



UNOFFICIAL UNEARTHED ARCANA ARCHIVE



DUNGEONS & DRAGONS®

A collection of releases from Wizards of the Coast's
playtest material for 5th Edition Dungeons & Dragons

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CHAPTER 1: EBERRON

Welcome to the first installment of *Unearthed Arcana*, a monthly workshop where D&D R&D shows off a variety of new and interesting pieces of RPG design for use at your gaming table. You can think of the material presented in this series as similar to the first wave of the fifth edition playtest.

These game mechanics are in draft form, usable in your campaign but not fully tempered by playtests and design iterations. They are highly volatile and might be unstable; if you use them, be ready to rule on any issues that come up. They're written in pencil, not ink.

The material presented in *Unearthed Arcana* will range from mechanics that we expect one day to publish in a supplement to house rules from our home campaigns that we want to share, from core system options such as mass combat to setting-specific material such as the Eberron update included in this article. Once it's out there, you can expect us to check in with you to see how it's working out and what we can do to improve it.

Eberron Update. This month's installment is relatively straightforward. We're rolling out some rules to help you convert your Eberron campaign to fifth edition. The Eberron campaign setting was created by Keith Baker and first published for D&D in 2004. It combines pulp adventure and intrigue in a world where magic-driven technology has produced airships, trains, and similar advancements comparable to early 20th-century Europe. The continent of Khorvaire, the center of Eberron's focus, has recently emerged from the Last War, a terrible conflict that saw the kingdom of Cyre transformed into a lifeless gray wasteland called the Mournland. That catastrophe shocked the remaining kingdoms into an uneasy peace that has held so far. Full details on the Eberron setting are available in several PDF products available through dndclassics.com. This article focuses on mechanical conversions for several of the key elements unique to Eberron.

NEW RACES

Several unique races are featured in the Eberron setting, and each helps shape the campaign's flavor. The warforged are a living reminder of the Last War's legacy and the uncertain future that faces Khorvaire. Changelings are masters of intrigue and deception, the perfect choice for a campaign that runs in the shadows. Shifters embody the tension between Khorvaire's natural world and its future, as growing cities and magical technology push against the wild.

You'll notice that the kalashtar are not included in this update. The kalashtar are a psionic race, but the fifth edition of D&D doesn't yet have rules for psionics. Once such rules become available—perhaps in a future edition of *Unearthed Arcana*—we can take a pass at them.

CHANGELING

Changelings are subtle shapeshifters capable of disguising their appearance. Their ability to adopt other creatures' guises makes them consummate spies and criminals.

As a changeling, you have the following racial traits.

Ability Score Increase. Your Dexterity and Charisma scores increase by 1.

Size. Changelings are built much like humans, but a little leaner. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Duplicity. You gain proficiency in the Deception skill.

Shapechanger. As an action, you can polymorph into any humanoid of your size that you have seen, or back into your true form. However, your equipment does not change with you. If you die, you revert to your natural appearance.

Languages. You can speak, read, and write Common and two other languages of your choice.

SHIFTER TRAITS

Shifters are descended from humans and lycanthropes. Although they cannot fully change to animal form, they can take on animalistic features by a process they call shifting.

As a shifter, you have the following racial traits.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Shifters are about the same size as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your lycanthropic heritage grants you the ability to see in dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shifting. On your turn, you can shift as a bonus action. Shifting lasts for 1 minute or until you end it on your turn as a bonus action.

While shifting, you gain temporary hit points equal to your level + your Constitution bonus (minimum of 1). You also gain a feature that depends on your shifter subrace, described below.

You must finish a short or long rest before you can shift again.

Languages. You can speak, read, and write Common and Sylvan.

Subrace. Several subraces of shifter exist, each with its own animalistic features. Choose one of the options below.

BEASTHIDE

As a beasthide shifter, you are especially tough and persistent in battle.

Ability Score Increase. Your Constitution score increases by 1.

Shifting Feature. While shifting, you gain a +1 bonus to AC.

CLIFFWALK

Your cliffwalk heritage grants you the agility of a mountain goat.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you gain a climb speed of 30 feet.

LONGSTRIDE

Longstride shifters are fleet and elusive.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you can use the Dash action as a bonus action.

LONGTOOTH

As a longtooth shifter, you are a ferocious combatant.

Ability Score Increase. Your Strength score increases by 1.

Shifting Feature. While shifting, you can make a bite attack as an action. This is a melee weapon attack that uses Strength for its attack roll and damage bonus and deals 1d6 piercing damage. If this attack hits a target that is your size or smaller, the target is also grappled.

RAZORCLAW

As a razorclaw shifter, you make swift, slashing strikes in battle.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you can make an unarmed strike as a bonus action. You can use your Dexterity for its attack roll and damage bonus, and this attack deals slashing damage.

WILDHUNT

Your wildhunt heritage makes you a consummate tracker and survivor.

Ability Score Increase. Your Wisdom score increases by 1.

Shifting Feature. While shifting, you gain advantage on all Wisdom-based checks and saving throws.

WARFORGED

The warforged were made as the ideal soldiers to serve in the devastating Last War. Although they are constructs, they have much in common with living creatures, including emotions and social bonds, and perhaps even souls.

TRAITS

As a warforged, you have the following racial traits.

Ability Score Increase. Your Strength and Constitution scores increase by 1.

Size. Warforged are generally broader and heavier than humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Composite Plating. Your construction incorporates wood and metal, granting you a +1 bonus to Armor Class.

Living Construct. Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Languages. You can speak, read, and write Common and one other language of your choice.

NEW WIZARD TRADITION: ARTIFICER

Artificers are a key part of the world of Eberron. They illustrate the evolution of magic from a wild, unpredictable force to one that is becoming available to the masses. Magic items are part of everyday life in the Five Nations of Khorvaire; with an artificer in your party, they become part of every adventuring expedition.

The artificer was a separate class in prior editions of the Eberron setting, a melee combatant who specialized in mystically enhanced arms and armor. The fifth edition rules treat the artificer as a new wizard tradition that focuses on mystical invention, which you can choose starting at 2nd level.

ARTIFICER SUMMARY

Wizard Level	Arcane Tradition Feature
2nd	Infuse potions, infuse scrolls
6th	Infuse weapons and armor
10th	Superior artificer
14th	Master artificer

INFUSE POTIONS

Starting at 2nd level, you can produce magic potions. You spend 10 minutes focusing your magic on a vial of mundane water and expend a spell slot to transform it into a potion. Once you have expended a spell slot to create a potion, you cannot regain that slot until the potion is consumed or after 1 week, at which time the potion loses its effectiveness. You can create up to three potions at a time; creating a fourth potion causes the oldest currently active one to immediately lose its potency. If that potion has been consumed, its effects immediately end.

The spell slot you expend determines the type of potion you can create. See chapter 7 of the *Dungeon Master's Guide* for complete rules on potions.

Spell Slot Potion Created

1st	Climbing, growth, or healing
2nd	Mind reading or greater healing
3rd	Invisibility, superior healing, or water breathing
4th	Resistance

INFUSE SCROLLS

At 2nd level, you can also tap into your reserves of magical energy to create spell scrolls. You can use your Arcane Recovery ability to create a scroll instead of regaining expended spell slots.

You must finish a short rest, then spend 10 minutes with parchment, quill, and ink to create a spell scroll containing one spell chosen from those you know. Subtract the spell's level from the total levels worth of slots you regain using Arcane Recovery. This reduction to your Arcane Recovery applies until you use the scroll and then finish a long rest.

INFUSE WEAPONS AND ARMOR

Beginning at 6th level, you can produce magic weapons and armor. You spend 10 minutes focusing your magic on a mundane weapon, suit of armor, shield, or bundle of twenty pieces of ammunition, and expend a spell slot to infuse it with magical energy. The magic item retains its enhancement for 8 hours or until used (in the case of magic ammunition). You can infuse only one item at a time; if you infuse a second one, the first immediately loses its potency. Once you have expended a spell slot to create such an item, you cannot regain that slot until the item becomes nonmagical.

The spell slot you expend determines the type of weapon, armor, or shield you can create.

Spell Slot Item Created

2nd	+1 ammunition (20 pieces)
3rd	+1 weapon or +1 shield
4th	+1 armor
5th	+2 weapon or +2 ammunition (20 pieces)
6th	+2 armor

SUPERIOR ARTIFICER

Starting at 10th level, you can create a second magic weapon, suit of armor, shield, or bundle of ammunition using your Infuse Weapons and Armor ability. Attempting to infuse a third item causes the oldest one to immediately lose its potency.

You can also create one additional potion or scroll using Infuse Potions or Infuse Scrolls.

MASTER ARTIFICER

On reaching 14th level, your mastery of arcane magic allows you to produce a variety of magic items. You can create a single item chosen from Magic Item Tables A and B in chapter 7 of the *Dungeon Master's Guide*. It takes you 1 week to produce such an item, and you must rest for 1 month before using this ability to craft another item.

ACTION POINTS

The Eberron campaign setting introduced this concept to reflect characters who are larger-than-life heroes destined for great things. Action points allow a player to add a bonus on any d20 roll so that characters can dodge or at least mitigate the effects of bad luck. This rule inspired the "Hero Points" optional rule presented in chapter 9 of the *Dungeon Master's Guide*.

You start with 5 action points at 1st level. Each time you gain a level, you lose any unspent action points and gain a new total equal to 5 + half your level.

You can spend an action point whenever you roll a d20 to make an attack roll, an ability check, or a saving throw. You don't have to decide until after you make the roll and learn if it succeeded or failed. If you spend an action point, roll a d6 and add it to your d20 result, possibly changing a failure into a success. You can spend only 1 action point per roll.

In addition, whenever you fail a death saving throw, you can spend an action point to make it a success.

DRAGONMARKS

Dragonmarks are elaborate skin patterns, similar to tattoos, that grant their bearers innate spellcasting abilities. Each type of mark is tied to large, extended families that each control a different industry or trade in Eberron. Not every member of a given family possesses a dragonmark; conversely, merely possessing a dragonmark does not grant special status within the house.

You must use a feat to gain a dragonmark. You are a member of its corresponding dragonmarked house (or houses, in the case of the Mark of Shadow) and must belong to its listed race or races.

DRAGONMARKS

Mark	House	Race	Influence
Detection	Medani	Half-elf	Warning Guild
Finding	Tharashk	Half-orc, human	Finders Guild
Handling	Vadalis	Human	Handlers Guild
Healing	Jorasco	Halfling	Healers Guild
Hospitality	Ghallanda	Halfling	Hostelers Guild
Making	Cannith	Human	Tinkers Guild, Fabricators Guild
Passage	Orien	Human	Couriers Guild, Transportation Guild
Scribing	Sivis	Gnome	Notaries Guild, Speakers Guild
Sentinel	Deneith	Human	Blademarks Guild, Defenders Guild
Shadow	Phiarlan	Elf	Entertainers and Artisans Guild
Shadow	Thuranni	Elf	Shadow Network
Storm	Lyrander	Half-elf	Windwrights Guild, Raincallers Guild
Warding	Kundarak	Dwarf	Banking Guild, Warding Guild

NEW FEAT: DRAGONMARK

You have a magical mark that indicates you are a member of one of the dragonmarked houses. Select one of the options from the Dragonmarks table.

DRAGONMARK BENEFITS

Mark	Ability	Least	Lesser	Greater
Detection	Wisdom	<i>Detect magic, mage hand</i>	<i>Detect thoughts</i>	<i>Clairvoyance</i>
Finding	Wisdom	<i>Identify, mage hand</i>	<i>Locate object</i>	<i>Clairvoyance</i>
Handling	Wisdom	<i>Druidcraft, speak with animals</i>	<i>Beast sense</i>	<i>Conjure animals</i>
Healing	Wisdom	<i>Cure wounds, spare the dying</i>	<i>Lesser restoration</i>	<i>Revivify</i>
Hospitality	Charisma	<i>Friends, unseen servant</i>	<i>Rope trick</i>	<i>Leomund's tiny hut</i>
Making	Intelligence	<i>Identify, mending</i>	<i>Magic weapon</i>	<i>Fabricate</i>
Passage	Intelligence	<i>Expeditious retreat, light</i>	<i>Misty step</i>	<i>Teleportation circle</i>
Scribing	Intelligence	<i>Comprehend languages, message</i>	<i>Sending</i>	<i>Tongues</i>
Sentinel	Wisdom	<i>Blade ward, compelled duel</i>	<i>Blur</i>	<i>Protection from energy</i>
Shadow	Charisma	<i>Dancing lights, disguise self</i>	<i>Darkness</i>	<i>Nondetection</i>
Storm	Intelligence	<i>Fog cloud, shocking grasp</i>	<i>Gust of wind</i>	<i>Sleet storm</i>
Warding	Intelligence	<i>Alarm, resistance</i>	<i>Arcane lock</i>	<i>Magic circle</i>

You gain the ability to innately cast spells and cantrips, as summarized in the Dragonmark Benefits table, using the spellcasting ability listed under the Ability column. You cast each spell at its lowest level. Once you cast a given spell this way, you must finish a long rest before you can cast it innately again. You must still expend any material components. Your dragonmark confers the following benefits:

- When you first take this feat, you gain the **least dragonmark**. You learn the spells listed under the Least column.
- At 5th level and higher, your mark becomes more potent, improving to **lesser dragonmark**. You also learn the spell listed under the Lesser column.
- At 9th level and higher, your mark's power increases again, becoming a **greater dragonmark**. You also learn the spell listed under the Greater column.

Mike Mearls is the senior manager for the D&D research and design team. He was one of the lead designers for the fifth edition of D&D. His other credits include the *Castle Ravenloft* board game, *Monster Manual 3* for fourth edition, and *Player's Handbook 2* for third edition.



CHAPTER 2: WHEN ARMIES CLASH

The D&D combat rules in the *Player's Handbook* are designed to model conflict between small groups—an adventuring party of perhaps three to six characters against monster groups that rarely exceed a dozen creatures. Combat on this scale keeps the focus squarely on the adventurers.

In some D&D campaigns, though, the story might hinge on battles involving dozens or hundreds of monsters and warriors. The rules presented here build on the standard combat rules to model conflict on a much larger scale, while still enabling individual adventurers to lead an army's charge against an enemy regiment, rally dispirited soldiers to rejoin the fray, or defeat powerful enemy monsters or leaders.

In most cases, when two armies oppose one another, the DM serves as the general for one side, and one or more players serve as generals for the opposing force. These leaders direct the soldiers that make up their armies, and everyone at the table might also represent individual champions (such as the player characters and important NPCs) who are capable of turning the tide of battle all by themselves.

THE COMBATANTS

In these rules, the elements of an army are **stands**, each of which represents ten creatures of the same kind, and **solos**, which are powerful individuals that can act alone or join an allied stand. A stand behaves much like a single creature in the standard combat rules, with its own hit points, saving throws, and attacks.

Stands and solos on each side are grouped into **units** of dozens or even hundreds of creatures. A unit generally moves and attacks as a single entity, with all of its members using the same strategy and tactics every round.

MINIATURES AND SCALE

For ease of play, clarity, and speed of combat resolution, these rules assume the use of miniatures and a grid, just as you might use for small-scale combat. However, time and distance work a bit differently under these rules.

Time. Each round of combat represents 1 minute.

Distance. A single square measures 20 feet on each side.

Diagonals. Diagonally contiguous squares (those that touch only at a corner) are not considered adjacent; each is 1 square away from the other. Stands and solos cannot move diagonally. When determining the distance between one square and another, do not count squares diagonally.

STANDS

A stand consists of ten identical creatures that move and fight as a single entity. Only creatures of Huge size or smaller can be formed into stands. Gargantuan creatures always fight as individuals; see "Solos" later in this section.

Space. A stand of creatures occupies the same space on a 20-foot grid that a single creature would occupy on a 5-foot grid.

Creature Size

Medium or smaller

Large

Huge

Space

1 square

2 x 2 squares

3 x 3 squares

Statistics. A stand uses the statistics and special abilities of the creatures within the stand, such as Armor Class, hit points, attack and damage capabilities, and so on.

Speed. The speed of a stand is measured in squares, and is equal to the speed of an individual creature divided by 5. For example, a stand of hobgoblins (individual speed 30 feet) has a speed of 6 squares.

UNITS

A unit is a group of stands organized into a single, cohesive group that fights and acts as one. A unit can contain stands of different kinds of creatures, such as orcs and ogres. A unit can have any number of stands.

Stands can be organized into units of two different types: **skirmishers** and **regiments**. In general, skirmishers have lighter armor and focus on scouting, while regiments focus on attacking or defending a point on the battlefield. A unit's type is designated before the battle begins and cannot be changed once the fight is in progress.

Skirmishers. Skirmisher units are loosely organized. They excel at moving quickly, making hit-and-run attacks, and scouting ahead of the main army.

A skirmisher unit has the following characteristics:

- All stands in the unit have advantage on Dexterity saving throws.
- A skirmisher unit uses the highest Dexterity modifier from among its component stands to determine initiative.
- The unit can take the Hide action (see "Battle Actions" below).
- An allied stand can move through the space of a stand of skirmishers but can't end its turn in that location.
- An allied solo can move through the space of a stand of skirmishers but can't end its turn in that location unless it uses its action to join that stand.
- A skirmisher stand can use part of its move, take an action, and then complete its move.
- To keep from becoming isolated (see "Unit Integrity" below), each stand within a skirmisher unit must be no more than 1 square away from another stand in that unit at the end of a turn.

Regiments. Regiment units move in strict ranks, creating a tight formation. Although they are slower than skirmisher units, regiments are adept at delivering powerful attacks and holding key points on the battlefield.

Configuration. A regiment unit begins a battle in one of three configurations, as chosen by its general, and it can switch between these configurations during the fight. See the "Configure" section below.

A regiment unit has the following characteristics:

- A regiment unit uses the lowest Dexterity modifier from among its component stands to determine initiative.
- The unit can take the Configure action (see “Battle Actions” below).
- An allied stand cannot move into or through the space of a stand in a regiment unit.
- An allied solo can move into the space of a stand of a regiment unit only if it uses its action to join that stand.
- To keep from becoming isolated (see “Unit Integrity” below), each stand in a regiment unit must be adjacent to at least one other stand in that unit at the end of a turn.

SOLOS

A solo is a significant creature on the battlefield—usually a player character or a powerful NPC or monster.

A solo has the following characteristics:

- A solo can be unattached, moving and acting on its own on the battlefield, or it can attach itself to a stand and a unit by taking the Join action (see “Battle Actions” below).
- An unattached solo can move through the space of an allied stand of skirmishers, but it can’t end its turn in that location unless it uses its action on the same turn to join that stand.
- An unattached solo can move into the space of an allied stand of a regiment unit only if it uses its action on the same turn to join that stand.
- A solo that has joined a stand can be, and often is, a commander. (See the next section.)
- A solo occupies the same space on the battlefield as a stand made up of creatures of its size. (A Gargantuan solo has a space of 4 × 4 squares.)
- To keep from becoming isolated (see “Unit Integrity” below), an unattached solo must be no more than 1 square away from any allied stand at the end of a turn.

COMMANDERS

Commanders play a key role in shaping a battle. Any player character can serve as a commander, as can NPCs that the DM designates. Commanders are always solos, and a solo must be joined to a stand to act as a unit’s commander. A unit can have only one commander; before a new commander can take over, the current one must vacate the post.

A solo can use a bonus action to become commander of a unit if it is joined to one of the unit’s stands. It can use another bonus action to cease acting as a commander. It also no longer serves as commander if it cannot take actions.

As a bonus action, a commander can apply one of the following benefits to all the stands in its unit.

PREPARE

A commander can order its unit to be more wary by making a DC 15 Charisma (Intimidation or Persuasion) check. If it succeeds, the unit gains advantage on all saving throws until the end of the commander’s next turn.

INCITE

A commander can try to inspire the soldiers of its unit to greater effort by making a DC 15 Charisma (Intimidation or Persuasion) check. If it succeeds, the unit gains advantage on all attack rolls it makes on its next turn.

RALLY

A commander can reverse the effects of a failed morale check by rallying troops so that they are willing to resume fighting. See “Check Morale” below.

UNIT INTEGRITY

If the components of a unit become too widely separated during a battle, stands and solos that become isolated from their allies are in danger of being overwhelmed by their enemies.

An isolated stand or solo has disadvantage on attack rolls until it is no longer isolated.

When an isolated stand or solo is attacked, the attacker has advantage on its attack roll. If the attack hits, it deals double damage.

Regiment. A stand in a regiment unit is isolated if it is not adjacent to another stand in its unit.

Skirmisher. A stand in a skirmisher unit is isolated if it is more than 1 square away from another stand in its unit.

Solo. An unattached solo is isolated if it is more than 1 square away from any allied stand regardless of that stand’s unit.

TERRAIN

Terrain is a key part of most large-scale combats—important enough to be considered a combatant by itself, whether allied with or working against the soldiers on the field.

Each square on the battlefield can have the following terrain traits. A square might also be difficult terrain, and some types of terrain are always difficult, as noted in their entries. The DM should mark squares of difficult terrain.

Clear. Clear terrain offers no special benefits or hindrances. Clear squares filled with rubble or broken ground are difficult terrain.

Road. If the last square of a stand’s movement takes it into a road square, the stand can move 1 more square regardless of its remaining speed. Road squares are never difficult terrain unless they are successfully targeted with the Destruction objective (see “Creating Objectives” below).

Forest. A stand in a forest square gains half cover against all attacks. Forest is always difficult terrain.

Water. Water squares are either deep or shallow water. Shallow water is difficult terrain. Only a stand made up of creatures that have a swimming speed, or a solo that has a swimming speed, can enter deep water.

High Ground. Any terrain other than water can also have this additional trait. An area of high ground is given a number that represents its relative height (in multiples of 20 feet) compared to nearby squares of a lower elevation. A stand or solo on high ground has advantage on melee attack rolls made against targets that are at a lower elevation.

Moving into higher ground costs 1 square of movement for each 20 feet of difference in elevation between the stand or solo’s current location and its destination square.

If the higher ground is also difficult terrain, the cost of entering it is doubled.

COMBAT PROCEDURE

The combat procedure in a mass battle is very similar to that outlined in the standard rules, except that the activity in a round is simultaneous rather than sequential. Other differences are outlined in this section. Also, units in a mass battle have access to the new action types described below.

SETTING UP THE FIGHT

Naturally, before the action can start, the opposing armies must be positioned on the battlefield. Before and during this activity, a few determinations need to be made:

- Stands must be organized into units, and those units designated as skirmishers or regiments.
- Each regiment must begin in one of three configurations (see the “Configure” section below).
- Each solo must begin either as unattached or joined to a stand. A solo that is joined to a stand is considered to have taken the Join action before combat starts, so that it can take another action on its first turn.
- A solo that is joined to a stand is eligible to be designated as a commander.

A bit of bookkeeping on the side is also recommended. Make a list of which stands belong to which units, so that you can tell when a stand becomes isolated or when a unit might become broken (see “Check Morale” below).

After all these tasks are taken care of, it’s time to start the fight.

INITIATIVE

Each unit rolls for initiative using the highest or lowest Dexterity modifier among its stands (depending on whether the unit is a skirmisher or a regiment). This includes solos that are attached to a unit at the start of the turn (see “Join” below).

The DM might also rule that some units or unattached solos are surprised, based on the situation at the start of the battle.

MOVEMENT

On a unit’s turn, each stand in the unit can move a number of squares according to its speed, following the rules for the unit type. A unit of skirmishers can use part of its move, take an action, and then complete its move.

Adjacent to Other Stands. There are no opportunity attacks in these rules. Instead, a stand cannot move once it becomes adjacent to an enemy stand, unless its unit takes the Retreat action. This restriction does not prevent other stands in the unit from moving normally—only those stands that are adjacent to enemy stands.

Fleeing the Field. If a stand willingly or unwillingly moves off the area covered by the grid, it is considered to have fled the battlefield and is eliminated.

BATTLE ACTIONS

One round of combat in these rules represents the aggregate results of 1 minute of fighting.

On a unit’s turn, choose one action for the unit. Each stand in the unit individually takes that action or takes no action. Except when otherwise noted (see “Cast a Spell” below), stands in the same unit can’t take different actions.

ATTACK

Attacks between units work the same as in the standard combat rules, except as described here.

A unit that takes the Attack action fights one or more other units, with each stand attacking individually. Each stand in a unit directs its attack against another target stand. A stand attacks just like its component creatures. For instance, if a creature has the Multiattack ability, a stand composed of those creatures has that ability as well. Different stands can choose different forms of attack, according to their capabilities. For instance, one stand of orcs can make a melee attack with greataxes, while another stand of orcs in the same unit makes ranged attacks with javelins.

For monster abilities that create a distance effect measured in feet, convert that distance to squares by dividing by 5, using the same rules for calculating the speed of a stand. For example, a minotaur’s charge allows it to push a target up to 10 feet. A stand of minotaurs would thus be able to push an enemy stand 2 squares.

Roll the stand’s attack and damage as in the standard combat rules, applying damage against the target stand’s hit points.

Melee Attacks. A stand that makes a melee attack must be able to target a stand or a solo in an adjacent square.

Reach. A stand that has a reach of 10 feet or greater with its melee attack makes a bonus attack as part of its Attack action. This benefit represents the stand’s ability to bring more of its members to bear when making an attack.

Ranged Attacks. Determine range as normal (and remember that each square is 20 feet on a side). If the range of an attack extends at least 10 feet into a square, the attack affects that square in its entirety. Similarly, even if an attack’s range is less than 20 feet, the attack can still target a stand or a solo in an adjacent square.

CAST A SPELL

Determining the effect of a spell in these rules depends on whether the spell requires targets or covers an area of effect, and whether a stand or a solo casts it.

If a unit has some stands that can cast spells and others that cannot, the stands that cannot cast spells can instead take any action they are normally allowed to choose.

Range. Determine the range of a spell the same as for a ranged attack with a weapon (see above). If the range of a spell extends at least 10 feet into a square, the attack affects that square in its entirety. Similarly, even if a spell’s range is less than 20 feet, the spell can still target a stand or a solo in an adjacent square.

Targeted Spells. If a spell requires a target, a stand of casters can target another stand within range. A spell that targets multiple creatures can affect one stand or unattached solo per creature it can target.

For spells requiring an attack roll by a stand against an isolated solo, the stand has advantage on the attack roll and the spell deals double damage. If the spell allows a saving throw, the solo has disadvantage on the saving throw and takes double damage if the saving throw fails, doubled.

A solo can cast a targeted spell against another solo, following the normal rules for the spell. Such a spell is effective against a stand only if the spell normally targets five or more creatures.

Areas of Effect. A spell that covers an area affects all the stands in its area. If the area does not include all of the squares a stand occupies, the spell either deals half damage to that stand (if it deals damage) or has no effect.

If a stand casts such a spell, assume all the casters use the same area of effect. Targets make saving throws as normal but take double damage from the spell. Solos cast area spells as normal against solos or stands within the area.

If an area spell has a range of “Self,” its point of origin is the midpoint of one of the sides of the caster’s space. If the spell has any other range, the distance to its point of origin is measured starting at the midpoint of one of the sides of the caster’s space.

Cone. The length of a cone on the battlefield is 1 square for every 20 feet. Each square of the area beyond the first one must be adjacent to the square that is closer to the point of origin. A cone is wider the farther it extends from the point of origin. The cone’s width at any place along its length equals the number of squares between that square and the point of origin. Add squares of length as evenly as possible to both sides of the cone.

Cube, Cylinder, Sphere. The size of a cube or the radius of a cylinder or a sphere on the battlefield is 1 square for every 20 feet. Any square in the area beyond the one that contains the point of origin must be within 1 square of the origin square. If the area extends beyond those squares, each additional square must be within 2 squares of the origin square.

Line. The length of a line on the battlefield is 1 square for every 20 feet. Each square of the area beyond the first one must be adjacent to the square that is closer to the point of origin.

CONFIGURE

(Regiments only)

A regiment begins the battle in one of the following configurations. It remains in the chosen configuration until it takes this action again.

Aid. When a unit in the aid configuration uses the Attack action to make a melee attack, individual stands in the unit can forgo their attacks to support the melee attacks of other stands. A stand that does so grants advantage on melee attack rolls made by an adjacent stand in its unit. A stand can grant advantage in this manner even if it has no legal target for an attack of its own (representing soldiers pushing forward to replace casualties, covering an exposed flank against a counterattack, or distracting the enemy with ranged fire).

A unit in the aid configuration moves at half speed (rounding down if necessary) to reflect the fact that some of its members are moving around within the ranks instead of pressing forward.

Defend. When a unit is in the defend configuration, all stands in the regiment gain a +2 bonus to AC. The unit can’t use the Attack action while it remains in this configuration.

A unit in the defend configuration moves at half speed (rounding down if necessary) to reflect the fact that its members are focusing on protecting themselves instead of pressing forward.

March. A regiment in the march configuration moves at its full speed.

DASH

A unit that takes the Dash action gains a bonus to its speed equal to its normal speed.

A regiment that is configured to aid or defend and takes the Dash action can move at its full speed (not half speed) on that turn.

HIDE

(Skirmishers and solos only)

Taking this action follows the standard combat rules. Make a Dexterity (Stealth) check for each stand in a unit that attempts to hide. Conditions such as obscuring terrain and lack of illumination might mean that some stands in a unit can attempt to hide while others can’t.

A stand that cannot hide (or that chooses not to make the attempt) cannot take any other action during the unit’s current turn.

JOIN

(Solos only)

Joining a stand grants a measure of protection to a solo creature, so that it does not risk taking the penalties for becoming isolated.

To take the Join action, a solo must first move into the space of an allied stand. Its move ceases at that point. Then, with its action on that turn, the solo takes the Join action and becomes part of the stand.

A solo cannot join a stand if the solo is more than one size category larger than the stand. Within that limitation, any number of solos can join a stand.

Remove the solo from the battlefield and mark the stand in some way to note that the solo is part of it.

When a solo is joined with a stand, it is considered part of that stand for the purpose of being targeted by a spell, though it continues to use its own AC and saving throws against the spell.

When the stand moves, the solo automatically moves with it. On its turn, the solo takes its action as normal but does not take its own move. In place of its move, it can either leave the stand (entering an empty adjacent space) or immediately join another adjacent stand in its unit.

If the stand is eliminated (see “Eliminate Casualties” below), any solos that were joined with the stand remain in play. A newly unattached solo can immediately join an adjacent stand in its unit or remain unattached and occupy one or more of the squares the stand formerly occupied.

RETREAT

Any stand in a unit that takes this action can move even if it begins its turn adjacent to an enemy stand or becomes adjacent to an enemy stand during movement.

DAMAGE

Apply damage to a stand’s hit points as though it were an individual creature. If a stand takes damage in excess of its current hit points, apply the excess damage to an adjacent identical stand in its unit, if there is one.

Because the action in a round is considered to be simultaneous, a stand is not immediately destroyed when it is reduced to 0 hit points. The stand becomes a **casualty** but remains in play until the end of the round, taking actions (including attacks) and moving as normal if it had not already taken its turn in the current round. Treat the stand as if it had 1 hit point remaining. You can push the stand’s miniature onto its side or otherwise mark it to represent that it is a casualty.

END OF ROUND

Unlike the standard D&D combat rules, these rules require you to take a few specific steps at the end of each combat round.

Once everyone involved in a battle has taken a turn, you must first assess casualties and then check morale before everyone gets to take another turn.

ELIMINATE CASUALTIES

At the end of the round, all casualties are eliminated (removed from the battlefield). When a stand is eliminated, the person controlling its unit has the option of immediately moving an adjacent allied stand into the vacated space. (Troops can move over to hold the line, but they create another opening elsewhere in doing so.)

Eliminating a Solo. Solos use all of the standard combat rules for damage, death, and dying (in the case of player characters). A dying solo makes up to ten death saves at the end of the round, one at a time, to determine its fate.

CHECK MORALE

Few soldiers want to die. After a unit suffers significant losses, the survivors might lose their nerve for battle. Rather than stay and fight, the rest of the unit tries to run away.

If any surviving unit has lost more than half the stands it started with, the unit must immediately check **morale**. A morale check is a DC 10 Wisdom saving throw, using the highest Wisdom modifier from among the unit’s component stands (including any solos that are joined with surviving stands in the unit).

On a failed morale check, the unit becomes **broken**. For the rest of the battle, a broken unit can take only the Retreat action. The DM determines where the unit moves, but it must seek a safe path away from enemy units.

A solo, whether joined with a stand or unattached, is never broken. It can decide to move with a broken unit or immediately leave the unit at the start of any of its turns.

Rally. If a broken unit has a commander, the unit has a chance to **rally** at the start of its turn. The unit makes another DC 10 Wisdom saving throw, with a bonus equal to the commander’s Charisma modifier. If the save succeeds, the unit is no longer broken. It takes its turn as normal.

OBJECTIVES AND VICTORY POINTS

A battle rarely lasts until one army massacres the other. Once one side has achieved its goals, its opponent usually concedes the field, knowing that further combat is fruitless. The rules in this section are designed to help the DM integrate a mass battle into the campaign by giving each army an appropriate goal, and to provide a way of figuring out who wins.

Objectives define why two armies clash and the victory conditions for the battle. Just like the encounter objectives described in chapter 3 of the *Dungeon Master’s Guide*, a battle’s objective roots it in the story by grounding it in the past, giving it a purpose, and making its outcome significant.

While objectives provide the goals for a battle, victory points (VP) allow you to measure success. An army earns victory points for achieving its objectives. An army wins a battle when it scores 10 or more victory points.

CREATING OBJECTIVES

Objectives represent the basic goals of an army. Two opposing forces might have the same objective (capture a bridge) or conflicting ones (destroy the bridge or save it). In some cases, two armies might pursue unrelated objectives (rescue a captured commander or defend a stronghold).

When setting up a battle, consider the following ways to define objectives.

Attrition. One side simply seeks to wear down the other. For each enemy unit eliminated, the army with this objective earns a number of victory points, as determined by the DM and based on the number of units in the battle.

Destruction. An army seeks to deny the enemy a valuable resource, such as by destroying a bridge over a river or laying waste to crops that could otherwise sustain an invading force.

If this objective is in play, the DM chooses a number of squares on the battlefield that represent the valuable resource and assigns each square a hit point value from 10 to 100. A stand or a solo can attack an objective square the same way it attacks an enemy. A square is automatically hit by any melee attacks against it and automatically fails all saving throws. The square takes damage from spells whose area of effect completely covers it. Targeted spells cast by stands can damage a square, but not those cast by solos.

An army with this objective scores victory points for reducing a designated square to 0 hit points. The DM assigns each square a VP point value from 1 to 5, depending on the objective’s importance.

Protection. This objective involves defending a key position or resource from an attacker. It is always used in conjunction with the Destruction objective above.

At the end of each round, an army with this objective scores 1 victory point if it has two or more stands adjacent to an objective that has not been reduced to 0 hit points, and if no enemy stands or solos are within 2 squares of the objective.

Custom Objectives. To create a unique objective, simply assign a VP value, generally from 1 to 5, to a specific action or condition that an army must fulfill to achieve its goal.

A unique objective might involve killing or disabling a commander, forcing an opposing army into a specific confined area, or occupying and holding a particular location.



ASSIGNING OBJECTIVES EVENLY

Once you have established objectives for the battle, check to ensure that both armies have the opportunity to score roughly equal numbers of victory points. It's okay if there is a slight disparity (not all battles are fair), but keep in mind that the army with more ways to score victory points has a much better chance of emerging the overall victor. If you want to ensure an even match, try to give both sides an equal number of opportunities.

In a battle where each army has a single specific objective, this job is easy. For example, destroying a bridge is worth 10 VP, while keeping it from being destroyed is worth 10 VP.

In a more fluid situation with multiple objectives in play, give each side at least five opportunities to score victory points, and assign VP values that add up to more than 10 per side (say, 12 to 15). Spreading out the objectives and their rewards in this way gives commanders a few options for victory and keeps battles flexible.

ENDING A BATTLE

A battle ends when one side has amassed at least 10 VP at the end of a round. At that time, determine each side's victory point total.

If one side has at least 3 VP more than the other, it has achieved a total victory. Roll a d20 for each of the loser's units that survived the battle. On a 10 or higher, treat the unit as eliminated; its survivors flee and desert the cause.

If one side has 1 or 2 VP more than the other, the winner has scored a tactical victory. The loser withdraws from the field with its remaining forces, while both sides tend to their wounded . . . and perhaps make plans to meet again.

If both sides have an equal number of victory points at the battle's end, the DM can declare the battle a draw, or the armies can fight one more round to try to determine a winner.

Because of how objectives inform the action of a conflict, the army that loses the battle can still come away with positive results. Even if the player characters fought on the losing side, they and their army might have achieved the objectives necessary to fulfill some of their strategic goals in the campaign.

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CHAPTER 3: MODIFYING CLASSES

Sometimes a campaign will have special needs for archetypes or character options not found in the existing official material. If you're in this situation, you might want to modify one or more of the classes in the game in order to provide options for players looking for a unique twist on their characters' abilities. However, modifying a class is not something that should be undertaken lightly, and the job requires some serious effort, playtesting, and revision to get it right. The two best ways to modify a class are to swap out some class features for different ones, and to add new to an existing class. These methods allow you to use existing mechanics as a model, while drawing upon features of other classes for inspiration.

CREATING NEW CLASS OPTIONS

Each class contains at least one major decision point, referred to here as a class option. Clerics choose a divine domain, fighters choose a martial archetype, rogues choose a roguish archetype, wizards choose an arcane tradition, and so forth. If you want to create a different version of one of these major decision points (such as a new primal path for the barbarian), examine the existing examples to see how they are built. As with anything in class design, be prepared to playtest your ideas and then make changes if things aren't turning out the way you want them to.

The first thing to do when creating a new class option is to figure out what that option's unique aspect is, both in terms of the class's underlying story and the option's place in the campaign world. Figuring out the story behind the class option, and what kinds of characters you want to enable your players to create with it, is the most critical step in the process because it will serve as a guiding example for you.

Once you have a unique concept for your class option in mind, it's time to get down to the design process. Take a look at the class's existing options and see what they provide, and then use those as examples or building blocks for the features that your class option will provide. It's perfectly fine for two class options in the same class to share some mechanics, and it's also appropriate to examine other classes for mechanics you can draw upon for inspiration. At every step along the way, you can compare what you are designing with your original concept, and, if the design is helping to define and establish that concept, you know you're on the right path. On the other hand, if your design for a mechanic isn't somehow helping to reinforce the theme of the new class option, it might be worthwhile to reconsider that mechanic.

