind, causing a rush

THE ENEMIES OF ELVES

Across the realms, the enemies of elves are myriad and varied. Work with your Dungeon Master to decide who the ancestral enemies of elves are in your campaign. An adventure focusing on a war between elves and dwarves may see dwarves as the enemy, sea elves may see sahuagin as their ancestral rival rather than orcs or drow. In any case, the list of enemies should not be all-encompassing. The elves have a colorful history across the realms after all. Come up with a list of 2-3 groups of creatures that are suitable in your campaign.

In 'The Wild Beyond the Witchlight' campaign, the hags of The Hourglass Coven are acting against the balance of the Feywild - the consequences of their actions ripple across the planes. The Hourglass Coven and its minions are considered enemies of elves for the purposes of the Ancestral Enmity trait.

Just as those who rally against the Seldarine are numerous, so too are those who flock to its banner. There are many reasons for non-elves to serve the elven pantheon - perhaps you found a magical bow in an ancient elven tomb whose owner guides you in worship, or you swore a blood oath to avenge your fallen elven companion, adopting their tenets to do so. You need only respect the lives of elves past and present and embody their virtues.

of air to flurry around you in a 10-foot radius for 1 minute. The wind has the following effects:

- The attack rolls of ranged weapons that target a creature in its area suffer disadvantage as they are buffeted and blown off course by the extreme winds.
- You and allied creatures of your choice within its area add 1d4 to any ranged weapon attack rolls and ranged spell attack rolls, as the winds guide your shots toward their marks.
- The wind has a speed of 20 miles per hour, dispersing gas or vapor.
- Unprotected flames within its area that are torch sized or smaller are extinguished.

This feature ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

CHANNEL DIVINITY: TRIVIR OF THE MOON

Starting at 6th level, you can use your Channel Divinity to call on an ancient elven spirit to aid you when in need. As a bonus action, you summon the aspect of an ethereal elven archer that shares your space and moves with you. When you use this feature, and as a bonus action on your subsequent turns while it lasts, you can make a ranged spell attack, directing the archer to target one creature within 150 feet. On a hit, the attack deals radiant damage equal to 2d8 + your Wisdom modifier. This feature lasts for 1 minute, after which the ethereal archer vanishes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

TRIVIR OF LOVE AND BEAUTY

At 8th level, you gain proficiency in Performance and Persuasion skills if you don't already have it and your proficiency bonus is doubled for any ability check you make that uses either of these skills.

Additionally, as part of a short or long rest, you can spend 10 minutes inspiring courage in those who fight by your side. When you do so, choose a number of friendly creatures equal to your Wisdom modifier within 30 feet of you who can see or hear you. Until you use this feature again, you and your selected allies may reroll a single attack, ability check or saving throw.

By 14th level, you have come to embody the Trivirate Goddess on the battlefield. As an action, you can use your Channel Divinity to activate both Trivir of the Wind and Trivir of the Moon at the same time, counting as a single use of your Channel Divinity.

CHOSEN OF CORELLON

At 17th level, your devotion to Corellon manifests as a variety of bestowed boons. You gain the following features:

- You are among the Blessed of Corellon and can freely change your sex whenever you finish a long rest.
- As a free action, you cast bright light out to a range of 15 feet.
- You cannot be magically aged and you suffer none of the drawbacks of old age.

Once per turn, when you take the attack action with a shortbow or longbow, you can choose to invoke the supreme accuracy of Corellon. When you make this attack, you fire an

arrow and rather than making an attack roll, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path wide enough for the arrow to travel to the target, the target must make a Dexterity saving throw against your spell save DC. Enemies of elves, as described in Ancestral Enmity, have disadvantage on this saving throw.

On a failed save, the target takes damage as if it were hit by the arrow, plus an additional 4d10 force or radiant damage and is blinded. You also learn the target's current location. On a successful save, the target takes half as much damage, is not blinded, and you do not learn its location.



DRUID

DRUID CIRCLE

At 2nd level, a druid gains the druid circle feature, which offers you the choice of a subclass. The Circle of the Dark Seldarine option is available to a druid.

CIRCLE OF THE DARK SELDARINE

In the deep places of the world, where sunlight does not touch, old powers still hold sway. Druids called to the Circle of the Dark Seldarine draw upon these ancient forces, representing nature in its darkest form. Steeped in ancient ritual and knowledge forgotten by most, such druids learn the gifts of creatures shunned and scorned by surface folk. These creatures hold many secrets, and those of the Circle of the Dark Seldarine are privy to them all, from the weaving of subtle silken traps, to the ancient alchemy of a spider's deadly venom. Many drow of the wild places of the Underdark are drawn to the Circle of the Dark Seldarine - but any who hear the song of old gods echoing from ancient caverns and deep caves may hearken to its call.

CIRCLE SPELLS

Your link to darker fey spirits grants you access to certain spells.

At 2nd, 3rd, 5th, 7th and 9th level you gain access to the spells listed for that level in the Circle of the Dark Seldarine 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 THE DARK SELDARINE SPELLS

Druid level	Spells
2nd	<i>cause fear, jump</i>
3rd	<i>rope trick, web</i>
5th	<i>fear, haste</i>
7th	<i>giant insect, hallucinatory terrain</i>
9th	<i>danse macabre, insect plague</i>

ARACHNID FORMS

When you choose this circle at 2nd level, you gain an affinity for the forms of spiders. When you use your Wild Shape feature, you can select a Swarm of Spiders as an option for your beast shape. At 9th level you can select a Phase Spider, changing its creature type to a beast.

ENVENOMED

Starting at 2nd level, the venom of your spider forms are enhanced, allowing you to deliver a deadly bite. When you use wild shape to assume the beast shape of any kind of spider, your bite attacks are enhanced by a deadly poison. When a creature is hit by a bite attack, they must make a Constitution saving throw against your spell save DC. On a failed save, the target takes 3d6 poison damage and is poisoned for 1 minute. This replaces any other poison the beast shape has and the poison damage increases at 9th level to 5d6, and then again at 14th level to 7d6.

WEB WALKER

At 6th level, the secrets of web spinning are revealed to you. When you cast the *web* spell, the area of the web increases to a 40-foot cube. While within a web that you have created, you automatically succeed on any Dexterity saving throws made to avoid being restrained by it.

Additionally, while you are within a web created naturally or by the *web* spell, you ignore any movement restrictions caused by the webbing and gain a limited tremorsense, allowing you to know the exact location of any other creature in contact with the same web.

Finally, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

HIDDEN HUNTER

By 10th level, woe betide those who blindly wander into your webs. While you are completely within a web that you have created, you are invisible and may take the Hide action as a bonus action.