As you consider which class features to include in your new class option, address the following questions:

- What kinds of abilities do the other options for this class provide at comparable levels?
- Do the features improve a character's combat ability directly, make the character better at exploration or interaction, or provide alternatives that aren't about a pure increase in power?
- How do the features at a given level reinforce the story of that class option?
- Does an existing mechanic already accomplish something that the new class option also needs to do?

CLASS-SPECIFIC GUIDELINES

As it says in the *Dungeon Master's Guide*, no formula exists that can be used to perfectly design a new or replacement class feature, but some guidelines do apply for each of the eleven classes. While this advice is by no means comprehensive, it should provide a few points to ponder and get you thinking about how a class's features should work together.

Often, as you'll see, the best advice is to leave things as they are. Many classes have deeply ingrained qualities, such as how they receive and cast spells, that don't lend themselves to being tinkered with. Even if some parts of the class descriptions are off limits for our purposes here, there are still plenty of opportunities for you to develop variant features within each class.

BARBARIAN

- Though the barbarian's Rage class feature grants the class a significant increase in defensive strength, be aware of how other class features interact with Rage to boost the character's offensive potency. For example, the primary drawback of Reckless Attack is largely offset by the damage resistance provided by Rage, and the berserker's Frenzy feature gives the barbarian a lot of attack power for at least one combat.
- Note that Fast Movement serves three important purposes: getting the barbarian to the front line of a battle quickly, preventing the barbarian's rage from ending because an enemy is not nearby, and encouraging the barbarian to stay out of heavy armor.
- The 10th-level features of both Primal Paths speaks more to the interaction pillar of the game than to combat; be wary of replacing or altering them to add combat potency.
- The 6th-level benefit of the Path of the Totem Warrior generally speaks to the exploration pillar of the game, so think twice before changing it, for the same reason as above.

BARD

- Bards have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- Bards know a limited number of spells, which is a restriction on their versatility that should be modified with care when making changes to the class. Bards of the College of Lore receive an expansion of their number of spells known as a full class feature.
- Font of Inspiration, gained at 5th level, helps encourage the bard to continue along the class's path for at least five more levels in order to make better use of Bardic Inspiration. Be wary of developing similar mechanics for other classes, because a feature that hands out a true increase to a numerical result (instead of advantage and disadvantage) should be rare.

CLERIC

- Clerics have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- A cleric domain has a strong, defining class feature that fundamentally affects the way that character plays. The 1st-level feature in a domain, whether the domain is one you're creating or one you're modifying, should be something that really makes clerics of that domain stand out.
- Domain spells were typically chosen to expand the cleric's options, while the base spell list of the cleric was kept relatively short. Look to other 'classes' spell lists when searching for spells to add to a new domain. For instance, the Light domain offers a number of spells that aren't on the cleric's list.

DRUID

- Druids have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- Wild Shape is used largely for exploration purposes by Circle of the Land druids. For Circle of the Moon druids, Wild Shape offers significant defensive advantages, making such characters very durable.
- As with cleric domain spells, Circle of the Land druids' circle spells are frequently drawn from the spell lists of other classes to increase those characters' versatility.

FIGHTER

- Fighters gain most of their combat prowess from three characteristics of the class: being able to make up to four attacks per round; using Action Surge to grant quick bursts of combat potency; and having the highest number of Ability Score Improvement features, which allows fighters to strengthen their attacks and saving throws, or, if the DM allows it, select feats.
- The fighter archetypes are largely meant to be different flavors of the base class, in which most of the fighter's combat strength lies. The Champion gains some versatility and a better chance of scoring critical hits. The Battle Master specializes in maneuvers that aren't available to other fighters. The Eldritch Knight's ability to cast spells sets that archetype apart, while being limited enough so that the character still feels like a fighter.
- Note that the 7th-level features for the Champion and the Battle Master lean heavily on the exploration and interaction pillars of the game; the Eldritch Knight gains spells, which contribute to the fighter's competence in the exploration and interaction pillars, and so its 7th-level feature is geared to blending spells and attacks.

MONK

- The monk is one of the most complex classes, with the highest number of unique class features. Be wary of replacing a single feature with more than one new feature, since the class already has a lot of capability.
- The monk's Martial Arts feature was carefully worded to prevent unintended combinations; this is why the feature does not treat unarmed strikes as a finesse weapon, since that could have unforeseen consequences in future material about finesse weapons that is appropriate for, say, a rapier or a dagger but not an unarmed strike.

- Ki points have some subtle guidelines in how they are expended; features that cost 1 ki point usually focus on utility, or are the equivalent of a single unarmed strike. Features that cost 2 ki points should be on par with a 1st-level spell, while a feature that costs 3 ki points should be on par with a 2nd-level spell. Examine the elemental disciplines of the Way of the Four Elements monk for further examples of how to match ki points to spell levels.

PALADIN

- Paladins have a spellcasting progression that is half as vigorous as the normal progression. The Spellcasting feature can be tinkered with a bit, but it still needs to be a significant portion of what the class can do.
- Paladins derive a large amount of their combat potency from the Divine Smite class feature. Since the paladin can wait until after determining if an attack hits (or is a critical hit) to use the smite, the character is capable of intense bursts of damage. Be wary of tinkering with this feature, because it is fundamental to the paladin's combat strength.
- Many of the paladin's class features are defensive in nature, protecting both the paladin and his or her allies from harm. Swapping out defensive class features for offensive ones starts to alter the feel of the paladin, perhaps in ways you did not intend.

RANGER

- Rangers have a spellcasting progression that is half as vigorous as the normal progression. The Spellcasting feature can be tinkered with a bit, but it still needs to be a significant portion of what the class can do.
- Much of the ranger's extra potency in combat comes from spells such as *hunter's mark* and from the class features granted by the ranger archetypes. The 3rd-level feature in each archetype usually either provides a raw increase in combat power, or grants the ranger greater combat versatility.
- Favored Enemy was intentionally designed to provide no combat bonus, because the ranger's strength in combat should not rely solely on the discretion of the Dungeon Master or the circumstances of the adventure. Although the Hunter archetype's 3rd-level ability does rely somewhat on the nature of the foes being fought, Favored Enemy is generally useful in the interaction and exploration pillars of the game.

ROGUE

- Rogues rely chiefly on two features for both the class's feel and its strength in combat: Sneak Attack and Cunning Action. These are fundamental to the rogue, and Uncanny Dodge at 5th level is almost their equal in importance to the class. Leave these features as is, unless you have a powerful reason for changing anything.

- The class features granted by the roguish archetypes at 3rd level should fundamentally alter the way the class plays, just as the cleric's Divine Domain features do.
- Rogues are the masters of skills, and the class already pushes the boundaries of what we (and our playtesters) consider to be acceptable in terms of game balance. Giving them more skill potency could push rogues over the line.

SORCERER

- Sorcerers have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- Like bards, sorcerers have a limitation on the number of spells they can choose from, which is a major restriction on the class.
- The sorcerer does not get many metamagic choices. When you create a new metamagic option, be sure that it is useful enough that a sorcerer could justify using one of his or her precious choices on it.
- Sorcery points and Flexible Casting were intentionally designed so that a sorcerer who does nothing but convert spell slots to sorcery points in order to cast higher-level spells does so at the cost of overall output. Be cautious when altering this balance.

WARLOCK

- Warlocks have a unique spellcasting method, and they rely on being able to cast a smaller number of spells more frequently. Remember that a warlock automatically increases the spell slot level of spells he or she casts, meaning that even lower-level spells gain potency when cast by a warlock.
- The warlock spell list was carefully cultivated to avoid including spells that might become annoying if cast too often at the table. If you want to grant a warlock access to a new spell, but are concerned that its frequent casting could be disruptive to the game, consider creating an eldritch invocation that enables the use of the same magic on a more limited basis (by requiring a rest between uses, for instance).
- Warlocks derive a lot of their combat potency from the *eldritch blast* cantrip, and already have a lot of invocations to choose from to increase that reliance. Be wary of creating new invocations that make *eldritch blast* even more powerful.

WIZARD

- Wizards have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- Wizards have the longest spell list and the broadest selection of spells to choose from each day, thanks to their spellbooks. Anything that further increases their versatility in this respect should be approached with caution.
- The Arcane Traditions serve three purposes, which you should consider when creating new ones: encouraging the casting of certain kinds of spells, providing utility that is unique to specialists of a particular kind of magic and that cannot be found within spells, and subtly altering the play style of the wizard without fundamentally drawing the thrust of the class away from spellcasting.

EXAMPLE: RANGERS WITH NO SPELLS

As an example of what the class feature replacement process might be like, we will remove spellcasting from the ranger class. Let's say that in your campaign you want rangers to be a little bit more like Strider from the *Lord of the Rings*, and less overtly magical from the outset.

The Spellcasting class feature has a big impact on the ranger class, so this is no small project. Start by evaluating what the Spellcasting feature is contributing to the class. In general, rangers have a more limited spell list (and know only a relatively small number of spells), and operate on the same half-speed progression for spellcasting as the paladin does. Looking over the ranger's spells, you might come to the following conclusions about what the Spellcasting feature contributes to the class:

- Rangers have a lot of exploration utility in their spells, with access to magic such as *detect poison and disease*, *beast sense*, and *conjure animals*.
- Rangers gain a lot of their combat potency from spells, especially *hunter's mark*.
- Rangers get some healing and restoration ability from spells such as *cure wounds*, *lesser restoration*, and *protection from poison*, which stave off the harm an adventurer might suffer while exploring in the wilderness.
- Rangers get some combat control effects from their spells such as *ensnaring strike*, *spike growth*, and *conjure barrage*, all of which give the ranger a magical edge in combat.
- At some levels at which the ranger gains access to new spell levels, this is the only class feature the character receives. As a result, the ranger will need additional class features at those levels to prevent them from providing nothing to the ranger aside from increased hit points.

Given the usefulness of the *cure wounds* spell, and the greater need for healing at lower levels, let's create a healing class feature that allows the ranger to create and apply herbal poultices—an improvement that is on par with drinking a potion at first, but one that will scale up as the ranger gains levels.

Additionally, since the ranger is likely to need some extra combat utility that spells would normally provide, let's add a version of the Combat Superiority class feature drawn from the Battle Master fighter. The maneuvers that Combat Superiority grants can provide a nice boost in combat, especially in matters of battlefield control. Looking at the fighter class, we can see that the Battle Master fighter's Combat Superiority is sitting in a similar space as the spellcasting progression of the Eldritch Knight. We don't want the ranger to outshine the Battle Master fighter, so we're going to start the ranger with fewer maneuvers, scaling up as the ranger gains levels. Since we're going to be replacing a one-half spellcasting progression, this means that we'll need a few other features to bring this ranger up to par.

At 9th and 13th levels are gaps where we can place some exploration-focused mechanics. Let's model the first one on the *protection from poison* spell, and also give the poultice-creating class feature an improved effect. The second one we can model on the *conjure animals* spell, which can be useful both in exploration scenes and in combat scenes.

At 17th level is another gap, which we can fix with an improvement on Combat Superiority. Fortunately, the Battle Master has a class feature that would fit in well in the concept of this ranger, so we can swap in the Relentless feature to make sure the ranger always has at least some ability to exercise control over the battlefield, even in the later part of an adventuring day.

Finally, we need to consider the impact of these changes on other class features, and make adjustments as necessary. For example, the Beast Master archetype for the ranger has a Share Spells class feature at 15th level that will no longer work without a Spellcasting feature. If your non-spellcasting ranger decides to play a Beast Master, you will need to create a substitute class feature for Share Spells as well, perhaps something to help keep the ranger's beast companion alive longer. Additionally, since Primeval Awareness requires the ranger to expend spell slots to activate the class feature, we can modify that feature to allow the ranger to use it once and regain its use after finishing a short or long rest.

Here are the full descriptions of the new class features for our spell-less ranger:

COMBAT SUPERIORITY

At 2nd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice, which are chosen from the list of maneuvers available to fighters with the Battle Master archetype. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 5th, 9th, 13th, and 17th levels. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 9th level and one more at 17th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

POULTICES

At 3rd level, you can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1). You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every two ranger levels you have (rounded up).

NATURAL ANTIVENOM

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can use one of your poultices to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

CALL NATURAL ALLIES

Starting at 13th level, when you are in an area of your favored terrain, you can call natural creatures from that terrain to fight on your behalf, using your attunement to the natural world to convince them to aid you. The DM chooses beasts appropriate to the terrain to come to your aid from among those that could hear you and that are within 1 mile of you, in one of the following groups:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

These beasts approach you from their current location, and will fight alongside you, attacking any creatures that are hostile to you. They are friendly to you and your comrades, and you roll initiative for the called creatures as a group, which takes its own turns. The DM has the creatures' statistics.

After 1 hour, these beasts return to their previous location. Once you use this feature, you cannot use it again in the same general area for 24 hours, since the same animals will not repeatedly heed your call.

RELENTLESS

Starting at 17th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

As a replacement for Share Spells, we could also consider the following feature:

BEASTLY COORDINATION

Beginning at 15th level, when an attacker that you can see hits your beast companion with an attack, you can call out a warning. If your beast companion can hear you, it can use its reaction to halve the attack's damage against it.

EXAMPLE: FAVORED SOUL

As an example of how creating a new class option could work, let's examine a design that was a full-fledged class in the third edition supplement *Complete Divine*: the favored soul. This might be an appealing archetype if you are running a game where the gods are going to have a big impact on the world, and where the Chosen of those gods (individuals bestowed with a fragment of a god's divine power) are prominent players in the campaign. To reflect this tone, let's create the Favored Soul as a new origin for the sorcerer class. This decision reflects the idea that the character is someone who is fundamentally changed by the touch of his or her deity, which awakens powerful magical abilities.

Looking at the existing sorcerous origins, we can determine that, at 1st level, an origin provides not only the explanation for the source of the sorcerer's power, but also a flourish on the way that character plays. Since this sorcerer is going to be gaining its magic by being imbued with divine power, we decide to give the Favored Soul access to some spells normally gained by the cleric. Any time we expand the known spells of the sorcerer, we run the risk of overshadowing the other sorcerous origins, since the limitation on the number of spells the sorcerer knows has a big impact on how the class plays. This indicates that the other class features probably shouldn't all tie closely to the sorcerer's spellcasting, since that aspect of the sorcerer is already getting quite a boost. Since the favored soul class was a little more martial in its previous incarnation, we decide to give our sorcerer some better armor and access to simple weapons, similar to the defensive bonuses gained by the Draconic Bloodline sorcerer at 1st level.

At 6th level, the other sorcerous origins provide features that have an impact on the character's combat abilities. Looking at the bard class, we can see that the College of Valor gains the Extra Attack class feature at the same level, and we decide to give that to the Favored Soul to further enhance its martial bent.

At 14th level, the sorcerous origins provide some measure of utility, with little direct impact on spellcasting or combat capabilities. Here, we choose to model the Favored Soul's feature after the Draconic Bloodline's feature at the same level, reflecting the touch of the divine with some imagery typically associated with divinity: wings.

At 18th level, the sorcerous origins provide options that are both potent and strongly linked to the origin's central theme. Since the sorcerer will have access to higher-level spells at this level, and the feature we gave it at 1st level to provide some cleric spells won't have as much of an impact, we decide to tie this class feature to those cleric spells, both to incentivize the continued use of those spells, and to give the Favored Soul a little more resilience in the face of high-level threats.

When we are done with this initial design, here's what the Favored Soul sorcerous origin looks like:

CHOSEN OF THE GODS

At 1st level, you choose one of the cleric class's divine domains. You add that domain's spells for 1st-level clerics to your known spells. These spells do not count against the number of spells you can know, and they are considered to be sorcerer spells for you. When you reach 3rd, 5th, 7th, and 9th levels in the sorcerer class, you likewise learn your domain's spells that become available at those levels.

BONUS PROFICIENCIES

At 1st level, you gain proficiency in light armor, medium armor, shields, and simple weapons.

EXTRA ATTACK

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

DIVINE WINGS

At 14th level, you gain the ability to sprout a pair of wings from your back (feathered or bat-like, your choice), gaining a flying speed equal to your current walking 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.

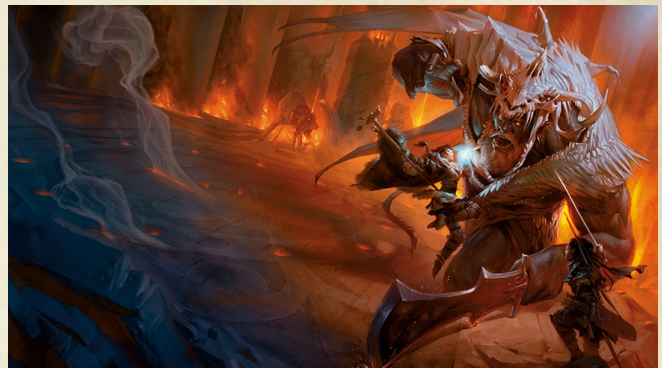
You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

POWER OF THE CHOSEN

Starting at 18th level, when you cast one of the spells you learned from your Chosen of the Gods class feature, you regain hit points equal to your Charisma modifier (minimum +1) + the spell's level.

In the end, the capabilities of our Favored Soul sorcerer are quite close to those of the spontaneous-casting favored soul class from long ago!

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CHAPTER 4: WATERBORNE ADVENTURES

“Believe me, my young friend, there is nothing—absolutely nothing—half so much worth doing as simply messing about in boats.”

—Kenneth Grahame, *The Wind in the Willows*

The following new character options showcase a simple design approach to adventure on the high seas. These rules were created to be specifically useful for nautical D&D campaigns, but they are general enough that they can be useful in any campaign.

The *Dungeon Master’s Guide* contains the rules for managing ships at sea, along with encounter tables, rules for weather, and other useful tools. By combining those rules with these new options, your campaign will be ready to set sail.

What Is Unearthed Arcana? You can think of the material presented in Unearthed Arcana as similar to the first wave of the fifth edition D&D playtest. These game mechanics are in draft form, usable in your campaign but not fully tempered by playtests and design iterations. They are highly volatile and might be unstable; if you use them, be ready to rule on any issues that come up. They’re written in pencil, not ink. For these reasons, material in this column is not legal in D&D Organized Play events.

MINOTAUR (KRYNN)

In the world of Krynn, the setting of the Dragonlance saga, minotaurs live in an honorbased society where strength determines power in both the gladiatorial arenas and in daily life. At home on both land and sea, the minotaurs of Krynn are ferocious sea raiders who rank as the ablest and most dangerous sailors in the world.

ARROGANT CONQUERORS

Minotaurs embrace the notion that the weak should perish and that the strong must rule—and that they themselves are the strongest and most powerful race on Krynn. They believe their destiny is to rule the world, and that their dominion will be one of conquest and military might. To that end, all minotaurs are trained in weapons, armor, and tactics from a young age.

The minotaurs’ arrogance stems from a combination of strength, cunning, and intellect—three virtues they hold dear, and which they deem the foundation of their greatness. They believe that this combination of traits is what sets them apart from their rivals.

TRIAL BY COMBAT

Minotaur society is built on the principle that might makes right, and that considerations of justice are unnecessary. The minotaurs are led by an emperor served by a council of eight minotaurs called the Supreme Circle. All posts within the government, including the emperor’s, are won by the strongest and cleverest minotaurs, as proved by combat in the Circus.

The Circus is the only means by which a minotaur can rise in society. It is a grand, annual display of single combat in which minotaurs battle each other for supremacy. Minotaur youths must prove themselves in the Circus to earn their passage to adulthood.

Participation in the Circus is yet another reason why minotaurs look down on other folk. To the minotaurs, death and glory in battle are a natural process. Combat is the key to ensuring that the strong survive, and that the weak are set aside before they can undermine their superiors’ grand schemes of conquest.

HONOR ABOVE ALL

For all their cruelty, minotaurs are bound by a powerful sense of honor. Each victory brings greater honor to both individual minotaurs and their families. Defeat invokes a stain that only death can fully wash away.

Honor demands that minotaurs keep their word once it is offered, and each minotaur remains faithful to friends and clan above all else. Minotaurs rarely befriend folk of other races, as they all too often encounter them only in battle. If a minotaur does strike up a friendship, it is typically with other creatures that display the minotaurs’ virtues and love of battle. To such friends, a minotaur becomes an ally whose support will never waver.

SEA REAVERS

In the world of Krynn, the minotaurs rule a chain of islands dominated by the isles of Mithas and Kothas. Bound by the sea on all sides, the minotaurs focused their tenacity, strength, and cunning to become some of the most skilled and ferocious mariners in the world. They range across the water in their ships, raiding and pillaging as they wish. Minotaurs sometimes engage in trade, but they much prefer to take what they want by force. After all, as the strongest of all folk, they deserve the treasures and goods that lesser creatures have gathered.

MINOTAUR NAMES

Minotaur clan names originate with a great hero whose descendants take on that name as their own, doing their best to live up to the ideals of their ancestor. On Krynn, clan names are always preceded by the prefix “es-” for minotaurs from lands controlled by the island of Mithas, or “de-” for minotaurs from areas under the sway of Kothas.

Male Names: Beliminorgath, Cinmac, Dastrun, Edder, Galdar, Ganthirogani, Hecariverani, Kyris, Tosher, Zurgas

Female Names: Ayasha, Calina, Fliara, Helati, Keeli, Kyri, Mogara, Sekra, Tariki, Telia

Clan Names: Athak, Bregan, Entragath, Kaziganthi, Lagrangli, Mascun, Orilg, Sumarr, Teskos, Zhakan

MINOTAUR TRAITS

Your minotaur character possesses a number of traits that reflect the power and superiority of your kind.

Ability Score Increase. Your Strength score increases by 1.

Conqueror's Virtue. From a young age, you focused on one of the three virtues of strength, cunning, or intellect. Your choice of your Strength, Intelligence, or Wisdom score increases by 1.

Age. Minotaurs enter adulthood at around the age of 17 and can live up to 150 years.

Alignment. Minotaurs believe in a strict code of honor, and thus tend toward law. They are loyal to the death and make implacable enemies, even as their brutal culture and disdain for weakness push them toward evil.

Size. Minotaurs typically stand well over 6 feet tall and weigh an average of 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. **Horns.** You are never unarmed. You are proficient with your horns, which are a melee weapon that deals 1d10 piercing damage. Your horns grant you advantage on all checks made to shove a creature, but not to avoid being shoved yourself.

Goring Rush. When you use the Dash action during your turn, you can make a melee attack with your horns as a bonus action.

Hammering Horns. When you use the Attack action during your turn to make a melee attack, you can attempt to shove a creature with your horns as a bonus action. You cannot use this shove attempt to knock a creature prone.

Labyrinthine Recall. You can perfectly recall any path you have traveled.

Sea Reaver. You gain proficiency with navigator's tools and vehicles (water).

Languages. You can speak, read, and write Common.

MINOTAUR BONDS

When creating a minotaur character rooted in Krynn (or in any campaign that draws on the backstory presented here), you can use the following table of bonds to help flesh out your character. Use this table in addition to or in place of your background's bond or a bond of your creation.

d6 Bond

- 1 My opponent in the Circus for my trial of adulthood was chosen years ago. Though we sparred only once, I fell deeply in love. Rather than fight my beloved to the death, I fled from home and have been branded a coward.
- 2 I'm the last of my clan. If I die without achieving great deeds, the hero who is my clan's patron will be forgotten.
- 3 I was part of a raiding party that was defeated and enslaved. I've escaped and sworn revenge.
- 4 I never shared my people's love of violence. I'm part of a conspiracy to topple the emperor's violent regime.
- 5 I claim that I am an exile from my people, but in truth I have been sent to serve as a spy. I'm expected to leave secret messages telling my folk of villages and towns that are ripe targets for conquest.
- 6 I'm the last survivor of a ship wrecked in a storm. Occasionally, the spirits of my shipmates appear in my dreams and ask me to complete tasks they left unfinished in life.

MINOTAURS IN YOUR CAMPAIGN

We chose the minotaurs of Krynn as the model for our depiction of this race for a very specific reason. Tying them to the sea and a distinct culture helps give minotaurs more flavor than serving as just another big, brutish monster race. After all, we already have halforcs in the *Player's Handbook* and the goliath in our *Elemental Evil Player's Companion*. As an added bonus, these minotaurs are Medium (as opposed to Large for the monstrous version) and are thus much easier to balance against the *Player's Handbook* races.

Casting minotaurs as conquest-minded, honorable pirates gives them a distinct flavor while providing many roleplaying hooks for players. When adding a new race to your own campaign, it's always a good idea to think about its culture, its relationship to other folk, and how the two can combine to give it a unique place in your world. Creating a table of bonds such as the one provided for minotaurs can be a good place to start.

Casting minotaurs as mariners has some interesting implications for a setting. The Labyrinthine Recall ability makes minotaurs perfect sailors, as they can travel the seas with little fear of becoming lost or losing their way. A minotaur navigator is an unmatched master of the sea. When adapting races to your campaign, look for similar hooks that might be buried in special abilities or elements of a creature's story that you might otherwise overlook.

Remember that the story we provide is only a starting point. Modifying this minotaur to move it away from its roots in Krynn is as easy as swapping the proficiencies provided by Sea Reaver for some other option that better reflects your setting. As a guideline, consider swapping the tool proficiencies for proficiency in any one skill, for proficiency with thieves' tools, or for proficiency with two tools other than thieves' tools.

FIGHTING STYLE: MARINER

The following new option can be selected by fighters, paladins, and rangers for the Fighting Style class feature.

Whether a buccaneer, an experienced sailor, or a specially trained marine, a mariner can scale a ship's rigging and swim through choppy water with ease. Adapted to wearing light and medium armor, mariners can defend themselves without relying on heavy armor or bulky shields. Most of them thus wield two-handed weapons or fight with a pair of blades.

MARINER

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

MARINER DESIGN NOTES

Fighting Style is a good way to introduce a specific flavor of game play for multiple characters at once. In a seabased campaign, you can expect lots of battles in the water and on board ships. Swimming and climbing speeds are very handy in such environments, but they can also prove useful in other areas.

The mariner's AC bonus comes with conditions, but it plays into the restrictions a mariner must observe to gain a swimming or climbing speed. In addition, a shipbased campaign lends itself to fighters who wield scimitars (representing a cutlass) and a dagger, and who wear light armor. This specific AC bonus helps support that character option.

ROGUISH ARCHETYPE: SWASHBUCKLER

You focus your training on the art of the blade, relying on speed, elegance, and charisma in equal parts. While other warriors are brutes clad in heavy armor, your method of fighting looks more like performance. Rakes, duelists, and pirates typically follow this archetype.

A swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent. Swashbucklers are especially talented at making difficult maneuvers to escape enemies or attack from an unexpected direction.

FANCY FOOTWORK

Starting at 3rd level, you are a continuous blur of motion in battle as you dart in, attack, and slip away to safety. During your turn, if you make a melee attack against a creature, that creature cannot make opportunity attacks against you for the rest of your turn.

TOUJOURS L'AUDACE

At 3rd level, your unmistakable confidence propels you into battle. You add your Charisma modifier to your initiative rolls.

In addition, you can use Sneak Attack with any melee attack made against a target that has none of your allies adjacent to it.

PANACHE

At 9th level, your charm becomes as sharp and dangerous as your blade. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile, it must target you with any attacks it makes and cannot willingly move farther away from you. This effect lasts for 1 minute or until you move more than 60 feet away from the target.

If you succeed on the check and the creature is not hostile, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance.

ELEGANT MANEUVER

You complete difficult maneuvers with practiced ease. Starting at 13th level, you can use a bonus action to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make on your turn.

MASTER DUELIST

At 17th level your mastery of the blade lets you turn failure to success in combat. If you miss with an attack, you can choose to roll the attack again with advantage. Once you use this ability, you cannot use it again until you finish a short or long rest.

SWASHBUCKLERS AND TWO-WEAPON FIGHTING

The swashbuckler relies on a good understanding of the D&D rules to realize its potential, specifically when it comes to fighting with two weapons. Other characters must use a bonus action to Disengage if they want to escape a melee, but a swashbuckler's Fancy Footwork ability bundles a more limited version of Disengage within your attack. This allows you to use your bonus action to fight with two weapons, and then safely evade each foe you attacked.

SORCEROUS ORIGIN: STORM

Your innate magic comes from the power of elemental air. Perhaps you were born during a howling gale so powerful that folk still tell stories of it. Your lineage might include the influence of potent air creatures such as vaati or djinni. Whatever the case, the magic of the storm permeates your soul.

Storm sorcerers are invaluable members of a ship's crew. Their magic allows them to exert control over wind and weather in their immediate area. Their abilities also prove useful in repelling attacks by sahuagin, pirates, and other waterborne threats.

STORMBORN

The arcane magic you command is infused with elemental air. You can speak, read, and write Primordial. In addition, you gain the following spells at the listed sorcerer level. These spells do not count against the number of sorcerer spells you know.

STORM SORCERER BONUS SPELLS

Sorcerer Level Spells

1st	<i>Fog cloud, thunderwave</i>
3rd	<i>Gust of wind, levitate</i>
5th	<i>Call lightning, sleet storm</i>
7th	<i>Conjure minor elementals •, ice storm</i>
9th	<i>Conjure elemental ••</i>

• Unless you gain this spell from another source, you can summon only smoke mephits, steam mephits, ice mephits, or dust mephits with it.

•• Unless you gain this spell from another source, you can summon only air elementals with it.

TEMPESTUOUS MAGIC

At 1st level, you are attuned to elemental air magic. Whenever you cast a spell other than a cantrip during your turn, whirling gusts of elemental air surround you. You can use a bonus action to fly 10 feet without provoking opportunity attacks.

HEART OF THE STORM

At 6th level, you gain resistance to lightning and thunder damage. Whenever you cast a spell other than a cantrip that deals lightning or thunder damage, a stormy aura surrounds you. In addition to the spell's effects, creatures of your choice within 10 feet of you take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level.

STORM GUIDE

At 6th level, you gain the ability to subtly control the weather around you.

If it is raining, you can use an action to cause the rain to stop falling in a 20-foot radius centered on you. You can end this effect as a bonus action.

If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot radius around you. The wind blows in that direction until the end of your next turn. You have no ability to alter the speed of the wind.

RIBBONS

On the R&D team, any ability meant to convey flavor rather than a mechanical advantage is referred to as a ribbon—a thing that's mostly for show. Thieves' Cant is a great example of a ribbon ability, and Storm Guide also falls into this category.

We don't weigh ribbons when balancing one class or option against another. For example, Heart of the Storm carries the power load at 6th level for the storm sorcerer, while Storm Guide is here only to show how these sorcerers can excel as sailors. It isn't meant to help in combat, but it's potentially very useful in maneuvering a ship.

STORM'S FURY

At 14th level, the storm energy you channel through your magic seethes within your soul. When you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker equal to your sorcerer level. The attacker must also make a Strength saving throw, with a DC equal to 8 + your Charisma bonus + your proficiency bonus. On a failed save, the attacker is pushed in a straight line 20 feet away from you.

WIND SOUL

At 18th level, you gain a flying speed of 60 feet and immunity to lightning and thunder damage. As an action, you can reduce your flying speed to 30 feet for one hour and choose a number of creatures within 30 feet of you equal to 3 + your Charisma modifier. The chosen creatures gain a flying speed of 30 feet for 1 hour.



CHAPTER 5: VARIANT RULES

For this month's Unearthed Arcana, we're showing off a few variant rules that you can use in your campaigns. A few of these options should look familiar to players of earlier editions of the D&D game, as some have been presented as variants in those prior editions.

RULES VARIANT: PLAYERS MAKE ALL ROLLS

This variant has the players roll dice for all parts of combat, including such things as monster attack rolls and saving throws. By moving die rolls to the players' side of the table, this option keeps things simpler for you as the DM. In addition, the more active you can keep the players in your game, the more engaged they'll be.

This is a good option if your players like rolling the dice, and if you don't mind doing a little work up front to make that happen.

ATTACKING AND DEFENDING

The players roll their characters' attacks as normal, but you don't roll for their opponents. Instead, when a character is targeted by an attack, the player makes a **defense roll**.

A defense roll has a bonus equal to the character's AC - 10. The DC for the roll equals the attacker's attack bonus + 11.

On a successful defense roll, the attack misses because it was dodged, absorbed by the character's armor, and so on. If a character fails a defense roll, the attack hits.

If the attacker would normally have advantage on the attack roll, you instead apply disadvantage to the defense roll, and vice versa if the attacker would have disadvantage.

If the defense roll comes up as a 1 on the d20, then the attack is a critical hit. If the attacker would normally score a critical hit on a roll of 19 or 20, then the attack is a critical hit on a 1 or 2, and so forth for broader critical ranges.

SAVING THROWS

When a character forces an opponent to make a saving throw, that player instead makes a saving throw check. The bonus to the d20 roll for a saving throw check equals the effect's save DC - 8.

The DC for this check equals 11 + the target's saving throw modifier. On a successful check, the character overcomes the target's resistance and treats the target as if it failed its saving throw. On a failed check, the target is treated as if it succeeded on its save.

As with attacks, the saving throw check has advantage if the target would have disadvantage on its saving throw, and vice versa.

CONTESTS AND CHECKS

Whenever an NPC or monster would normally make an ability check, roll initiative, or take part in a contest, neither you nor the players roll the d20. Instead, use the rules for passive checks to determine the result. See chapter 7, "Using Ability Scores," of the *Player's Handbook* for more information on passive checks.

OPTIONAL RULE: VITALITY

Some DMs find hit points bothersome. A fighter can survive a *fireball*, a troll's rending claws, and a one-hundred-foot fall, only to crumple in a heap due to a kobold's dagger slash. This optional rule more realistically reflects the wear and tear a character suffers from wounds.

Each character has a pool of vitality in addition to hit points. A character's maximum vitality equals the character's Constitution score. Whenever a character takes 10 or more damage from an attack or effect, the character loses vitality. Divide the damage by 10 and round down. The result is how much vitality a character loses. In other words, a character loses 1 vitality for every 10 points of damage dealt by an attack or effect.

If a character suffers a critical hit, double the vitality lost, so that the character loses 2 vitality for every 10 points of damage. If a critical hit deals less than 10 damage, it still reduces vitality by 1.

Losing vitality causes a character's hit point maximum to drop. Calculate the character's current maximum using vitality instead of Constitution. Thus, as vitality drops, a character's Constitution modifier for determining hit points also drops.

A character reduced to 0 vitality is immediately reduced to 0 hit points. If a character is reduced to 0 hit points but his or her vitality remains above 0, any additional damage is applied instead to the character's vitality. A character is not unconscious until both hit points and vitality reach 0.

Completing a long rest increases a character's vitality by 1 + the character's Constitution modifier, up to the character's maximum vitality. Effects that restore hit points have no effect on vitality. However, a character with maximum hit points who receives healing instead restores 1 vitality for every 10 points of healing.

RULES VARIANT: CUSTOM ALIGNMENTS

Alignment serves as a handy label for the general attitudes of characters and monsters alike. It works as a sorting mechanism, providing a bigpicture assessment of which creatures, factions, and NPCs make natural allies or enemies.

The standard alignment system embraces the fundamental points of tension in D&D: the struggle between good and evil on the one hand, and the conflict between law and chaos on the other. The nice thing about this arrangement is that it allows for tension even within a good-aligned party. The law-chaos divide means that characters can still disagree on how to promote good in the world.

Alignment is meant to serve only as a quick summary of a character, not a rigid definition. It's a starting point, but elements such as flaws and bonds paint a much more detailed picture of a character's identity.

You might find that the alignment choices of good and evil, law and chaos are too abstract for your campaign. You might prefer attitudes that are more nuanced, without the implicit demarcation of heroes as good-aligned creatures and villains as evil-aligned ones. A simple solution is to discard alignment in favor of an alternative system that brings the key conflicts in your campaign to the forefront.

Identify the Conflict. Think about the important opposing forces in your campaign by asking the following questions. Can you place them on opposite ends of a continuum? Are there multiple conflicts? What are the key conflicts, and how do all the separate conflicts interact?

For your own alignment system, try to create at least two paths, one of which allows a range of options for the player characters. The other paths can divide the world between the characters (including their allies) and their enemies.

For example, imagine a campaign setting where an ecological crisis engineered by a cabal of necromancers threatens to transform the world into a dead wasteland. Forming one alignment path are the opposing forces of life and death. Like the choice of good or evil, this conflict defines the setting, and you would expect most player characters to be aligned to life or at least neutral with respect to their support for the necromancers' plans.

The second conflict path might be preservation versus destruction. People who have gathered to protect the land might disagree on whether to attack and destroy the necromancers, or to work instead at strengthening the natural order so that not even the necromancers' power can overwhelm it.

Multiple Choices. For grittier games that avoid obvious classifications of good versus bad, you might create alignment paths with more than two choices. In a game that focuses on intrigue and power struggles, for example, alignment might be a quick reference for which factions a character supports. One element of a character's alignment might indicate his or her affiliation with a noble house or guild. A second element could call out which deity or pantheon the character is tied to.

Neutral Alignment. When creating your alignment system, think about the role of neutrality, and decide whether there's a midpoint for any alignment path. Neutral creatures might choose to sit out a struggle (as is often the case in good versus evil) or see strengths in both approaches (as in law versus chaos). The role of this choice in your campaign should make sense in terms of your central conflict.



CHAPTER 6: PSIONICS & THE MYSTIC, TAKE 2

These unofficial game mechanics are in draft form, usable in your campaign but not fully tempered by playtests and design iterations. They might be unstable; if you use them, be ready to rule on any issues that come up. They're written in pencil, not ink. For these reasons, material in this column is not legal in D&D Adventurers League events.

This month, Unearthed Arcana returns to the mystic character class and the rules for psionics. Based on the playtest feedback you sent us, there are a number of changes you can expect:

- The class now goes to 10th level. The core concepts had enough support that we feel confident moving forward with them.
- Psionics is more flexible. You have a psychic focus, which allows you to pick one discipline and gain a constant, special benefit from it. Otherwise, you can expend points to use any discipline you know.
- Psionics now includes psionic talents, the equivalent of a spellcaster's cantrips.
- Psionic disciplines are now available to all mystics, regardless of mystic order. However, your order grants you a benefit for using its associated disciplines.

You can expect a survey asking for feedback on these draft rules in a month or so. At this point, we're not necessarily tied to any of these options. This effort is merely a first draft to gauge where we should start and what kind of approach to psionics in fifth edition will work best. Read on and enjoy.