Additionally, you can cast the *web* spell without expending a spell slot a number of times equal to your Wisdom modifier, regaining all uses when you finish a long rest. While concentrating on the *web* spell, your concentration can't be broken as a result of taking damage.

COURSING VENOM

At 14th level, your venom becomes so potent that few can resist it. You ignore resistance to poison damage and count immunity to poison damage as resistance.



FIGHTER

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The Surmounter option is available to a fighter.

SURMOUNTER

“The bigger they are, the harder they fall”- a Surmounter takes this mantra to heart, turning their small size into their greatest weapon. No foe is too large and no challenge too great for these intrepid warriors, who can turn the mightiest foe into a clumsy fool with a single deft movement. Where weaker hearts quail and baulk, such fighters will not hesitate to leap atop thrashing griffons, roaring giants or mighty dragons, and bring them down to the Surmounter’s level. Against all odds, a pebble against a landslide, the Surmounter prevails and boldly sets out to find even bigger foes.

The Surmounter’s features are largely designed with Small player characters in mind, but Medium fighters will still find use in their distinct array of abilities.

THROWER

At 3rd level, your knack for throwing weapons is not to be underestimated. Whenever you throw a weapon with the thrown property or attack with a sling, you gain a +1 bonus to the attack roll.

In addition, whenever you throw a handaxe or light hammer at a target you can see within normal range, you can choose to have that weapon ricochet off the target and return to your free hand if there is a path wide enough for the weapon to travel back.

Finally, you learn the *magic stone* cantrip. You can use Strength or Dexterity as your spellcasting ability for this spell.

AGAINST THE ODDS

Starting at 3rd level, you are trained to fight in close quarters, against those larger than you. You gain access to the ‘climb onto a bigger creature’ action option, listed in chapter 9, “Dungeon Master’s Workshop,” of the *Dungeon Master’s Guide*, repeated below. You can use this attack option as a bonus action, treating any creature larger than you as a suitably large creature for the purpose of this rule. While you occupy any larger creature’s space, they have disadvantage on any attack rolls made against you as well as any Strength (Athletics) checks made to dislodge you.

AGITATOR

By 7th level, you revel in fooling those who underestimate you. While climbing on an enemy creature, you can use a bonus action to corral it, forcing the creature to move up to 15 feet in a direction you choose.

In addition, when a creature whose space you are in attacks you and misses, you can use your reaction to force it to target itself instead. A creature that attacks itself in this way is hit automatically.

GIANT SLAYER

At 10th level, you learn to strike at the weak points of larger foes. When you score a critical hit against a creature whose space you are in, you can roll one additional weapon damage die when determining the extra damage. At 18th level, your weapon attacks score a critical hit on a roll of 19 or 20.

CLIMB ONTO A BIGGER CREATURE

If one creature wants to jump onto another creature, it can do so by grappling. A Small or Medium creature has little chance of making a successful grapple against a Huge or Gargantuan creature, however, unless magic has granted the grappler supernatural might. As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target’s Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature’s space and clings to its body. While in the target’s space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature’s space, treating the space as difficult terrain. The larger creature’s ability to attack the smaller creature depends on the smaller creature’s location, and is left to your discretion. The larger creature can dislodge the smaller creature as an action-knocking it off, scraping it against a wall, or grabbing and throwing it-by making a Strength (Athletics) check contested by the smaller creature’s Strength (Athletics) or Dexterity (Acrobatics) check.

The smaller creature chooses which ability to use.

BRING THEM DOWN

By 15th level, you have become a master of felling your foes, bringing them crashing down. As part of an attack action made against a creature you are climbing, you can replace one attack with an attempt to knock that creature prone. You make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target’s Dexterity (Acrobatics) check. If you win the contest, the creature is knocked prone and takes fall damage as if they fell from their height, equal to 1d6 damage for every 10 feet fallen for a minimum of 1d6 and a maximum of 20d6. When knocked prone in this way, a creature must use its entire movement to stand up.



HARENGON SURMOUNTER ON OGRE

MONK

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following options is available to a monk.

WAY OF SHEER BLISS

Ki, the mystic energy all monks draw on, is the energy of the spirit, a cosmic force that flows through all living beings. Those who walk the mysterious path of the Way of Sheer Bliss channel this energy in its manifestation as the tumultuous sea of emotion and feeling that rules all living beings. Cultivating this power through the luminous meridians of their honed bodies and minds, such monks are perfectly attuned to the fears and joys of all around them, manipulating these energies with esoteric kata to ends both benign and malevolent. Whether restrained voices of wisdom, bringing calm and focus to their allies, or unfettered empaths revelling in the tides of feeling, as Monks of Sheer Bliss approach mastery so too do they approach transcendence. The sublime self, untethered to mortal form, is the final art of the mind's swirling ki - so the great masters of the temples of Bliss may walk between worlds, unbound by any laws but those of their own delight.



DELIGHTFUL ARTS

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast *calm emotions*, *enhance ability*, *enthrall*, or *suggestion*, without providing material components.

Additionally, you gain the *friends* cantrip if you don't already know it.

EMPATHIC AURA

At 6th level, you have learned to govern your own emotions, granting you heightened intuition into those around you. You are immune to the charmed condition.

Additionally, while you are conscious, whenever a creature enters within 15 feet of you for the first time or starts its turn there, you can force the creature to make a Charisma saving throw. On a failed save, you can sense whether it is speaking deliberate lies while in the radius. Affected creatures are unaware of this effect.

Empathic Aura save DC = 8 + your proficiency bonus + your Wisdom modifier

EXULT

Starting at 11th level, you can impart your understanding of happiness to an ally, bolstering their alacrity in battle. You can use a bonus action and 3 ki points to invigorate the ki of one willing creature. The target can take the Dodge, Dash, or Disengage action or make two weapon attacks as a bonus action on their next turn.

SUBLIME PASSAGE

At 17th level, you straddle the border between worlds. You gain truesight out to a range of 120 feet and you can use your action and 4 ki points to cast the *ethereality* spell.

In addition, you have learned to strike at the very soul of a creature, separating them from their physical form. When you hit a creature with an unarmed strike, you can spend 4 ki points to attempt to send that creature to the Border Ethereal, as described in the *ethereality* spell. The target must succeed on a Charisma saving throw or become ethereal until the end of your next turn. While in the Border Ethereal, the creature can still be targeted by your attacks and abilities.

Sublime Passage save DC = 8 + your proficiency bonus + your Wisdom modifier

MONK OF SHEER BLISS

PALADIN

SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature, which offers you the choice of a subclass. The Oath of Stratagems option is available to a paladin.