PSIONICS

Psionics is a source of power that originates from within a creature's mind, allowing it to augment its physical abilities and affect the minds of others. Psionic abilities are called **psionic disciplines**, since each one consists of rigid mental exercises needed to place a creature in the correct mindset to wield psionic power.

A discipline offers a number of abilities, but some of them require additional energy and expertise to create their effects.

Psionic talents are akin to disciplines, but they require no psi energy and can be used at will. They are almost an innate part of the mystic.

In addition, a creature skilled in the use of psionics can exert its **psychic focus** on a psionic discipline. This effect allows a creature to gain a constant benefit from the discipline.

OTHERWORLDLY POWER

Not every D&D world features psionic power to the same extent. Psionics indirectly originates from the Far Realm, a dimension outside the bounds of the known multiverse. The Far Realm has its own alien laws of physics and magic. When its influence extends to a world, the Far Realm invariably spawns horrific monsters and madness as it bends reality to its own rules.

As the laws of reality twist and turn, individual minds can be awakened to the cosmic underpinnings that dictate the form and nature of reality. The tumult caused by the Far Realm creates echoes that can disturb and awaken minds that would otherwise slumber. Such awakened creatures look on the world in the same way that creatures existing in three dimensions might look on a two-dimensional realm. They see possibilities, options, and connections that are unfathomable to those with a more limited view of reality.

In worlds that are relatively stable and hew close to the archetypal D&D setting presented in the core rulebooks, psionics is rare—or might not exist at all. The cosmic bindings that define the multiverse are strong in such places, making it unlikely that an individual mind can perceive the possibilities offered by psionics. Mystics in such worlds might be so scarce that a mystic never meets another practitioner of the psionic arts. Characters might unlock their psionic potential by random chance, and ancient tomes, journals, and other accounts of mystics might serve as the only guide to mastering this form of power.

Psionics is more common in worlds where the bounds of reality have been twisted and warped. The realm of Athas in the Dark Sun campaign setting is the prime example of a world where psionics is common. The gods are absent, magic has been twisted into an ecological scourge, and the common threads that bind many worlds of D&D have been sundered. By contrast, the world of Eberron is a setting where the bounds of reality have been tested but not fully broken. Psionics is not as pervasive in Eberron as in Athas, but the influence of the otherworldly realm of Xoriat makes it a known and studied art.

PSIONICS AND MAGIC

Psionics and magic are two distinct forces. In general, an effect that affects a spell has no effect on a psionic effect. There is one important exception to this rule. A psionic effect that reproduces a spell is treated as magic. A psionic effect reproduces a spell when it allows a psionic creature or character to cast a spell. In this case, psionic energy taps into magic and manipulates it to cast the spell.

For example, the mind flayer as presented in the *Monster Manual* has the Innate Spellcasting (Psionics) feature. This feature allows the mind flayer to cast a set of spells using psionic energy. These spells can be countered with *dispel magic* and similar effects.

A mystic draws on the power of psionics—the energy of the mind—to create powerful effects.

CLASS FEATURES

As a mystic, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per mystic level

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

THE MYSTIC

Level	Proficiency Bonus	Features	Talents Known	Disciplines Known	Psi Points	Psi Limit
1st	+2	Psionics, Mystic Order	1	2	4	2
2nd	+2	Mystical Recovery	1	3	6	2
3rd	+2	Mystic Order feature	2	3	14	3
4th	+2	Ability Score Improvement, Strength of Mind	2	3	17	3
5th	+3	—	2	4	27	5
6th	+3	Mystic Order feature	2	4	32	5
7th	+3	—	2	5	38	6
8th	+3	Ability Score Improvement, Mystic Order feature	2	5	44	6
9th	+4	—	2	6	57	7
10th	+4	Consumptive Power	3	6	64	7

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

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Medicine, Nature, Perception, and Religion

EQUIPMENT

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

- (a) a spear or (b) a mace
- (a) leather armor or (b) scale mail
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

PSIONICS

As a student of psionics, you can master and use psionic disciplines and talents.

PSIONIC TALENTS

A psionic talent is a minor psionic effect you have mastered. At 1st level, you know one psionic talent of your choice (see the talent options later in this class description). You learn additional talents of your choice at higher levels, as shown in the Talents Known column of the Mystic table.

PSIONIC DISCIPLINES

A psionic discipline is a rigid set of mental exercises that allows a mystic to manifest psionic power. Such disciplines are divided into two categories: lesser disciplines and greater disciplines. A mystic masters only a few disciplines at a time.

At 1st level, you know two lesser disciplines of your choice (see the discipline options later in this class description). You learn additional disciplines of your choice at higher levels, as shown in the Disciplines Known column of the Mystic table. You must be at least 5th level to learn a greater discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice. You can replace a lesser discipline with a greater discipline, but only if you are at least 5th level.

PSI POINTS

You have an internal reservoir of energy that can be devoted to the psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points. A psionic talent requires no psi points.

The number of psi points you have is based on your mystic level, as shown in the Psi Points column of the Mystic table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum after you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

PSI LIMIT

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your mystic level, as shown in the Psi Limit column of the Mystic table. For example, as a 3rd-level mystic, you can spend no more than 3 psi points on a discipline each time you use it, no matter how many psi points you have.

PSYCHIC FOCUS

You can focus psychic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a psychic focus benefit. You can have only one psychic focus benefit at a time.

PSIONIC ABILITY

Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

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

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

MYSTIC ORDER

At 1st level, you choose a Mystic Order: the Order of the Awakened or the Order of the Immortal, both detailed at the end of the class description. Each order specializes in a particular approach to psionics. Your order gives you features when you choose it at 1st level and additional features at 3rd, 6th, and 8th level.

MYSTICAL RECOVERY

Starting at 2nd level, you draw vigor from the psi energy you use to power psionic disciplines associated with your Mystic Order.

Whenever you spend psi points on a psionic discipline of your order, you regain hit points equal to your Intelligence modifier if your current hit point total equals half your hit point maximum or less.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th 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.

STRENGTH OF MIND

Even the simplest psionic techniques require a deep understanding of how psionic energy can augment mind and body. This understanding allows you to alter your defenses to better deal with threats.

Starting at 4th level, you can replace your proficiency in Wisdom saving throws whenever you finish a short or long rest. To do so, choose Strength, Dexterity, Constitution, or Charisma. You gain proficiency in saves using that ability, instead of Wisdom. This change lasts until you finish your next short or long rest.

CONSUMPTIVE POWER

At 10th level, you gain the ability to sacrifice your health in exchange for psychic power. As a bonus action, you regain up to 5 psi points. For each point you choose to regain this way, your current hit points and hit point maximum are both reduced by 1 for each level you have in this class. This reduction can't be lessened in any way.

Once you use this feature, you can't use it again until you finish a long rest, and the reduction to your hit point maximum lasts until you finish a long rest.

MYSTIC ORDERS

Psionics is a mysterious form of power within most D&D worlds. Secretive orders study its origins and applications, while pushing the boundaries of what psychic power can achieve.

Each mystic order pursues a specific goal for psionic power. That goal shapes how the members of an order understand psionics and determines the disciplines they master.

ORDER OF THE AWAKENED MYSTICS

Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By transcending the physical, the Awakened hope to attain a perfect state of being—focused on pure intellect and mental energy.

The Awakened are skilled at bending minds and unleashing devastating psychic attacks, and are able to read the secrets of the world through psionic energy. Awakened mystics who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns.

MIND MASTERY

At 1st level, you gain the *mind meld* and *thought spear* psionic talents (these are in addition to the talents you gain in the Mystic table). If you already have either one, you can pick any other talent to replace it.

AWAKENED EXPERTISE

Starting at 1st level, your focused mental training grants you extended knowledge. You gain proficiency in two skills of your choice.

In addition, choose one skill you are proficient in. Your proficiency bonus is doubled for any ability check you make that uses that skill.

PSIONIC INVESTIGATION

At 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object, regardless of how long ago it was last handled.

You also learn of any events that have occurred within 20 feet of the object within the past 24 hours. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but can't use other senses.

Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn.

PSYCHIC SURGE

Starting at 6th level, you overload your psychic focus to batter down an opponent's defenses. You can impose disadvantage on a target's saving throw against a discipline or talent you use, but at the cost of using your psychic focus. Your focus immediately ends, and you can't use it again until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

POTENT PSIONICS

At 8th level, you can add your Intelligence modifier to the damage you deal with any psionic talent.

ORDER OF THE IMMORTAL

The Order of the Immortal strives to achieve physical perfection by augmenting the body's natural strength with psychic power. This order's goal is for its members to achieve immortality by overcoming the effects of aging through rigorous discipline and psionic perfection. To members of this order, psionic energy is a tool to augment, control, and perfect the physical body.

Members of this order who take up the adventuring life are skilled warriors. Their psionic abilities allow them to shrug off injuries and hazards, while focusing their strength and speed in combat.

MARTIAL ORDER

At 1st level, you gain proficiency with martial weapons, heavy armor, and shields.

PSIONIC RESILIENCE

At 3rd level, you learn to use psionic energy to speed up your natural healing. At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier, provided that you have at least 1 hit point.

SURGE OF HEALTH

Starting at 6th level, you can draw on your psychic focus to escape death's grasp. As a reaction when you take damage, you can halve that damage against you. Your psychic focus immediately ends, and you can't use it again until you finish a short or long rest. You can't use this ability if you can't use your psychic focus.

CUTTING RESONANCE

At 8th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to the target. When you reach 14th level, this extra damage increases to 2d8.

PSIONIC DISCIPLINES

Psionic disciplines are the heart of a mystic's craft. They are the mental exercises and psychic formulae used to forge inner will into tangible effects.

Disciplines were each discovered by different orders and tend to reflect their creators' ethos and specialties. However, a mystic may learn any discipline regardless of its associated order.

USING A DISCIPLINE

Each discipline has a number of ways you can use it, all contained in its description. The discipline specifies the type of action and number of psi points needed to use its effect options. It also details whether you must concentrate on its effects, how many targets it affects, what saving throws it requires, and so on.

The following sections go into more detail on using a discipline.

PSYCHIC FOCUS

The Psychic Focus section of a discipline describes the benefit you gain when you choose that discipline for your psychic focus.

EFFECT OPTIONS AND PSI POINTS

A discipline provides different options for how to use it with your psi points. Each effect option has a name, and the psi point cost of that option appears in parentheses after its name. You must spend that number of psi points to use that option, while abiding by your psi limit. If you don't have enough psi points left, or the cost is above your psi limit, you can't use the option.

Some options show a range of psi points, rather than a specific cost. To use that option, you must spend a number of points within that point range, still abiding by your psi limit.

Each option notes specific information about its effect, including the action required to use it (if any), its range, and whether it requires concentration. If an option doesn't state that it is used as an action, a bonus action, or a reaction, using it requires no action.

COMPONENTS

Disciplines don't require the components that many spells require. Using a discipline requires no spoken words, gestures, or materials. The power of psionics comes from the mind.

DURATION

An option in a discipline specifies how long its effect lasts.

Instantaneous. If no duration is specified, the effect of an option is instantaneous.

Concentration. Some effect options require concentration. This requirement is noted with a “C” after the option’s psi point cost.

Concentrating on a discipline follows the same rules as concentrating on a spell. This rule means you can’t concentrate on a spell and a discipline at the same time, nor can you concentrate on two disciplines at the same time.

TARGETS AND AREAS OF EFFECT

Psionic disciplines use the same rules as spells for determining targets and areas of effect. See chapter 10, “Spellcasting,” of the *Player’s Handbook*.

SAVING THROWS AND ATTACK ROLLS

If a discipline requires a saving throw, it specifies the type of save and the results of a successful or failed saving throw. The DC is determined by your psionic ability.

Some disciplines require you to make an attack roll to determine whether the discipline’s effect hits its target. The attack roll uses your psionic ability.

COMBINING PSIONIC EFFECTS

The effects of different psionic disciplines add together while the durations of those disciplines overlap. Likewise, different options from a single psionic discipline combine if they are active at the same time. However, a specific option from a psionic discipline doesn’t combine with itself if that option is used multiple times. Instead, the most potent effect—usually dependent on how many psi points were used to create the effect—applies while the durations of the effects overlap.

Psionics and magic are separate effects, and therefore their benefits and drawbacks overlap. A psionic effect that reproduces a spell is an exception to this rule (see “Psionics and Magic” earlier, as well as “Combining Magical Effects” in chapter 10, “Spellcasting,” of the *Player’s Handbook*).

DISCIPLINE DESCRIPTIONS

The following disciplines are presented in alphabetical order.

PSIONIC DISCIPLINE

Discipline	Rank	Order
Adaptive Body	Greater	Immortal
Body of Wind	Greater	Immortal
Celerity	Lesser	Immortal
Conquering Mind	Lesser	Awakened
Intellect Fortress	Lesser	Awakened
Iron Durability	Lesser	Immortal
Mind Over Emotion	Greater	Awakened
Mind Vault	Lesser	Awakened
Psionic Restoration	Lesser	Awakened
Psionic Weapon	Lesser	Immortal
Third Eye	Lesser	Awakened

ADAPTIVE BODY

Greater discipline (immortal)

You can alter your body to withstand punishing environments.

Psychic Focus. While focused on this discipline, you don’t need to eat, sleep, or breathe.

Energy Adaptation (5, C). As an action, you touch a creature and give it resistance to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

Energy Immunity (7, C). As an action, you touch a creature and give it immunity to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

BODY OF WIND

Greater discipline (immortal)

You and your possessions take on a gaseous quality, allowing you to move like a howling gale, squeeze through small spaces, and escape danger. You move with the lightest steps using this discipline.

Psychic Focus. While focused on this discipline, you take no falling damage and ignore difficult terrain.

Wind Step (1–7). As your move, you can fly up to 20 feet for each psi point you spend. You must land at the end of this movement, otherwise you fall, unless you have some means of staying aloft.

Wind Form (5, C). As an action, you gain a flying speed of 60 feet for 10 minutes.

Misty Form (7, C). As an action, your body becomes mist-like. In this form, you gain resistance to bludgeoning, piercing, and slashing damage. You can pass through openings that are no more than an inch wide. This benefit lasts for up to 1 hour.

CELERITY

Lesser discipline (immortal)

You channel psionic power into your body, honing your reflexes and agility to an incredible degree. In your eyes, the world seems to slow down while you continue to move as normal.

Psychic Focus. While focused on this discipline, your speed increases by 5 feet, and you have advantage on initiative checks. If you are surprised, you can spend 1 psi point to no longer be surprised.

Seize the Initiative (1–5). When you roll initiative, you can use your reaction to give yourself or one creature you can see within 60 feet of you a +2 bonus to initiative for each psi point you spend.

Surge of Speed (2). As a bonus action, you increase your speed by 30 feet until the end of your turn. In addition, you don’t provoke opportunity attacks this turn.

Surge of Action (5). As a bonus action, you can gain an additional action this turn. That action can be used only to take the Attack (one attack only), Dash, Disengage, Hide, or Use an Object action.

CONQUERING MIND

Lesser discipline (awakened)

By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

Psychic Focus. While focused on this discipline, you gain proficiency in one of the following skills of your choice: Deception, Intimidation, Performance, or Persuasion. You can change the chosen skill each time you apply your focus to this discipline.

Exacting Query (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target truthfully answers one brief question you ask it as part of this action, provided that it understands the question. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest.

Occluded Mind (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target believes one statement of your choice for the next 5 minutes, provided that it understands the statement. The statement can be up to ten words long, and must describe you or a creature or object the target can see. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest.

Broken Will (5). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw. On a failed save, the target is charmed until the end of its next turn, during which you choose its movement and action. On a successful save, the target is unaffected, and you can't use this ability on that creature again until you finish a long rest.

Psychic Grip (7, C). As an action, you target a creature you can see. The target must make an Intelligence saving throw. On a failed save, you overload the creature with psychic energy. The target is paralyzed for 1 minute, but at the end of each of its turns it can make another Intelligence saving throw. On a success, this effect ends. On a failure, you can use your reaction to force the target to move up to half its speed, despite being paralyzed.

INTELLECT FORTRESS

Lesser discipline (awakened)

You forge an indomitable wall of psionic energy around your mind—one that allows you to launch reflexive counterattacks against your opponents.

Psychic Focus. While focused on this discipline, you gain resistance to psychic damage.

Psychic Backlash (1). As a reaction, you can impose disadvantage on one attack roll made against you if you can see the attacker. If the attack still hits you, the attacker takes psychic damage equal to half your mystic level (rounded up).

Psychic Parry (1–3). As a reaction when you make an Intelligence, a Wisdom, or a Charisma saving throw, you gain a +2 bonus to that saving throw for each psi point you spend. You can use this ability after rolling the die but before applying the result.

Psychic Redoubt (5, C). As an action, you create a field of protective psychic energy. For the next 10 minutes, you and creatures of your choice gain the following benefits while within 30 feet of you: resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

IRON DURABILITY

Lesser discipline (immortal)

This discipline grants you unmatched toughness and resilience on the battlefield.

Psychic Focus. While focused on this discipline, you gain a +1 bonus to AC.

Psionic Recovery (2). As an action, you can spend up to two Hit Dice. Roll each die, add your Constitution modifier to it, and regain hit points equal to the total.

Iron Hide (1–3). As a reaction when you are attacked, you gain a +2 bonus to AC for each psi point you spend. You spend these points after learning the attack's result but before applying its effects.

MIND OVER EMOTION

Greater discipline (awakened)

You learn to use psionic energy to manipulate others with a subtle combination of psi and your own, natural charm.

Psychic Focus. While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your Intelligence modifier (minimum bonus of +1).

Charming Presence (1–7). As an action, you exert an aura of sympathetic power. Roll 2d8 per psi point you spend on this ability; the total is how many hit points worth of creatures this spell can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximum, ignoring unconscious creatures or creatures immune to this effect. Each creature affected by this ability is charmed by you for 10 minutes. While charmed, it regards you as a friendly acquaintance. A creature engaged in combat is immune to this effect.

Revolted Presence (5, C). As an action, you exert an aura of repulsive power. Up to five creatures of your choice that you can see within 30 feet of you must each make an Intelligence saving throw. On a failed save, a target is frightened of you for 10 minutes. While frightened, it takes psychic damage equal to twice your mystic level if it doesn't end its turn at least 10 feet farther away from you than it was at the start of that turn. It can then make another Intelligence saving throw at the end of the turn. On a success, this effect ends.

Invoke Awe (7, C). As an action, you exert an aura that inspires awe and adulation in others. Up to five creatures of your choice that you can see within 60 feet of you must each make an Intelligence saving throw. On a failed save, the target is charmed by you for 10 minutes. While charmed, it obeys all your orders to the best of its ability and without risking its life. The target will only harm creatures that it has seen harm you since it first came under the effect of this ability. At the end of each of its turns it can make another Intelligence saving throw. On a success, this effect ends.

MIND VAULT

Lesser discipline (awakened)

Your mind forms a light but useful link to other living things within hundreds of miles. This link allows you to draw on the knowledge of others in the following ways.

Psychic Focus. While focused on this discipline, you gain proficiency with one skill, weapon, shield, armor, or tool of your choice. Each time you focus on this discipline, you can choose a different skill, weapon, shield, armor, or tool.

Borrow Expertise (2). As a bonus action, you gain advantage on one skill check or saving throw of your choice that you make before the end of your next turn. You must opt to gain the advantage before rolling.

Borrow Language (5). As an action, you gain the ability to speak, read, and understand one language for 8 hours. You can use this ability multiple times to gain its benefits with several languages.

Borrow Lore (7). As an action, name one specific location in your mind. You learn a summary of the important lore regarding that place. At the DM's option, you also learn up to three secrets about it, such as the location of traps, passwords, or where treasure is hidden within it.

PSIONIC RESTORATION

Lesser discipline (awakened)

You wield psionic energy to cure wounds and restore health to yourself and others.

Psychic Focus. While focused on this discipline, you can use a bonus action to touch a living creature that has 0 hit points and automatically stabilize it.

Mend Wounds (1–7). As an action, you can restore hit points to a creature you touch. The creature regains 3 hit points per psi point you spend.

Restore Health (3). As an action, you can touch a creature and remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned.

Restore Vigor (7). As an action, you can touch a creature and choose one of the following: remove any reductions to one of its ability scores or remove one effect that reduces its hit point maximum.

PSIONIC WEAPON

Lesser discipline (immortal)

You channel psionic energy to lend devastating power to your attacks.

Psychic Focus. While focused on this discipline, you charge one nonmagical weapon you carry, or one of your fists, with psionic energy. Attacks you make with it are considered magical and have a +1 bonus to attack rolls and damage rolls.

Ethereal Weapon (1). As a bonus action, you can momentarily transform a weapon you hold into psionic energy. The next attack you make with this weapon requires no attack roll. Instead, the target must make a Dexterity saving throw against this discipline. On a failed save, the target takes the attack's normal damage and suffers any additional effects. On a successful save, the target takes half damage from the attack, but suffers no additional effects that would normally be imposed on a hit.

Lethal Strike (1–5). When you hit a target with a melee weapon attack, you can increase the damage to that target. The target takes an extra 1d10 psychic damage for each psi point you spend.

Augmented Weapon (5, C). As a bonus action, you touch one nonmagical weapon and infuse it with psionic energy. For up to 10 minutes, it is a magic weapon with a +3 bonus to attack rolls and damage rolls.

THIRD EYE

Lesser discipline (awakened)

This discipline can open a third eye within your mind, opening your doors of perception.

Psychic Focus. While focused on this discipline, you have blindsight with a radius of 30 feet.

Tremorsense (1, C). As a bonus action, you gain tremorsense with a radius of 30 feet for up to 1 minute.

Unwavering Eye (1, C). As a bonus action, you gain advantage on Wisdom checks for up to 1 minute.

Truesight (5, C). As a bonus action, you gain truesight with a radius of 30 feet for up to 1 minute.

PSIONIC TALENTS

A psionic talent is a psychic ability that requires psionic aptitude but doesn't drain a mystic's psionic energy. Talents are similar to disciplines and use the same rules, but with three important exceptions:

- You can never use your psychic focus on a talent.
- Talents don't require you to spend psi points to use them.
- Talents aren't linked to psionic orders.

BEACON

Psionic talent

As a bonus action, you cause bright light to radiate from your body in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. The light lasts for 1 hour, and you can extinguish it as a bonus action.

BLADE MELD

Psionic talent

As an action, you cause one simple or martial melee weapon you are holding to dissolve into your body. This process is harmless to you and the weapon. Until the weapon reappears, it is inaccessible, as are any of its properties. You can have only one weapon at a time affected in this way. You can summon the weapon to your hand as a bonus action. It reappears in your space if you are unconscious or dead.

LIGHT STEP

Psionic talent

As a bonus action, you alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the next time you stand up, you need to spend no more than 10 feet of movement to do so.

MIND MELD

Psionic talent

As a bonus action, you can communicate telepathically with one creature you can see within 120 feet of you. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. You can allow a creature to respond to you telepathically, but it must understand at least one language in order to communicate this way. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature.

MIND THRUST

Psionic talent

As an action, you blast psychic energy at one creature that you can see within 5 feet of you. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage. If the target takes any of this damage, you can push it up to 10 feet away from you.

The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

THOUGHT SPEAR

Psionic talent

As an action, you psychically strike one creature that you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

The talent's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

NIGHT EYES

Psionic talent

As an action, you grant yourself darkvision with a range of 30 feet. This benefit lasts for 1 hour.



CHAPTER 7: MODERN MAGIC

When the fifth edition *Dungeon Master's Guide* was released in 2014, two pages in chapter 9, "Dungeon Master's Workshop," attracted a lot of attention. Those pages covered the rules for using firearms and explosives, an addition that allowed DMs to introduce modern and alien weaponry into the D&D world, as in the classic adventure *Expedition to the Barrier Peaks*.

But what if we extended the D&D rules to cover a campaign not only touched by, but actually set in a modern era? The d20 Modern roleplaying game did that with the third edition ruleset in 2002. Now the newest iteration of D&D features various archetypes, traditions, domains, and other options for the base classes, all of which present opportunities for customization. With that in mind, this article presents new rules for expanding the repertoire of spellcasting characters in a modern setting.

These rules build on the Behind the Screens article "**My New d20 Modern Campaign**", which introduces sidearms, long arms, and modern armor for fifth edition D&D.

CITY MAGIC

Many of the class features and spells in this article depend on a character's presence in an urban environment to function. At the DM's discretion, these features and spells might function in smaller urban areas (such as sufficiently population-dense large towns or suburbs). However, they do not function in areas with little or no artificial construction (such as a wholly natural forest settlement), regardless of population.

CLERIC

For many clerics in a modern campaign, life is dominated by the urban environment and its struggles.

CITY DOMAIN

The City domain is concerned with the citizenry, commerce, traffic, and even architecture of modern civilization. In the eyes of a cleric of the city, the center of modern life is a sense and spirit of community, and the gravest enemies of the city are those who seek to harm the common weal of its citizens.

New spells introduced for the City domain are marked with an asterisk and detailed in the "New Spells" section at the end of this article. For all other spells, see the *Player's Handbook*.

CITY DOMAIN SPELLS

Cleric Level Spells

1st	<i>comprehend languages, remote access*</i>
3rd	<i>find vehicle*, heat metal</i>
5th	<i>lightning bolt, protection from ballistics*</i>

Cleric Level Spells

7th	<i>locate creature, synchronicity*</i>
9th	<i>commune with city*, shutdown*</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *on/off* cantrip (see "New Spells" in addition to your chosen cantrips).

BONUS PROFICIENCIES

Also starting at 1st level, you gain proficiency with sidearms and proficiency with vehicles (land).

HEART OF THE CITY

From 1st level, you are able to tap into the spirit of community found in the city. While you are within any city, you can gain advantage on a single Charisma (Deception, Intimidation, or Persuasion) check, and you are considered proficient in the appropriate skill. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

CHANNEL DIVINITY: SPIRITS OF THE CITY

Starting at 2nd level, you can use your Channel Divinity to call on the city for aid. As an action, you present your holy symbol, and any city utility within 30 feet of you either works perfectly or shuts down entirely for 1 minute (your choice).

Additionally, each hostile creature within 30 feet of you must make a Charisma saving throw. On a failed save, the creature is knocked prone or restrained (your choice) by hazards such as entangling wires, high-pressure water erupting from fire hydrants, pavement collapsing to unseen potholes, and so on. A restrained creature can escape by making a successful Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

This effect is entirely local and affects only utilities within 30 feet of you. Determination of what utilities are available within range and how the physical effects of those utilities manifest are left to the DM.

BLOCK WATCH

Starting at 6th level, your awareness while in the city extends preternaturally. While in an urban environment, you are considered proficient in the Insight and Perception skills, and you add double your proficiency bonus to Wisdom (Insight) and Wisdom (Perception) checks, instead of your normal proficiency bonus.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with psychic energy borrowed from the citizens of your city. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra psychic damage increases to 2d8.

EXPRESS TRANSIT

At 17th level, you can use mass transit routes to transport instantaneously to other points in the city. Starting from a bus stop, train station, subway stop, or other suitable mass transit site within the city, you can teleport to any other similar transit stop within the city, as if you had cast a *teleport* spell whose destination is a permanent teleportation circle you know. Once you use this feature, you must finish a short or long rest before using it again.

WARLOCK

A modern warlock channels the unseen randomness of urban life, tapping into the energy of technology in unimagined ways.

OTHERWORLDLY PATRON: GHOST IN THE MACHINE

You have made a bargain for power granted by an entity that you believe to be completely digital. Whether it is a rogue AI or the spirit of a deceased hacker, the Ghost in the Machine is capable of feats that defy explanation.

EXPANDED SPELL LIST

The Ghost in the Machine lets you choose from an expanded list of spells when you learn a warlock spell. You gain the *on/off* cantrip, and the following new spells are added to the warlock spell list for you. See “New Spells” at the end of this article.

GHOST IN THE MACHINE EXPANDED SPELLS

Cleric Level Spells

1st	<i>infallible relay, remote access</i>
3rd	<i>arcane hacking, digital phantom</i>
5th	<i>haywire, invisibility to cameras</i>
7th	<i>conjure knowbot, system backdoor</i>
9th	<i>shutdown, synchronicity</i>

BONUS PROFICIENCY

At 1st level, you gain proficiency with hacking tools (see “Ability Checks and Hacking Tools,” below).

INFORMATION SURGE

At 1st level, you gain the ability to temporarily render computerized devices inoperable. As an action, you can target a computerized device within 30 feet of you. If the targeted device is held or otherwise actively used by a living creature, that creature must make an Intelligence saving throw against your spell save DC. On a failed save, the targeted device ceases to function until the end of your next turn. If the targeted device is not held or used by a creature, the DM makes a special saving throw for the device with disadvantage and a +0 modifier. Certain shielded devices might negate the disadvantage, at the DM’s determination.

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

WIRE WALK

Starting at 6th level, you gain the ability to travel short distances over electrical wires, data lines, or telephone cables. As a bonus action, you can touch a device or socket connected to a hardwired network and teleport along this network to another device or socket within your line of sight. Once you use this feature, you can’t use it again until you finish a short or long rest.

PERSONAL ENCRYPTION

Beginning at 10th level, you have learned to apply your innate knowledge of encryption to your thoughts, memories, and presence. You have advantage on saving throws against scrying, thought detection, or any other method of magically learning your whereabouts or reading your thoughts. For any such effect that does not grant you a saving throw but which requires the creature targeting you to make an ability check, the check is made with disadvantage.

TECHNOVIRUS

At 14th level, you gain the ability to infect a humanoid’s body with living circuitry. You can use an action to make a melee attack against a humanoid creature using your spell attack modifier. The target must make a Constitution saving throw against your spell save DC as a techno-organic virus quickly spreads through its body. On a failed save, the target takes 8d10 psychic damage, or half as much damage on a successful one.

Additionally, if the target fails the saving throw, you can use an action to issue it a single command, as if you were casting the *command* spell. The target makes its saving throw against your command with disadvantage. You can issue this command at any time while the target remains infected.

Once you use this feature, you can’t use it again until you finish a long rest, at which point the target is cured of the technovirus. The infection can also be removed with a *lesser restoration* spell.

ADDITIONAL INVOCATION

Warlocks who favor modern weapons can learn to channel their magic through those weapons.

ARCANE GUNSLINGER

Prerequisite: Pact of the Blade feature

You can create a pact weapon that is a sidearm or long arm, and you can transform a magical sidearm or long arm into your pact weapon.

WIZARD

Knowledge is the heart of the wizard’s craft, and a modern environment offers knowledge undreamed of by most mages.

ARCANE TRADITION: TECHNOMANCY

Unlike the more common arcane traditions based around the schools of magic, the tradition of Technomancy does not focus on a singular type of spellcraft or magical energy. Rather, students of Technomancy concern themselves with how their spells interact with modern technology.

Technomancers can make use of technology as both a conduit and a storage space for magic. In a campaign using the optional rules for magic item creation (see the *Dungeon Master's Guide*), a technomancer might craft disposable electronic devices and smartphone apps in lieu of potions and scrolls.

BONUS PROFICIENCIES

Beginning when you select this arcane tradition at 2nd level, you gain proficiency with sidearms and hacking tools.

TECHNOLOGICAL SAVANT

Also at 2nd level, you trade out your spellbook for a specially attuned storage device of your choosing, capable of recording magical data. The computing power of this device must be equal to or greater than a tablet computer. Only one storage device can be attuned to you at any given time. Spells can be copied into this device at half the cost of copying spells into a spellbook.

PROGRAM SPELL

At 6th level, you can insert a spell within an electronic device of your choosing, so that by touching a key or flicking a switch using an action, the spell activates. All variables of the spell are set at the time of casting. The computing power of this device must be equal to or greater than a mobile phone.

A programmed spell remains placed in its device for 48 hours, and is gone once it is discharged. You can use this feature to place a programmed spell in only one device at a time, and a device can hold only one programmed spell. Only you can activate the programmed spell in the device. If the device is destroyed, the programmed spell is lost.

A concentration spell placed in a device cannot be activated while you are concentrating on another spell. Once you use this feature, you can't use it again until you finish a long rest.

ONLINE CASTING

At 10th level, you can cast spells through networked electronic devices, including cameras, mobile phones, and computers. For example, if a creature is under the observation of a security camera and you can see the video feed from that camera on a computer, you can cast a spell into the computer and out through the security camera to target that creature.

If the spell requires the caster to be seen, the target must see you or a live image of you. If the spell requires the caster to be heard, the target must be able to hear you or a live audio transmission of you. The spell's range is determined using the distance from you to your device, and then from the target to its device. You must be able to see or otherwise determine the location of the target. This feature can be used to cast only spells that target specific creatures. Spells that affect an area are not subject to online casting.

This feature can be used a number of times per day equal to your Intelligence modifier (minimum of once).

CHAINED DEVICE

By 14th level, you have learned to imprint vestiges of your consciousness on electronic devices with significant computing power. When you cast a concentration spell, you can use a device whose computing power is equal to or greater than a tablet computer to maintain concentration of the spell on your behalf. The device must be held or worn by you to maintain this effect. If the device is destroyed, taken from you, dropped, or turned off, the concentration ends. Once you use this feature, you can't use it again until you finish a long rest.

ABILITY CHECKS AND HACKING TOOLS

Most characters in a modern campaign setting are well versed in using computers, and are automatically successful when employing technology for mundane tasks (searching a hard drive or the Internet, using the normal functions of an electronic device, and so on). For especially challenging technological tasks (finding hidden information on a computer, restoring information from a device that's been erased, and so on), a character makes an Intelligence check against a DC set by the DM. However, some technical tasks—including breaking into protected computer systems, accessing hidden functions of electronic devices, or using a device in a way it was not designed for—require the use of specialized hacking tools.

Hacking Tools. This kit contains the hardware and software necessary to allow access into most computer systems and electronic devices. Proficiency with hacking tools lets you add your proficiency bonus to any Intelligence checks you make to connect to or make use of a computer system or electronic device. The kit fits snugly in a backpack or toolbox.

NEW SPELLS

The following modern-themed spells are all suitable for the sorcerer, warlock, or wizard spell lists. Spells marked † are also suitable for the paladin spell list.

CANTRIPS (0 LEVEL)

On/Off

1ST LEVEL

Infallible Relay
Remote Access

2ND LEVEL

Arcane Hacking
Digital Phantom
Find Vehicle†

3RD LEVEL

Haywire
Invisibility to Cameras
Protection from Ballistics

4TH LEVEL

Conjure Knowbot
Synchronicity

5TH LEVELCommune with City
Shutdown**TECHNOMAGIC**

Certain of the spells in this section have a special tag: technomagic. Such spells are cast normally, but the technomagic tag indicates that their magic specifically references and interacts with computer systems and electronic devices.

ARCANE HACKING*2nd-level transmutation (technomagic)***Casting Time:** 1 action**Range:** Self**Components:** V, S, M (hacking tools)**Duration:** Concentration, up to 1 hour

You gain advantage on all Intelligence checks using hacking tools to break software encryption or online security when using a foreign system. This spell also allows you to break 2nd-level and lower protective spells such as *arcane lock* or *glyph of warding* by making an Intelligence check using hacking tools against the spell save DC of the spell's caster.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can attempt to counteract a spell set to secure the foreign system if the spell's level is equal to or less than the level of the spell slot you used.

COMMUNE WITH CITY*5th-level divination (ritual)***Casting Time:** 1 minute**Range:** Self**Components:** V, S**Duration:** Instantaneous

You briefly become one with the city and gain knowledge of the surrounding area. Aboveground, this spell gives you knowledge of the area within 1 mile of you. In sewers and other underground settings, you gain knowledge of the area within 600 feet of you.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- Terrain and bodies of water
- Prevalent buildings, plants, animals, or intelligent creatures
- Powerful (CR 1 or higher celestials, fey, fiends, elementals, or undead)
- Influences from other planes of existence
- Electrical currents, wireless signals, and active transit lines and tracks

For example, you could determine the location of powerful undead in the area, the location of major sources of electrical power or interference, and the location of any nearby parks.

CONJURE KNOWBOT*4th-level conjuration (technomagic)***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** 10 minutes

You touch a single computerized device or computer system to conjure a knowbot—a partially sentient piece of software imprinted with vestiges of your own skills and computer abilities. For the duration of the spell, you can use a bonus action to have the knowbot execute a computer-related task that would normally require an action. The knowbot makes Intelligence ability checks using your ability score and proficiency bonuses (including your proficiency with hacking tools, if applicable).

You have a limited telepathic bond with the knowbot, out to a range of 500 feet from the device or system where the knowbot was conjured. If you move beyond this range, the knowbot disappears in 2d4 rounds, as if the duration of the spell had expired. Moving within range again immediately reestablishes the bond.

The knowbot is bound to the system in which it was created, and it stays there until it is dismissed or the spell's duration expires.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's duration increases to 1 hour. Additionally, your telepathic bond with the knowbot is effective out to a range of 1,000 feet, and if you leave the range of the bond, the knowbot continues performing its last directed task until the spell expires.

DIGITAL PHANTOM*2nd-level abjuration (technomagic)***Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a small piece of copper wire)**Duration:** Concentration, up to 1 hour

This spell works to actively hide your presence within a computer system. For the spell's duration, you and any other users you choose on your local network gain a +10 bonus to Intelligence checks to avoid detection by administrators, knowbots, tracking software, and the like. Whenever you and your chosen users leave any computer system you are working in while this spell is in effect, all trace of your previous presence in that system is erased.

FIND VEHICLE*2nd-level conjuration***Casting Time:** 10 minutes**Range:** 30 feet**Components:** V, S**Duration:** 8 hours

You summon a spirit that assumes the form of a nonmilitary land vehicle of your choice, appearing in an unoccupied space within range. The vehicle has the statistics of a normal vehicle of its sort, though it is celestial, fey, or fiendish (your choice) in origin. The physical characteristics of the vehicle reflect its origin to some degree. For example, a fiendish SUV might be jet black in color, with tinted windows and a sinister-looking front grille.

You have a supernatural bond with the conjured vehicle that allows you to drive beyond your normal ability. While driving the conjured vehicle, you are considered proficient with vehicles of its type, and you add double your proficiency bonus to ability checks related to driving the vehicle. While driving the vehicle, you can make any spell you cast that targets only you also target the vehicle.

If the vehicle drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss the vehicle at any time as an action, causing it to disappear.