OATH OF STRATAGEMS

Paladins who swear the Oath of Stratagems cleave to the purest of all pursuits - mastery of the warrior's arts. They seek total understanding of the battlefield, grasping divinity in a sublime manoeuvre and undefeatable ploy. A Paladin of Stratagems hones their mastery at every moment, forever seeking the perfect gambit, and with each defeated enemy their supremacy becomes ever more complete. Mortals may divert themselves with mere games of strategy, but within these games lie reflections of the realms of myth. Those on the Oath of Stratagems take up the immortal archetypes of these games - swearing that, though all else may be pawns, they shall be kings and queens.

TENETS OF STRATAGEMS

Paladins who swear the Oath of Stratagems dedicate themselves to mastery of the self and the world around them. Though the details of each individual's oath may vary, common themes define the path.

Mastery. One must constantly hone their mind, body, and soul. Leave no weakness for the foe to exploit and seek mastery of all possible ploys. If you are defeated, understand why in totality and purge the flaw that undid your stratagem.

Challenge. Surround yourself with those who challenge you. Never stop seeking out new opponents to hone your understanding.

Victory. To prevail over all foes is the only pure pursuit. The shape of victory is shrouded by chance. Let your mind become as a razor's edge against the weave of fate, and cut straight to the outcome you seek.



OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Stratagems spells table. See the sacred oath class feature for how oath spells work.

OATH OF STRATAGEM SPELLS

Paladin level	Spells
3rd	<i>expeditious retreat, hex</i>
5th	<i>detect thoughts, mirror image</i>
9th	<i>clairvoyance, intellect fortress</i>
13th	<i>compulsion, freedom of movement</i>
17th	<i>Bigby's hand, mislead</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

En Passant. Immediately after you deal damage with your Divine Smite feature, you can use your Channel Divinity as a bonus action to move with wicked guile, keeping your opponents on the backfoot. For the next 10 minutes, whenever you attack a creature, you do not provoke opportunity attacks from that creature for the rest of the turn whether your attack hits or not.

Word of the Bishop. You can use your Channel Divinity to disrupt the formation of your enemies. As an action, you present your holy symbol and recite a holy word. Creatures of your choice within 30 feet that can hear you must make a Wisdom saving throw. On a failed save, the creature must move on its next turn or be stunned for the following turn.

KNIGHT STEP

Starting at 7th level, you draw on the tactical prowess of the Knight, which manifests as magical transposition across the battlefield. Whenever a creature enters within 15 feet of you, you can use your reaction to teleport into an unoccupied space within 5 feet of that creature. The creature's speed becomes 0 for the rest of the turn.

At 18th level, you can also make a single melee attack against the creature you teleport to.

ROOK'S POISE

At 15th level, you are indomitable in the vanguard. You gain a +1 to your AC for every hostile creature within 5 feet of you. Additionally, you can't be surprised while you are conscious.

WARRING REBIS

By 20th level, you can assume the form of incarnate victory and supremacy. As an action, you undergo a transformation. For 1 minute, you gain the following benefits:

- Once per turn, whenever you make an attack roll, you can treat a d20 roll of 9 or lower as a 10.
- As an action, you can choose up to five creatures you can see within 30 feet and make an attack with a melee weapon you are currently wielding against each target. You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.
- As an action, you can choose a space within 30 feet that is occupied by a Small or Medium creature and if that creature is willing, both of you teleport, swapping places. The creature you swapped places with gains +1 to their AC for every hostile creature within 5 feet of them until the end of your next turn.

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



PALADIN OF STRATAGEMS

RANGER

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The Pursuer option is available to a ranger.

PURSUER

Unrelenting and utterly committed to the hunt, the Pursuer is the ultimate tracker - chasing their hapless targets to the ends of the earth and beyond. Atop an unflagging steed, summoned from the mysterious spaces between realms, the Pursuer rides forth, fording rivers, crossing mountains, and even breaching the barriers of the cosmic planes to track down their quarry. There is no rest and no respite for those the Pursuer has marked as their prey, for their fortitude is unflagging, their senses honed to even the faintest spoor, and their obsession singular. Whether remorseless bounty hunters, pursuing the deadliest and most elusive outlaws, famed monster hunters tracking mysterious questing beasts, or simply an utter dedication to the grim pursuit of vengeance, there is no doubt the Pursuer will bring their quarry to heel. Their prey's only choice is simple - shall the Pursuer return with their steed dragging a captive, or a corpse?

PURSUER MAGIC

At 3rd level, you learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Pursuer Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

PURSUER SPELLS

Ranger level	Spell
3rd	<i>expeditious retreat</i>
5th	<i>mirror image</i>
9th	<i>blink</i>
13th	<i>banishment</i>
17th	<i>farstep</i>

SPIRIT STEED

When you choose this archetype at 3rd level, you have found a spirit with which you share a strong bond. You learn the *find steed* spell and can cast it without expending a spell slot. A mount summoned in this way is known as a Spirit Steed. You regain the ability to cast it in this way when you finish a long rest.

In addition, you gain proficiency in the Animal Handling skill. You also have advantage on saving throws made to avoid falling off your mount, and mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

PURSUER'S QUARRY

Starting at 3rd level, you have refined your tracking instincts in the pursuit of an individual creature, following their every trace. As a bonus action, you can designate one creature that you have seen within the past minute as the target of this feature. You have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it, and the first time each turn you hit that target with a weapon attack, it takes an extra 1d4 damage from your weapon. If you hit this target while mounted on your Spirit Steed, the target's speed is halved until the start of your next turn. This benefit lasts until you finish a short or long rest and ends early if you designate a different creature.

FEARSOME RIDER

Starting at 7th level, you inspire terror in those you seek. When you use your Pursuer's Quarry feature, you can have the target make a Wisdom saving throw against your spell save DC. On a failed save, the target is frightened of you for 1 minute.

A creature frightened in this way cannot take reactions and can only take the Dash action or try to escape from an effect that prevents it from moving. If there is nowhere to move, the creature can use the Dodge action. If you are mounted on your Spirit Steed when you apply this effect, the target has disadvantage on the saving throw.

This effect ends early if you designate a different creature as your Pursuer's Quarry. You can apply this effect a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

IMPROVED SPIRIT STEED

At 11th level, the bond between you and your Spirit Steed grows, allowing it to assume stronger forms. When you cast the *find steed* spell to summon or change the form of your Spirit Steed, it can take the form of a creature listed in the *find greater steed* spell. While within 5 feet of your Spirit Steed, you can use your action and expend a ranger spell slot to imbue it with one of the following effects:

- For the next 24 hours, the Spirit Steed cannot suffer from levels of exhaustion.
- For the next hour, the Spirit Steed is immune to the frightened and charmed conditions.
- For the next hour, the Spirit Steed's movement is unaffected by difficult terrain.
- For the next hour, the Spirit Steed can move across water, acid, mud, snow, or quicksand as if it were harmless solid ground.
- For the next hour, the Spirit Steed's jump distance is tripled.