You can't have more than one vehicle bonded by this spell at a time. As an action, you can release the vehicle from its bond at any time, causing it to disappear.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can conjure a nonmilitary water vehicle large enough to carry six Medium creatures. When you cast this spell using a spell slot of 5th level or higher, you can conjure a nonmilitary air vehicle large enough to carry ten Medium creatures. When you cast this spell using a spell slot of 7th level or higher, you can conjure any type of vehicle, subject to the DM's approval.

HAYWIRE

3rd-level enchantment (technomagic)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell plays havoc with electronic devices, making the use of such devices all but impossible. Each electronic device in a 10-foot-radius sphere centered on a point you choose within range is subject to random behavior while it remains within the area. A device not held by a creature is automatically affected. If an electronic device is held by a creature, that creature must succeed on a Wisdom saving throw or have the device affected by the spell.

At the start of each of your turns, roll a d6 for each affected device to determine its behavior. Except where otherwise indicated, that behavior lasts until the start of your next turn while this spell is in effect.

1: The device shuts down and must be restarted. Do not roll again for this device until it is restarted.

2–4: The device does not function.

5: The device experiences a power surge, causing an electric shock to the wielder (if any) and one random creature within 5 feet of the device. Each affected creature must make a Dexterity saving throw against your spell save DC, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one.

6: The device is usable as normal.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere affected by the spell increases by 5 feet for each slot level above 3rd.

INFALLIBLE RELAY

1st-level divination (technomagic)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a mobile phone)

Duration: Concentration, up to 10 minutes

With this spell, you can target any creature with whom you have spoken previously, as long as the two of you are on the same plane of existence. When you cast the spell, the nearest functioning telephone or similar communications device within 100 feet of the target begins to ring. If there is no suitable device close enough to the target, the spell fails.

The target must make a successful Charisma saving throw or be compelled to answer your call. Once the connection is established, the call is crystal clear and cannot be dropped until the conversation has ended or the spell's duration ends. You can end the conversation at any time, but a target must succeed on a Charisma saving throw to end the conversation.

INVISIBILITY TO CAMERAS

3rd-level illusion (technomagic)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a scrap of black paper)

Duration: Concentration, up to 1 minute

Four creatures of your choice within range become undetectable to electronic sensors and cameras for the duration of the spell. Anything a target is wearing or carrying is likewise undetectable as long as it is on the target's person. The targets remain visible to vision.

ON/OFF

Transmutation cantrip (technomagic)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

This cantrip allows you to activate or deactivate any electronic device within range, as long as the device has a clearly defined on or off function that can be easily accessed from the outside of the device. Any device that requires a software-based shutdown sequence to activate or deactivate cannot be affected by *on/off*.

PROTECTION FROM BALLISTICS

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shell casing)

Duration: Concentration, up to 10 minutes

This spell enchants the flesh of the target against the impact of bullets. Until the spell ends, the target has resistance to nonmagical ballistic damage.

REMOTE ACCESS

1st-level transmutation (technomagic)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 minutes

You can use any electronic device within range as if it were in your hands. This is not a telekinesis effect. Rather, this spell allows you to simulate a device's mechanical functions electronically. You are able to access only functions that a person using the device manually would be able to access. You can use *remote access* with only one device at a time.

SHUTDOWN

5th-level transmutation (technomagic)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell shuts down all electronic devices within range that are not wielded by or under the direct control of a creature. If an electronic device within range is used by a creature, that creature must succeed on a Constitution saving throw to prevent the device from being shut down. While the spell remains active, no electronic device within range can be started or restarted.

SYNCHRONICITY

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

The creature you touch feels reality subtly shifted to its favor while this spell is in effect. The target isn't inconvenienced by mundane delays of any sort. Traffic lights are always green, there's always a waiting elevator, and a taxi is always around the corner. The target can run at full speed through dense crowds, and attacks of opportunity provoked by the target's movement are made with disadvantage.

Synchronicity grants advantage to Dexterity (Stealth) checks, since the target always finds a handy piece of cover available. Additionally, the target has advantage on all ability checks made to drive a vehicle.

In the event that two or more creatures under the effect of *synchronicity* are attempting to avoid being inconvenienced by each other, the creatures engage in a contest of Charisma each time the effects of the spells would oppose each other.

SYSTEM BACKDOOR

4th-level transmutation (technomagic)

Casting Time: 1 minute

Range: Personal

Components: V, S, M (hacking tools)

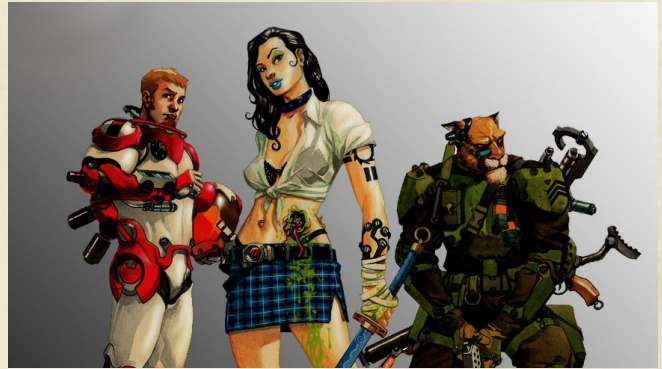
Duration: Concentration, up to 1 hour

This spell allows you to bypass system security in order to create a secure login on a foreign system. The login you create allows you administrator-level privileges in any computer system not enhanced through technomagic. The login defeats any technomagic spells of 3rd level or lower.

Once the duration of the spell expires, the login and all privileges are wiped from the system. System logs still show the activity of the user, but the user identification cannot be found or traced.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you are able to bypass technomagic spells if the spell's level is equal to or less than the level of the spell slot you used.

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CHAPTER 8: RANGER

The ranger has been a part of Dungeons & Dragons since almost the beginning, and it remains one of the most popular classes in the game. However, feedback on fifth edition D&D has shown that the ranger lags behind the other classes in terms of power and player satisfaction.

In looking at the history of the ranger, the class is very much a victim of the game's changing core mechanics. In the early days, the ranger started with the basic chassis of the fighter, added elements of other classes, and introduced its own unique mechanics. Over time, though, the game's core rules have grown more comprehensive and flexible. And as they have, several of the key elements that set rangers apart—including fighting with two weapons, tracking, and stealth—became available to any character.

That change left the ranger leaning on a narrow selection of unique mechanics, most notably those that gave the character a set of benefits against a specific type of opponent. Such a mechanic works well if it augments an already strong foundation for a character class, such as a cleric's ability to turn undead. However, that kind of benefit is too situational to serve as the class's signature ability.

The ranger has also featured an animal companion in previous editions of the game, but giving a player what amounts to a second character to play is difficult to balance in a satisfying way. The feedback we've received indicates that many players feel too restricted by the Beast Master ranger's companion. It doesn't feel logical or satisfying to have a companion that sits still unless a ranger actively commands it.

The following revised design of the ranger builds on the class's unique traits, creating a new set of class features for 1st level to 5th level. These features are designed to make the ranger feel distinct and interesting while still remaining true to its identity within the game. Before we dive into the details, here are some notes on how the design came together.

DESIGN NOTES

The ranger presented here was built around a small number of concepts that define the class. These concepts serve to make the class distinct and create a cohesive sense of the ranger's place in the world.

SKIRMISHERS

Rangers are skirmishers. They avoid direct confrontation in favor of sudden, deadly attacks that leave an opponent without the chance to make an effective counterattack.

Key Mechanics: Ambuscade, Fighting Style, Skirmisher's Stealth. These mechanics give the ranger a fighter feel, while focusing on specific tactics that involve ambushes, mobility, and sniping.

WANDERERS

Rangers are the ultimate survivors. They can wander a barren wilderness alone for months, living only on what they find. A group with a ranger has a significantly easier time surviving in the wilds.

Key Mechanics: Natural Explorer, 2d6 Hit Dice. The Natural Explorer mechanic from the *Player's Handbook* makes the ranger the best character to have along on wilderness adventures. Upgraded Hit Dice make rangers as durable as barbarians, even as they gain a more reliable number of hit points compared to the barbarian's d12. In addition, having a higher total number of Hit Dice means a ranger can more efficiently heal with short rests, providing finer control over how much healing to shoot for when spending Hit Dice.

GUARDIANS

Rangers are champions of the natural world. They are typically good aligned, and their link to nature gives them supernatural abilities. They are the paladins of the forest.

Key Mechanics: Spirit Path. The Spirit Path class feature combines the concept of an animal companion with the ranger's traditional spellcasting. This ranger has a spirit companion that can channel magical effects to the character and his or her companions. The spirit companion can manifest as a wild animal and aid the ranger for short periods of time—enough to make a big impact on one fight without serving as the star for every fight.

Companions are tricky to balance in D&D. If they are weak, they feel like a lot of work for a small payoff. However, even a moderately powerful companion can give a character too much of an advantage in the long term. This design opts for a very powerful companion, but one that appears only once per day.

THIS PLAYTEST AND THE PLAYER'S HANDBOOK

Does this playtest mean we're changing the ranger as presented in the *Player's Handbook*? No. Not in the least. This is merely an attempt to gauge how much interest there is in moving back to the core definition of the ranger, then attempting to shift it a bit to make it a more distinct class. Even if this option proves overwhelmingly popular, we'll continue to treat the ranger in the *Player's Handbook* as the canonical class and will keep this version as an option for players and DMs who want something a bit different. If you're happy with your current ranger character, keep playing!

Before we consider making a change to the *Player's Handbook*, an alternative ranger would need to be thoroughly playtested from levels 1 to 20. We would then need to see conclusive feedback that you—our players and DMs—want to replace the ranger character class. Even then, we'd simply make this option a legal choice for D&D Adventurers League play and present it in an upcoming expansion as a new option for home campaigns. We have no intention of invalidating current characters or taking options away from people who enjoy them.

CLASS FEATURES

As a ranger, you gain the following class features.

HIT POINTS

Hit Dice: 2d6 per ranger level

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

Hit Points at Higher Levels: 2d6 (or 7) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons, martial weapons

Tools: Herbalism kit

Saving Throws: Dexterity, Wisdom

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

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

- Leather armor
- (a) two shortswords or (b) two martial melee weapons or (c) a martial weapon and a shield
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a longbow and a quiver of 20 arrows or (b) a martial weapon

THE RANGER

Level	Proficiency Bonus	Features
1st	+2	Ambuscade, Natural Explorer
2nd	+2	Fighting Style, Skirmisher's Stealth
3rd	+2	Primeval Awareness, Spirit Path
4th	+2	Ability Score Improvement
5th	+3	Extra Attack

AMBUSCADE

Rangers strike first and strike hard. When you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can use your action to take either the Attack or Hide action.

If more than one creature in an encounter has this feature, they all act first in order of initiative, then the regular initiative order begins.

If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

NATURAL EXPLORER

See the ranger class feature in the *Player's Handbook*.

FIGHTING STYLE

See the ranger class feature in the *Player's Handbook*.

SKIRMISHER'S STEALTH

Beginning at 2nd level, you combine speed and stealth in combat to make yourself hard to pin down. You are difficult to detect even if you attack or otherwise take actions that would normally reveal your presence.

At the start of your turn, pick a creature you are hidden from. You remain hidden from that creature during your turn, regardless of your actions or the actions of other creatures. As a bonus action at the end of your turn, you can make a Dexterity (Stealth) check to hide again if you fulfill the conditions needed to hide. Otherwise, creatures are aware of you at the end of your turn.

PRIMEVAL AWARENESS

See the class feature in the *Player's Handbook*.

SPIRIT PATH

At 3rd level, you form a bond with a nature spirit—a companion forged by your link to the wild. This spirit companion protects you as you travel and watches your back in battle. You choose a ranger path that shapes your spirit companion and its magic: the Guardian, the Seeker, or the Stalker. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

SPIRIT COMPANION

All rangers gain a spirit companion and the ability to invoke its magical power. (Your spirit companion grants you one benefit you can call on in this playtest version of the revised ranger, with more benefits gained at higher levels.) You regain your ability to call on your spirit companion in this way when you finish a short or long rest.

Once per day as a bonus action, you can command your spirit companion to materialize as a living creature, determined by the ranger path you choose. Your spirit companion manifests as an animal for 1 minute or until your concentration is broken (as if you are concentrating on a spell). You can also dismiss it as a bonus action.

The manifested creature gains a bonus to attack rolls and saving throws equal to your Wisdom modifier. It uses the hit points in the animal's stat block or half your hit point maximum, whichever is higher.

The manifested creature takes its turn on your initiative and acts immediately after you. You control its actions, even if you are unconscious or otherwise unable to act.

ABILITY SCORE IMPROVEMENT

See the class feature in the *Player's Handbook*.

EXTRA ATTACK

See the class feature in the *Player's Handbook*.

RANGER PATHS

Your supernatural connection to nature and the wild takes you along one of three different ranger paths: the Guardian, the Seeker, or the Stalker.

GUARDIAN

By following the path of the Guardian, you protect the natural world from creatures that would despoil it, even as you engage with the common folk who rely upon nature's bounty to survive. You patrol the pathways through the wilds, keeping them clear of bandits and rampaging monsters, even as you keep careful watch on how civilized realms interact with the wilderness. Those who take more than their fair share—clear-cutting forests or hunting for sport rather than survival—risk your wrath.

When your spirit companion manifests, it takes the form of a brown bear.

GUARDIAN'S SHROUD

Your companion spirit helps to protect you and the creatures closest to you. As a bonus action, you invoke your spirit companion and choose yourself or an ally you can see. The chosen creature gains temporary hit points equal to $2d6 +$ your Wisdom modifier.

SEEKER

By taking up the Seeker path, you are drawn into the unknown wilds far from civilization in search of lost treasures, forgotten evil, and sites of primal magic. You understand that the trackless wilderness can harbor many secrets. Some of those secrets—such as a lonely oasis providing water to a desert realm—must be protected. Others—such as an ancient idol infused with the foul magic of the demon worshippers who crafted it—must be destroyed before their evil awakens once more.

When your spirit companion manifests, it takes the form of a giant eagle.

SEEKER'S EYE

Your companion spirit lends its sharp combat senses to you and your companions. As a bonus action, you invoke your spirit companion and choose a creature you can see. Until the end of your next turn, all attacks made against the chosen creature have advantage.

STALKER

As a ranger of the Stalker path, you prowl the wilderness in search of aberrations, fiends, and other monsters that must be slain before they wreak havoc on the natural world. You are the power of nature's vengeance made manifest, and anything that poses a threat to nature is your target. When a powerful creature such as a dragon threatens a region, a ranger of the Stalker path leads the hunt that will take it down. Like others of your kind, you do not rest until your quarry is dead and the natural world is safe.

When your spirit companion manifests, it takes the form of a dire wolf.

STALKER'S FANGS

Your companion spirit lends the strength of its deadly bite to you or one of your companions. As a bonus action, you invoke your spirit companion and choose yourself or a creature you can see. The next time the chosen creature hits with a weapon attack, the target of the attack takes extra slashing damage equal to $2d6 +$ your Wisdom modifier. See the class feature in the *Player's Handbook*.



CHAPTER 9: PRESTIGE CLASSES AND RUNE MAGIC

Many of the character concepts that were once prestige classes or paragon paths in earlier editions of D&D are now options available to 1st-level characters. In general, the game's design aims for maximum flexibility, making options available to all characters. As such, prestige classes build on the game's broad range of basic options to represent specialized options and unique training.

USING PRESTIGE CLASSES

A prestige class requires a high level of skill before a character can master even its basic elements. Prestige classes might confer lost lore, allow access to an inscrutable form of magic, grant mastery of an exotic fighting style, or be built around the knowledge harbored by a secret society.

Mechanically, a prestige class is a character class that requires the same training and focus as any other class. You enter a prestige class by way of the normal multiclassing rules. However, you cannot enter a prestige class until you are at least 3rd level—and many prestige classes have even higher level requirements.

Most prestige classes require characters to complete specific deeds in order to gain access to the class. You cannot advance in a prestige class until its gatekeepers—typically those who harbor the class's lore—agree to accept you.

A prestige class typically offers access to unique game mechanics available only to members of that class. Such mechanics reflect specific lore, secrets, or techniques impossible to master without earning the respect and trust of those who already possess that knowledge.

JOINING A PRESTIGE CLASS

In order to join a prestige class, you must first check with your Dungeon Master. A DM can opt to include or disallow prestige classes in the game. Typically, a prestige class requires you to undertake specific actions in the game so that your character can begin pursuing that class. If those actions aren't already possible in your campaign, talk to your DM about integrating the prestige class that interests you.

A prestige class uses the normal D&D multiclassing rules (see chapter 6, "Customization Options," in the *Player's Handbook*). When your character is ready to advance a level, you can choose to gain a level in a prestige class. Your levels in all your classes, including prestige classes, are added together to determine your character level.

PREREQUISITES

Taking up a prestige class through multiclassing involves meeting certain prerequisites, just as with multiclassing into a standard class. You must meet the ability score prerequisites for your current class and for the prestige class in order to qualify for it.

A prestige class requires a minimum character level and a minimum score in at least one ability, as well as requiring that you complete a specific deed—finding a magic item, defeating a monster, surviving a particular challenge, and so on—before being able to take up that class.

EXPERIENCE POINTS

Just as with the standard rules for multiclassing, the experience point cost to gain a level is always based on your total character level, not your level in a particular class.

HIT POINTS AND HIT DICE

Each prestige class specifies the hit points you gain from it. You add together the Hit Dice granted by all your classes and prestige classes to determine your pool of Hit Dice. If the Hit Dice are the same die type, you simply pool them together.

PROFICIENCY BONUS AND PROFICIENCIES

Your proficiency bonus is always based on your total character level, not your level in a particular class. A prestige class specifies whether it grants proficiencies when you enter it.

PRESTIGE CLASS FEATURES

You gain prestige class features just like normal class features. Sometimes, a prestige class can improve features you have gained from other classes. If a prestige class grants Channel Divinity, Extra Attack, or Unarmored Defense, that feature is treated the same way as if you had gained it from multiple standard classes.

SPELLCASTING

Some prestige classes grant spellcasting. Each prestige class provides details on how to determine your overall spellcasting ability, using the rules for spellcasting and multiclass characters.

PRESTIGE CLASS: RUNE SCRIBE

A rune scribe masters the secrets of the runes of power—ancient sigils that embody the fundamental magic of creation. The giants were the first to master rune magic, though many other races eventually stole away or traded for that power.

Rune magic is exceedingly rare. Some of its secrets have been lost, and what lore remains is jealously guarded. Few rune scribes share their lore with others. Indeed, most rune scribes take on new students only if doing so allows them to gain access to a forgotten or missing rune.

The rune scribe prestige class uses the rules for rune magic presented at the end of this article.

THE RUNE SCRIBE

Level Features	1st	2nd	3rd
1st Rune Lore, Runic Magic	2	—	—
2nd Runic Discovery	3	—	—
3rd Runic Discovery	4	2	—
4th Living Rune	4	3	—
5th Rune Mastery, Runic Discovery	4	3	2

PREREQUISITES

In order to advance as a rune scribe, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Dexterity 13.** Rune scribes need agile fingers to master the intricate patterns of a rune.
- **Intelligence 13.** Rune lore requires intense study and knowledge.
- **Proficiency in the Arcana skill.** Rune mastery requires an understanding of arcane lore.
- **Character level 5th.** Rune magic awakens only for powerful souls, and you must be a 5th-level character before you can gain levels in the rune scribe prestige class.
- **Complete a special task.** You must find a rune and present it to an NPC rune scribe who accepts it in return for tutoring you in the ways of rune magic. You cannot gain more levels in this prestige class than your tutor has. You might need to seek out additional runes and present them to more skilled rune scribes in order to reach 5th level in this prestige class.

CLASS FEATURES

As a rune scribe, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per rune scribe level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per rune scribe level

PROFICIENCIES

Tools: Calligrapher's supplies, mason's tools, woodcarver's tools

Saving Throws: None

Skills: None

EQUIPMENT

The rune scribe prestige class does not grant any special equipment.

RUNE LORE

At 1st level, you learn the basics of scribing runes, and are able to activate a master rune's full range of properties when you are properly attuned to it. The "Rune Magic" section below contains information on master runes and descriptions of runes and their properties.

The first rune you master is the rune you found and presented to your tutor to qualify for this prestige class. Your entrance to the class includes the process of mastering that rune's secrets.

RUNIC MAGIC

Runes can make use of your own magical power to augment some of their effects. You gain a number of spell slots as specified on the Rune Scribe table, but this prestige class does not grant spells known. Instead, as a rune scribe, you can expend your spell slots to empower runes, as described in the "Rune Magic" section below.

For the purpose of multiclassing, to determine your total spell slots, add your levels in rune scribe to your levels in classes that grant you the Spellcasting feature. For example, if you are a rune scribe 4/wizard 6, you would have the spell slots of a 10th-level character, in addition to having the cantrips and spellbook of a 6th-level wizard.

RUNIC DISCOVERY

Your continuing study of runic magic allows you to recreate the secrets of new runes without first needing to uncover them. At 2nd, 3rd, and 5th level, choose a rare rune. You can attune to that rune even if you do not possess the master rune for it. (See the "Rune Magic" section below for information on rune rarity and master runes.)

In order to attune to a rune in this manner, you must spend a short rest doing nothing but meditating on the rune. At the end of the short rest, you are attuned to the rune. You are considered to always have the rune on your person for the purpose of determining whether you can use its features.

You can spend another short rest doing nothing but meditating on the rune to end your attunement to it.

LIVING RUNE

Runes are a part of the living world, and your studies allow you to connect to their magic in increasingly powerful ways. At 4th level, you learn to incorporate rune magic into your identity, allowing you to augment your body and mind.

At the end of a long rest, you can choose to increase one ability score of your choice by 2 or increase two ability scores of your choice by 1. At the end of each subsequent long rest, you can alter this choice, reducing the scores you previously increased and improving different scores. (If you chose to increase two abilities, you can opt to alter only one of those choices.)

RUNE MASTERY

At 5th level, you attain the ability to master an ever-greater range of runic magic. When you attune to a rune, you can choose to have it not count toward your limit of attuned magic items. You can be attuned to only one such rune in this manner at a time. You can use this ability again after you end your attunement to a rune.

RUNE MAGIC

Rune magic allows a character to unlock the power contained within magical symbols and sigils. Not every such mark has the potential for power. Only those runes forged in the ancient days of creation still resonate with the fundamental magic of the world.

Runes work much like magic items. You can discover them, attune to them, and use their magic in a variety of ways. However, unlike with magic items, only a rune scribe can use all the benefits a rune offers.

OVERVIEW

Runes are powerful icons that you can use for a variety of effects. In order to use a rune, you must normally find and keep a **master rune**. A master rune is a rare object—a gem or carved rock, a magical token, a shard of some special material, and so on—engraved with the rune and empowered with magic that allows you to unleash the rune's effects. Those effects are divided into two categories.

Simple properties are usable by anyone who attunes to a master rune.

Complex properties are usable only by a character who attunes to a master rune and who possesses the Rune Lore class feature.

Unless otherwise noted, you must have a master rune on your person in order to use its properties.

FINDING RUNES

A rune found as treasure is a master rune, carefully scribed into a rare object and available for use as a training tool to allow would-be rune scribes to unlock its power. Each rune discussed below is detailed as part of a master rune.

Master runes and the runes they contain are treated much like magic items. They are categorized in rarity from rare to legendary, and can be placed in a campaign whenever the DM opts to place treasure. There are no common or uncommon runes.

BUYING AND SELLING RUNES

Treat a master rune as a magic item of its equivalent rarity for the purpose of buying and selling in the campaign. Just as with other magic items, the DM will determine whether such items are available to purchase in the campaign and under what conditions.

IDENTIFYING RUNES

Runes are identified in a manner similar to magic items. Simply handling a master rune causes a strong sense of its rune's identity to echo in a character's mind. For example, touching a master rune item containing the *kalt* rune (the rune of cold) might cause you to experience a sudden chill as visions of snow and ice flash through your mind.

The *identify* spell immediately reveals a master rune's simple properties. You can also learn its simple properties over the course of a short rest while maintaining physical contact with the rune.

RUNES AND ATTUNEMENT

A rune always requires attunement to use its simple properties. Attuning to a master rune requires you to spend a short rest focused on only that item while being in physical contact with it. This can't be the same short rest used to learn the rune's properties. This focus takes the form of carefully and repeatedly copying the rune, whether with ink and parchment or simply scribing it into the dirt. If the short rest is interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, you gain an intuitive understanding of how to activate the rune's magical properties.

A master rune can be attuned to only one creature at a time, and all runes count toward your limit of magic items you can attune to. Any attempt to attune to a fourth magic item or rune fails (though a rune scribe's Rune Mastery feature allows attunement to one additional rune). You cannot attune to more than one copy of a rune.

You can end attunement to a rune in the same manner as with any other magic item.

MASTER RUNES

Presented here are four runes (in the form of master runes) for use in your campaign—just enough to fully outfit a rune scribe who reaches 5th level.

OPAL OF THE ILD RUNE

Master rune, rare (requires attunement)

This triangular fire opal measures about three inches on each side and is half an inch thick. The *ild* rune—the rune of fire—shimmers within its core. Grasping this object causes a split second of searing, fiery pain to pass through you. That pain quickly fades, giving way to a warming glow.

Ignite (Simple Property) As an action, you scribe the *ild* rune using ash onto a flammable object. That object immediately bursts into flame. While it burns, the fire extends 1 foot out from the rune you scribed.

Fire Tamer (Simple Property) As an action, you touch an open flame and scribe the *ild* rune within it with a hand motion. This causes the flame to immediately extinguish. For a large blaze, the fire is extinguished in a 10-foot radius around you. You can extend this distance by expending a spell slot when using the *ild* rune in this manner. The radius extends by 20 feet per level of the expended spell slot.

Fire's Friend (Simple Property) While you are attuned to this rune, you have resistance to cold damage.

Combustion (Complex Property). As an action, you scribe this rune using ash onto a creature within your reach as you expend a spell slot. The creature automatically takes 1d10 fire damage plus 1d10 fire damage per level of the expended spell slot.

Flame Brand (Complex Property) Over the course of a short rest, you inscribe this rune using ash onto a melee or ranged weapon, or onto up to 20 pieces of ammunition. The weapon or ammunition gains a ghostly aura of yellow flame and deals fire damage instead of piercing, slashing, or bludgeoning damage.

In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to attack rolls and damage rolls equal to the spell slot's level divided by three. These effects last for 24 hours or until you use this property again.

Flame Stoker (Complex Property). While you are attuned to this rune, your fire attacks are deadlier. Whenever you roll fire damage from an attack or a spell you cast, you can reroll that damage and use the higher result.

ORB OF THE STEIN RUNE

Master rune, rare (requires attunement)

This spherical chunk of granite is about the size of a human fist. The *stein* rune—the rune of stone—appears on the orb as crystalline veins that play across its surface. When first grasped, the stone feels impossibly heavy, as if even a titan could not lift it. That feeling passes after a moment, allowing you to carry the stone with ease.

Indomitable Stand (Simple Property). As an action, you scribe the *stein* rune onto the ground at your feet. Until you move, you have advantage on all ability checks and saving throws to resist effects that would force you to move. In addition, any creature that moves within 10 feet of you must succeed on a DC 12 Strength saving throw or have its movement immediately end.

Stone Soul (Simple Property). While you are attuned to this rune, you cannot be petrified.

Stone's Secrets (Simple Property). As an action, you scribe this rune onto a stone wall or floor. You learn the location and size of all creatures standing on or touching that surface within 30 feet of you, though only for the moment when the property is used.

Crushing Brand (Complex Property). Over the course of a short rest, you inscribe this rune using dirt or crushed stone onto one weapon that deals bludgeoning damage. The weapon gains a ghostly brown aura, and bludgeoning damage dealt by the weapon ignores resistance and immunity. If you roll the maximum on the weapon's damage die or dice, the target of your attack is knocked prone if it is a creature.

In addition, you can expend a spell slot to grant the weapon a bonus to attack rolls and damage rolls equal to the spell slot's level divided by three.

These effects last for 24 hours or until you use this property again.

Earthen Step (Complex Property). While you are attuned to this rune, you can cast *meld into stone* as a bonus action. You regain this ability after a short or long rest.

Overwhelming Bolt (Complex Property). As an action, you scribe this rune using dirt or crushed rock onto a creature within your reach as you expend a spell slot. The creature must succeed on a Strength saving throw (DC 12 + the level of the expended spell slot). On a failure, the creature takes 2d8 bludgeoning damage plus 1d8 bludgeoning damage per level of the expended spell slot and is knocked prone. On a successful saving throw, the creature takes half as much damage and is not knocked prone.

PENNANT OF THE VIND RUNE

Master rune, rare (requires attunement)

This five-foot-long blue pennant is crafted from silk and whips about as if buffeted by a strong breeze. The *vind* rune—the rune of wind—flickers across its surface like a shimmering cloud. Grasping the pennant causes you to feel a powerful gust of wind wash over you, tearing at your clothes and gear. Anyone watching you sees nothing out of the ordinary, and the sensation passes after a moment.

Comforting Wind (Simple Property). While you are attuned to this rune, you cannot suffocate or drown, and you gain advantage on saving throws against poisonous gases, inhaled poisons, and similar effects.

Wind Step (Simple Property). As an action, you scribe the *vind* rune in the air around you and immediately fly 20 feet. If you do not land at the end of this flight, you fall.

Wind's Grasp (Simple Property). As a reaction when you fall, you can scribe this rune in the air around you to take no damage from the fall.

Howling Brand (Complex Property). Over the course of a short rest, you inscribe this rune in the air above one ranged weapon. The weapon gains a ghostly blue aura and has its normal and maximum range doubled. The weapon's attacks do not suffer disadvantage due to range.

In addition, you can expend a spell slot while using this property to grant the weapon a bonus to attack rolls and damage rolls equal to the spell slot's level divided by three.

These effects last for 24 hours or until you use this property again.

Shrieking Bolt (Complex Property). As an action, you scribe this rune in the air between you and a creature you can see while you expend a spell slot. The creature must make a Strength saving throw (DC 12 + the spell slot's level). On a failure, it takes 2d8 bludgeoning damage plus 1d8 bludgeoning damage per level of the expended spell slot, and is pushed in a straight line directly away from you for 10 feet per level of the expended spell slot. On a successful saving throw, the creature takes half as much damage and is not pushed away from you.

Wind Walker (Complex Property). While you are attuned to this rune, you can cast *levitate* as a bonus action. You regain this ability after a short or long rest.

SHARD OF THE KALT RUNE

Master rune, rare (requires attunement)

This long, slender shard of ice is roughly the size of a dagger. The *kalt* rune—the rune of ice—glows within the shard. When first grasped, the shard emits a painful cold that leaves your hand and arm numb. That feeling passes after a moment, allowing the shard to be handled normally.

Frigid Touch (Simple Property) As an action, you scribe the *kalt* rune on the surface of any volume of water. The water freezes in a 10-foot radius around the spot where you scribed the rune.

Frost Friend (Simple Property) While you are attuned to this rune, you have resistance to fire damage.

Icy Mantle (Simple Property) As an action, you scribe the *kalt* rune using water onto yourself or another creature. The water instantly freezes into a mantle of protective ice that does not hinder movement or action. The next time the creature takes bludgeoning, slashing, or piercing damage, that damage is reduced to zero and the icy mantle is destroyed.

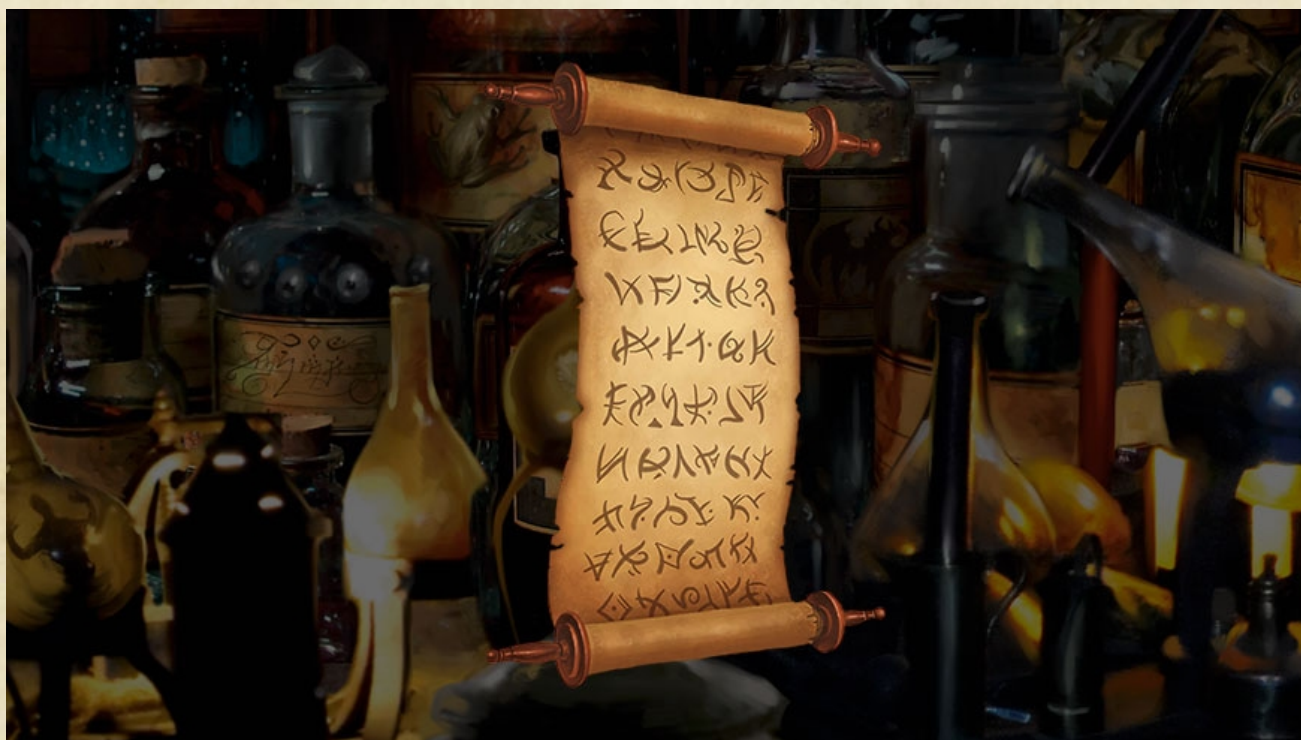
Freezing Bolt (Complex Property) As an action, you scribe this rune using water onto a creature within your reach as you expend a spell slot. The rune freezes in place, and the creature must make a Constitution saving throw (DC 12 + the level of the expended spell slot). On a failure, the creature takes 2d8 cold damage plus 1d8 cold damage per level of the expended spell slot, and its speed is reduced to 0 until the end of your next turn. On a successful saving throw, the creature takes half as much damage and its speed is not affected.

Ice Brand (Complex Property) Over the course of a short rest, you inscribe this rune using water onto a melee or ranged weapon, or onto up to 20 pieces of ammunition. The weapon or ammunition gains a ghostly white aura and deals cold damage instead of piercing, slashing, or bludgeoning damage.

In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to attack rolls and damage rolls equal to the spell slot's level divided by three.

These effects last for 24 hours or until you use this property again.

Winter's Howl (Complex Property) While you are attuned to this rune, you can cast *sleet storm* as an action. You regain this ability after a short or long rest.



CHAPTER 10: LIGHT, DARK, UNDERDARK!



This month's installment of *Unearthed Arcana* features a number of new character options ideal for an Underdark campaign.

Two new fighting styles for fighters, paladins, and rangers focus on close-quarters combat, whether defending allies or unleashing deadly ranged attacks at nearby foes. Both styles are handy for dungeon delving and for battles in the confined environments of the Underdark.

The Deep Stalker is a new ranger archetype, scouting out Underdark threats using a combination of cunning and magic. Deep Stalkers use magic and other tricks to infiltrate Underdark settlements and spy on their inhabitants. After gathering intelligence on growing threats to the surface world, they engage in hit-and-run battles to eliminate those threats.

The shadow sorcerer is a creepy spellcaster who commands the power of darkness. Though not always native to the Underdark, these sorcerers are often drawn to the dismal gloom of the world below.

Finally, the Undying Light is a new warlock patron. By forging a compact with the energy of the Positive Plane, a warlock vows to bring light into the darkest reaches of the world.

FIGHTING STYLE

The Underdark offers a distinct combat environment that fighters, paladins, and rangers can learn to use to their advantage. The following new options for the Fighting Style feature are available to those three classes.

CLOSE QUARTERS SHOOTER

You are trained in making ranged attacks at close quarters. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

TUNNEL FIGHTER

You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

RANGER ARCHETYPE: DEEP STALKER

Adventurers descending into the depths on desperate quests or in response to the promise of vast riches quickly come face to face with the evil that festers beneath the earth. Though many such characters are only too happy to escape back to the surface world again, rangers with the Deep Stalker archetype welcome each foray into the world below, striving to uncover and defeat the threats of the Underdark before those threats can reach the surface.

Many Deep Stalkers are elves, as those folk know all too well the threat posed by the drow. Deep Stalkers scout for new passages into the Underdark, carefully mapping them and working to ensure they remain watched at all times. They venture into the depths on long, dangerous patrols, disappearing for months at a time. Many of them never return.

Deep Stalkers master spells useful in navigating the Underdark, and their combat tactics focus on ambush, surprise, and stealth. They fight alone or in small groups in hostile territory, relying on clever tactics to carry the day.

UNDERDARK SCOUT

At 3rd level, you master the art of the ambush. On your first turn during combat, you gain a +10 bonus to your speed. If you use the attack action on that turn, you can make one additional attack.

You gain an additional benefit on all turns after your first turn. At the end of each such turn, you can attempt to hide as a bonus action if you meet the normal requirements for hiding. Deep Stalkers often use this ability to make ranged attacks, move beyond the scope of their foes' darkvision, and then hide.

Deep Stalker Magic From 3rd level, you have darkvision with a range of 90 feet. You also gain access to additional spells at 3rd, 5th, 9th, 13th, and 15th level. You are always able to cast these spells, and they do not count against your number of ranger spells known.

DEEP STALKER SPELLS

Ranger Level	Spell Gained
3rd	<i>disguise self</i>
5th	<i>rope trick</i>
9th	<i>glyph of warding</i>
13th	<i>greater invisibility</i>
17th	<i>seeming</i>

IRON MIND

At 7th level, you gain proficiency in Wisdom saving throws.

STALKER'S FLURRY

Starting at 11th level, you have the ability to ensure that your attacks count. If you miss with an attack during your turn, you can immediately make an additional attack. You can gain one additional attack during your turn with this ability.

STALKER'S DODGE

At 15th level, you master the ability to disrupt an opponent's attacks. If a creature attacks you and does not have advantage on the attack roll, you can use your reaction to grant it disadvantage on the attack roll. You must use this ability before you know the result of the attack.

SORCEROUS ORIGIN: SHADOW

Your innate magic comes from the Shadowfell. You might trace your lineage to an entity from that place, or perhaps you were exposed to its fell energy and transformed in some fundamental manner. The power of shadow magic casts a strange pall over your physical presence. The spark of life that sustains you is muffled, as if it struggles to remain viable against the dark energy that imbues your soul. At your option, you can pick from or roll on the following table to create a unique quirk for your character.

SHADOW SORCERER QUIRKS

d6 Quirk

- 1 You are always icy cold to the touch.
- 2 When you are asleep, you don't appear to breathe (though you must still breathe to survive).
- 3 You don't seem to bleed, even when badly injured.
- 4 Your heart beats once per minute. This event sometimes surprises you.
- 5 You have trouble remembering that living creatures and corpses should be treated differently.
- 6 You blinked. Once. Last week.

EYES OF THE DARK

From 1st level, you have darkvision with a range of 60 feet. You can cast *darkness* by spending 1 sorcery point. You can see through any darkness spell you cast using this ability.

STRENGTH OF THE GRAVE

Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. Whenever damage reduces you to 0 hit points, you can make a Constitution saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You cannot use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

HOUND OF ILL OMEN

At 6th level, you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to summon a hound of ill omen to target one creature you can see. The hound uses a dire wolf's statistics with the following changes:

- The hound is size Medium.
- It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.
- At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.

The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound makes opportunity attacks, but only against its target. Additionally, the target has disadvantage on all saving throws against your spells while the hound is within 5 feet of it. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

SHADOW WALK

At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

SHADOW FORM

At 18th level, you can spend 3 sorcery points to transform yourself into a shadow form as a bonus action. In this form, you have resistance to all damage except force damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object. You remain in this form for 1 minute.

WARLOCK PATRON: THE UNDYING LIGHT

Your patron is not a specific entity, but the energy that radiates from the Positive Plane. Your pact allows you to experience the barest touch of the raw stuff of life that powers the multiverse. Anything more, and you would be instantly incinerated by its energy.

Contact with the Positive Plane causes subtle changes to your behavior and beliefs. You are driven to bring light to dark places, to annihilate undead creatures, and to protect all living things. At the same time, you crave the light and find total darkness a suffocating experience akin to drowning. As an optional way to add more flavor to your character, you can pick from or roll on the following table of flaws associated with warlocks of the Undying Light.

UNDYING LIGHT FLAWS

d6 Flaw

- 1 You are afraid of the dark, and must always have a light source at hand.
- 2 You have a nervous compulsion to keep a bright light in even the barest shadow.
- 3 You have a compulsion to enter and illuminate dark areas.
- 4 You have an overwhelming hatred of undead creatures.
- 5 You fidget and are irritable when you can't see the sun.
- 6 In a dark area, you always carry a lit torch or lantern. Putting it down is an unbearable thought.

EXPANDED SPELL LIST

The Undying Light 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.

UNDYING LIGHT EXPANDED SPELLS

Spell Level	Spells
1st	<i>burning hands</i>
2nd	<i>flaming sphere</i>
3rd	<i>daylight</i>
4th	<i>fire shield</i>
5th	<i>flame strike</i>

RADIANT SOUL

Starting at 1st level, your link to the Positive Plane allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast a spell that deals radiant damage or fire damage, you add your Charisma modifier to that damage. Additionally, you know the *sacred flame* and *light* cantrips and can cast them at will. They don't count against your number of cantrips known.

SEARING VENGEANCE

Starting at 6th level, the radiant energy you channel allows you to overcome grievous injuries. When you would make a death saving throw, you can instead spring back to your feet with a burst of radiant energy. You immediately stand up (if you so choose), and you regain hit points equal to half your hit point maximum. All hostile creatures within 30 feet of you take 10 + your Charisma modifier radiant damage and are blinded until the end of your turn.

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

RADIANT RESILIENCE

Starting at 10th level, you gain temporary hit points whenever you finish a long or short rest. These temporary hit points equal your warlock level + your Charisma modifier.

Additionally, choose up to five creatures you can see at the end of your rest. Those creatures gain temporary hit points equal to half your warlock level + your Charisma modifier.

HEALING LIGHT

At 14th level, you gain the ability to channel the Undying Light to heal yourself and other creatures. As a bonus action, you can touch a creature and heal it. With each touch, a creature regains from 1d6 to 5d6 hit points (your choice). You have a total pool of 15d6 you can expend. Subtract the dice you use with each touch from that total.

You regain all expended dice from your pool when you finish a long rest.



CHAPTER 11: THAT OLD BLACK MAGIC

As the *Rage of Demons* storyline season continues to boil over in the Underdark, this month's Unearthed Arcana offers new demonic options for your campaign.

First off, this article takes a new look at the tiefling race. By breaking down the *Player's Handbook* tiefling into a modular variant, players can now create tiefling characters tied to either a devilish or a demonic ancestry.

Additionally, a new suite of conjuration spells allows casters to call forth demons to do their bidding. Each type of demon has its own proclivities and quirks when summoned to the material world, and demons are far more difficult to control than other creatures a spellcaster can call on.

TIEFLING VARIANT

As presented in the *Player's Handbook*, all members of the tiefling race share some manner of diabolic origin. The following option allows you to instead create a tiefling with a demonic tie.

All tieflings gain the following traits from the standard tiefling race of the *Player's Handbook*:

- Age
- Alignment
- Size
- Speed
- Darkvision

Additionally, the following traits are modified from the *Player's Handbook*:

- **Ability Score Increase.** Your Charisma score increases by 2.
- **Languages.** You can speak, read, and write Common.

SUBRACES

This variant introduces new subraces for the tiefling. Each subrace offers traits in addition to the ones noted above. The race presented in the *Player's Handbook* is the infernal tiefling, which is summarized here for ease of reference.

INFERNAL TIEFLING

An infernal tiefling draws upon the power of the Nine Hells and its diabolic masters. These tieflings have the following additional features.

Ability Score Increase. Your Intelligence score increases by 1.

Hellish Resistance. As described in the *Player's Handbook*. **Infernal Legacy.** As described in the *Player's Handbook*. **Languages.** You can speak, read, and write Infernal.

ABYSSAL TIEFLING

All abyssal tieflings trace their bloodline to the demons of the Abyss. These tieflings have the following additional features.

Ability Score Increase. Your Constitution score increases by 1.

Abyssal Arcana. Each time you finish a long rest, you gain the ability to cast cantrips and spells randomly determined from a short list. At 1st level, you can cast a cantrip. When you reach 3rd level, you can also cast a 1st-level spell. At 5th level, you can cast a 2nd-level spell.

You can cast a spell gained from this trait only once until you complete your next long rest. You can cast a cantrip gained from this trait at will, as normal. For 1st-level spells whose effect changes if cast using a spell slot of 2nd level or higher, you cast the spell as if using a 2nd-level slot. Spells of 2nd level are cast as if using a 2nd-level slot.

At the end of each long rest, you lose the cantrips and spells previously granted by this feature, even if you did not cast them. You replace those cantrips and spells by rolling for new ones on the Abyssal Arcana Spells table. Roll separately for each cantrip and spell. If you roll the same spell or cantrip you gained at the end of your previous long rest, roll again until you get a different result.

ABYSSAL ARCANA SPELLS

d6	1st Level	3rd Level	5th Level
1	<i>Dancing lights</i>	<i>Burning hands</i>	<i>Alter self</i>
2	<i>True strike</i>	<i>Charm person</i>	<i>Darkness</i>
3	<i>Light</i>	<i>Magic missile</i>	<i>Invisibility</i>
4	<i>Message</i>	<i>Cure wounds</i>	<i>Levitate</i>
5	<i>Spare the dying Tasha's hideous laughter</i>		<i>Mirror image</i>
6	<i>Prestidigitation</i>	<i>Thunderwave</i>	<i>Spider climb</i>

Abyssal Fortitude. Your hit point maximum increases by half your level (minimum 1).

Languages. You can speak, read, and write Abyssal.

NEW SPELLS

The following new conjuration spells appear on the sorcerer spell list and the wizard spell list.

CONJURE BARLGURA

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Up to 10 minutes

You summon a barglura that appears in an unoccupied space you can see within range. The barglura disappears when it drops to 0 hit points or when the spell ends.

The barglura is hostile to all non-demons. Roll initiative for the barglura, which has its own turns. At the start of its turn, it moves toward and attacks the nearest non-demon it can perceive. If two or more creatures are equally near, it picks one at random. If it cannot see any potential enemies, the barglura moves in a random direction in search of foes.

As part of casting the spell, you can scribe a circle on the ground using the blood of an intelligent humanoid slain within the past 24 hours. The circle is large enough to encompass your space. The summoned bargura cannot cross the circle or target anyone in it while the spell lasts.

CONJURE HEZROU

7th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (food worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

You summon a hezrou that appears in an unoccupied space you can see within range. The hezrou disappears when it drops to 0 hit points or when the spell ends.

The hezrou's attitude depends on the value of the food used as a material component for this spell. Roll initiative for the hezrou, which has its own turns. At the start of the hezrou's turn, the DM makes a secret Charisma check on your behalf, with a bonus equal to the food's value divided by 20. The check DC starts at 10 and increases by 2 each round. You can issue orders to the hezrou and have it obey you as long as you succeed on the Charisma check.

If the check fails, the spell no longer requires concentration and the demon is no longer under your control. The hezrou then focuses on devouring any corpses it can see. If there are no such meals at hand, it attacks the nearest creatures and eats anything it kills. If its hit points are reduced to below half its hit point maximum, it returns to the Abyss.

As part of casting the spell, you can scribe a circle on the ground using the blood of an intelligent humanoid slain within the past 24 hours. The circle is large enough to encompass your space. The summoned hezrou cannot cross the circle or target anyone in it while the spell lasts.

CONJURE LESSER DEMON

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood from an intelligent humanoid killed within the past 24 hours)

Duration: Concentration, up to 1 hour

You summon up to a total of eight manes or dretches that appear in unoccupied spaces you can see within range. A mane or dretch disappears when it drops to 0 hit points or when the spell ends.

The demons are hostile to all creatures. Roll initiative for the summoned demons as a group, which has its own turns. The demons attack the nearest non---demons to the best of their ability.

As part of casting the spell, you can scribe a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. The summoned demons cannot cross the circle or target anyone in it while the spell lasts. Using the material component in this manner consumes it.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you summon sixteen demons. If you cast it using a spell slot of 8th or 9th level, you summon thirty-two demons.

CONJURE SHADOW DEMON

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood from an intelligent humanoid killed within the past 24 hours)

Duration: Concentration, up to 1 hour

You summon a shadow demon that appears in an unoccupied space you can see within range. The shadow demon disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the shadow demon, which has its own turns. You can issue orders to the shadow demon, and it obeys you as long as it can attack a creature on each of its turns and does not start its turn in an area of bright light. If either of these conditions is not met, the shadow demon immediately makes a Charisma check contested by your Charisma check. If you fail the check, the spell no longer requires concentration and the demon is no longer under your control. The demon automatically succeeds on the check if it is more than 100 feet away from you.

As part of casting the spell, you can scribe a circle on the ground using the blood of an intelligent humanoid slain within the past 24 hours. The circle is large enough to encompass your space. The summoned shadow demon cannot cross the circle or target anyone in it while the spell lasts.

CONJURE VROCK

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a gem worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

You summon a vrock that appears in an unoccupied space you can see within range. The vrock disappears when it drops to 0 hit points or when the spell ends.

The vrock's attitude depends on the value of the gem used as a material component for this spell. Roll initiative for the vrock, which has its own turns. At the start of the vrock's turn, the DM makes a secret Charisma check on your behalf, with a bonus equal to the gem's value divided by 20. The check DC starts at 10 and increases by 2 each round. You can issue orders to the vrock and have it obey you as long as you succeed on the Charisma check.

If the check fails, the spell no longer requires concentration and the vrock is no longer under your control. The vrock takes no actions on its next turn and uses its telepathy to tell any creature it can see that it will fight in exchange for treasure. The creature that gives the vrock the most expensive gem can command it for the next 1d6 rounds. At the end of that time, it offers the bargain again. If no one offers the vrock treasure before its next turn begins, it attacks the nearest creatures for 1d6 rounds before returning to the Abyss.

As part of casting the spell, you can scribe a circle on the ground using the blood of an intelligent humanoid slain within the past 24 hours. The circle is large enough to encompass your space. The summoned vrock cannot cross the circle or target anyone in it while the spell lasts.



CHAPTER 12: KITS OF OLD

If you played AD&D second edition back in the 1990s, you probably remember kits. These character options were introduced in *The Complete Fighter's Handbook*, and became a mainstay of the rest of the books in the *Player's Handbook* Rules Supplement series. Though kits were notorious for providing wildly uneven benefits (some offered all-but-unnoticeable improvements, while others turned characters into walking engines of destruction), they did add depth and customization to a game that had previously offered few character choices after 1st level.

This month, *Unearthed Arcana* converts a few of the more popular kits from that era to new class options for the bard and fighter. If you played second edition AD&D, what are some of your favorite kits that you'd like to see converted to fifth edition? Let me know on Twitter (@mikemearls). Over the course of the year, the kits that inspire the most discussion could very well end up here.

BARD: COLLEGE OF SWORDS

Bards of the College of Swords are called blades, and they entertain through daring feats of weapon prowess. Blades perform stunts such as sword swallowing, knife throwing and juggling, and mock combats. But though they use their weapons to entertain, they are also highly trained and skilled warriors in their own right.

Their talent with weapons inspires many blades to lead double lives. One blade might use a circus troupe as cover for nefarious deeds such as assassination, robbery, and blackmail. Other blades strike at the wicked, bringing justice to bear against the cruel and powerful. Most troupes are happy to accept a blade's talent for the excitement it adds to a performance, but few entertainers fully trust them.

Blades who abandon lives as entertainers have often run into trouble that makes maintaining their secret activities impossible. A blade caught stealing or engaging in vigilante justice is too great a liability for most performer troupes. With their weapon skills as their greatest asset, these blades either take up work as enforcers for thieves' guilds or strike out on their own as adventurers.

BONUS PROFICIENCIES

When you join the College of Blades at 3rd level, you gain proficiency with medium armor and with scimitars.

FIGHTING STYLE

The College of Blades emphasizes mastery with weapons, granting you access to the two-weapon fighting option for the Fighting Style class feature.

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

BLADE FLOURISH

At 3rd level, you learn to conduct impressive displays of skill with your weapons. When you use the Attack action on your turn and attack with a dagger, longsword, rapier, scimitar, or shortsword, you can attempt one of the following flourishes.

Defensive Flourish. You spin your weapon around you in swift circles, creating a hypnotic display. As a bonus action, you expend one use of Bardic Inspiration, rolling a Bardic Inspiration die and applying the number rolled as a bonus to your AC until the start of your next turn.

Trick Shooter's Flourish. This favorite trick of knife throwers allows you to expend one use of Bardic Inspiration as a bonus action. Roll a Bardic Inspiration die and apply the number rolled as a bonus to the next ranged attack roll you make with a dagger this turn. If the target of the attack is an unattended, inanimate object, the bonus equals double the die roll.

Unnerving Flourish. Your deadly display of combat prowess unnerves your opponents, leaving them cowering in fear and at your mercy. Whenever you reduce a creature to 0 hit points with a melee attack, you can use a bonus action to expend one use of Bardic Inspiration, and instead leave the creature at 1 hit point.

The creature is frightened of you for a number of minutes equal to your Charisma modifier. It must also make a Charisma saving throw with a DC equal to your spellcasting DC + a bonus equal to the roll of your Bardic Inspiration die. If the creature fails this saving throw, it answers truthfully any questions you ask it and obeys your direct orders while it is frightened by this effect.

EXTRA ATTACK

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

BATTLE MAGIC

At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

BARD: COLLEGE OF SATIRE

Bards of the College of Satire are called jesters. They use lowbrow stories, daring acrobatics, and cutting jokes to entertain audiences, ranging from the crowds in a rundown dockside pub to the nobles of a king's royal court. Where other bards seek forgotten lore or tales of epic bravery, jesters ferret out embarrassing and hilarious stories of all kinds. Whether telling the ribald tale of a brawny stable hand's affair with an aged duchess or a mocking satire of a paladin of Helm's cloying innocence, a jester never lets taste, social decorum, or shame get in the way of a good laugh.

While jesters are masters of puns, jokes, and verbal barbs, they are much more than just comic relief. They are expected to mock and provoke, taking advantage of how even the most powerful folk are expected by tradition to endure a jester's barbs with good humor. This expectation allows a jester to serve as a critic or a voice of reason when others are too intimidated to speak the truth.

For the duchess with a taste for strapping young laborers, such tales might serve to warn the targets of her affections and force her to change her ways for lack of willing partners. Striking back at the jester only ruins her already damaged reputation, and might provide the best evidence that the jester's satires have hit their mark. But if she is kind and generous to her conquests, the jokes and stories cast her as a kind of folk hero, while drawing even more potential partners to her.

Jesters are loyal to only one cause: the pursuit and propagation of the truth. They use their comedy and innocuous appearance to break down social barriers and expose corruption, incompetence, and stupidity among the rich and powerful. Whether revealing a con artist's treachery or exposing a baron's plans for war as driven by greed and bloodlust, a jester serves as the conscience of a realm. Jesters adventure to safeguard the common folk and to undermine the plans of the rich, powerful, and arrogant. Their magic bolsters allies' spirits while casting doubt into foes' minds. Among bards, jesters are unmatched acrobats, and their ability to tumble, dodge, leap, and climb makes them slippery opponents in battle.

BONUS PROFICIENCIES

When you join the College of Satire at 3rd level, you gain proficiency with thieves' tools. You also gain proficiency in Sleight of Hand and one additional skill of your choice. If you are already proficient with thieves' tools or in Sleight of Hand, choose another skill proficiency for each proficiency you already have.

TUMBLING FOOL

At 3rd level, you master a variety of acrobatic techniques that allow you to evade danger. As a bonus action, you can tumble. When you tumble, you gain the following benefits for the rest of your turn:

- You gain the benefits of taking the Dash and Disengage actions.
- You gain a climbing speed equal to your current speed.
- You take half damage from falling.

FOOL'S INSIGHT

At 6th level, your ability to gather stories and lore gains a supernatural edge. You can cast *detect thoughts* up to a number of times equal to your Charisma modifier. You regain any expended uses of this ability after completing a long rest.

If a creature resists your attempt to probe deeper and succeeds at its saving throw against your *detect thoughts*, it immediately suffers an embarrassing social gaffe. It might loudly pass gas, unleash a thunderous burp, trip and fall, or be compelled to tell a tasteless joke.

FOOL'S LUCK

Jesters seem to have a knack for pulling themselves out of tight situations, transforming what looks like sure failure into an embarrassing but effective success.

At 14th level, you can expend one use of Bardic Inspiration after you fail an ability check, fail a saving throw, or miss with an attack roll. Roll a Bardic Inspiration die and add the number rolled to your attack, saving throw, or ability check, using the new result in place of the failed one.

If using this ability grants you a success on the attack, saving throw, or ability check, note the number you rolled on the Bardic Inspiration die. The DM can then apply that result as a penalty to an attack or check you make, and you cannot use this ability again until you suffer this drawback. When the DM invokes this penalty, describe an embarrassing gaffe or mistake you make as part of the affected die roll.

FIGHTER: CAVALIER

The archetypal Cavalier excels at mounted combat. Usually born to nobility and raised in a royal court, a Cavalier is equally at home leading a cavalry charge or exchanging witty repartee at a state dinner.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Animal Handling, Insight, Performance, or Persuasion. You can choose to gain one tool proficiency in place of one skill proficiency.

BORN TO THE SADDLE

At 3rd level, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

COMBAT SUPERIORITY

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a check to influence or control a creature you are riding, you can expend one superiority die to add it to the check. You apply this bonus after making the check but before learning if it was successful.
- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.

- When you make an attack with a lance while mounted, you can expend one superiority die to add it to your damage roll. In addition, the target of the attack must make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.
- If either you or your mount is hit by an attack while you are mounted, you can expend one superiority die as a reaction, adding the number rolled to your or your mount's AC. If the attack still hits, you or your mount take half damage from it.

FEROCIOUS CHARGER

At 7th level, you gain additional benefits when you use superiority dice to increase your damage when you attack with a lance. You can expend up to two superiority dice on the attack, adding both to the damage roll. If you spend two dice, the target has disadvantage on its Strength saving throw to avoid being knocked prone.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

FIGHTER: SCOUT

The archetypal Scout excels at finding safe passage through dangerous regions. Scouts usually favor light armor and ranged weapons, but they are comfortable using heavier gear when faced with intense fighting.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in three of the following skills of your choice: Acrobatics, Athletics, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You can choose to gain proficiency with thieves' tools in place of one skill choice.

COMBAT SUPERIORITY

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a long or short rest.

You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a check that allows you to apply your proficiency in Athletics, Nature, Perception, Stealth, or Survival, you can expend one superiority die to bolster the check. Add half the number rolled on the superiority die (rounding up) to your check. You apply this bonus after making the check but before learning if it was successful.
- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.

- If you are hit by an attack while wearing light or medium armor, you can expend one superiority die as a reaction, adding the number rolled to your AC. If the attack still hits, you take half damage from it.

NATURAL EXPLORER

At 3rd level, you gain the ranger class feature of the same name, with the following alteration: You choose additional favored terrain types at 7th and 15th level.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.



CHAPTER 13: GOTHIC HEROES

This month, *Unearthed Arcana* takes a look at a few new character options appropriate to gothic horror. The revenant subrace provides an interesting way to bring a character back from the dead—a useful option if you've lost a character in the mists of Barovia. The Monster Hunter and the Inquisitive are two new archetypes for the fighter and rogue, respectively, well suited to the challenges of Ravenloft or any other gothic horror campaign.

If you have anything specific you want to see in upcoming installments of *Unearthed Arcana*, let me know via Twitter (@mikemearls).

NEW SUBRACE: REVENANT

Having met a cruel and undeserved end, you have returned to the realm of the living. As a revenant, you thirst for revenge against those who wronged you in life, or seek to complete a final, critical task you left unfinished.

The revenant subrace can be applied to any race that has a subrace, and replaces that race's existing subrace options. Alternatively, you can apply this new subrace to a race without subrace options using the modification options provided below.

Your DM might also allow you to take this subrace for a slain character. In that case, your character rises from the dead with its original subrace replaced (or with the necessary modifications made to its base traits), filled with a determination to seek vengeance or complete its mission.

RACIAL ADJUSTMENTS

For races that don't have subrace options, taking on the revenant subrace means making changes to your character's base traits, as follows. (This playtest article provides options only for human and dragonborn characters. Because half-elves and half-orcs have no subrace options, they shouldn't be used with these revenant subrace rules.)

Human Revenant. If you want to play a human revenant, modify the human's Ability Score Increase trait to the following: Two different ability scores of your choice increase by 1. If you use the variant human traits, remove the Skills trait and the Feat trait.

Dragonborn Revenant. If you want to play a dragonborn revenant, modify the dragonborn's Ability Score Increase trait to the following: Your Strength score increases by 1, and your Charisma score increases by 1. Additionally, your Draconic Ancestry trait uses necrotic damage as its damage type, replacing the damage type that applies to your breath weapon and your damage resistance.

Tiefling Revenant. A prior installment of *Unearthed Arcana* outlined two tiefling variants that make use of subraces. Use that article to make a tiefling revenant, replacing the subrace options with the revenant subrace options.

ABILITY SCORE INCREASE

Your Constitution score increases by 1.

RELENTLESS NATURE

Your DM assigns a goal to you—typically, one related to your character's death. The goal must be a specific task you can complete, such as slaying an enemy or liberating an area and its people. Until you fulfill that goal, you gain the following benefits:

- If you are below half your hit point maximum at the start of your turn, you regain 1 hit point.
- If you die, you return to life 24 hours after death. If your body is destroyed, you reform within 1 mile of the place of your death at a spot determined by the DM. If your equipment was also destroyed, you do not regain it.
- You know the distance and direction between you and any creature involved in your goal, such as a person you seek vengeance against or someone you pledged to defend. This awareness fails if the creature is on another plane of existence.

When your goal is complete, you finally find rest. You die and cannot be restored to life.

FIGHTER: MONSTER HUNTER

As an archetypal Monster Hunter, you are an expert at defeating supernatural threats. Typically mentored by an older, experienced Monster Hunter, you learn to overcome a variety of unnatural defenses and attacks, including those of undead, lycanthropes, and other creatures of horror.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Insight, Investigation, Nature, or Perception. You can gain proficiency with a tool of your choice in place of one skill choice.

COMBAT SUPERIORITY

When you choose this archetype at 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- When you damage a creature with a weapon attack, you can expend one superiority die to add it to the damage roll. You can use this ability after rolling damage. If the attack causes the target to make a Constitution saving throw to maintain concentration, it has disadvantage on that save.

- When you make an Intelligence, a Wisdom, or a Charisma saving throw, you can expend one superiority die to add it to the roll. You can use this feature only before you learn if the save succeeded or failed.
- When you make a Wisdom (Perception) check to detect a hidden creature or object, or a Wisdom (Insight) check to determine if someone is lying to you, you can expend one superiority die to add it to the roll. You can use this feature after seeing the total but before learning if you succeeded or failed.

HUNTER'S MYSTICISM

At 3rd level, your study of the supernatural gives you a limited ability to use magic. You can cast *detect magic* as a ritual. You can cast *protection from evil and good*, but you cannot cast it again with this feature until you finish a long rest. Wisdom is your spellcasting ability for these spells.

In addition, you gain the ability to speak one of the following languages of your choice: Abyssal, Celestial, or Infernal.

MONSTER SLAYER

At 7th level, whenever you expend superiority dice to add to a damage roll, you can expend up to two dice instead of just one, adding both to the roll. Both dice are expended as normal. If the target of your attack is an aberration, a fey, a fiend, or an undead, you deal maximum damage with both dice, instead of rolling them.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

ROGUE: INQUISITIVE

As an archetypal Inquisitive, you excel at rooting out secrets and unraveling mysteries. You rely on your sharp eye for details, but also on your finely honed ability to read the words and deeds of other creatures to determine their true intent. You excel at defeating creatures that hide among and prey upon ordinary folk, and your mastery of lore and your sharp eye make you well equipped to expose and end hidden evils.

EAR FOR DECEIT

When you choose this archetype at 3rd level, you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to sense if a creature is lying, you use the total of your check or 8 + your Wisdom modifier, whichever is higher. If you are proficient in Insight, you add your proficiency bonus to the fixed result. If you chose Insight as a skill augmented by your Expertise feature, add double your proficiency bonus.

EYE FOR DETAIL

Starting at 3rd level, you can use the bonus action granted by your Cunning Action feature to make a Wisdom (Perception) check to spot a hidden creature or object, to make an Intelligence (Investigation) check to uncover and decipher clues, or to use Insightful Fighting (see below).

INSIGHTFUL FIGHTING

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As an action (or as a bonus action using Eye for Detail), you make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, opposed by the target's Charisma (Deception) check. If you succeed, you can use Sneak Attack against that creature even if you do not have advantage against it or if no enemy of the target is within 5 feet of it. You can use Sneak Attack in this way even if you have disadvantage against the target.

This benefit lasts for 1 minute or until you successfully use Insightful Fighting against a different target.

STEADY EYE

At 9th level, you gain advantage on any Wisdom (Perception) check made on your turn to find a hidden creature or object if you do not move during that turn. If you use this ability before moving, you cannot move or ready movement during your turn.

UNERRING EYE

At 13th level, you gain the ability to detect magical deception. As an action, you sense the presence within 30 feet of you of illusions, shapeshifter creatures not in their true form, and other magic designed to deceive the senses. Though you determine that an effect is attempting to trick you, you gain no special insight into what is hidden or its true nature.

EYE FOR WEAKNESS

At 17th level, you learn to exploit a creature's weaknesses by carefully studying its tactics and movement. While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 2d6.



CHAPTER 14: FEATS

Based on feedback from our surveys and a number of requests on Twitter (I'm @mikemearls if you want to give me a shout), this month's *Unearthed Arcana* introduces new feats for fifth edition D&D. Before we get to the details, though, let's take a moment to talk about feat design and the place of feats in the game.

To begin with, since using feats is an optional rule, it's important to never assume that a particular feat will be a part of the game. For instance, a class can't refer to a feat, and feats should never be granted as class features. As well, we can't rely on feats to carry the mechanical load for actions and abilities that should be captured in the core rules. A hypothetical feat that makes you a skilled gambler can't assume that the DM uses any specific rules for wagering, as we don't have core rules for those. Instead, such a feat might grant you a bonus to Wisdom checks to reflect your ability to read others, as well as granting advantage on any ability check made as part of a game of chance.

Just as importantly, feats shouldn't add a mechanical layer to parts of the game where we expect the Dungeon Master to make a judgment call or to adjudicate things on the fly. For example, a feat that allows you to adopt an alias would have to be written in such a way as to allow characters without the feat to still attempt such a deception. The feat might give you proficiency in one or more skills, a bonus to Charisma, and a specific benefit (such as a reroll) when adopting an alter ego you've spent time practicing, all of which can improve your chances of success. But it shouldn't serve as a barrier that prevents a character without the feat to assume someone's identity by way of ability checks and good roleplaying.

Mechanically, feats are also meant to be all-in-one options. We avoid chains of feats, just as we avoid making assumptions about your proficiencies or character class (unless this is unavoidable). A feat is a package that covers all the bases, allowing it to benefit any character.

Ultimately, feats should serve to flesh out your character's identity. By creating feats with names like *Tavern Brawler* and *Sharpshooter*, we're using language that you can imagine characters using to describe themselves. By having a place in the world—a tangible essence that people can recognize—feats can add a layer of flavor and texture to your character without overpowering the class features that define who your character is.

WEAPON MASTERY FEATS

Let's take a look at feat design by way of example. I think it would be cool to create a series of feats that can grant characters expertise with specific weapons, similar to how *Polearm Master* works. What might that look like?

WARHAMMER MASTER

When you hit a creature with a warhammer, the creature must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. In addition, you can use your warhammer to knock away a foe's shield. If you hit a creature that's using a shield, you can have the attack deal no damage and force the creature to drop its shield.

WHY I HATE THIS FEAT

This first attempt at creating a feat for characters using a warhammer has huge problems. To start with, it triggers additional die rolls every time a character hits. That's irritating enough at low levels, but at higher levels and with multiple attacks, it can quickly run out of control.

The ability to knock aside an opponent's shield is nifty—but that's something any character should be able to attempt. Locking that down into a feat threatens to limit the game's flexibility. You could argue that anyone could still try that trick, but the way the feat frames the ability makes it sound like only characters with this feat can succeed. This option is an area that I'd want DMs to adjudicate on their own, rather than bloating the game with fiddly rules.

Finally, this feat is fairly narrow. It applies to only one weapon, when its net effect could probably apply to almost any bludgeoning weapon.

Here's a different take on it.

FELL HANDED

You master the handaxe, battleaxe, greataxe, warhammer, and maul. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll you make with the weapon, the target takes bludgeoning damage equal to your Strength modifier (minimum of 0) if the attack misses but the higher of the two d20 rolls would have hit.
- If you use the Help action to aid an ally's melee attack while you're wielding the weapon, you knock the target's shield aside momentarily. In addition to the ally gaining advantage on the attack roll, the ally gains a +2 bonus to the roll if the target is using a shield.

WHY I LIKE THIS FEAT

A number of things about this improved version of the feat make me happy. To start with, it applies to a broad range of characters. I toyed with the idea of having it apply just to heavy weapons, but I like the flavor of capturing a range of weapons normally associated with dwarves.

The attack bonus is a handy benefit that applies to every attack you make, without requiring any obnoxious handling or interruptions.

The benefit on advantage and disadvantage gives you a nifty added edge in a fight. It reflects the idea that, as an ironhanded master of weapons, you can turn an advantage into an overwhelming edge and can rescue some shred of success from disadvantage.

Finally, the added benefit to the Help action grants a narrow but useful option without overriding improvisation. This type of benefit improves a standard action you can take, while coloring that action with a special benefit applicable to your expertise. It doesn't stop another character from attempting something similar while using the Help action. It simply leaves it up to the DM to decide what check that character needs to make in order to accomplish what your training allows you to do automatically.

Of course, our collective playtest efforts have the final say on this feat. But hopefully it provides you with a good idea of our design direction as we look at adding more feats to the game.

The rest of this article presents a number of new feats, each of which has been designed with the concepts outlined here in mind. Each feat also includes a short commentary to give you some insight into the thinking behind it. By giving you more insight into feats, we hope the feedback you give us in return will help sharpen our sense of what works and what you'd like to see more of.

BLADE MASTERY

You master the shortsword, longsword, scimitar, rapier, and greatsword. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- On your turn, you can use your reaction to assume a parrying stance, provided you have the weapon in hand. Doing so grants you a +1 bonus to your AC until the start of your next turn or until you're not holding the weapon.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.

WHY I LIKE THIS FEAT

This feat is simple, but it provides a tangible boost to both offense and defense.

The bonus to attack rolls captures the idea that your focus makes you better with blades than you are with other weapons. The math is simple enough that it doesn't slow down the game.

The second benefit tries to capture the idea of a sword as a superior defensive weapon, as compared to axes, hammers, and so on. By focusing on defense rather than keeping your eyes open for the opportunity to counterattack, you make yourself harder to hit.

The final benefit is a contrast to parrying. If you forgo your sword's defensive capabilities, you can strike quickly and more efficiently when taking advantage of a foe's distraction.

FLAIL MASTERY

The flail is a tricky weapon to use, but you have spent countless hours mastering it. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a flail.
- As a bonus action on your turn, you can prepare yourself to extend your flail to sweep over targets' shields. Until the end of this turn, your attack rolls with a flail gain a +2 bonus against any target using a shield.
- When you hit with an opportunity attack using a flail, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

WHY I LIKE THIS FEAT

I tackled the weapon mastery feats first, and I wanted to make sure that each of them had a distinct flavor. The sword version of this feat is fairly generic by design, since it needs to appeal to a broad range of players. That means the other feats can appeal to players looking for something a little more esoteric. The Flail Master feat thus specializes in neutralizing shields and trying to knock opponents prone, playing into the idea of a flail's ability to whip around an object or entangle a foe's legs.

SPEAR MASTERY

Though the spear is a simple weapon to learn, it rewards you for the time you have taken to master it. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a spear.
- When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- You can set your spear to receive a charge. As a bonus action, choose a creature you can see that is at least 20 feet away from you. If that creature moves within your spear's reach on its next turn, you can make a melee attack against it with your spear as a reaction. If the attack hits, the target takes an extra 1d8 piercing damage, or an extra 1d10 piercing damage if you wield the spear with two hands. You can't use this ability if the creature used the Disengage action before moving.
- As a bonus action on your turn, you can increase your reach with a spear by 5 feet for the rest of your turn.

WHY I LIKE THIS FEAT

This feat looks a little different from the other members of the weapon mastery family because it focuses on a simple weapon. It grants the same +1 bonus to attack rolls as the other feats, but it also boosts the spear's damage to make it equal to martial weapons.

The third element focuses on making the spear a useful defensive weapon. Given that fifth edition D&D doesn't have a specific action for charging, the ability to skewer an incoming enemy requires a bit of finesse. This feat sets up a situation that requires an opponent to move a noticeable distance toward you. Shutting off your attack with Disengage allows a creature to approach you carefully by forgoing its action to attack, even as forcing you to commit to a specific opponent makes the benefit faster to resolve. This way, the DM doesn't need to check whether you want to attack every single creature that moves up to you.

The extra reach is a minor ability, but one that reflects the spear's nature in a simple, easy way.

TOOL FEATS

Weapons are fun, but feats are intended to support all parts of the game. To that end, here are a few feats that grant proficiency with tools and some additional thematic benefits.

ALCHEMIST

You have studied the secrets of alchemy and are an expert in its practice, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with alchemist's supplies. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can identify one potion within 5 feet of you, as if you had tasted it. You must see the liquid for this benefit to work.
- Over the course of any short rest, you can temporarily improve the potency of one *potion of healing* of any rarity. To use this benefit, you must have alchemist's supplies with you, and the potion must be within reach. If the potion is drunk no more than 1 hour after the short rest ends, the creature drinking the potion can forgo the potion's die roll and regains the maximum number of hit points that the potion can restore.

BURGLAR

You pride yourself on your quickness and your close study of certain clandestine activities. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with thieves' tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.

GOURMAND

You have mastered a variety of special recipes, allowing you to prepare exotic dishes with useful effects. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency with cook's utensils. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can inspect a drink or plate of food within 5 feet of you and determine whether it is poisoned, provided that you can see and smell it.

- During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, cook's utensils, and other supplies on hand. The meal serves up to six people, and each person who eats it regains two additional Hit Dice at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.

MASTER OF DISGUISE

You have honed your ability to shape your personality and to read the personalities of others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with the disguise kit. If you are already proficient with it, you add double your proficiency bonus to checks you make with it.
- If you spend 1 hour observing a creature, you can then spend 8 hours crafting a disguise you can quickly don to mimic that creature. Making the disguise requires a disguise kit. You must make checks as normal to disguise yourself, but you can assume the disguise as an action.

WHY I LIKE THESE FEATS

Tools are a fun part of the game, but it sometimes takes a lot of work from the DM to bring them into play. For example, cook's utensils are only as useful as the adventure or campaign allows them to be, since they don't have a clear role in the three core pillars of the game: combat, interaction, and discovery. On top of making the numerical bonus provided by tools significantly higher, the feats above try to add concrete benefits to those tools. Thieves' tools are an exception, though. Because traps and locks are such a common part of the game, the extra bonus the feat provides is powerful enough in and of itself.



CHAPTER 15: QUICK CHARACTERS

Sometimes you need quick characters for a D&D session. Whether you're running an impromptu game with limited time for character creation, you want to get a new player into an established game quickly, or you need a new PC to replace a dead adventurer, these optional rules are for you.

These rules can be used instead of the normal process of character creation, replacing the choice and creativity of that process with a series of tables that quickly generate a 1st-level character.