PLANAR PURSUIT

At 15th level, you have learned a special ritual that allows you to mark a target at any distance. You can perform a 1-hour ritual to divine the location of a creature. The ritual requires a component specific to the creature, such as their true name or a small part of the creature, such as a tuft of hair or a drop of blood.

Until you choose to dismiss this effect, you know the precise location of the creature, if it is on your current plane of existence. You learn the shortest and most direct route to it, which is not necessarily the safest. You know how far away the creature is, and in what direction it lies relative to you. If the creature is moving, you also know the direction it's travelling. If instead, you and the creature are on different planes of existence, you learn which plane it is currently on.

When you enter a space within 120 feet of the creature, you can automatically designate it as your Pursuer's Quarry. A creature targeted by Pursuer's Quarry in this way cannot willingly teleport or leave the plane it is currently on.



HALF ORC PURSUER

ROGUE

ROGUSH ARCHETYPE

At 3rd level, a rogue gains the Roguish Archetype feature. The Dreamcatcher option is available to a rogue.

DREAMCATCHER

A common pickpocket can cut a purse or snatch a satchel. A clever thief can scale a wall or crack open a safe. But only a true master of the burglar's craft can prise apart the bars of a sleeping mind, creep through the maze of idle thoughts and fleeting fantasies, and make off with the rarest treasures of all - dreams and secrets from the vaults of their unwitting mark's innermost thoughts. These are the subtle arts of the Dreamcatcher, cunning thieves whose lockpicks and crowbars are hypnotic charms and sleeping powders, and who value hidden knowledge and suppressed fears as a common rogue would gold and gemstones. No secret is safe from the Dreamcatcher, for no mind is a fortress proof against their cunning ways, and as daylight rises, a fading dream of a wicked smile shall be the only trace they were ever there.

INDUCE SLEEP

When you choose this archetype at 3rd level, you gain the ability to put creatures to sleep. As an action, you may force a creature within 5 feet of you into a deep slumber. The target must make a Constitution saving throw, falling prone and unconscious on a failed save. The creature has disadvantage on the saving throw: if you are hidden from them, if a creature friendly to you is adjacent to them, or if they are already prone. Only one creature may be put to sleep in this manner at a time.

Induce Sleep save DC = 8 + your proficiency bonus + your Intelligence modifier

This effect lasts 1 minute, unless the creature takes damage or someone uses an action to shake them awake. This ability has no effect on undead or creatures immune to the charmed condition.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on them again until you finish a long rest.

SOOTHING SLEEP

Starting at 3rd level, you learn how to sooth allies into slumber. You gain proficiency in a musical instrument of your choice. During a long rest, you can play this musical instrument to your allies. Friendly creatures who hear your performance recover from an additional level of exhaustion.

COVERT HYPNOSIS

Starting at 9th level, you have developed hypnotic methods to influence sleeping creatures. As an action, you may touch an unconscious creature and immediately learn its deepest fears. Additionally, you can apply one of the following effects:

- You can cast *suggestion* targeting the creature, with the spell's effects beginning either when the creature awakens or upon hearing a word or phrase of your choice. Casting *suggestion* in this way does not require your concentration, and does not consume a spell slot or require components.
- You can pry into the creature's subconscious, asking it three questions to which it must answer truthfully.

You can use this feature a number of times equal to your proficiency bonus and you regain expended uses when you finish a long rest. The same creature cannot be targeted again by this feature if the effects of *suggestion* are yet to occur or within 10 days.

SLEEPLESS NATURE

At 13th level, you have moved beyond the need for sleep. You gain the following benefits:

- You gain the benefits of a long rest by doing 4 hours of light activity.
- You cannot be put to sleep against your will, although you can still be knocked unconscious.
- When you force a creature to sleep with your Induce Sleep feature, you can give them a level of exhaustion and extend the duration from 1 minute to 1 hour.

HALFLING DREAMCATCHER





DREAM DELVE

By 17th level, your enigmatic techniques grant you passage through the dreamscapes of sleeping creatures. You can perform a 10-minute ritual that allows you and up to five willing creatures of your choice to enter the psyche of a sleeping creature within 60 feet of you, which takes the form of a demiplane that reflects the mind of the target as decided by the DM. Upon entering this demiplane, your corporeal body is sequestered with you, including all the equipment you are currently holding, which you can access as normal within the dreamscape. You remain in the dreamscape until the creature wakes, to a maximum of 1 hour. Creatures that enter this demiplane can leave freely as an action.

While traversing the dreamscape, you gain deep insight into the target's bonds, personality traits, ideals, and flaws, as well as the ability to perform any of the following actions:

- Make a Dexterity (Sleight of Hand) check to cure the creature of a Madness currently afflicting it, as described on page 258 of the *Dungeon Master's Guide*. The DC for this ability check is equal to the creature's Intelligence score.
- Make an Intelligence (Investigation) check to learn a secret, repressed memory, or unknown element of the creature's past. The DC for this ability check is equal to the creature's Intelligence score.
- Make a Dexterity (Sleight of Hand) check to affect the target's memory of an event that it experienced within the last 24 hours that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, or allow the target to recall the event with perfect detail. You can change the target's memory of certain details of the event, or create a false memory of some entirely different event. The DC for this ability check is equal to the creature's Intelligence score.
- Make an attack with advantage, treating the target's Intelligence score as their AC and any damage you deal as psychic.
- You can apply one effect provided by your Covert Hypnosis feature to the target.

While within the mind of a willing creature, you have advantage on attacks and ability checks associated with any of the above actions.

After performing any of these actions, the target may attempt to resist your invasion. To do so, it must succeed on an Intelligence (Arcana) or Wisdom (Insight) check contested by your Intelligence (Arcana) check. If the target succeeds, you are ejected from the demiplane.

When you exit the dreamscape, either by choice, by being ejected, being reduced to 0 hit points, or after 1 hour has elapsed, you and any creatures and equipment you brought with you appear within 5 feet of the sleeping creature. If you were reduced to 0 hit points in the dreamscape, you are unconscious and on 0 hit points when you reappear.

Once you use this feature, you can't use it again until you finish a long rest. Additionally, the same creature cannot be targeted again by this feature for 10 days.

THE DREAMSCAPE

Your goal when entering the mind of a creature could be to influence or simply observe their thoughts and dreams. Whilst within their mind all of the creature's thoughts, core beliefs, plans, secrets, bonds, loyalties and convictions become available for you to learn as if laid out in a sprawling landscape or vast library.

A creature may have several mental defenses in place as decided by the DM, which may take the form of defenders or traps. You may have to defeat or bypass these defenses before you can influence the creature. As a seasoned manipulator of dreams, you have advantage on any check or save related to traversing the dreamscape.

SORCERER

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature, which offers you the choice of a subclass. The Feyborn option is now available to a sorcerer.

FEYBORN

Legends across the many worlds speak of those touched by the Fey - changeling children, left behind in the cribs of unwatchful mothers. Dreamtouched travellers wandering dazed out of fairy rings in the deep forests, finding that while they slumbered centuries have passed. A child of unusual beauty and unearthly charm born after a dalliance with a mysterious stranger with sparkling, many-coloured eyes. Such Feyborn, irrevocably altered by their experience or born with the magic of the Feywild already singing in their blood, walk between two worlds forevermore. Accompanied by fluttering spirits, drawn to the power of the Fey, and wielding power drawn from the mystic lands of mystery and delight, the hidden power of the fairy folk slowly grows in these sorcerers, until they walk abroad as majestic Fey lords in their own right - masters of the natural world and beholden only to their own whimsy.

SYLVAN MAGIC

Your link to the Feywild allows you to learn spells from the druid class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell

THE FEY AND YOU

The Feywild is ruled by the fickle and powerful Archfey, lords of beguiling light and mysterious darkness whose natures reflect the strange powers of the land they call home. Like-minded fey form Courts, gatherings of unearthly power who claim dominion over vast swathes of the Feywild's ever-shifting lands. Intrigue, fanciful desire and capricious laws dominate the Courts. Proving as dangerous for the fey inhabitants as for any hapless mortal who should find themselves entangled in the byzantine plots and schemes of the immortal fairy lords. When creating a Feyborn sorcerer, you may choose a court and Archfey ruler that most strongly influences your power, or create one to suit your character. Below is a list of some of the most prominent Courts, their rulers and their basic traits.

The Summer Fey, ruled by the Queen of Summer, Titania, is a reflection of its ruler's unearthly beauty. Creativity, whimsical artistry and beautiful music are the mainstays of this court of joy, to which are drawn artists and creators from across the lands.

The Green Fey, ruled by the Green Lord Oberon, is the domain of wild souls. Peerless hunters and trackers gather beneath the untamed boughs of the Court's realms, while its fey masters wander far abroad seeking ever greater prey. Oberon and Titania have a complex relationship, at once lovers and rivals, and so fey of the Summer and Green courts are often in courtship or conflict.

The Winter Fey are merciless and domineering, their frozen hearts impenetrable to compassion. Their alliance is an uneasy one, for such beings hate to share power, but all recognise the greatest amongst their number, the Prince of Frost. Their contempt for mortal beings is absolute, and only rarely have any crossed their number and lived to tell the tale.

The Court of Coral is the domain of the siblings Elias and Siobhan. Elias, quick to laughter and to anger, rules the shallows and the quick-witted fairy folk who make their homes at the surface of the water. His melancholy sister, Siobhan, reigns over the sombre depths and is only slowly roused to great feeling - but when her benthic wrath is aroused, it is truly frightful.

The Gloaming Fey, now known as the Unseelie Court, is a dark reflection of the Summer court. The cruel and twisted fey of this court delight in the torment of their lessers, and bow only to the beautiful and terrible Mab, the legendary Queen of Air and Darkness herself. Preying on the darkest impulses of mortals, such beings even twist the laws of nature by raising undead servants.

list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, choose a court for the source of your fey power: Summer, Green, Winter, Coral, or Gloaming. You learn an additional spell based on that court, as shown below. It is a sorcerer spell for you, but it does not count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a spell from the druid spell list.

SYLVAN MAGIC SPELLS

Court	Spell
Summer	<i>faerie fire</i>
Green	<i>fluttering fey</i>
Winter	<i>ice knife</i>
Coral	<i>create or destroy water</i>
Gloaming	<i>bind</i>

AURA OF REGROWTH

Starting at 1st level, just as the forest regenerates after a wildfire, your allies' wounds knit and regrow with but a touch of your fey power. As an action, you can spend 1 sorcery point to activate your Aura of Regrowth, which radiates out to a 15-foot cube and lasts until the end of your next turn. Creatures of your choice within the aura can use a bonus action to expend a Hit Die, adding your Charisma modifier instead of their Constitution modifier to the number of hit points restored.

FEY STEP

At 6th level, you learn the strange paths the fey walk. As a bonus action on your turn, you can teleport to an unoccupied space you can see within 60 feet as long as it contains natural, unworked terrain. For example, a grassy field, a pool of water, a rocky outcrop, or a flower patch could be valid terrain for your Fey Step.

You can teleport in this manner a number of times equal to your Charisma modifier and regain all expended uses on a long rest.

FAIRY FLIGHT

Starting at 14th level, you can conjure a pair of wings as a bonus action. While the wings are present, you have a flying speed equal to your current speed. The wings last until you are incapacitated, die, or dismiss them as a bonus action. You may choose the appearance of the wings when you use this feature, but the most common forms are butterfly, moth or dragonfly wings.

BEGUILING PRESENCE

By 18th level, you have become a fey in your own right, gaining the following features:

- You gain the fey creature type in addition to your previous creature types.
- As an action upon first meeting a creature, you can spend 6 Sorcery Points to attempt to beguile them. The target must succeed on a Wisdom saving throw against your spell save DC or be swayed into viewing you and your allies more favourably. Indifferent creatures become friendly and hostile creatures become indifferent to you. Creatures that are immune to the charmed condition automatically succeed on the saving throw and hostile creatures have advantage on the save.
- Any creature that is friendly to you will do what you say so long as it does not put them in direct danger.
- Creatures indifferent to you cannot become hostile unless you initiate combat against them.

WARLOCK

PACT BOON OPTIONS

When you choose your pact boon at 3rd level, the following options are available to you, the Pact of the Effigy and the Pact of the Masque.

PACT OF THE EFFIGY

Your patron teaches you the art of making effigies, puppets containing the essence of a creature, that allow you to manipulate them. To create an effigy, you need a small part of the creature you wish to influence, such as a hair, a drop of blood, or a piece of bone. This creature becomes the Bond. The ritual to create an effigy takes 10 minutes and consumes the essence used in its creation. A creature can only be bonded to one effigy at a time.

Any spell you cast on the effigy will affect the Bond rather than the effigy itself, regardless of the distance between them, as long as the Bond is on the same plane. While holding the effigy, you can cast *suggestion* targeting the Bond without expending a spell slot once per day.

Additionally, you can destroy the effigy to deal 1d10 damage per warlock level to the Bond. The damage type is the same type of damage dealt to the effigy. If that damage type is unclear, it deals necrotic damage.