With the exception of backgrounds, these rules focus on the character options available in the D&D Basic Rules as a means of keeping things simple.

ALIGNMENT

Roll a d6 to determine your character's alignment.

d6	Alignment
1	Lawful Good
2	Neutral Good
3	Chaotic Good
4	Lawful Neutral
5	Neutral
6	Chaotic Neutral

BACKGROUND

Backgrounds already make use of random tables to flesh out your character, and are easy to apply. You can roll a d6 to determine your character's background if you're using the Basic Rules, or roll a d20 to use the full list of backgrounds from the *Player's Handbook*.

d6	Background (Basic Rules)
1	Acolyte
2	Criminal
3	Folk Hero
4	Noble
5	Sage
6	Soldier

d20	Background (<i>Player's Handbook</i>)
1-2	Acolyte
3	Charlatan
4-5	Criminal
6	Entertainer
7-8	Folk Hero
9-10	Guild Artisan
11	Hermit
12	Noble
13-14	Outlander

d20	Background (<i>Player's Handbook</i>)
15	Sage
16-17	Sailor
18-19	Soldier
20	Urchin

Alternatively, for players who are comfortable defining a character's personality traits, ideals, bonds, and flaws through roleplaying, the quick character generation process can be made even quicker by foregoing a background, instead rolling for the skill and tool proficiencies normally provided by a background. Roll four times on the following table, rerolling any duplicate results.

d20	Proficiency
1	Acrobatics
2	Animal Handling
3	Arcana
4	Athletics
5	Deception
6	History
7	Insight
8	Intimidation
9	Investigation
10	Medicine
11	Nature
12	Perception
13	Performance
14	Persuasion
15	Religion
16	Sleight of Hand
17	Stealth
18	Survival
19	Carpenter's tools
20	Thieves' tools

In place of a background feature, once during any game session, you can pick a nonplayer character you meet and declare that your character knows that NPC. The relationship is respectful but not necessarily friendly. The DM determines the exact nature of your relationship.

CLASS AND ABILITIES

Roll a d6 to determine your class from the following table, which is more likely to generate a fighter or cleric than a rogue or wizard. Especially if you're randomly generating an entire party, tilting the odds in favor of fighters and clerics can help shore up a group's ability to survive in combat. Alternatively (or if you're generating a single character joining an already balanced party), you can roll a d4 and give each class an equal chance of being generated.

d6	d4	Class
1-2	1	Cleric
3-4	2	Fighter
5	3	Rogue
6	4	Wizard

When determining your ability scores, your choice of class shapes which abilities are of most use to your character. Roll a d6 to determine the ability score array your character uses. Then assign those numbers to your abilities in an order determined by your class.

d6	Score Array
1	18, 14, 12, 8, 8, 6
2	16, 14, 14, 10, 10, 8
3	16, 16, 12, 10, 8, 8
4	16, 12, 12, 12, 10, 8
5	14, 14, 12, 12, 12, 12
6	14, 14, 14, 12, 12, 10

Cleric. Wisdom, Strength, Constitution, Charisma, Dexterity, Intelligence.

Fighter. Strength, Constitution, Dexterity, Wisdom, Intelligence, Charisma.

Rogue. Dexterity, Charisma, Intelligence, Constitution, Strength, Wisdom.

Wizard. Intelligence, Dexterity, Wisdom, Charisma, Constitution, Strength.

For example, a player creating a cleric rolls a 4 for the character's ability score array—16, 12, 12, 12, 10, and 8. Those numbers are assigned in that order to the ability scores listed for clerics, yielding a character with Strength 12, Dexterity 10, Constitution 12, Intelligence 8, Wisdom 16, and Charisma 12.

After you assign your character's ability scores, but before applying any modifiers for your race (see below), you can swap any two scores.

EQUIPMENT

Your class also determines your equipment. Select gear from your class's quick equipment choices, except for any of the prebuilt packs such as the explorer's pack or the priest's pack (see below).

Alternatively, you can select one of the following default equipment packages:

- **Cleric:** Mace, scale mail, light crossbow and 20 bolts, shield, holy symbol

- **Fighter:** Chain mail, longsword, shield, light crossbow and 20 bolts
- **Rogue:** Shortsword, shortbow and 20 arrows, leather armor, two daggers, thieves' tools
- **Wizard:** Dagger, component pouch, spellbook

Then select one of the following standard equipment packs for your character:

- Backpack, sack, lantern, 2 oil flasks, tinderbox, 12 pitons, hammer, waterskin, rations (4 days), 5 gp
- Backpack, 2 sacks, 6 torches, 3 oil flasks, tinderbox, 10-foot pole, 50 feet of rope, waterskin, rations (4 days), steel mirror
- Backpack, 4 sacks, holy symbol or thieves' tools, 12 pitons, 50 feet of rope, waterskin, rations (4 days)

All characters also gain a dagger and either a light crossbow and 10 bolts, or a set of 5 javelins.

CLERIC SPELLS

Randomly determining spells can speed up the process of creating a 1st-level cleric.

Cantrips. Roll a d6 three times to determine your cleric cantrips, rerolling any duplicate results.

d6	Cantrip
1	<i>Guidance</i>
2	<i>Light</i>
3	<i>Resistance</i>
4	<i>Sacred flame</i>
5	<i>Spare the dying</i>
6	<i>Thaumaturgy</i>

Spells. Roll a d10 for each cleric spell you can prepare, rerolling any duplicate results.

d10	Spell
1	<i>Bless</i>
2	<i>Command</i>
3-4	<i>Cure wounds</i>
5	<i>Detect magic</i>
6	<i>Guiding bolt</i>
7	<i>Healing word</i>
8	<i>Inflict wounds</i>
9	<i>Sanctuary</i>
10	<i>Shield of faith</i>

FIGHTER FIGHTING STYLE

Roll a d6 to determine your fighting style, and make the indicated adjustments if you selected the default equipment package.

d6 Fighting Style

- 1 Archery (swap light crossbow and 20 bolts for a longbow and 20 arrows; at your option, also swap chain mail for leather armor)
- 2 Defense
- 3 Dueling
- 4 Great Weapon Fighting (swap longsword and shield for greataxe)
- 5 Protection
- 6 Two-Weapon Fighting (swap longsword for two short swords)

ROGUE PROFICIENCIES

Roll a d12 four times to determine your skills, rerolling any duplicate results. In addition, reroll any results that duplicate skills granted by your background.

d12	Skills
1	Acrobatics
2	Athletics
3	Deception
4	Insight
5	Intimidation
6	Investigation
7	Perception
8	Performance
9	Persuasion
10	Sleight of Hand
11-12	Stealth

WIZARD SPELLS

Randomly determining spells can speed up the process of creating a 1st-level wizard.

Cantrips. Roll a d10 three times to determine your wizard cantrips, rerolling any duplicate results.

d10	Cantrip
1	<i>Acid splash</i>
2	<i>Dancing lights</i>
3	<i>Fire bolt</i>
4	<i>Light</i>
5	<i>Mage hand</i>
6	<i>Minor illusion</i>
7	<i>Poison spray</i>
8	<i>Prestidigitation</i>
9	<i>Ray of frost</i>
10	<i>Shocking grasp</i>

Spells. Roll a d12 six times to determine the contents of your wizard spellbook, rerolling any duplicate results.

d12 Spell

- 1 *Burning hands*
- 2 *Charm person*
- 3 *Comprehend languages*
- 4 *Detect magic*
- 5 *Disguise self*
- 6 *Identify*
- 7 *Mage armor*
- 8 *Magic missile*
- 9 *Shield*
- 10 *Silent image*
- 11 *Sleep*
- 12 *Thunderwave*

RACE

Finally, roll a d12 to determine your character's race. The following table is weighted heavily toward humans, both to reflect typical D&D demographics and to push players toward the easiest option.

d12	Race
1	Hill dwarf
2	Mountain dwarf
3	High elf
4	Wood elf
5	Lightfoot halfling
6	Stout halfling
7-12	Human



CHAPTER 16: THE FAITHFUL



This month, *Unearthed Arcana* presents two new options that allow arcane casters to express their faith in the gods.

The Pact of the Seeker was inspired by the Greyhawk deity Celestian, god of the stars, space, and wanderers. It provides a pact that ties a warlock to a mysterious, inscrutable deity dedicated to gathering knowledge and lore.

For wizards, the Theurgy arcane tradition allows you to create a magic-user whose arcane instruction is guided by the teachings of a deity. This design is a personal favorite of mine, as it's always been something of a pet peeve that a god of magic would primarily have clerics rather than wizards as followers. This tradition allows a wizard to gain the benefits of a divine domain.

WARLOCK OTHERWORLDLY PATRON: THE SEEKER

Your patron is an inscrutable being who travels the Astral Plane in search of knowledge and secrets. In return for your patron's gifts, you wander the world seeking lore that you can share with the Seeker.

Your patron could be any deity or other powerful entity dedicated to knowledge or forgotten lore. Celestian is an ideal patron for a Greyhawk campaign, and was the inspiration for this concept. In the *Forgotten Realms*, your patron might be Azuth or Oghma. Aureon makes an excellent patron in *Eberron*, while in *Krynn* and the *Dragonlance* campaign setting, Gilean is a good match for the Seeker's role.

EXPANDED SPELL LIST

The Seeker 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.

SEEKER EXPANDED SPELLS

Spell Level	Spells
1st	<i>feather fall, jump</i>
2nd	<i>levitate, locate object</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>arcane eye, locate creature</i>
5th	<i>legend lore, passwall</i>

SHIELDING AURORA

Starting at 1st level, you can invoke the Seeker's power to protect you from harm. As a bonus action, you create a whirling aurora of brilliant energy that swirls around you. Until the end of your next turn, you gain resistance to all damage, and if a hostile creature ends its turn within 10 feet of you, it takes radiant damage equal to your warlock level + your Charisma modifier.

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

PACT BOON: PACT OF THE STAR CHAIN

At 3rd level, a character dedicated to the Seeker can select this option instead of one of the warlock's existing Pact Boon options.

The Seeker grants you a chain forged from starlight, decorated with seven gleaming motes of brightness. While the chain is on your person, you know the *augury* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

Additionally, you can invoke the Seeker's power to gain advantage on an Intelligence check while you carry this item. Once you use this ability, you cannot use it again until you complete a short or long rest.

If you lose your Star Chain, you can perform a 1-hour ceremony to receive a replacement from the Seeker. The ceremony can be performed during a short or long rest, and it destroys the previous chain. The chain disappears in a flash of light when you die.

The exact form of this item might be different depending on your patron. The Star Chain is inspired by the Greyhawk deity Celestian.

ASTRAL REFUGE

At 6th level, you gain the ability to step into an astral refuge. As an action, you disappear from the world for a brief moment and enter the Astral Plane, taking advantage of its timeless nature. While in your astral refuge, you can take two actions to cast spells that target only you. After using those two actions, you return to the space you occupied and your turn ends.

FAR WANDERER

At 10th level, you no longer need to breathe, and you gain resistance to fire damage and cold damage.

ASTRAL SEQUESTRATION

Starting at 14th level, you gain the ability to sequester yourself and your allies on the Astral Plane.

By performing a special ritual over the course of 5 minutes, you shift yourself and up to ten willing creatures you can see to the Astral Plane. You and those creatures gain the benefits of a short rest while sequestered on the Astral Plane. You then return to the spaces you all occupied when you used this ability, with no time having passed in the world.

During this short rest, you and the creatures you sequester can make use of any options available during a rest that affect only you and the creatures you sequester.

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

ARCANE TRADITION: THEURGY

A number of deities claim arcane magic as their domain. While the idea of a divine being embracing such power might seem contradictory, magic is as much a part of the fabric of the cosmos as wind, fire, lightning, and all other primal forces. Just as there are deities of the sea and gods of warfare, the arcane arts feature their own divine patrons.

Such deities often have clerics, but many gods of magic bid their followers to take up the study of wizardry. These religious magic-users follow the arcane tradition of Theurgy, and are commonly known as theurgists. Such spellcasters are as dedicated and scholarly as any other wizard, but they blend their arcane study with religious teachings.

DIVINE INSPIRATION

When you select this tradition at 2nd level, pick a divine domain from your chosen deity's list of eligible domains. Alternatively, the following domains are thematically appropriate and easily compatible with the theurgist concept:

- Arcana*
- Knowledge
- Light

*From the *Sword Coast Adventurers' Guide*.

ARCANE INITIATE

Beginning when you select this tradition at 2nd level, whenever you gain a wizard level, you can choose to replace one of the wizard spells you add to your spellbook with a cleric domain spell for your chosen domain. The spell must be of a level for which you have spell slots.

If you add all of your domain spells to your spellbook, you can subsequently opt to add any spell from the cleric spell list instead. The spell must still be of a level for which you have spell slots.

Other wizards cannot copy cleric spells from your spellbook into their own spellbooks.

CHANNEL ARCANA

At 2nd level, you gain the ability to channel arcane energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Divine Arcana and the Channel Divinity option granted at 2nd level by your chosen domain. You employ that Channel Divinity option by using your Channel Arcana ability.

When you use your Channel Arcana, you choose which effect to create. You must then finish a short or long rest to use your Channel Arcana again.

Some Channel Arcana effects require saving throws. When you use such an effect, the save DC equals your wizard spell save DC.

Beginning at 6th level, you can use your Channel Arcana twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

When you gain further uses for Channel Divinity from your domain, you can employ them by using your Channel Arcana ability.

CHANNEL ARCANA: DIVINE ARCANA

As a bonus action, you speak a prayer to control the flow of magic around you. The next spell you cast gains a +2 bonus to its attack roll or saving throw DC, as appropriate.

ARCANE ACOLYTE

At 6th level, you gain your chosen domain's 1st-level benefits. However, you do not gain any weapon or armor proficiencies from your domain.

ARCANE PRIEST

At 10th level, you gain your chosen domain's 6th-level benefits. Your faith and your understanding of magic allow you to delve into your god's secrets.

ARCANE HIGH PRIEST

At 14th level, you gain your chosen domain's 17th-level benefits. Your academic nature and understanding of magic and doctrine allow you to master this ability sooner than a cleric of your domain.



CHAPTER 17: THE RANGER, REVISED



Over the past year, you've seen us try a number of new approaches to the ranger, all aimed at addressing the class's high levels of player dissatisfaction and its ranking as D&D's weakest class by a significant margin.

Those two factors combined to put us on the path to this revision. We have classes that rate as weak, but which nonetheless have high levels of player satisfaction. That tells us people playing those classes are happy with how their characters' abilities work and with their own experience at the table, even if those classes aren't the strongest. After all, not every class can rank at the top.

Likewise, most issues we see with classes are confined to specific abilities that don't play a big role in determining whether players like the class as a whole. In other words, no class is perfect, but each is close enough to the mark in its own way that players are happy.

As such, the ranger's status as a sore spot for players has been a cause for concern for a while. And so, today we present a new revision of the ranger. Though it retains many of the elements of the existing class, a lot has changed, so it's best to simply dig into the new material to get a sense of how it feels. But what I'd like to address here is how the D&D game will evolve in the future. Any change as dramatic as rebuilding a character class requires planning, verification, and a clear, easy implementation.

The planning phase goes back to our review of playtest feedback. We review data and read anecdotes on Reddit, forums, and social media. We try to decide if addressing the issue is worth the potential disruption to the game.

In this case, we felt that a few factors combined to push for a change. Many players want to play rangers, but few were happy with the class, which held its place at the bottom of class power rankings by a significant margin. The class's individual features also filled the top-ten list of lowest-rated individual character features.

With our course set for a revision, we've spent the past year experimenting and gathering feedback. We believe that if something doesn't hit the mark the first time, we need to take our time and make sure our path to a solution is the right one. So our tinkering with the ranger led us here, to this latest update.

Our next step, which begins now, is verification. Are these fixes correct? Do they solve problems at your table? Do you, as the community of D&D players and DMs, accept them? I expect another revision or two to be made to the class, but I'm confident that the scope and direction of these changes fit in with what the community is looking for.

Finally, we come to implementation. If this iteration of the ranger, or a future revision of it, grades high enough, our plan is to present it as a revised ranger in a future D&D sourcebook. Players can select the original ranger or the revised version, though DMs will always be free to use only one or the other. Both will be legal for D&D Adventurers League play, and players of existing ranger characters will have the option to swap to the revised version. As you'll see as you read further, the original ranger and the revised class use almost identical progression tables, even if the specifics of some features differ. With a little work on our end, we can ensure that any new ranger options we provide work for both classes.

Overall, this approach captures our intent—fix what needs to be fixed when it's necessary to do so, but in a way that minimizes disruption and maximizes player satisfaction. With that in mind, take a look at our new ranger and keep an eye out for the feedback survey to follow.

CLASS FEATURES

As a ranger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds.

Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

THE RANGER

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Natural Explorer	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Primeval Awareness, Ranger Conclave	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Ranger Conclave feature	4	4	2	—	—	—
6th	+3	Greater Favored Enemy	4	4	2	—	—	—
7th	+3	Ranger Conclave feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement, Fleet of Foot	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Hide in Plain Sight	6	4	3	2	—	—
11th	+4	Ranger Conclave feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Vanish	8	4	3	3	1	—
15th	+5	Ranger Conclave feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Feral Senses	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Foe Slayer	11	4	3	3	3	2

When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

NATURAL EXPLORER

You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

FIGHTING STYLE

At 2nd 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.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

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.

TWO-WEAPON FIGHTING

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

SPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 for the ranger spell list.

SPELL SLOTS

The Ranger 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.

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

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger 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 ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your 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 ranger 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

PRIMEVAL AWARENESS

Beginning at 3rd level, your mastery of ranger lore allows you to establish a powerful link to beasts and to the land around you.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack.

You cannot use this ability against a creature that you have attacked within the past 10 minutes.

Additionally, you can attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you.

If there are multiple groups of your favored enemies within range, you learn this information for each group.

RANGER CONCLAVE

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Beast Conclave, the Hunter Conclave, or the Stalker Conclave, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th 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.

GREATER FAVORED ENEMY

At 6th level, you are ready to hunt even deadlier game. Choose a type of greater favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, or giants. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language. Your bonus to damage rolls against all your favored enemies increases to +4.

Additionally, you have advantage on saving throws against the spells and abilities used by a greater favored enemy.

FLEET OF FOOT

Beginning at 8th level, you can use the Dash action as a bonus action on your turn.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can remain perfectly still for long periods of time to set up ambushes. When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

RANGER CONCLAVES

Across the wilds, rangers come together to form conclaves—loose associations whose members share a similar outlook on how best to protect nature from those who would despoil it.

BEAST CONCLAVE

Many rangers are more at home in the wilds than in civilization, to the point where animals consider them kin. Rangers of the Beast Conclave develop a close bond with a beast, then further strengthen that bond through the use of magic.

ANIMAL COMPANION

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an **ape**, a **black bear**, a **boar**, a **giant badger**, a **giant weasel**, a **mule**, a **panther**, or a **wolf**. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you.

The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

KEEPING TRACK OF PROFICIENCY

When you gain your animal companion at 3rd level, its proficiency bonus matches yours at +2. As you gain levels and increase your proficiency bonus, remember that your companion's proficiency bonus improves as well, and is applied to the following areas: Armor Class, skills, saving throws, attack bonus, and damage rolls.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below. Your companion shares your ideal, and its bond is always, "The ranger who travels with me is a beloved companion for whom I would gladly give my life."

WHY NO MULTIATTACK?

Multiattack is a useful design tool that keeps monsters simple for the DM. It provides a boost in offense, but that boost is meant to make a beast threatening for one battle—a notion that doesn't mesh well with a beast intended to fight with the party, rather than against it. Project Multiattack across an entire adventure, and an animal companion runs the risk of outclassing the fighters and barbarians in the party.

So in story terms, your animal companion has traded in some of its ferocity (in the form of Multiattack) for better awareness and the ability to fight more effectively in concert with you.

EXPANDING COMPANION OPTIONS

Depending on the nature of your campaign, the DM might choose to expand the options for your animal companion. As a rule of thumb, a beast can serve as an animal companion if it is Medium or smaller, has 15 or fewer hit points, and cannot deal more than 8 damage with a single attack. In general, that applies to creatures with a challenge rating of 1/4 or less, but there are exceptions.

Your animal companion gains the benefits of your Favored Enemy feature, and of your Greater Favored Enemy feature when you gain that feature at 6th level. It uses the favored enemies you selected for those features.

d6 Trait

- 1 I'm dauntless in the face of adversity.
- 2 Threaten my friends, threaten me.
- 3 I stay on alert so others can rest.
- 4 People see an animal and underestimate me. I use that to my advantage.
- 5 I have a knack for showing up in the nick of time.
- 6 I put my friends' needs before my own in all things.

d6 Flaw

- 1 If there's food left unattended, I'll eat it.
- 2 I growl at strangers, and all people except my ranger are strangers to me.
- 3 Any time is a good time for a belly rub.
- 4 I'm deathly afraid of water.
- 5 My idea of hello is a flurry of licks to the face.
- 6 I jump on creatures to tell them how much I love them.

COORDINATED ATTACK

Beginning at 5th level, you and your animal companion form a more potent fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

BEAST'S DEFENSE

At 7th level, while your companion can see you, it has advantage on all saving throws.

STORM OF CLAWS AND FANGS

At 11th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

SUPERIOR BEAST'S DEFENSE

At 15th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

HUNTER CONCLAVE

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

EXTRA ATTACK

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

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a *lightning bolt* spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

DEEP STALKER CONCLAVE

Most folk descend into the depths of the Underdark only under the most pressing conditions, undertaking some desperate quest or following the promise of vast riches. All too often, evil festers beneath the earth unnoticed, and rangers of the Deep Stalker Conclave strive to uncover and defeat such threats before they can reach the surface.

UNDERDARK SCOUT

At 3rd level, you master the art of the ambush. On your first turn during combat, you gain a +10 bonus to your speed, and if you use the Attack action, you can make one additional attack.

You are also adept at evading creatures that rely on darkvision. Such creatures gain no benefit when attempting to detect you in dark and dim conditions. Additionally, when the DM determines if you can hide from a creature, that creature gains no benefit from its darkvision.

DEEP STALKER MAGIC

At 3rd level, you gain darkvision out to a range of 90 feet. If you already have darkvision, you increase its range by 30 feet.

You also gain access to additional spells at 3rd, 5th, 9th, 13th, and 15th level. Once you gain a deep stalker spell, it counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

DEEP STALKER SPELLS

Ranger Level	Spells
3rd	<i>disguise self</i>
5th	<i>rope trick</i>
9th	<i>glyph of warding</i>
13th	<i>greater invisibility</i>
17th	<i>seeming</i>

EXTRA ATTACK

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

IRON MIND

At 7th level, you gain proficiency in Wisdom saving throws.

STALKER'S FLURRY

Starting at 11th level, once on each of your turns when you miss with an attack, you can make another attack.

STALKER'S DODGE

At 15th level, whenever a creature attacks you and does not have advantage, you can use your reaction to impose disadvantage on the creature's attack roll against you. You can use this feature before or after the attack roll is made, but it must be used before the outcome of the roll is determined.



CHAPTER 18: ENCOUNTER BUILDING

This edition of *Unearthed Arcana* introduces an alternative set of encounter-building guidelines for D&D. Though this approach uses the same basic math underlying the encounter system presented in the *Dungeon Master's Guide*, it makes a few adjustments to how it presents that math to produce a more flexible system.

This encounter-building system assumes that, as a Dungeon Master, you want to have a clear understanding of the threat posed by a group of monsters. It'll be of interest to any DMs who want to emphasize combat in their games, who want to ensure that a foe isn't too deadly for a specific group of characters, and who want to understand the relationship between a character's level and a monster's challenge rating.

Building an encounter using these new guidelines breaks down into a series of simple steps.

STEP 1: ASSESS THE CHARACTERS

To build an encounter using this system, first take stock of the player characters. This system uses the characters' levels to determine the number and challenge rating of creatures you can pit them against without making a fight too hard or too easy. But though character level is important, you should also take note of each characters' hit point maximum and saving throw modifiers, as well as how much damage the strongest combatants or spellcasters can inflict with a single attack. Even though character level and challenge rating are useful tools for defining the difficulty of an encounter, they don't tell the whole story, and you'll make use of these additional character statistics when you select monsters for an encounter in step 4.

STEP 2: ENCOUNTER SIZE

Determine if you want to create a battle that pits one legendary creature against the characters, or if you want to use multiple monsters. If you want to use a single monster, you're typically best off using a legendary monster, all of which are specifically designed to make life interesting for a group.

STEP 3: DETERMINE NUMBERS AND CHALLENGE RATINGS

The process for building fights that feature only a single legendary monster is simple. The table below shows you which challenge rating to use for a legendary creature fighting a party of four to six characters, creating a satisfying but difficult battle. For example, for a party of five 9th-level characters, a CR 12 legendary creature makes an appropriate encounter.

For a deadly battle, match up the characters with a legendary creature whose challenge rating is 1 or 2 higher than optimal. For a fairly easy fight, use a legendary creature whose challenge rating is 3 or more below the challenge rating for an optimal encounter.

1ST TO 20TH LEVEL (SOLO MONSTERS)

Character Level	6 Characters	5 Characters	4 Characters
1st	2	2	1
2nd	4	3	2
3rd	5	4	3
4th	6	5	4
5th	9	8	7
6th	10	9	8
7th	11	10	9
8th	12	11	10
9th	13	12	11
10th	14	13	12
11th	15	14	13
12th	17	16	15
13th	18	17	16
14th	19	18	17
15th	20	19	18
16th	21	20	19
17th	22	21	20
18th	22	21	20
19th	23	22	21
20th	24	23	22

If your encounter features multiple creatures, balancing it takes a little more work. First, you need to determine how many creatures the party will face, along with the challenge rating for each creature. The following tables are broken up by level ranges, providing information for how to balance encounters for characters of 1st to 5th level, 6th to 10th level, 11th to 15th level, and 16th to 20th level.

To create your encounter, find the level of each character on the appropriate table. Each table shows you what a single character of a given level is equal to in terms of challenge rating—a value represented by a proportion that compares numbers of characters to a single monster ranked by challenge rating.

The first number is the number of characters of that given level. The second number indicates how many monsters of the listed challenge rating those characters are worth.

Reading the row for 1st-level characters from the 1st to 5th Level table, we see that one 1st-level character is the equivalent of two CR 1/8 monsters or one CR 1/4 monster. The proportion reverses for higher challenge ratings, with creatures at CR 1/2 and higher becoming more powerful than one 1st-level character. Three 1st-level characters are equivalent to one CR 1/2 creature, while five are equivalent to a CR 1 opponent.

Let's say you have a party of four 3rd-level characters. Using the table, you can see that one CR 2 foe is a good match for the entire party, but that the characters will likely have a hard time handling a CR 3 creature.

1ST TO 5TH LEVEL (MULTIPLE MONSTERS)

Character Level	CR 1/8	CR 1/4	CR 1/2	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6
1st	1:2	1:1	3:1	5:1	—	—	—	—	—
2nd	1:3	1:2	1:1	3:1	6:1	—	—	—	—
3rd	1:5	1:2	1:1	2:1	4:1	6:1	—	—	—
4th	1:8	1:4	1:2	1:1	2:1	4:1	6:1	—	—
5th	1:12	1:8	1:4	1:2	1:1	2:1	3:1	5:1	6:1

6TH TO 10TH LEVEL (MULTIPLE MONSTERS)

Character Level	CR 1/8	CR 1/4	CR 1/2	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10
6th	1:12	1:9	1:5	1:2	1:1	2:1	2:1	4:1	5:1	6:1	—	—	—
7th	1:12	1:12	1:6	1:3	1:1	1:1	2:1	3:1	4:1	5:1	—	—	—
8th	1:12	1:12	1:7	1:4	1:2	1:1	2:1	3:1	3:1	4:1	6:1	—	—
9th	1:12	1:12	1:8	1:4	1:2	1:1	1:1	2:1	3:1	4:1	5:1	6:1	—
10th	1:12	1:12	1:10	1:5	1:2	1:1	1:1	2:1	2:1	3:1	4:1	5:1	6:1

11TH TO 15TH LEVEL (MULTIPLE MONSTERS)

Character Level	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10	CR 11	CR 12	CR 13	CR 14	CR 15
11th	1:6	1:3	1:2	1:1	2:1	2:1	2:1	3:1	4:1	5:1	6:1	—	—	—	—
12th	1:8	1:3	1:2	1:1	1:1	2:1	2:1	3:1	3:1	4:1	5:1	6:1	—	—	—
13th	1:9	1:4	1:2	1:2	1:1	1:1	2:1	2:1	3:1	3:1	4:1	5:1	6:1	—	—
14th	1:10	1:4	1:3	1:2	1:1	1:1	2:1	2:1	3:1	3:1	4:1	4:1	5:1	6:1	—
15th	1:12	1:5	1:3	1:2	1:1	1:1	1:1	2:1	2:1	3:1	3:1	4:1	5:1	5:1	6:1

16TH TO 20TH LEVEL (MULTIPLE MONSTERS)

Character Level	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10	CR 11	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20
16th	1:5	1:3	1:2	1:1	1:1	1:1	2:1	2:1	2:1	3:1	4:1	4:1	5:1	5:1	6:1	—	—	—	—
17th	1:7	1:4	1:3	1:2	1:1	1:1	1:1	2:1	2:1	2:1	3:1	3:1	4:1	4:1	5:1	6:1	—	—	—
18th	1:7	1:5	1:3	1:2	1:1	1:1	1:1	2:1	2:1	2:1	3:1	3:1	4:1	4:1	5:1	6:1	6:1	—	—
19th	1:8	1:5	1:3	1:2	1:2	1:1	1:1	1:1	2:1	2:1	2:1	3:1	3:1	4:1	4:1	5:1	6:1	6:1	—
20th	1:9	1:6	1:4	1:2	1:2	1:1	1:1	1:1	1:1	2:1	2:1	2:1	3:1	3:1	4:1	4:1	5:1	5:1	6:1

Using the same guidelines, you can mix and match challenge ratings to put together a group of creatures worth four 3rd-level characters. For example, you could select one CR 1 creature. That's worth two 3rd-level characters, leaving you with two characters' worth of monsters to allocate. You could then add two CR 1/4 monsters to account for one other character, and one CR 1/2 monster to account for the final character. In total, your encounter has one CR 1, one CR 1/2, and two CR 1/4 creatures.

For groups with a variety of levels, you have two options. You can group all characters of the same level together, match them with monsters, and then combine all the creatures into one encounter. Alternatively, you can determine the group's average level and treat each character as being that level.

The above guidelines are designed to create a fight that will challenge a party, but which is still winnable. If you want to create an encounter that will challenge characters with little threat of defeat, you can treat the party as if it had roughly two-thirds of its members. For example, a party of five characters would have an easy time of an encounter designed for three characters. Likewise, you can treat the party as up to fifty percent larger to build battles that are potentially deadly, though still not likely to yield an automatic defeat. A party of four characters facing an encounter designed for six characters would fall into this category.

Weak Monsters and High-Level Characters. To save space on the tables and keep them simple, some of the lower challenge ratings are missing from the higher-level tables. For low challenge ratings not appearing on the table, assume a 1:12 ratio, indicating that twelve creatures of those challenge ratings are worth one character of a specific level.

STEP 4: SELECT MONSTERS

Having used the tables above to determine the challenge ratings of the monsters in your encounter, you're ready to pick individual monsters. However, this process is more of an art than a science.

In addition to assessing monsters by challenge rating, it's important to look at how specific monsters might stack up against your group. Hit points, attacks, and saving throws are all useful indicators. Compare the damage a monster can deal to the hit point maximum of each character. Be wary of any monster capable of dropping a character with a single attack, unless you intend the fight to be deadly.

In the same way, consider the monsters' hit points as compared to the damage output of the party's strongest combatants and spellcasters. Having a significant number of foes drop in the first rounds of combat can make an encounter too easy. Likewise, look at whether a monster's best attacks are made against saving throws that most of the party members are weak with, and compare the characters' attacks to the monsters' saving throws in the same way.

If the only creatures you can choose from at the desired challenge rating aren't a good match for the characters' statistics, don't be afraid to go back to step 3. By altering your challenge rating targets and adjusting the number of creatures in the encounter, you can come up with different options for building the encounter.

STEP 5: ADD COMPLICATIONS

While many D&D groups are content to look at encounters simply in terms of combat, the reality is that any situation offers the potential for problem solving and roleplaying. The fun of D&D is that you never know what the players might try next. If you account for the chance that the characters might try to talk to the monsters, you're setting yourself up for a more interesting game.

MONSTER PERSONALITY

If you have the time, create names and personalities for a few of the monsters involved in the encounter. You can use the tables from chapter 4, "Creating Nonplayer Characters," of the *Dungeon Master's Guide*, use the quick table below, or simply jot down a few points of your own based on a creature's *Monster Manual* write-up. During the battle, you can use these ideas to inform how you portray individual monsters and their actions. To keep things simple, you can also assign traits to a group of monsters to capture how the mob as a whole acts. For example, one bandit gang might be an unruly mob of braggarts, while another is always on edge and ready to break at the first sign of danger.

MONSTER PERSONALITY

d8 Trait

- 1 Cowardly; looking to surrender
- 2 Greedy; wants treasure
- 3 Braggart; makes a show of bravery but runs if in danger
- 4 Fanatic; ready to die fighting
- 5 Rabble; poorly trained and easily rattled
- 6 Brave; stands its ground
- 7 Joker; taunts enemies
- 8 Bully; refuses to think it can lose

MONSTER RELATIONSHIPS

Are there rivalries, hatreds, or friendships among the monsters in an encounter? Even if the characters don't try to talk to their foes, you can use such relationships to inform the monsters' actions and reactions during combat. The death of a much-revered leader might throw its followers into a frenzy. A bitter rival could slink away as soon as its enemy falls, or a mistreated toady might be eager to surrender and betray its master.

d6 Trait

- 1 Rival; wants one random ally to suffer
- 2 Abused; hangs back, betrays at first chance
- 3 Worshipped; others will die for it
- 4 Outcast; others ignore it
- 5 Mercenary; cares only for self
- 6 Bully; allies want to see it defeated

TERRAIN AND TRAPS

A few elements that make the battlefield interesting can go a long way toward making an encounter more memorable. As a good rule of thumb, try to set up the area of the battle so that it would be challenging even without a fight taking place there. What things might draw the characters' attention? Why are monsters lurking here? Interesting area features can help prompt improvisation and keep things fresh. To add details to an encounter area at random, look to the tables in appendix A, "Random Dungeons," of the *Dungeon Master's Guide* to determine room and area features, potential hazards, obstacles, traps, and more.

RANDOM EVENTS

Consider what might happen in an encounter area if the characters were to never enter it. Do the guards rotate in shifts? What other characters or monsters might visit? Do creatures gather there to eat or gossip? Are there any natural phenomena such as strong winds, earth tremors, or rain squalls that sometimes take place in the area? Random events are fun because they add an element of the unexpected to an encounter. Just when you think a fight's outcome is clear, an unexpected event can make things more interesting.

A number of the tables in the *Dungeon Master's Guide* can suggest random events to be added to a location, depending on the nature of the encounter setup. The tables used for encounter location, weird locales, and wilderness weather in chapter 5, "Adventure Environments," of the *Dungeon Master's Guide* are a good starting point for outdoor encounters. The tables in appendix A, "Random Dungeons," can be useful for indoor and outdoor encounters—especially the tables for obstacles, traps, and tricks.



CHAPTER 19: BARBARIAN PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. Here are three new options for that feature: the Path of the Ancestral Guardian, the Path of the Storm Herald, and the Path of the Zealot.

PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not fully tempered by design iterations. They are not officially part of the game. For these reasons, material in this column is not legal in D&D Adventurers League events.

PATH OF THE ANCESTRAL GUARDIAN

Some barbarians hail from cultures that revere their ancestors. These tribes teach that the warriors of the past linger on in the world as mighty spirits who can guide and protect the living. When barbarians who follow this path rage, they cross the barrier into the spirit world and call on these guardian spirits for aid.

Barbarians who draw on their ancestral guardians fight to protect their tribes and their allies. With the spirits' help, they can hinder their foes even as they strike powerful blows against them.

In order to cement ties to their ancestral guardians, barbarians who follow this path cover themselves in elaborate tattoos that celebrate their ancestors' deeds. These tattoos tell epic sagas of victories against terrible monsters and other fearsome rivals.

ANCESTRAL PROTECTORS

Starting when you choose this path at 3rd level, spectral warriors appear when you rage. These warriors distract a foe you designate and hinder its attempts to evade you. While you're raging, you can use a bonus action on your turn to choose one creature you can see within 5 feet of you. Until the start of your next turn or until your rage ends, the chosen creature has disadvantage on any attack roll that doesn't target you, and if the creature takes the Disengage action within 5 feet of you, its speed is halved until the end of its turn.

ANCESTRAL SHIELD

Beginning at 6th level, the guardian spirits that aid you can provide protection for your allies. If you are raging and an ally you can see within 30 feet of you takes bludgeoning, piercing, or slashing damage, you can use your reaction to transfer your resistance to those damage types to the ally. The resistance applies to the incoming damage. Until the start of your next turn, the ally keeps the resistance and you lack it, unless you also have it from a source other than Rage.

CONSULT THE SPIRITS

At 10th level, you gain the ability to consult with your ancestral spirits. Right before you make an Intelligence or a Wisdom check, you can give yourself advantage on the check. You can use this feature three times, and you regain expended uses when you finish a long rest.

VENGEFUL ANCESTORS

At 14th level, your ancestral spirits grow powerful enough to strike your foes. When you or an ally you can see within 30 feet of you is damaged by a melee attack while you're raging, you can use your reaction to cause the attacker to take 2d8 force damage from the spirits.

PATH OF THE STORM HERALD

Typical barbarians harbor a fury that dwells within. Their rage grants them superior strength, durability, and speed. Barbarians who follow the Path of the Storm Herald learn instead to transform their rage into a mantle of primal magic that swirls around them. When in a fury, a barbarian of this path taps into nature to create powerful, magical effects.

Storm heralds are typically elite champions who train alongside druids, rangers, and others sworn to protect the natural realm. Other storm heralds hone their craft in elite lodges founded in regions wracked by storms, in the frozen reaches at the world's end, or deep in the hottest deserts.

STORM OF FURY

When you select this path at 3rd level, choose one of the following options: desert, sea, or tundra. The environment you choose shapes the nature of the storm you conjure when you rage.