PACT OF THE MASQUE

Your patron gifts you an ever-changing mask that shifts with your desires. When you put on the mask, choose a Background, other than the one you already possess, as described on page 125 of the *Player's Handbook*. While you wear the mask, you gain the Feature listed in the description of the Background you chose. You can use an action to take off the mask and change its form, selecting a new Background before putting it back on. You can only have two Background Features at any one time, the one selected while making your character and the one you select when you don the mask. This feature cannot be used to create creatures or objects.

ELDRITCH INVOCATION OPTIONS

When you choose eldritch invocations you have access to these additional options.

CHAINS OF THE WILD

Prerequisite: Pact of the Chain feature

When you cast *find familiar* you can choose from the following additional special forms: Quickling, Darkling, Blink Dog, or Boggle.

CRUELTY OF THE FEY

Prerequisite: Pact of the Talisman feature

Fey Spirits empower the magic of the talisman wearer. When you cast a spell that requires a saving throw, you can increase the spell save DC for that spell by 1d4. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

DOMINATING EFFIGY

Prerequisite: 9th-level warlock, Pact of the Effigy feature

After making an effigy, you can cast *dominate person* instead of *suggestion* once per day without expending a spell slot.

ELDRITCH ACT

Prerequisite: Pact of the Masque feature

While wearing your mask, you gain advantage on all Charisma (Performance) checks, and you can expend a warlock spell slot to take on further aspects of its form. You gain proficiency in the skills listed in the 'skill proficiencies' section of the Background. If you already have proficiency in one of the skills you gain expertise in that skill instead. These bonuses last for 1 hour or until you remove your mask.

ENCHANTING BLADE

Prerequisite: Pact of the Blade feature

When you hit a creature with your pact weapon, you can attempt to enchant them. The target must make a Wisdom saving throw against your spell save DC. On a failed save, they are unable to target you with opportunity attacks until the end of your next turn.

INSPIRING PERFORMANCE

Prerequisite: Pact of the Masque feature

As an action on your turn, you put on a show that stirs your allies to new heights. Choose a number of creatures equal to your Charisma modifier within 30 feet to inspire. Once within the next 10 minutes, an inspired creature can roll 1d4 and add the number rolled to a single ability check, attack roll or saving throw. You must then finish a long rest to use this feature again.

OTHERWORLDLY WARDROBE

Prerequisite: Pact of the Masque feature

When you wear your mask, you can summon a piece of non-magical equipment in a free hand from the background you have adopted, such as rope for a sailor or a signet ring for a noble. This equipment cannot deal damage or be used to heal creatures. In addition, you can choose to change the external appearance (but not the physical shape or characteristics) of your worn equipment to that which best suits your chosen background. All objects disappear and your clothes return to normal when you remove your mask.

SCRYING EFFIGY

Prerequisite: Pact of the Effigy feature

After making an effigy, you can use an action to see through the Bond's senses, hearing what they hear and seeing what they see. During this time, you are deaf and blind in regards to your own senses.

SIGHT OF MIND

Prerequisite: Pact of the Effigy feature

After making an effigy, you can use an action to cast *detect thoughts* without expending a spell slot targeting the Bond. The Bond has disadvantage on any saving throws to detect or rebuff your probing, and doesn't automatically detect your presence.

TOME OF FEY MAGIC

Prerequisite: Pact of the Tome feature

You can now inscribe certain spells of the fey into your book of shadows. Pick a druid or ranger spell of a level equal to or less than your warlock spell slot level. While inscribed in your tome, that spell counts as a warlock spell for you and does not count against your number of spells known. You can perform a 1 hour ritual as part of a short or long rest to change the inscribed spell.



WARLOCK OF THE COVEN

OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature, which offers you the choice of a subclass. The Coven option is available to a warlock

THE COVEN

It takes a stunningly courageous, deeply foolish or simply desperate individual to make a pact with a coven of hags, the most spiteful, deceptive, and wicked of all fey. Learned in cruel hexes, beguiling glamors and all vile, unclean forms of magic, hags love nothing more than snaring the unwary into pacts and bargains that leave the petitioner a tortured puppet worse off than they began. And yet, for those with the cunning and wherewithal to survive such a pact, they will find themselves inducted into ancient arts forgotten even by the immortals - dark magic that unpicks the weave of reality and punishes foes and rivals with the cruellest curses and charms. To cross such a dread witch, steeped in the powers of true hexwork, would be a dire error indeed, and even the spiteful hags that taught them may learn to tremble at their would-be puppet, no longer a minion of the coven, but its mistress.

EXPANDED SPELL LIST

The Coven 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.

COVEN EXPANDED SPELLS

Spell level	Spell
1st	<i>ray of sickness, inflict wounds</i>
2nd	<i>spike growth, detect thoughts</i>
3rd	<i>bestow curse, lightning bolt</i>
4th	<i>blight, polymorph</i>
5th	<i>contagion, geas</i>

BONUS CANTRIPS

At 1st level, you learn the *dancing lights* and *vicious mockery* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

WEIRD MAGIC

At 1st level, you have been taught the art of creating Weird Objects - strange fetishes or charms that emulate spells. Select a warlock spell that you know and perform a 1 hour long ritual with a mundane object to create a Weird Object containing the selected spell. You may use an action to destroy the Weird Object and cast the spell contained within, without expending a spell slot. Weird Objects cannot be destroyed or used by creatures other than you and you may only have a single Weird Object at any one time, if you make another, the first loses its power

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

ILLUSORY APPEARANCE

Starting at 6th level, you've learned to shield your true appearance from other creatures, allowing you to slip in where you do not belong. As an action, you can magically shift your appearance into that of a creature of your size and humanoid shape. Your statistics are the same in each form and any equipment you are wearing or carrying is not transformed. If you take on the form of a specific creature, you can perfectly mimic their voice, if you have heard them speak. The change lasts until you take a bonus action to end it or you are incapacitated.

ENDURING CHARMS

By 10th level you've learned secret methods to enhance your fetishes and charms. You can cast the spell stored in the Weird Object twice before it is destroyed. The ritual to create a Weird Object now takes 10 minutes for you to perform instead of 1 hour.

WITCHCRAFT

By 14th level, you are a master of your craft, inspiring fear in those who oppose you and awe in those who follow you. You may spend 1 hour with suitable materials to craft a hag vehicle, an object no bigger than a 15-foot square that you and 3 other medium or smaller creatures can ride upon. The hag vehicle can take any shape, such as a broom, oversized pestle or small shack. The vehicle has a 60-foot walking speed and a flying speed of 60 feet. You may only have one hag vehicle at a time and you can spend 1 hour to change its appearance.

WIZARD

ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature, which offers you the choice of a subclass. The Court Wizard option is available to a wizard.