While raging, you emanate an aura in a 10-foot radius. The effects of this aura depend on your chosen environment.

Desert. Any enemy that ends its turn in your aura takes fire damage equal to 2 + your barbarian level divided by 4.

Sea. At the end of each of your turns, you can choose a creature in your aura, other than yourself. The target must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier. The target takes 2d6 lightning damage on a failed save, and half as much damage on a successful one. This damage increases to 3d6 at 10th level and to 4d6 at 15th level.

Tundra. Any enemy that ends its turn in your aura takes cold damage equal to 2 + your barbarian level divided by 4.

STORM SOUL

At 6th level, your link to the power of the storm grants you additional abilities based on the environment you chose at 3rd level.

Desert. You gain resistance to fire damage and don't suffer the effects of extreme heat.

Sea. You gain resistance to lightning damage and can breathe underwater.

Tundra. You gain resistance to cold damage and don't suffer the effects of extreme cold.

SHIELD OF THE STORM

At 10th level, you learn to use your mastery of the storm to protect your allies. While you are raging, allies within your aura gain the benefits of your Storm Soul feature.

RAGING STORM

At 14th level, the power of the storm you channel grows mightier.

Desert. The ground around you becomes like shifting sand. Any enemy that attempts to move more than 5 feet per turn on the ground while in your aura must make a Strength saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature's speed drops to 0 until the start of its next turn.

Sea. Roaring winds tear through the area around you. Any creature in your aura that you hit with an attack must make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

Tundra. The air around you coldly slows your foes. The area within your aura is difficult terrain for your enemies.

PATH OF THE ZEALOT

Some deities inspire their followers to pitch themselves into a ferocious battle fury. These barbarians are zealots—warriors who channel their rage into powerful displays of divine power.

A variety of gods across the worlds of D&D inspire their followers to embrace this path. Tempus from the Forgotten Realms and Hextor and Erythnul of Greyhawk are all prime examples. In general, the gods who inspire zealots are deities of combat, destruction, and violence. Not all are evil, but few are good.

DIVINE FURY

Starting when you choose this path at 3rd level, you can channel divine fury when you start to rage. If you do so, you become cloaked in an aura of divine power until the rage ends. At the end of each of your turns for that duration, each creature within 5 feet of you takes damage equal to 1d6 + half your barbarian level. The damage is necrotic or radiant; you choose the type of damage when you gain this feature.

WARRIOR OF THE GODS

At 3rd level, your soul is marked for endless battle. If a spell would have the sole effect of restoring you to life (but not undeath), the caster does not need material components to cast the spell on you.

ZEALOUS FOCUS

At 6th level, the divine power that fuels your rage can shield you from harm. If you fail a saving throw while raging, you can instead succeed on that saving throw as a reaction. However, doing so immediately ends your rage, and you can't rage again until you finish a short or long rest.

ZEALOUS PRESENCE

At 10th level, you learn to channel divine power to inspire zealotry in others. As an action, you howl in fury and unleash a battle cry infused with divine energy. Every ally within 60 feet of you gains advantage on attack rolls and saving throws until the start of your next turn.

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

RAGE BEYOND DEATH

Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows.

While raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends.



CHAPTER 20: BARD: BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. Here are new options for that feature: the College of Glamour and the College of Whispers.

PLAYTEST MATERIAL

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COLLEGE OF GLAMOUR

The College of Glamour is open to those bards who mastered their craft in the vibrant, deadly realm of the Feywild. Tutored by satyrs, eladrin, and other fey, these bards learn to use their magic to delight and captivate others.

The bards of this college are regarded with a mixture of awe and fear. Their performances are the stuff of legend. The bards of this college are so eloquent that a speech or song that one of them performs can cause captors to release the bard unharmed and can lull a furious dragon into complacency. The same magic that allows them to quell beasts can also bend minds. Villainous bards of this college can leech off a community for weeks, abusing their magic to turn their hosts into thralls.

MANTLE OF INSPIRATION

When you join the College of Glamour at 3rd level, you gain the ability to weave a song of fey magic that entralls your allies with vigor and speed.

As a bonus action, you can expend a use of Bardic Inspiration to grant yourself a wondrous, otherworldly appearance. When you do so, choose a number of allies you can see and who can see you within 60 feet of you, up to a number of them equal to your Charisma modifier (minimum of one). Each target gains 2d6 temporary hit points.

When a target gains these temporary hit points, it can also use its reaction to move up to its speed toward you, without provoking opportunity attacks. It must take the shortest, safest path to you.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 2d8 at 5th level, 2d10 at 10th level, and 2d12 at 15th level.

ENTHRALLING PERFORMANCE

Starting at 3rd level, you can charge your performance with seductive fey magic.

If you perform for at least 10 minutes, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoid within 60 feet of you who watched and listened to all of it, up to a number of them equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its save against this effect, the target has no hint that you tried to charm it.

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

MANTLE OF MAJESTY

At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you take on an appearance of unearthly beauty for 1 minute. During this time, you can cast *command* as a bonus action on each of your turns, without using a spell slot. This effect lasts for 1 minute, and any creature charmed by you automatically fails its saving throw against the spell.

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

UNBREAKABLE MAJESTY

At 14th level, you gain an otherworldly aspect to your appearance that makes you look more fierce and lovely.

In addition, through this feature, you can cast *sanctuary* on yourself. If a creature fails its saving throw against the spell, you also gain advantage on all Charisma checks against the creature for 1 minute, and it has disadvantage on any saving throw it makes against your spells on your next turn.

Once you cast *sanctuary* using this feature, you can't do so again until you finish a short or long rest.

COLLEGE OF WHISPERS

Most folk are happy to welcome a bard into their midst. Bards of the College of Whispers use this to their advantage. They appear to be like any other bard, sharing news, singing songs, and telling tales to the audiences they gather. In truth, the College of Whispers teaches its students that they are wolves among sheep. These bards use their knowledge and magic to uncover secrets and turn them against others through extortion and threats.

Many other bards hate the College of Whispers, viewing it as a parasite that uses the bards' reputation to acquire wealth and power. For this reason, these bards rarely reveal their true nature unless they must. They typically claim to follow some other college, or keep their true nature secret in order to better infiltrate and exploit royal courts and other settings of power.

VENOMOUS BLADES

When you join the College of Whispers at 3rd level, you gain the ability to magically make your weapon attacks toxic for a moment.

When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an additional 2d6 poison damage to that target. You can do so only once per round on your turn.

The additional damage increases when you reach certain levels in this class, increasing to 2d8 at 5th level, 2d10 at 10th level, and 2d12 at 15th level.

VENOMOUS WORDS

At 3rd level, you learn to infuse innocentseeming words with an insidious magic. A creature that hears you speak can become plunged into fear and paranoia.

If you speak to a humanoid alone for at least 10 minutes, you can attempt to seed paranoia and fear into its mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spell save DC or be frightened for the next hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged. While frightened in this way, the target is paranoid and tries to avoid the company of others, including its allies. The target seeks out what it considers the safest, most secret place available to it and hides there.

If the target succeeds on its save, the target has no hint that you tried to frighten it.

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

MANTLE OF WHISPERS

At 6th level, you gain the ability to adopt a creature's persona. When you slay a creature with an attack or a spell or a creature dies within 5 feet of you, you can magically capture its shadow using your reaction. You can capture only the shadow of a creature that is your creature type, such as humanoid, and your size (you can capture a Small or Medium shadow if you're Small), and you can have only one shadow captured at a time.

After you capture a creature's shadow, you can use your magic to weave it into a disguise that allows you to take on its appearance and gain access to its surface memories. As an action, you take on the creature's appearance for 1 hour or until you end this effect as a bonus action.

During that hour, you gain access to all information that the creature would freely share with a casual acquaintance. Information includes general details on its background and personal life, but does not include secrets. The information is enough that you can pass yourself off as the creature by drawing on its memories.

Another creature can see through this disguise by making a Wisdom (Insight) check opposed by your Charisma (Deception) check, though you gain a +5 bonus to your check.

The disguise and the knowledge it grants disappears when this ability's duration ends.

SHADOW LORE

At 14th level, you gain the ability to weave dark magic into your words and tap into a creature's deepest fears.

As an action, you magically whisper a phrase that only one creature of your choice within 30 feet of you can hear. The target must make a Wisdom saving throw against your spell save DC. It automatically succeeds if it doesn't share a language with you or if it can't hear you. On a successful saving throw, your whisper sounds like unintelligible mumbling and has no effect.

If the target fails its saving throw, it is charmed by you for the next 8 hours or until you or your allies attack or damage it. It interprets the whispers as a description of its most mortifying secret. While you gain no knowledge of this secret, the target is convinced you know it.

While charmed in this way, the creature obeys your commands for fear that you will reveal its secret. It won't risk its life for you or fight for you, unless it was already inclined to do so. It grants you favors and gifts it would offer to a close friend.

When the effect ends, the creature has no understanding of why it held you in such fear.

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



CHAPTER 21: CLERIC: DIVINE DOMAINS



At 1st level, a cleric gains the Divine Domain feature. Here are new domain options for that feature: Forge, Grave, and Protection.

PLAYTEST MATERIAL

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FORGE DOMAIN

The gods of the forge are patrons of artisans who work with metal, from a humble blacksmith who keeps a village in horseshoes and plow blades to the mighty elf artisan whose diamond-tipped arrows of mithral have felled demon lords. The gods of the forge teach that, with patience and hard work, even the most intractable metal can transform from a lump of ore to a beautifully wrought object. Clerics of these deities quest to search for objects lost to the forces of darkness, liberate mines overrun by orcs, and uncover rare and wondrous materials necessary to create potent magic items. Followers of these gods take great pride in their work, and they are willing to craft and use heavy armor and powerful weapons to protect them. Deities of this domain include Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.

FORGE DOMAIN SPELLS

Cleric Level Spells

1st	<i>searing smite, shield</i>
3rd	<i>heat metal, magic weapon</i>
5th	<i>elemental weapon, protection from energy</i>
7th	<i>fabricate, wall of fire</i>
9th	<i>animate objects, creation</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

BLESSING OF THE FORGE

At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

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

CHANNEL DIVINITY: ARTISAN'S BLESSING

Starting at 2nd level, you can use your Channel Divinity to create simple items.

Starting at the beginning of a short rest, you conduct a ritual to your deity that grants you the ability to craft a finished item that is at least part metal. The item is completed at the end of the rest.

The object can be worth no more than 100 gp, and as part of this ritual you must expend metals, such as coins or other finished items, with a value equal to the item you want to make. The item can be an exact duplicate of a nonmagical item, such as a copy of a key, if you possess the original during your short rest.

SOUL OF THE FORGE

Starting at 6th level, your mastery of the forge grants you a number of special abilities:

- You gain a +1 bonus to AC while you are wearing medium or heavy armor.
- You gain resistance to fire damage.
- When you hit a construct with an attack, you deal additional force damage to it equal to your cleric level.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SAINT OF FORGE AND FIRE

At 17th level, your affinity for fire and metal becomes more powerful due to your deity's blessing. You gain immunity to fire damage, and while you're wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

GRAVE DOMAIN

Gods of the grave watch over the line between life and death. To these deities, death and the afterlife are a foundational part of the multiverse's workings. To resist death, or to desecrate the dead's rest, is an abomination. Deities of the grave include Kelemvor, Wee Jas, the ancestral spirits of the Undying Court, Hades, Anubis, and Osiris. These deities teach their followers to respect the dead and pay them due homage. Followers of these deities seek to put restless spirits to rest, destroy the undead wherever they find them, and ease the suffering of dying creatures. Their magic also allows them to stave off a creature's death, though they refuse to use such magic to extend a creature's lifespan beyond its mortal limits.

GRAVE DOMAIN SPELLS

Cleric Level Spells

1st	<i>bane, false life</i>
3rd	<i>gentle repose, ray of enfeeblement</i>
5th	<i>revivify, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, raise dead</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

CIRCLE OF MORTALITY

At 1st level, you gain the ability to manipulate the line between life and death. When you cast a spell that restores hit points to a living creature currently at 0, treat any dice rolled to determine the spell's healing as having rolled their maximum result. In addition, if you have the spare the dying cantrip, you can cast it as a bonus action.

EYES OF THE GRAVE

Starting at 1st level, you gain an innate sense of creatures whose existence is an insult to the natural cycle of life. If you spend 1 minute in uninterrupted contemplation, you can determine the presence and nature of undead creatures in the area. This detection extends up to 1 mile in all directions. You learn the number of undead and their distance and direction from you. In addition, you learn the creature type of the undead in that area that has the highest challenge rating.

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

CHANNEL DIVINITY: PATH TO THE GRAVE

Starting at 2nd level, you can use your Channel Divinity to mark another creature's life force for termination.

As an action, you touch a creature. The next time that creature takes damage from a spell or an attack from you or an ally, it is vulnerable to that spell or attack's damage. If the source of damage has multiple damage types, the creature is vulnerable to all of them. The vulnerability applies only to the first time that source inflicts damage, and then ends.

If the creature has resistance or is immune to the damage, it instead loses its resistance or immunity against that spell or attack when it first applies damage.

SENTINEL AT DEATH'S DOOR

Starting at 6th level, you gain the ability to impede death's progress. As a reaction when you or an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled.

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

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage. When you reach 14th level, the extra damage increases to 2d8.

KEEPER OF SOULS

At 17th level, you gain the ability to manipulate the boundary between life and death. When an enemy you can see dies within 30 feet of you, you or one ally of your choice that is within 30 feet of you regains hit points equal to the enemy's number of Hit Dice. You can use this feature as long as you aren't incapacitated, but no more than once per round.

PROTECTION DOMAIN

The protection domain is the purview of deities who charge their followers to shield the weak from the strong. The gods' faithful dwell in villages and towns on the borderlands, where they help bolster defenses and seek out evils to defeat. These gods believe that a strong shield and a suit of armor is the best defense against evil, second only to a stout mace on hand to respond to any attacks in kind. Deities who grant this domain include Helm, Ilmater, Torm, Tyr, Heironeous, St. Cuthbert, Paladine, Dol Dorn, the Silver Flame, Bahamut, Yondalla, Athena, and Odin.

PROTECTION DOMAIN SPELLS

Cleric Level Spells

1st	<i>compelled duel, protection from evil and good</i>
3rd	<i>aid, protection from poison</i>
5th	<i>protection from energy, slow</i>
7th	<i>guardian of faith, Otiluke's resilient sphere</i>
9th	<i>antilife shell, wall of force</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

SHIELD OF THE FAITHFUL

Starting at 1st level, you gain the ability to hinder attacks intended for others. When a creature attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. To do so, you must be able to see both the attacker and the target. You interpose an arm, a shield, or some other part of yourself to try to throw the attack off target.

CHANNEL DIVINITY: RADIANT DEFENSE

Starting at 2nd level, you can use your Channel Divinity to cloak your allies in radiant armor.

As an action, you channel blessed energy into an ally that you can see within 30 feet of you. The first time that ally is hit by an attack within the next minute, the attacker takes radiant damage equal to 2d10 + your cleric level.

BLESSED HEALER

Beginning at 6th level, the healing spells you cast on others can heal you as well. When you cast a spell with a spell slot and it restores hit points to any creature other than you this turn, you regain hit points equal to 2 + the spell's level.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

INDOMITABLE DEFENSE

At 17th level, you gain resistance to two damage types of your choice, choosing from bludgeoning, necrotic, piercing, radiant, and slashing. Whenever you finish a short or long rest, you can change the damage types you chose.

As an action, you can temporarily give up this resistance and transfer it to one creature you touch. The creature keeps the resistance until the end of your next short or long rest or until you transfer it back to yourself as a bonus action.



CHAPTER 22: DRUID CIRCLES AND WILD SHAPE



Druid Circles At 2nd level, a druid gains the Druid Circle feature. Here are new options for that feature: Circle of Dreams, Circle of the Shepherd, and Circle of Twilight.

PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not fully tempered by design iterations. They are not officially part of the game. For these reasons, material in this column is not legal in D&D Adventurers League events.

CIRCLE OF DREAMS

Druids who are members of the Circle of Dreams hail from regions that have strong ties to the Feywild. The druids' guardianship of the natural world makes for a natural alliance between them and good-aligned fey. These druids seek to fill the world with merriment and light. Their magic mends wounds and brings joy to downcast hearts, and the realms they protect are gleaming, fruitful places.

BALM OF THE SUMMER COURT

At 2nd level, you become imbued with the blessings of the Summer Court. You are a font of energy that lends relief to weary feet and respite from injuries. You have a pool of fey energy represented by a number of d6s equal to your druid level.

As a bonus action, you can choose an ally you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent, and its speed increases by 5 feet per die spent. The speed increase lasts for 1 minute.

You regain the expended dice when you finish a long rest.

HEARTH OF MOONLIGHT AND SHADOW

At 6th level, home is wherever you set up camp. During a short or long rest, you can invoke the shadowy power of the Gloaming Court to ward your campsite from intruders. At the start of the rest, you create an area with a 30-foot radius. Within this area, you and your allies gain a +5 bonus to Wisdom (Perception) checks to detect creatures, and any light from open flames (campfire, torches, and the like) is not visible outside the area. These effects end when the rest finishes or when you leave the area.

HIDDEN PATHS

At 10th level, you can use the hidden, unpredictable magical pathways that some fey use to traverse space in a blink of an eye. On your turn, you can teleport up to 30 feet to a spot you can see. Each foot of this teleportation costs 1 foot of your movement.

You can also use this feature to teleport someone else. As an action, you can teleport a willing ally you touch up to 30 feet to a point you can see.

Once you use either option—teleporting yourself or an ally—you can't use that option again until 1d4 rounds have passed.

PURIFYING LIGHT

At 14th level, the favor of the Summer Court allows you to end spells that hamper you and your allies. When you cast a spell with a spell slot and it restores hit points to you or an ally this turn, you can simultaneously target the healed creature with *dispel magic*, using a spell slot with a level equal to the slot used to cast the healing spell.

You can use this feature three times, and you regain expended uses of it when you finish a long rest. If the healing spell targets more than one creature, you can use this feature on more than one at the same time, expending one use of it per creature.

CIRCLE OF THE SHEPHERD

Druids of the Circle of the Shepherd commune with the spirits of beasts. While these druids recognize that all living things play a role in the natural world, they focus on protecting animals. Shepherds, as they are known, see beasts as their charges. They ward off monsters that threaten natural creatures, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on habitats and paths needed for animal migrations. Many of these druids are happiest far from cities and towns, content to spend their days in the company of wild animals.

SPIRIT BOND

Starting at 2nd level, you gain the ability to call forth animal spirits and use them to influence the world around you. As a bonus action, you magically summon a Medium spirit to an unoccupied space you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around it, it doesn't occupy its space, it is immobile, and it counts as neither a creature nor an object.

The nature of the aura depends on the type of spirit you choose to summon:

Bear. The bear spirit grants you and your allies its might and endurance. You and your allies who are in the aura when the spirit appears each gain temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.

Hawk. The hawk spirit is a consummate hunter, marking your enemies with its keen sight. You and your allies gain advantage on ranged attack rolls against targets in the spirit's aura.

Wolf. The wolf spirit lends you and your allies its precise senses, while your magic works to benefit the members of your pack. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell with a spell slot that restores hit points to anyone inside or outside the aura, each of your allies in the aura also regains hit points equal to your druid level.

The spirit persists for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

BEAST SPEECH

At 2nd level, you gain the ability to converse with beasts. Beasts can understand your speech, and you gain the ability to decipher their noises and motions into recognizable words and phrases. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past.

This ability does not grant you any special friendship with beasts, though you can combine this ability with gifts and other favors to curry favor with them as you would any other nonplayer character.

MIGHTY SUMMONER

At 6th level, you gain the ability to conjure forth powerful animals. Any beast summoned or created by your spells gains two benefits. Its hit point maximum increases by 2 per Hit Die, and the damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

GUARDIAN SPIRIT

At 10th level, you gain the services of a spirit that watches over you and protects you from harm. Whenever you finish a long rest, you gain the benefits of a *death ward* spell. The spell's duration is extended to 24 hours.

FAITHFUL SUMMONS

Starting at 14th level, the bestial spirits you commune with protect you when you are vulnerable. If you are reduced to 0 hit points or are incapacitated against your will, you can immediately gain the benefits of *conjure animals* as if it was cast with a 9th-level spell slot. It summons four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts for 1 hour.

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

CIRCLE OF TWILIGHT

The Circle of Twilight seeks to exterminate undead creatures and preserve the natural cycle of life and death that rules over the cosmos. Their magic allows them to manipulate the boundary between life and death, sending their foes to their final rest while keeping their allies from that fate.

These druids seek out lands that have been tainted by undeath. Such places are grim and foreboding. Once vibrant forests become gloomy, haunted places devoid of animals and filled with plants dying a slow, lingering death. The Circle of Twilight goes to such places to banish undeath and restore life.

HARVEST'S SCYTHE

Starting at 2nd level, you learn to unravel and harvest the life energy of other creatures. You can augment your spells to drain the life force from creatures. You have a pool of energy represented by a number of d10s equal to your druid level.

When you roll damage for a spell, you can increase that damage by spending dice from the pool. You can spend a number of dice equal to half your druid level or less. Roll the spent dice and add them to the damage as necrotic damage. If you kill one or more hostile creatures with a spell augmented in this way, you or an ally of your choice that you can see within 30 feet of you regains 2 hit points per die spent to increase the spell's damage, or 5 hit points per die if at least one of the slain creatures was undead.

You regain the expended dice when you finish a long rest.

SPEECH BEYOND THE GRAVE

At 6th level, you gain the ability to reach beyond death's veil in search of knowledge. Using this feature, you can cast *speak with dead* without material components, and you understand what the target of this casting says. It can understand your questions, even if you don't share a language or it is not intelligent enough to speak.

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

WATCHER AT THE THRESHOLD

At 10th level, you gain resistance to necrotic and radiant damage. In addition, while you aren't incapacitated, any ally within 30 feet of you has advantage on death saving throws.

PATHS OF THE DEAD

At 14th level, your mastery of death allows you to tread the paths used by ghosts and other spirits. Using this feature, you can cast *etherealness*. Once the spell ends, you can't cast it with this feature again until you finish a short or long rest.

OPTIONAL RULE: WILD SHAPE FORMS

The Wild Shape feature in the *Player's Handbook* lets you transform into a beast that you've seen before. That rule gives you a tremendous amount of flexibility, making it easy to amass a large array of beast form options for yourself, assuming you abide by the limitations in the Beast Shapes table in that book.

The optional rule presented here is designed for the player and DM who would like to trade some of that flexibility for ease of use. The rules here also create a clear in-world method for learning new beast shapes.

KNOWN BEAST SHAPES

When you gain the Wild Shape feature at 2nd level, you are deeply familiar with three beasts of your choice and can transform into them.

To choose the three beast shapes, you first need to determine whether your druid grew up in a temperate or a tropical region, consulting with your DM. Then refer to the Common Beast Shapes table that corresponds to the region you selected. That table lists the beasts you can choose from, based on your druid level. The table presents the animals that a druid is most likely to have seen as a novice, to have learned about through mystic research, or to have a special affinity with.

Each time you gain a druid level later, you can choose one more beast shape from the same table you used at 2nd level.

COMMON BEAST SHAPES — TEMPERATE

Druid Level

Prerequisite Beasts

2nd	Badger, boar, cat, deer, draft horse, elk, goat, jackal, lizard, mastiff, mule, panther, pony, rat, riding horse, scorpion, spider, weasel, wolf
4th	Black bear,• crab, frog, octopus, poisonous snake, reef shark, sea horse, warhorse•
8th	Bat, brown bear,• eagle, hawk, owl, raven, vulture

•A member of the Circle of the Moon can choose this beast at 2nd level.

COMMON BEAST SHAPES — TROPICAL

Druid Level

Prerequisite Beasts

2nd	Baboon, badger, boar, camel, cat, deer, draft horse, goat, hyena, jackal, lizard, mule, panther, pony, rat, riding horse, scorpion, spider, weasel
4th	Ape,• crab, crocodile, constrictor snake, frog, octopus, poisonous snake, reef shark, sea horse, warhorse•
8th	Bat, eagle, hawk, lion,• owl, raven, tiger,• vulture

•A member of the Circle of the Moon can choose this beast at 2nd level.

STARTING BEAST SHAPES

To begin using Wild Shape quickly at 2nd level, choose one of the following starting packages, each of which gives you options for combat, climbing, stealth, and serving as a mount.

Temperate: cat, elk, wolf

Tropical: panther, riding horse, spider

Temperate (Circle of the Moon): brown bear, cat, warhorse

Tropical (Circle of the Moon): ape, tiger, warhorse

GAINING EXTRA BEAST SHAPES

In addition to the beast shapes you gain for free when you level up, you can acquire new shapes on your adventures. Do you see a dinosaur, a saber-toothed tiger, a giant eagle, or some other exotic critter that you want to turn into? This rule gives you a method for learning how to do so. It requires you to abide by the limitations in the Wild Shape feature (see the Beast Shapes table in the *Player's Handbook*, page 66).

When you see a beast whose shape you'd like to learn, you have two options:

Observation. You learn the beast's shape after observing its behavior for at least 1 hour and succeeding on an Intelligence (Nature) check with a DC equal to 10 + the beast's challenge rating. For this observation period, your vantage point—whether physical or magical—must be within 150 feet of the beast. If you previously spent at least 1 hour reading a scholarly work about the creature, you have advantage on the check.

Interaction. You learn the beast's shape after interacting with it peacefully for 10 minutes and succeeding on a Wisdom (Animal Handling) check with a DC equal to 10 + the beast's challenge rating. For this interaction period, you must be within 15 feet of the beast, and if you spend at least a minute petting it, you have advantage on the check.

Either of these options can be assisted by magic. For example, divination magic can be used to provide safe observation of a dangerous animal, and a spell like *animal friendship* can lay the groundwork for peaceful interaction.



CHAPTER 23: FIGHTER: MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. Here are new options for that feature: Arcane Archer, Knight, Samurai, and Sharpshooter.

PLAYTEST MATERIAL

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ARCANE ARCHER

An Arcane Archer studies a unique elven method of archery that weaves magic into attacks to produce supernatural effects. Among elves, Arcane Archers are some of their most elite warriors. These archers stand watch over the fringes of elven domains, keeping a keen eye out for trespassers and using magic-infused arrows to defeat monsters and invaders before they can reach elven settlements. Over the centuries, the methods of these elf archers have been learned by members of other races who can also balance arcane aptitude with archery.

ARCANE ARROW

When you choose this archetype at 3rd level, you learn to channel magic into your attacks with a longbow or shortbow.

Create Magic Arrow. As a bonus action on your turn, you can create one magic arrow in your hand. The arrow lasts until the end of the turn or until it hits or misses a target. You can fire the arrow from a shortbow or longbow. The arrow is a magic weapon that deals an additional 2d6 force damage on a hit.

You have two uses of this feature, and you regain all expended uses of it when you finish a short or long rest.

Arcane Shot. When you gain this feature, you learn two Arcane Shot options of your choice (see the Arcane Shots section below). Whenever you create a magic arrow with this feature, you can apply the benefits of one of your Arcane Shot options to that arrow.

You gain an additional Arcane Shot option of your choice at 7th, 10th, 15th, and 18th level.

ARCHER'S LORE

At 3rd level, you learn a few skills relating to the typical duties of an Arcane Archer. You learn to understand magical theory and develop survival skills for wandering the wilds.

You gain proficiency in two of the following skills of your choice: Arcana, Athletics, Nature, Perception, Stealth, and Survival.

CONJURE ARROWS

At 7th level, you learn a minor but useful magical trick. As an action, you can conjure 20 nonmagical arrows. The arrows appear in your hand or in a container, such as a quiver, on your body. The arrows remain for 10 minutes or until you use this feature again; they then vanish.

EVER-READY ARROW

Starting at 15th level, you can conjure forth a magic-infused arrow more often than before. One minute after expending your last remaining use of Arcane Arrow, you regain one use of it.

DEADLY ARROW

At 18th level, your Arcane Arrow's bonus damage increases to 4d6 force damage.

ARCANE SHOTS

The Arcane Arrow feature lets you choose Arcane Shot options at certain levels. The options are presented here in alphabetical order. These are all magical effects.

Beguiling Arrow. Your enchantment magic causes this arrow to temporarily beguile its target. Choose one of your allies within 30 feet of the target. If the arrow hits the target, the target can't attack the chosen ally or include that ally in a harmful area of effect until the end of your next turn. The target ignores this effect if it is immune to the charmed condition. This effect also ends if the chosen ally deals any damage to the target.

Brute Bane Arrow. You weave necromantic magic into your arrow. If a creature is hit by the arrow, any bludgeoning, piercing, or slashing damage dealt by the creature's attacks is halved until the end of your next turn.

Bursting Arrow. You imbue your arrow with a blast of force energy drawn from the school of evocation. If you hit a creature with this arrow, each creature within 10 feet of it takes 2d6 force damage.

Defending Arrow. You use abjuration magic to weave a charm that disrupts your enemy's magic. A creature hit by this arrow suffers disadvantage on the next attack roll it makes before the end of your next turn.

Grasping Arrow. When this arrow strikes its target, conjuration magic creates grasping, thorny brambles that wrap around the target. The target hit by the arrow takes a –10 penalty to speed, and it takes 2d6 slashing damage if it moves 1 foot or more without teleporting. The target or any creature that can touch it can use its action to try to remove the brambles, which requires a successful DC 10 Strength check. Otherwise, the brambles last for 1 minute.

Piercing Arrow. You use transmutation magic to transform your arrow into an ethereal dart that passes through its targets. When you attack with this arrow, it fires forward in a line that is 1 foot wide and 30 feet long. You make a separate attack using your Arcane Arrow against each creature in that line.

Seeking Arrow. Using divination magic, you grant your arrow the ability to seek out your target, allowing the arrow to curve and twist its path in search of its prey. As an action, choose one creature you have seen in the past minute, and make a ranged attack against it, using the Arcane Arrow. The arrow flies around corners if necessary, and this attack ignores three-quarters cover, half cover, and disadvantage caused by the target being out of sight or being at long range. The attack automatically misses if the target is out of the weapon's range or if there is no path large enough for the arrow to travel to the target. If the arrow hits its target, you know it, but you don't learn the target's location unless it's within your line of sight.

Shadow Arrow. You weave illusion magic into your arrow, causing it to occlude your foe's vision with grasping shadows. Until the end of your next turn, the target hit by the arrow can't see more than 30 feet away.

KNIGHT

The Knight is a colossus on the battlefield who can shrug off attacks and protect allies from harm. Knights fight from the saddle when they can, and in combat they are expected to seek out and lock down the mightiest of the enemy's forces. On adventures, they are the armored bulwark that strives to keep the rest of the party safe.

BORN TO THE SADDLE

Starting at 3rd level, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed. In addition, you have advantage on saving throws made to avoid falling off your mount. If you fall off it, you can automatically land on your feet if you aren't incapacitated and you fall less than 10 feet.

IMPLACABLE MARK

At 3rd level, you excel at foiling attacks and protecting your allies by menacing your foes. When you hit a creature with a melee weapon attack, the target is marked by you until the end of your next turn. A creature ignores this effect if the creature can't be frightened.

The marked target has disadvantage on any attack roll against a creature other than you or someone else who marked it.

If a target marked by you is within 5 feet of you on its turn and it moves at least 1 foot or makes an attack that suffers disadvantage from this feature, you can make one melee weapon attack against it using your reaction. This attack roll has advantage, and if it hits, the attack's weapon deals extra damage to the target equal to your fighter level.

You can make this special attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn. You can make this attack three times, and you regain all expended uses of it when you finish a short or long rest.

NOBLE CAVALRY

At 7th level, you gain proficiency in two of the following skills of your choice: Animal Handling, History, Insight, Persuasion, or Religion. Alternatively, you learn one language of your choice.

HOLD THE LINE

At 10th level, you master the ability to harass and slow your enemies. As a reaction when a creature moves at least 1 foot within 5 feet of you, you can make one melee weapon attack against that creature. If you hit, the attack's weapon deals extra damage to the target equal to half your fighter level, and the target's speed is reduced to 0 until the end of this turn.

RAPID STRIKE

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

DEFENDER'S BLADE

At 18th level, you respond to danger with extraordinary vigilance. You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn.

In addition, you gain a +1 bonus to AC while wearing heavy armor.

SAMURAI, KNIGHTS, AND HISTORY

While both samurai and medieval knights existed in the real world, our inspiration for both fighter archetypes is taken from popular culture (movies and comic books), not history. Our intent is to capture the cinematic, heroic element of both archetypes in the game rather than an accurate historical representation of either.

SAMURAI

The Samurai is a fighter who draws on an implacable fighting spirit to overcome enemies. A Samurai's willpower is nearly unbreakable, and the enemies in a Samurai's path have two choices: yield or die fighting.

FIGHTING SPIRIT

Starting at 3rd level, the might of your willpower can shield you and help you strike true. As a bonus action on your turn, you can give yourself two benefits: advantage on all attack rolls and resistance to bludgeoning, piercing, and slashing damage. These benefits last until the end of your next turn.

You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

ELEGANT COURTIER

Starting at 7th level, your discipline and attention to detail allow you to excel in social situations that require strict adherence to etiquette. You can add your Wisdom modifier to any Charisma check you make to persuade or please a noble or anyone else of high social station.

You also gain proficiency in the History, Insight, or Persuasion skill (choose one). Alternatively, you learn one language of your choice.

UNBREAKABLE WILL

At 10th level, your superior willpower allows you to shrug off mind-assaulting effects. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you gain proficiency in Intelligence or Charisma saving throws (choose one).

RAPID STRIKE

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

STRENGTH BEFORE DEATH

Starting at 18th level, your fighting spirit can delay the grasp of death. If you take damage that would reduce you to 0 hit points, you can delay that damage and immediately take a bonus turn, interrupting the current turn. You don't take the damage until the bonus turn ends. It is possible to do things, such as gaining resistance, that change how much of that damage you take.

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

SHARPSHOOTER

The Sharpshooter is a master of ranged combat. An excellent sniper and eagle-eyed scout, this fighter is a perilous foe who can defeat an entire war band so long as they are kept at range.

STEADY AIM

Beginning when you choose this archetype at 3rd level, your aim becomes deadly. As a bonus action on your turn, you can take careful aim at a creature you can see that is within range of a ranged weapon you're wielding. Until the end of this turn, your ranged attacks with that weapon gain two benefits against the target:

- The attacks ignore half and three-quarters cover.
- On each hit, the weapon deals additional damage to the target equal to 2 + half your fighter level.

You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

CAREFUL EYES

Starting at 7th level, you excel at picking out hidden enemies and other threats. You can take the Search action as a bonus action.

You also gain proficiency in the Perception, Investigation, or Survival skill (choose one).

CLOSE-QUARTERS SHOOTING

At 10th level, you learn to handle yourself in close combat. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on your roll.

In addition, if you hit a creature within 5 feet of you with a ranged attack on your turn, that creature can't take reactions until the end of this turn.

RAPID STRIKE

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

SNAP SHOT

Starting at 18th level, you are ever ready to spring into action. If you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.



CHAPTER 24: MONK: MONASTIC TRADITIONS



At 3rd level, a monk gains the Monastic Tradition feature. Here are new options for that feature: the Way of the Kensei and the Way of Tranquility.

PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not fully tempered by design iterations. They are not officially part of the game. For these reasons, material in this column is not legal in D&D Adventurers League events.

WAY OF THE KENSEI

Monks of the Way of Kensei train relentlessly with their weapons, to the point that the weapon becomes like an extension of the body. A kensei sees a weapon in much the same way a painter regards a brush or a writer sees parchment, ink, and quill. A sword or bow is a tool used to express the beauty and elegance of the martial arts. That such mastery makes a kensei a peerless warrior is but a side effect of intense devotion, practice, and study.

PATH OF THE KENSEI

When you choose this tradition at 3rd level, you learn to extend your knowledge of the martial arts beyond the standard array of monk weapons.

You gain the following benefits:

- You gain proficiency with three martial weapons of your choice. A martial weapon is considered a kensei weapon for you if you're proficient with it.
- Whenever you wield a kensei weapon, you choose whether to use Dexterity or Strength for the attack and damage rolls of the weapon, and you choose whether to use your Martial Arts damage die in place of the weapon's damage die.
- When you take the Attack action on your turn and hit a target with a kensei weapon, you can use a bonus action to pummel the target, dealing an additional 1d4 bludgeoning damage to that target and to any other target you hit with the weapon as part of the Attack.
- If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use that weapon to defend yourself. You gain a +2 bonus to AC until the start of your next turn while you are not incapacitated and the weapon is in your hand.

ONE WITH THE BLADE

At 6th level, you extend your ki into the weapons you hold, granting you the following benefits.

Magic Weapons. Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Precise Strike. You can focus your attention on a single target in battle to understand and overcome its defenses. As a bonus action, pick one creature you can see within 30 feet of you. The next weapon attack you make against that creature during the current turn adds double your proficiency bonus to the attack roll, rather than your normal proficiency bonus. Once you use this ability, you can't use it again until you finish a short or long rest.

SHARPEN THE BLADE

At 11th level, you gain the ability to augment your weapons with the strength of your ki. As a bonus action, you can expend up to 3 ki points to grant a weapon you touch a bonus to attack and damage rolls while you wield it. The bonus equals the number of ki points you spent. This bonus lasts for 1 minute.

UNERRING ACCURACY

At 17th level, your mastery of weapons grants you extraordinary accuracy. On each of your turns, you can reroll one weapon attack roll you make that misses.

WAY OF TRANQUILITY

Monks of the Way of Tranquility see violence as a last resort. They use diplomacy, mercy, and understanding to resolve conflicts. If pushed, though, they are capable warriors who can bring an end to the unjust or cruel folk who refuse to listen to reason. When adventuring, these monks make excellent diplomats. They are also skilled in the healing arts, and can preserve their allies in the face of daunting foes.

PATH OF TRANQUILITY

When you choose this tradition at 3rd level, you can become an island of calm in even the most chaotic of situations. With this feature, you can cast the *sanctuary* spell on yourself, no material component required, and it lasts up to 8 hours. Its saving throw DC equals 8 + your proficiency bonus + your Wisdom modifier. A creature that succeeds on the save is immune to this effect for 1 hour.

Once you cast the spell in this way, you can't do so again for 1 minute.