COURT WIZARD

The nature of fey magic is elusive, difficult to grasp for those whose minds do not possess the alacrity and subtlety of fairy folk. Like a fading mist, it slips through the grasp of ordinary wizards - as fickle and flighty as the fey Courts themselves. And yet, a mortal may find favour with such Courts, and with the knowledge such favour brings, surround themselves with the magic of the fey like a billowing cloak of intrigue and mystery. Walking between worlds mortal and fey, treating with the beguiling Courts of the Seelie and the cruel Courts of the Unseelie, such wizards master the subtlest of magics. Expertly navigating the complex world of the fairy Courts with perfect decorum, a glamorous charm that echoes the beauty of the Fair Folk, and a true fey's sensitivity to the ebb and flow of magic in the air, the Court Wizard's majesty may one day grow to rival, and perhaps eclipse, that of the Archfey themselves.

COURT FAVOR

At 2nd level, you are appointed as an agent of the fey courts. When you first select this arcane tradition, choose which court you are a member of, the Seelie or Unseelie. You can only be a member of one court at a time and can change which court you are following at the end of a long rest.

While an agent of the Seelie Court:

- You have advantage on saving throws against being charmed. If you already have this feature, you instead gain immunity to the charmed condition.
- You have advantage on Wisdom (Insight) checks made against creatures that are speaking a language you can understand.

While an agent of the Unseelie Court:

- You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.
- You can take the Hide action as a bonus action.

Additionally, your position within the Courts grants you subtle influence over others. You gain a number of Court Favor dice equal to your Intelligence modifier (minimum of one). As a reaction, upon seeing a creature make an attack roll or ability check within 60 feet, you can expend a Court Favor die before the effects of the roll are resolved. Roll 1d4 and add the result to the original roll if you are an agent of the Seelie Court or subtract it if you are an agent of the Unseelie Court. You regain all expended Court Favor dice after finishing a long rest.

Your Court Favor die changes when you reach certain levels, increasing to 1d6 at 5th level, 1d8 at 10th level, and 1d10 at 15th level.

TACTFUL COURTIER

At 2nd level, the subtleties of courtly conduct are second nature to you. Whenever you make a Charisma check, you can give yourself a bonus equal to your Intelligence modifier.

DECORUM

By 6th level, there is a refined subtlety to your magic. When you cast a spell, you can choose to cast it without any somatic or verbal components. You may use this feature a number of



COURT WIZARD

times equal to your Intelligence modifier (minimum of one), regaining all expended uses when you finish a long rest.

Additionally, you are immune to magical effects that sense whether you are speaking deliberate lies, and creatures have disadvantage on Wisdom (Insight) checks to determine if you are lying and cannot interpret what you are saying by reading your lips.

ARCANE SUBTERFUGE

At 10th level, your unassuming words can worm into the minds of allies and enemies alike. As an action, you can make a Wisdom (Insight) check against a creature you can see that is speaking, contested by the target's Charisma (Deception) check. If you succeed, you glean insights into their magical capabilities, including their highest level spell slot and Intelligence score.

Additionally, if you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throws it makes against the spell this turn.

TWIN ALLEGIANCE

By 14th level, you owe your primary allegiance to no single faction. You can spend 1 uninterrupted minute to change allegiances between the Seelie and Unseelie Courts. Additionally, your connection to the courts become empowered, granting you new effects.

While a member of the Seelie Court, after you use your Arcane Subterfuge feature to make a successful Wisdom (Insight) check against a creature, you can immediately cast an Illusion or Enchantment spell you know of 1st level or higher targeting that creature, as a bonus action. The target then has disadvantage on saving throws made to resist the effects of that spell.

While a member of the Unseelie Court, you have advantage on any Dexterity (Stealth) checks made to hide in dim or dark light. In addition, you make no sound as you move and cannot be tracked, except by magical means.

SPELLS

Fey magic is capricious and subtle, inimical to control yet immensely powerful in the hands of a quick-witted soul with the wherewithal to master its strange and varied ways. The mountebanks and magicians of the Witchlight Circus have developed their own breed of this most mysterious of magics, creating a spectacular repertoire of grand deceptions, breathtaking spectacles and even dizzying distortions of the fragile fabric of time itself.

A selection of these delightful magics is here presented for your viewing pleasure. Players may request the addition of one or more of these spells to a campaign at the DM's discretion, while DMs may choose to equip them to various foes. A DM might also wish to use these spells as rewards - hidden away in secret tomes or taught to player characters by the mysterious fey who invented them.

The spell table displays each spell's school and level, whether it is a ritual, if it requires concentration, and which classes have access to the spell.

Level	Spell	School	Conc.	Ritual	Class
0	Shield of Nature	Conjuration	No	No	Bard, Druid, Sorcerer, Warlock, Wizard
0	Sword Swallow	Conjuration	No	No	Artificer, Bard, Warlock
0	Tamer's Whip	Transmutation	No	No	Bard, Druid, Sorcerer, Warlock
0	Whimsy	Transmutation	No	No	Artificer, Bard, Cleric, Druid, Sorcerer, Warlock, Wizard
1	Bind	Necromancy	No	No	Bard, Sorcerer, Warlock, Wizard
1	Chameleon	Illusion	No	No	Bard, Druid, Ranger, Sorcerer, Warlock
1	Coiling Rope	Transmutation	No	No	Artificer, Ranger, Sorcerer, Wizard
1	Flittering Fey	Evocation	Yes	No	Bard, Cleric, Druid, Paladin
1	Mire Stride	Transmutation	No	Yes	Bard, Druid, Ranger, Sorcerer, Warlock
2	Alter Age	Necromancy	No	Yes	Cleric, Druid, Warlock
2	Calefaction	Transmutation	Yes	No	Artificer, Druid, Sorcerer, Warlock, Wizard
2	Gas Bubble	Evocation	No	No	Artificer, Druid, Sorcerer, Warlock, Wizard
2	Revelry	Enchantment	Yes	No	Artificer, Bard, Sorcerer, Warlock, Wizard
2	Trapeze	Evocation	No	No	Artificer, Bard, Ranger
3	Acidic Mist	Conjuration	Yes	No	Druid, Sorcerer, Warlock, Wizard
5	Stride of the Naiad	Conjuration	Yes	No	Druid, Ranger
6	Recall	Transmutation	Yes	No	Sorcerer, Wizard
9	Time Travel	Conjuration	Yes	Yes	Sorcerer, Wizard

SPELL DESCRIPTIONS

The Spells are presented in alphabetical order.

ACIDIC MIST

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 20-foot radius sphere of putrid, corrosive gas centered on a point within range. The cloud spreads around corners and its area is lightly obscured. The cloud lingers in the air for the duration and you can move it 5 feet at the beginning of each of your turns.

Each creature that is completely within the area at the start of its turn must make a Constitution saving throw. On a failed save, the target takes 6d4 acid damage and any non-magical weapons or armor the creature is carrying takes a cumulative -1 penalty to damage rolls and AC respectively. On a successful save, the creature takes half damage and their equipment is unaffected.

A weapon that takes a -5 penalty to damage, a piece of armor that is reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

ALTER AGE

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an object belonging to a deceased creature)

Duration: Instantaneous

You cause a creature you touch to grow older or younger. An unwilling target may make a Constitution saving throw to resist the effects, otherwise the target grows 1d10 years older or younger (to a minimum of 1 year old). This aging effect is never lethal.

BIND

1st-level necromancy

Casting Time: 1 action

Range: 50 Feet

Components: V, S, M (a silver needle)

Duration: 1 minute

You silence a creature within range, sewing their mouth shut with a spectral thread. The target must succeed on a Strength saving throw or be silenced, unable to talk or cast spells that require a verbal component for the duration.

The creature can spend an action on their turn to repeat the saving throw, ending the effect on a success.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, you can target an additional creature for each slot level above 1st.

CALEFACTION

2nd-level transmutation

Casting Time: 1 action

Range: 40 feet

Components: V, S, M (a drop of wax)

Duration: Concentration, up to 1 minute

The ground in a 10-foot radius sphere centered on a point within range is heated rapidly. Water boils, plants desiccate and metal becomes red hot. The area becomes difficult terrain and when a creature moves into or within the area, it takes 2d6 fire damage and an additional 1d6 fire damage for every 5 feet it travels. This spell has no effect on worked materials, forged metals, cured leather etc.



CHAMELEON

1st-level illusion

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 hour

You blend into the natural environment around you, evading detection. While in natural terrain, you have advantage on Dexterity (Stealth) checks and can attempt to hide even when not obscured by cover for the duration of the spell. While remaining motionless, you are indistinguishable from the natural terrain you are in, but fails to hold up to close physical inspection.

COILING ROPE

1st-level transmutation

Casting Time: 1 action

Range: 50 feet

Components: S, M (a length of rope)

Duration: Instantaneous

You charm a length of rope up to 50 feet long and can move it freely within range. You may target a creature, causing it to make a Dexterity saving throw or become restrained. A creature restrained by the rope can use an action to make a Strength check against your spell save DC. On a success, it frees itself.

Alternatively, the rope can seek out a vantage point within range and secure itself, allowing it to be safely climbed.

FLITTERING FEY

1st-level evocation

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (the wing of a fairy)

Duration: Concentration, up to 1 minute

Fey spirits flit about you, creating a healing aura. Until the spell ends, you can use an action on each of your turns to cause the spirits to restore 1 hit point to creatures of your choice in the area. The spirits cannot heal constructs or undead.

GAS BUBBLE

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: S

Duration: Instantaneous

A 10-foot radius bubble of noxious swamp gas bursts at a point you can see within range. All creatures within the radius must make on a Constitution saving throw. A creature takes 4d6 poison damage on a failed save or half as much damage on a successful one. Any open flames within the radius cause the bubble to ignite, dealing an additional 2d6 fire damage.

MIRE STRIDE

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: M (a frog leg)

Duration: 1 hour

Select one creature within range, for the duration of the spell that creature is unaffected by non-magical difficult terrain.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, you can target any number of creatures within range.

RECALL

6th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a masterwork hourglass worth at least 750 gp)

Duration: Instantaneous

You prepare to jaunt through time. When you cast this spell make a note of your current hit points and the space you currently occupy, then continue your turn normally. At the end of your next turn you are shunted back in time, returning to the space you occupied when the spell was cast. Any damage taken is healed and any conditions gained in this time are removed. If you die during the duration of this spell, you are returned to life when the spell ends.

At higher levels. When you cast this spell using a spell slot of 7th level or higher, the duration increases by one additional round for each slot level above 6th.

REVELRY

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Fey energy springs like a font from a point you can see within range. All non-hostile creatures within 30 feet of the target point are positively influenced toward you. You have advantage on all Charisma checks with influenced creatures.

When the spell ends, the creatures realize that you used magic to influence their mood and become hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

SHIELD OF NATURE

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

You conjure forth vines and plants, which form the shape of a writhing shield in your free hand. While held, the vines increase your AC by 1.

STRIDE OF THE NAIAD

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain the ability to fully submerge in a body of water and reemerge from the same continuous body of water anywhere within 500 feet. The body of water must be mundane and at least the same size as you. You must use 5 feet of movement to enter the water and you instantly know all the boundaries and features of this body of water within a 500-foot range. You can use this transportation ability once per round for the duration.

SWORD SWALLOW

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

You summon and harmlessly draw a mundane weapon from your mouth. This weapon may take the form of a dagger, shortsword, rapier, or longsword. You can't have more than one weapon summoned in this way at a time. If you cast this spell while you already have a summoned weapon, the previous weapon disappears.

TAMER'S WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a whip)

Duration: 1 minute

You touch a nonmagical whip. Until the spell ends, the whip gains the following features:

- The whip becomes magical for the purpose of overcoming resistances.
- You become proficient in using the whip.
- The weapon damage dice increases to 1d6.
- For the duration, any enemy hit by the whip must succeed on a Wisdom saving throw or become frightened of you for a turn.

TIME TRAVEL

9th-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a diamond hourglass worth at least 1000 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You create a portal linking an unoccupied space you can see within range to the distant past or far future. When casting the spell, choose a number of years to travel, either forward

or backward. The portal appears in the same physical space in that new time period. The portal is a circular opening, which you can make 5-20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back in each time period where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other time period, appearing in an unoccupied space nearest to the portal.



TRAPEZE

2nd-level evocation

Casting Time: 1 bonus action

Range: 15 feet

Components: V, S

Duration: 1 round

You summon a trapeze in an unoccupied space within range. As a bonus action, any creature in the same space as the trapeze, may swing on it to any unoccupied space within 30 feet. You may swing on the trapeze as part of the casting of this spell. While swinging, creatures hover 5 feet above the ground and their regular movement is not used.

WHIMSY

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 hour

This spell is a minor magical trick, emulating the tricks and games of the fey. You create one of the following magical effects within range:

- You change the color of an object, no larger than a 10-foot cube.
- You change the appearance of a creature's hair, such as its styling, color, or length.
- You change a creature's voice, such as shifting their pitch or altering their cadence or talking speed.
- You create an instantaneous, harmless odor, such as a sweet breeze or the stench of a skunk.
- You can create a non-magical, rotten piece of fruit or vegetable that can fit in your hand, lasting until you throw it or until the end of your next turn.
- You unfasten an object, such as loosening a knot or undoing a buckle.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.