HEALING HANDS

Your mystical touch can heal wounds. Starting at 3rd level, you have a pool of magical healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your monk level × 10.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in the pool.

Instead of healing the creature, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Healing Hands, expending hit points separately for each one.

When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature.

This feature has no effect on undead and constructs.

EMISSARY OF PEACE

At 6th level, you gain the ability to diffuse violent situations. Whenever you make a Charisma check to calm violent emotions or to counsel peace, you have advantage on the roll. You must make this entreaty in good faith; it doesn't apply if proficiency in the Deception or Intimidation skill applies to your check.

You also gain proficiency in the Performance or Persuasion skill (choose one).

DOUSE THE FLAMES OF WAR

At 11th level, you gain the ability to temporarily extinguish a creature's violent impulses. As an action, you can touch a creature, and it must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Wisdom modifier. The target automatically succeeds if it's missing any of its hit points. If the target fails the save, it can't attack for 1 minute. During that time, it also can't cast spells that deal damage or that force someone to make a saving throw.

This effect ends if the target is attacked, takes damage, or is forced to make a saving throw or if the target witnesses any of those things happening to its allies.

ANGER OF A GENTLE SOUL

At 17th level, you gain the ability to visit vengeance on someone who fells others. If you see a creature reduce another creature to 0 hit points, you can use your reaction to grant yourself a bonus to all damage rolls against the aggressor until the end of your next turn. The bonus equals your monk level.

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



CHAPTER 25: PALADIN: SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. Here are new options for that feature: the Oath of Conquest and the Oath of Treachery.

PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development. They are not officially part of the game. For these reasons, material in this column is not legal in D&D Adventurers League events.

OATH OF CONQUEST

The Oath of Conquest calls to paladins who seek glory in battle and the subjugation of their enemies. It isn't enough for these paladins to establish order. They must crush the forces of chaos.

Sometimes called knight tyrants or iron mongers, those who swear this oath gather into grim orders that serve gods or philosophies of war and well-ordered might. Some of these paladins go so far as to consort with the powers of the Nine Hells.

The archdevil Bel, warlord of Avernus, counts many of these paladins—called hell knights—as his most ardent supporters. Hell knights cover their armor with trophies taken from fallen enemies, a grim warning to any who dare oppose them and the decrees of their lords.

TENETS OF CONQUEST

A paladin who takes this oath has the tenets of conquest seared on the upper arm. A hell knight's oath appears in Infernal runes, a brutal reminder of vows to the Lords of Hell.

Douse the Flame of Hope. It is not enough to merely defeat an enemy in battle. Your victory must be so overwhelming that your enemies' will to fight is shattered forever. A blade can end a life. Fear can end an empire.

Rule with an Iron Fist. Once you have conquered, tolerate no dissent. Your word is law. Those who obey it shall be favored. Those who defy it shall be punished as an example to all who might follow.

Strength Above All. You shall rule until a stronger one arises. Then you must grow mightier and meet the challenge, or fall to your own ruin.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF CONQUEST SPELLS

Paladin Level	Spells
3rd	<i>armor of Agathys, command</i>
5th	<i>hold person, spiritual weapon</i>
9th	<i>bestow curse, fear</i>
13th	<i>blight, dominate beast</i>
17th	<i>dominate person, insect plague</i>

CHANNEL DIVINITY

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

Conquering Strike. You can use your Channel Divinity to break a foe's will. When you hit a creature with a melee weapon attack as part of the Attack action, you can also use your Channel Divinity to force the target to make a Wisdom saving throw. On a failed save, the target becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Guided Strike. You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

AURA OF CONQUEST

Starting at 7th level, you emanate a menacing aura while you're not incapacitated. The aura includes your space, extends 10 feet from you in every direction, and is blocked by total cover. Any enemy in the aura has disadvantage on saving throws against being frightened.

At 18th level, the range of this aura increases to 30 feet.

IMPLACABLE SPIRIT

Once you reach 15th level, you can no longer be charmed.

INVINCIBLE CONQUEROR

At 20th level, you gain the ability to harness extraordinary martial prowess. As an action, you can magically become an avatar of conquest, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20.

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

OATH OF TREACHERY

The Oath of Treachery is the path followed by paladins who have forsworn other oaths or who care only for their own power and survival. Commonly known as blackguards, these profane warriors are faithful only to themselves. Anyone desperate enough to follow one of these paladins does so because, while deceitful, these paladins command great power. Those who follow them without falling prey to their treachery hope to indulge in wanton violence and accumulate great treasure.

Many of these paladins pay homage to demon lords, especially Grazz't and Orcus. Even the Lords of Hell are loath to ally with these champions of chaos, but sometimes Baalzebul and Glasya find a kindred spirit in a blackguard's penchant for double dealing and treachery.

FALLEN PALADINS

The Oath of Treachery is an option for the paladin who has strayed from another Sacred Oath or who has rejected the traditional paladin life. This option exists alongside the Oathbreaker in the *Dungeon Master's Guide*. DMs are free to use either option to model villainous or fallen paladins.

If you switch to this oath from another one, replace all of the previous oath's features with the features of this one, and if you renounce this oath, replace its features with the features of the new one.

TENETS OF TREACHERY

A paladin who embraces the Oath of Treachery owes allegiance to no one. There are no tenets of this oath, for it lacks any substance. Those who are unfortunate enough to have close contact with blackguards have observed that a blackguard's overwhelming concern is power and safety, especially if both can be obtained at the expense of others.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF TREACHERY SPELLS

Paladin Level	Spells
3rd	<i>charm person, expeditious retreat</i>
5th	<i>invisibility, mirror image</i>
9th	<i>gaseous form, haste</i>
13th	<i>confusion, greater invisibility</i>
17th	<i>dominate person, passwall</i>

CHANNEL DIVINITY

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

Conjure Duplicate. As an action, you create a visual illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space of your choice that you can see within 30 feet of you. The illusion looks exactly like you; it is silent; it is your size, is insubstantial, and doesn't occupy its space; and it is unaffected by attacks and damage. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but the illusion must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how uncanny the illusion is.

Poison Strike. You can use your Channel Divinity to make a weapon deadlier. As a bonus action, you touch one weapon or piece of ammunition and conjure a special poison on it. The poison lasts for 1 minute. The next time you hit a target with an attack using that weapon or ammunition, the target takes poison damage immediately after the attack. The poison damage equals 2d10 + your paladin level, or 20 + your paladin level if you had advantage on the attack roll.

AURA OF TREACHERY

Starting at 7th level, you emanate an aura of discord, which gives you the following benefits.

Cull the Herd. You have advantage on melee attack rolls against any creature that has one or more of its allies within 5 feet of it.

Treacherous Strike. If a creature within 5 feet of you misses you with a melee attack, you can use your reaction to force the attacker to reroll that attack against a creature of your choice that is also within 5 feet of the attacker. The ability fails and is wasted if the attacker is immune to being charmed.

You can use this ability three times. You regain expended uses of it when you finish a short or long rest.

BLACKGUARD'S ESCAPE

At 15th level, you have the ability to slip away from your foes. Immediately after you are hit by an attack, you can use your reaction to turn invisible and teleport up to 60 feet to a spot you can see. You remain invisible until the end of your next turn or until you attack, deal damage, or force a creature to make a saving throw. Once you use this feature, you must finish a short or long rest before you can use it again.

ICON OF DECEIT

At 20th level, you gain the ability to emanate feelings of treachery. As an action, you can magically become an avatar of deceit, gaining the following benefits for 1 minute:

- You are invisible.
- If a creature damages you on its turn, it must succeed on a Wisdom saving throw (DC equal to your spell save DC) or you control its next action, provided that you aren't incapacitated when it takes the action. A creature automatically succeeds on the save if the creature is immune to being charmed.

- If you have advantage on an attack roll, you gain a bonus to its damage roll equal to your paladin level.

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



CHAPTER 26: ARTIFICER

PLAYTEST MATERIAL

This character class is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development. This class is not officially part of the game. For these reasons, it is not legal in D&D Adventurers League events.

A gnome sits hunched over a workbench, carefully using needle and thread to wave runes into a leather satchel. The bag shudders as she completes her work, and a sudden, loud pop echoes through the room as a portal to an extradimensional space springs to being in the bag's interior. She beams with pride at her newly crafted *bag of holding*.

A troll growls in hunger as it looms over a dwarf, who slides a long, metal tube from a holster at his belt. With a thunderous roar, a gout of flame erupts from the tube, and the troll's growls turn into shrieks of panic as it turns to flee.

An elf scrambles up the castle's wall, Baron von Hendriks' men close behind her. As she clambers over the battlements, she reaches into her satchel, pulls out three vials, mixes their contents into a small leather bag, and flings it at her pursuers. The bag bursts at their feet, trapping them in a thick, black glue as she makes her escape.

Makers of magic-infused objects, artificers are defined by their inventive nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Artificers, though, focus on creating marvelous new magical objects. Spells are often too ephemeral and temporary for their tastes. Instead, they seek to craft durable, useful items.

CUNNING INVENTORS

Every artificer is defined by a specific craft. Artificers see mastering the basic methods of a craft as the first step to true progress, the invention of new methods and approaches. Some artificers are engineers, students of invention and warfare who craft deadly firearms that they can augment with magic. Other artificers are alchemists. Using their knowledge of magic and various exotic ingredients, they create potions and draughts to aid them on their adventures. Alchemy and engineering are the two most common areas of study for artificers, but others do exist.

All artificers are united by their curiosity and inventive nature. To an artificer, magic is an evolving art with a leading edge of discovery and mastery that pushes further ahead with each passing year. Artificers value novelty and discovery. This penchant pushes them to seek a life of adventure. A hidden ruin might hold a forgotten magic item or a beautifully crafted mirror perfect for magical enhancement. Artificers win respect and renown among their kind by uncovering new lore or inventing new methods of creation.

INTENSE RIVALRIES

The artificers' drive to invent and expand their knowledge creates an intense drive to uncover new magic discoveries. An artificer who hears news of a newly discovered magic item must act fast to get it before any rivals do. Good-aligned artificers recover items on adventures or offer gold or wondrous items to those who possess items they are keen to own. Evil ones have no problem committing crimes to claim what they want.

Almost every artificer has at least one rival, someone whom they seek to outdo at every turn. By the same token, artificers with similar philosophies and theories band together into loose guilds. They share their discoveries and work together to verify their theories and keep ahead of their rivals.

CREATING AN ARTIFICER

When creating an artificer character, think about your character's background and drive for adventure. Does the character have a rival? What is the character's relationship with the artisan or artificer who taught the basics of the craft? Talk to your DM about the role played by artificers in the campaign, and what sort of organizations and NPCs you might have ties to.

QUICK BUILD

You can make an artificer quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the guild artisan background.

CLASS FEATURES

As an artificer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per artificer level

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

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

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: Thieves' tools, two other tools of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose three from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, and Sleight of Hand

EQUIPMENT

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

- (a) a handaxe and a light hammer or (b) any two simple weapons
- A light crossbow and 20 bolts
- (a) scale mail or (b) studded leather armor

THE ARTIFICER

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th
1st	+2	Artificer Specialist, Magic Item Analysis	—	—	—	—	—
2nd	+2	Tool Expertise, Wondrous Invention	—	—	—	—	—
3rd	+2	Artificer Specialist feature, Spellcasting	3	2	—	—	—
4th	+2	Ability Score Improvement, Infuse Magic	4	3	—	—	—
5th	+3	Superior Attunement, Wondrous Invention	4	3	—	—	—
6th	+3	Mechanical Servant	4	3	—	—	—
7th	+3	—	5	4	2	—	—
8th	+3	Ability Score Improvement	6	4	2	—	—
9th	+4	Artificer Specialist feature	6	4	2	—	—
10th	+4	Wondrous Invention	7	4	3	—	—
11th	+4	—	8	4	3	—	—
12th	+4	Ability Score Improvement	8	4	3	—	—
13th	+5	—	9	4	3	2	—
14th	+5	Artificer Specialist feature	10	4	3	2	—
15th	+5	Superior Attunement, Wondrous Invention	10	4	3	2	—
16th	+5	Ability Score Improvement	11	4	3	3	—
17th	+6	Artificer Specialist feature	11	4	3	3	—
18th	+6	Ability Score Improvement	11	4	3	3	—
19th	+6	—	12	4	3	3	1
20th	+6	Soul of Artifice, Wondrous Invention	13	4	3	3	1

- Thieves' tools and a dungeoneer's pack

ARTIFICER SPECIALIST

At 1st level, you choose the type of Artificer Specialist you are: Alchemist or Gunsmith, both of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 9th, 14th, and 17th level.

MAGIC ITEM ANALYSIS

Starting at 1st level, your understanding of magic items allows you to analyze and understand their secrets. You know the artificer spells *detect magic* and *identify*, and you can cast them as rituals. You don't need to provide a material component when casting *identify* with this class feature.

TOOL EXPERTISE

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class.

WONDROUS INVENTION

At 2nd level, you gain the use of a magic item that you have crafted. Choose the item from the list of 2nd-level items below.

Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on this item in your leisure time and to finish it when you level up.

You complete another item of your choice when you reach certain levels in this class: 5th, 10th, 15th, and 20th level. The item you choose must be on the list for your current artificer level or a lower level.

These magic items are detailed in the *Dungeon Master's Guide*.

2nd Level: *bag of holding, cap of water breathing, driftglobe, goggles of night, sending stones*

5th Level: *alchemy jug, helm of comprehending languages, lantern of revealing, ring of swimming, robe of useful items, rope of climbing, wand of magic detection, wand of secrets*

10th Level: *bag of beans, chime of opening, decanter of endless water, eyes of minute seeing, folding boat, Heward's handy haversack*

15th Level: *boots of striding and springing, bracers of archery, brooch of shielding, broom of flying, hat of disguise, slippers of spider climbing*

- **20th Level:** *eyes of the eagle, gem of brightness, gloves of missile snaring, gloves of swimming and climbing, ring of jumping, ring of mind shielding, wings of flying*

SPELLCASTING

As part of your study of magic, you gain the ability to cast spells at 3rd level. The spells you learn are limited in scope, primarily concerned with modifying creatures and objects or creating items.

SPELL SLOTS

The Artificer 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 know three 1st-level spells of your choice from the artificer spell list (which appears at the end of this document).

The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots on the Artificer table.

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

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer 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 artificer spells. See chapter 5, "Equipment," in the *Player's Handbook* for various arcane focus options.

INFUSE MAGIC

Starting at 4th level, you gain the ability to channel your artificer spells into objects for later use. When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature.

Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item.

When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted.

You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier.

ABILITY SCORE IMPROVEMENT

When you reach 4th, 8th, 12th, 16th, and 18th 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.

SUPERIOR ATTUNEMENT

At 5th level, your superior understanding of magic items allows you to master their use. You can now attune to up to four, rather than three, magic items at a time.

At 15th level, this limit increases to five magic items.

MECHANICAL SERVANT

At 6th level, your research and mastery of your craft allow you to produce a mechanical servant. The servant is a construct that obeys your commands without hesitation and functions in combat to protect you. Though magic fuels its creation, the servant is not magical itself. You are assumed to have been working on the servant for quite some time, finally finishing it during a short or long rest after you reach 6th level.

Select a Large beast with a challenge rating of 2 or less. The servant uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

- It is a construct instead of a beast.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.
- It understands the languages you can speak when you create it, but it can't speak.
- If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker.

The servant obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own.

If the servant is killed, it can be returned to life via normal means, such as with the *revivify* spell. In addition, over the course of a long rest, you can repair a slain servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one week of work (eight hours each day) and 1,000 gp of raw materials.

SOUL OF ARTIFICE

At 20th level, your understanding of magic items is unmatched, allowing you to mingle your soul with items linked to you. You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.

ARTIFICER SPECIALISTS

Artificers pursue a variety of specializations. The two most common ones, alchemy and engineering, are presented here.

ALCHEMIST

An alchemist is an expert at combining exotic reagents to produce a variety of materials, from healing draughts that can mend a wound in moments to clinging goo that slows creatures down.

ALCHEMIST'S SACHEL

At 1st level, you craft an Alchemist's Satchel, a bag of reagents that you use to create a variety of concoctions. The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options, described below. After you use one of those options, the bag reclaims the materials.

If you lose this satchel, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of leather, glass, and other raw materials.

ALCHEMICAL FORMULA

At 1st level, you learn three Alchemical Formula options: Alchemical Fire, Alchemical Acid, and one other option of your choice. You learn an additional formula of your choice at 3rd, 9th, 14th, and 17th levels.

To use any of these options, your Alchemist's Satchel must be within reach.

If an Alchemical Formula option requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

Alchemical Fire. As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage.

This formula's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).

Alchemical Acid. As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized.

This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

Healing Draught. As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula.

This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

Smoke Stick. As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

Swift Step Draught. As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.

Tanglefoot Bag. As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.

Thunderstone. As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

GUNSMITH

A master of engineering, you forge a firearm powered by a combination of science and magic.

MASTER SMITH

When you choose this specialization at 1st level, you gain proficiency with smith's tools, and you learn the *mending* cantrip.

THUNDER CANNON

At 1st level, you forge a deadly firearm using a combination of arcane magic and your knowledge of engineering and metallurgy. This firearm is called a Thunder Cannon. It is a ferocious weapon that fires leaden bullets that can punch through armor with ease.

You are proficient with the Thunder Cannon. The firearm is a two-handed ranged weapon that deals 2d6 piercing damage. Its normal range is 150 feet, and its maximum range is 500 feet. Once fired, it must be reloaded as a bonus action.

If you lose your Thunder Cannon, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of metal and other raw materials.

ARCANE MAGAZINE

At 1st level, you craft a leather bag used to carry your tools and ammunition for your Thunder Cannon. Your Arcane Magazine includes the powders, lead shot, and other materials needed to keep that weapon functioning.

You can use the Arcane Magazine to produce ammunition for your gun. At the end of each long rest, you can magically produce 40 rounds of ammunition with this magazine. After each short rest, you can produce 10 rounds.

If you lose your Arcane Magazine, you can create a new one as part of a long rest, using 25 gp of leather and other raw materials.

THUNDER MONGER

At 3rd level, you learn to channel thunder energy into your Thunder Cannon. As an action, you can make a special attack with your Thunder Cannon that deals an extra 1d6 thunder damage on a hit. This extra damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).

BLAST WAVE

Starting at 9th level, you can channel force energy into your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you unleash force energy in a 15-foot cone from the gun. Each creature in that area must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 2d6 force damage and is pushed 10 feet away from you.

This damage increases by 1d6 when you reach certain levels in this class: 13th level (3d6) and 17th level (4d6).

PIERCING ROUND

Starting at 14th level, you can shoot lightning energy through your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you cause the gun to unleash a bolt of lightning, 5-feet wide and 30-feet long. Each creature in that area must make Dexterity saving throws with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d6 lightning damage. This damage increases to 6d6 when you reach 19th level in this class.

EXPLOSIVE ROUND

Starting at 17th level, you can channel fiery energy into your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you launch an explosive round from the gun. The round detonates in a 30-foot radius sphere at a point within range. Each creature in that area must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d8 fire damage.

ARTIFICER SPELL LIST

1ST LEVEL

Alarm
Cure Wounds
Disguise Self
Expeditious Retreat
False Life
Jump
Longstrider
Sanctuary Shield of Faith

2ND LEVEL

Aid
Alter Self
Arcane Lock
Blur
Continual Flame
Darkvision
Enhance Ability
Enlarge/Reduce
Invisibility
Lesser Restoration
Levitate
Magic Weapon
Protection from Poison
Rope Trick
See Invisibility
Spider Climb

3RD LEVEL

Blink
Fly
Gaseous Form
Glyph of Warding
Haste
Protection from Energy
Revivify
Water Breathing
Water Walk

4TH LEVEL

Arcane Eye
Death Ward
Fabricate
Freedom of Movement
Leomund's Secret Chest
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Stone Shape and Stoneskin

CHAPTER 27: RANGER AND ROGUE

PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development. They are not officially part of the game. For these reasons, material in this column is not legal in D&D Adventurers League events.

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. Here are new options for that feature: the Horizon Walker and the Primeval Guardian.

THE UA RANGER

If you're playtesting the Unearthed Arcana ranger, you can use these subclasses with it if you make one addition: give each subclass the Extra Attack feature.

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

HORIZON WALKER

Rangers of the Horizon Conclave guard the world against threats that originate from other planes. They seek out planar portals and keep watch over them, venturing to the outer and inner planes as needed to defeat threats.

PLANAR MAGIC

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

HORIZON WALKER SPELLS

Ranger Level	Spells
3rd	<i>protection from evil and good</i>
5th	<i>alter self</i>
9th	<i>protection from energy</i>
13th	<i>banishment</i>
17th	<i>teleportation circle</i>

PLANAR WARRIOR

At 3rd level, you learn to draw on the energy of the planes to augment your attacks.

As a bonus action, choose one creature you can see within 30 feet of you. Until the end of this turn, your attacks against that creature ignore its damage resistances, and the next time you hit it on this turn, it takes an additional 1d6 force damage.

PORTAL LORE

At 3rd level, you gain the ability to detect the presence of planar portals. As an action, you detect the distance and direction to any planar portals within 1,000 feet of you. You also sense which plane of existence each portal leads to. However, if magic obscures any details of a portal, this feature doesn't reveal them.

Once you use this feature, you can't use it again until you finish a short or long rest. Alternatively, you can use the feature again if you expend a spell slot of 2nd level or higher.

See the "Planar Travel" section in chapter 2 of the *Dungeon Master's Guide* for examples of planar portals.

ETHEREAL STEP

At 7th level, you learn to step through the Ethereal Plane. As a bonus action on your turn, you can cast the *ethereality* spell with this feature, but the spell ends at the end of the current turn. Once you use this feature, you can't use it again until you finish a short or long rest.

DISTANT STRIKE

At 11th level, you gain the ability to step between the planes in a blink of an eye. When you use the Attack action, you can teleport up to 10 feet before each attack. You must be able to see the destination of the teleportation.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

SPECTRAL DEFENSE

At 15th level, your ability to move between planes becomes even more finely tuned. As a reaction when you take damage, you can halve that damage against you. For a moment, you slip into the planar boundary to lessen the harm.

PRIMEVAL GUARDIAN

Rangers of the Primeval Guardian Conclave follow an ancient tradition rooted in powerful druidic magic. These rangers learn to become one with nature, allowing them to channel the aspects of various beasts and plants in order to overcome their foes.

These rangers dwell in the elder forests of the world. They venture out only rarely, as they consider it their sacred duty to protect the druidic groves and ancient trees that saw the earliest days of the world.

GUARDIAN MAGIC

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

PRIMEVAL GUARDIAN SPELLS

Ranger Level	Spells
3rd	<i>entangle</i>
5th	<i>enhance ability</i>
9th	<i>conjure animals</i>
13th	<i>giant insect</i>
17th	<i>insect plague</i>

GUARDIAN SOUL

Starting at 3rd level, you gain the ability to temporarily grow and take on the appearance of a treelike person, covered with leaves and bark. As a bonus action, you assume this guardian form, which lasts until you end it as a bonus action or until you are incapacitated.

You undergo the following changes while in your guardian form:

- Your size becomes Large, unless you were larger.
- Any speed you have becomes 5 feet, unless the speed was lower.
- Your reach increases by 5 feet.
- You gain a number of temporary hit points at the start of each of your turns. The number equals half your ranger level. When the form ends, you lose any temporary hit points you have from it.

PIERCING THORNS

At 3rd level, your command of primal magic allows you to enhance your attacks with thorns. Once during each of your turns, you can deal an additional 1d6 piercing damage to one creature you hit with a weapon attack.

ANCIENT FORTITUDE

At 7th level, you gain the endurance of the ancient forests. Your hit point maximum and current hit points increase by 2 per ranger level when you assume your guardian form. This increase lasts until you leave the form; your hit point maximum then returns to normal, but your current hit points remain the same, unless they must decrease to abide by your hit point maximum.

ROOTED DEFENSE

At 11th level, you gain the ability to twist and turn the ground beneath you. While you are in your guardian form, the ground within 30 feet of you is difficult terrain for your enemies.

GUARDIAN AURA

Starting at 15th level, your guardian form emanates a magical aura that fortifies your injured allies. When any ally starts their turn within 30 feet of your guardian form, that ally regains a number of hit points equal to half your ranger level. This aura has no effect on a creature that has half or more of its hit points, and it has no effect on undead and constructs.

ROGUEISH ARCHETYPE

At 3rd level, a rogue gains the Rogueish Archetype feature. Here is a new option for that feature: the Scout.

SCOUT

You are skilled in woodcraft and stealth, allowing you to range ahead of your companions during expeditions. Rogues who embrace this archetype are at home in the wilderness and among barbarians and fighters, as they serve as the eyes and ears of war bands across the world. Compared to other rogues, you are skilled at surviving in the wilds.

SURVIVALIST

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

SKIRMISHER

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

SUPERIOR MOBILITY

At 9th level, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

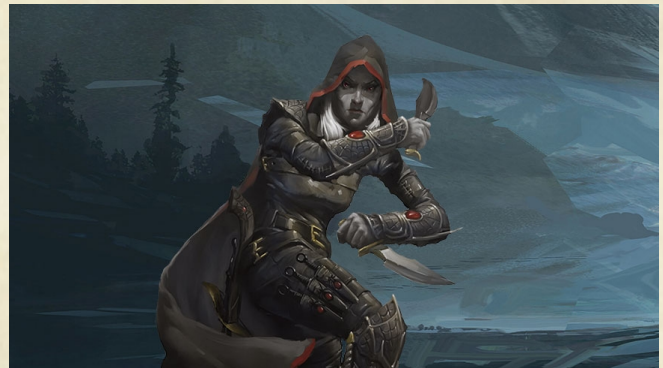
AMBUSH MASTER

Starting at 13th level, you excel at leading ambushes. If any of your foes are surprised, you can use a bonus action on your turn in the first round of the combat to grant each ally who can see you a +5 bonus to initiative that lasts until the combat ends. If the initiative bonus would increase an ally's initiative above yours, the ally's initiative instead equals your initiative.

Each of the allies also receives a 10-foot increase to speed that lasts until the end of the ally's next turn.

SUDDEN STRIKE

Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but only if the attack is the only one you make against the target this turn.



CHAPTER 28: SORCERER: SORCEROUS ORIGINS



At 1st level, a sorcerer gains the Sorcerous Origin feature. Here are new playtest options for that feature: Favored Soul, Phoenix Sorcery, Sea Sorcery, and Stone Sorcery.

PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development. They aren't officially part of the game and aren't permitted in D&D Adventurers League events. If they become official, they will appear in a book.

FAVORED SOUL

Sometimes the spark of magic that fuels a sorcerer comes from a divine source that glimmers within the soul. Having such a favored soul, your innate magic might come from a distant but powerful familial connection to a divine being. Perhaps your ancestor was an angel, transformed into a mortal and sent to fight in a god's name. Or your birth might align with an ancient prophecy, marking you as a servant of the gods or a chosen vessel of divine magic.

Favored souls, with their natural magnetism and strong personalities, are often seen as threats by traditional religious hierarchies. As outsiders who command the power of the gods, these sorcerers can undermine the existing order and claim a direct tie to the divine.

In some cultures, only those who can claim the power of a favored soul may command religious power. In these lands, ecclesiastical positions are dominated by a few bloodlines and preserved over generations.

DIVINE MAGIC

Your link to the divine allows you to learn spells normally associated with the cleric class. 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 cleric spell list, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

SUPERNATURAL RESILIENCE

At 1st level, the blessing of the gods grants you enhanced durability. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

FAVORED BY THE GODS

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to 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.

BLESSED COUNTENANCE

At 6th level, your divine essence causes you to undergo a minor physical transformation. Your appearance takes on an otherworldly version of one of the following qualities (your choice): beautiful, youthful, kind, or imposing.

Whatever your choice, if your proficiency bonus applies to a Charisma check, double that bonus.

DIVINE PURITY

At 14th level, you become immune to disease, poison damage, and the poisoned condition.

UNEARTHLY RECOVERY

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have less than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

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

PHOENIX SORCERY

Your power draws from the immortal flame that fuels the legendary phoenix. You or your ancestors perhaps rendered a phoenix a great service, or you were born in its presence. Whatever the cause, a shard of the phoenix's power dwells within you.

That power is a mixed blessing. Like the mythical creature, you can invoke fiery energy and gain the ability to cheat death itself. This power comes at a cost. The fire within you seethes, demanding to be unleashed. You sometimes find yourself absentmindedly feeding fires. You can't bear to allow a fire to sputter out. You feel most comfortable while holding a lit torch or sitting in front of a campfire.

More importantly, this gift comes with no special protection from fire. You are as vulnerable as any other creature to fiery magic, including your own. Phoenix sorcerers can use their powers to pull themselves back from the brink of death, and all too often their own, rash nature or reliance on destructive magic is what puts them there in the first place.

Such sorcerers are wanderers by necessity. The volatile nature of their magic makes other folk nervous. If a fire breaks out in town, a phoenix sorcerer had best flee, whether guilty or not. Fire is a dangerous force, and phoenix sorcerers have a reputation (deserved or not) for reckless behavior, confident that the essence of the phoenix can save them.

PHOENIX SOUL QUIRKS d6 Quirk

- 1 You absentmindedly ignite small fires that quickly sputter out.
- 2 You cackle like a fiend when you unleash your fire spells.
- 3 You admire fire, even if it burns your friends.

d6 Quirk

- 4 You are covered in burns that mark the first time your power manifested.
- 5 You like your food charred.
- 6 You are brave to the point of recklessness.

IGNITE

At 1st level, you gain the ability to start fires with a touch. As an action, you can magically ignite a flammable object you touch with your hand—an object such as a torch, a piece of tinder, or the hem of drapes.

MANTLE OF FLAME

Starting at 1st level, you can unleash the phoenix fire that blazes within you.

As a bonus action, you magically wreath yourself in swirling fire, as your eyes glow like hot coals. For 1 minute, you gain the following benefits:

- You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- Any creature takes fire damage equal to your Charisma modifier if it hits you with a melee attack from within 5 feet of you or if it touches you.
- Whenever you roll fire damage on your turn, the roll gains a bonus to equal to your Charisma modifier.

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

PHOENIX SPARK

Starting at 6th level, the fiery energy within you grows restless and vengeful. In the face of defeat, it surges outward to preserve you in a fiery roar.

If you are reduced to 0 hit points, you can use your reaction to draw on the spark of the phoenix. You are instead reduced to 1 hit point, and each creature within 10 feet of you takes fire damage equal to half your sorcerer level + your Charisma modifier.

If you use this feature while under the effects of your Mantle of Flame, this feature instead deals fire damage equal to your sorcerer level + double your Charisma modifier, and your Mantle of Flame immediately ends.

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

NOURISHING FIRE

Starting at 14th level, your fire spells soothe and restore you. When you expend a spell slot to cast a spell that includes a fire damage roll, you regain hit points equal to the slot's level + your Charisma modifier.

FORM OF THE PHOENIX

At 18th level, you finally master the spark of fire that dances within you. While under the effect of your Mantle of Flame feature, you gain additional benefits:

- You have a flying speed of 40 feet and can hover.
- You have resistance to all damage.
- If you use your Phoenix Spark, that feature deals an extra 20 fire damage to each creature.

SEA SORCERY

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.

SOUL OF THE SEA

At 1st level, your tie to the sea grants you the ability to breathe underwater, and you have a swim speed equal to your walking speed.

CURSE OF THE SEA

When you choose this origin at 1st level, you learn the secret of infusing your spells with a watery curse.

When you hit a creature with a cantrip's attack or when a creature fails a saving throw against your cantrip, you can curse the target until the end of your next turn or until you curse a different creature with this feature.

Once per turn when you cast a spell, you can trigger the curse if that spell deals cold or lightning damage to the cursed target or forces it to move. Doing so subjects the target to the appropriate additional effect below, and then the curse ends if the spell isn't a cantrip (you choose the effect to use if more than one effect applies):

Cold Damage. If the affected target takes cold damage from your spell, the target's speed is also reduced by 15 feet until the end of your next turn. If the spell already reduces the target's speed, use whichever reduction is greater.

Lightning Damage. If the affected target takes lightning damage from your spell, the target takes additional lightning damage equal to your Charisma modifier.

Forced Movement. If the target is moved by your spell, increase the distance it is moved by 15 feet.

WATERY DEFENSE

At 6th level, you gain resistance to fire damage.

You also gain the ability to defend yourself by momentarily assuming a watery form. As a reaction when you are hit by an attack and take bludgeoning, piercing, or slashing damage from it, you can reduce that damage by an amount equal to your sorcerer level plus your Charisma score, and then you can move up to 30 feet without provoking opportunity attacks. Once you use this special reaction, you can't use it again until you finish a short or long rest.

SHIFTING FORM

Starting at 14th level, you gain the ability to enter a liquid state while moving.

When you move on your turn, you take only half damage from opportunity attacks, and you can move through any enemy's space but can't willingly end your move there.

On your turn, you can move through any space that is at least 3 inches in diameter and do so without squeezing. When you stop moving, the regular squeezing rules apply if you're in a space one size smaller than you. You can't willingly stop in a space smaller than that, and if you're forced to do so, you immediately flow to the nearest space that can fit you, back along the path of your movement.

WATER SOUL

Starting at 18th level, your being is altered by the power of the sea. You gain the following benefits:

- You no longer need to eat, drink, or sleep.
- A critical hit against you becomes a normal hit.
- You have resistance to bludgeoning, piercing, and slashing damage.

STONE SORCERY

Your magic springs from a mystical link between your soul and the magic of elemental earth. You might trace a distant ancestor to the Plane of Earth, or your family might have earned a mighty boon in return for a service to the dao lords. Whatever your past, the magic of elemental earth is yours to command.

Your link to earth magic grants you extraordinary resilience, and stone sorcerers have a natural affinity for combat. A steel blade feels like a natural extension of your body, and sorcerers with this origin have a knack for wielding both shields and weapons. In combat your place is amid the fray. You rely on your elemental nature to shield you from harm and your magic and metal weapons to overwhelm your foes.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with shields, simple weapons, and martial weapons.

METAL MAGIC

Your affinity for metal gives you the option to learn some non-sorcerer spells that focus on weapon attacks. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Spell Level	Spell
1st	<i>compelled duel</i>
1st	<i>searing smite</i>
1st	<i>thunderous smite</i>
1st	<i>wrathful smite</i>
2nd	<i>branding smite</i>
2nd	<i>magic weapon</i>
3rd	<i>blinding smite</i>
3rd	<i>elemental weapon</i>
4th	<i>staggering smite</i>

STONE'S DURABILITY

At 1st level, your connection to stone gives you extra fortitude. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

As an action, you can gain a base AC of 13 + your Constitution modifier if you aren't wearing armor, and your skin assumes a stony appearance. This effect lasts until you end it as a bonus action, you are incapacitated, or you don armor other than a shield.

STONE AEGIS

Starting at 6th level, your command of earth magic grows stronger, allowing you to harness it for your allies' protection.

As a bonus action, you can grant an aegis to one allied creature you can see within 60 feet of you. The aegis is a dim, gray aura of earth magic that protects the target. Any bludgeoning, piercing, or slashing damage the target takes is reduced by 2 + your sorcerer level divided by 4. This effect lasts for 1 minute, until you use it again, or until you are incapacitated.

In addition, when a creature you can see within 60 feet of you hits the protected target with a melee attack, you can use your reaction to teleport to an unoccupied space you can see within 5 feet of the attacker. You can teleport only if you and the attacker are on the same surface. You can then make one melee weapon attack against the attacker. If that attack hits, it deals an extra 1d10 force damage. This extra damage increases to 2d10 at 11th level and 3d10 at 17th level.

STONE'S EDGE

Starting at 14th level, your mastery of earth magic allows you to add the force of elemental earth to your spells. When you cast a spell that deals damage, choose one creature damaged by that spell on the round you cast it. That creature takes extra force damage equal to half your sorcerer level. This feature can be used only once per casting of a spell.

EARTH MASTER'S AEGIS

Beginning at 18th level, when you use your Stone's Aegis to protect an ally, you can choose up to three creatures to gain its benefits.



CHAPTER 29: WARLOCK AND WIZARD



This document introduces playtest options for two classes, the warlock and the wizard.

PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development. They aren't officially part of the game and aren't permitted in D&D Adventurers League events. If they become official, they will appear in a book.

OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. Here are new playtest options for that feature: the Hexblade and the Raven Queen.

THE HEXBLADE

You have made your pact with a powerful, sentient magic weapon carved from the stuff of the Shadowfell. The mighty sword Blackrazor is the most notable of these weapons, several of which have spread across the multiverse over the ages. These weapons grow stronger as they consume the life essence of their victims. The strongest of them can use their ties to the Shadowfell to offer power to mortals who serve them. The Raven Queen forged the first of these weapons. They, along with the hexblade warlocks, are another tool she can use to manipulate events in the Material Plane to her inscrutable ends.

EXPANDED SPELL LIST

The Hexblade 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.

HEXBLADE EXPANDED SPELLS

Spell Level	Spells
1st	<i>shield, wrathful smite</i>
2nd	<i>branding smite, magic weapon</i>
3rd	<i>blink, elemental weapon</i>
4th	<i>phantasmal killer, staggering smite</i>
5th	<i>cone of cold, destructive wave</i>

HEX WARRIOR

At 1st level, you gain proficiency with medium armor, shields, and martial weapons. In addition, when attacking with a melee weapon that you are proficient with and that lacks the twohanded property, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

HEXBLADE'S CURSE

Starting at 1st level, you gain the ability to place a baleful curse on an enemy. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier.

You can't use this feature again until you finish a short or long rest.

SHADOW HOUND

Starting at 6th level, your shadow can split from you and transform into a hound of pure darkness. Most of the time, your shadow hound masquerades as your normal shadow. As a bonus action, you can command it to magically slip into the shadow of a creature you can see within 60 feet of you. While the shadow hound is merged in this manner, the target can't gain the benefits of half cover or three-quarters cover against your attack rolls, and you know the distance and direction to the target even if it is hidden. The hound can't be seen by anyone but you and those with truesight, and it is unaffected by light. The target has a vague feeling of dread while the hound is present.

As a bonus action, you can command your shadow hound to return to you. It also automatically returns to you if you and the target are on different planes of existence, if you're incapacitated, or if *dispel magic*, *remove curse*, or similar magic is used on the target.

ARMOR OF HEXES

At 10th level, your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, roll a d6. On a 4 or higher, the attack instead misses you.

MASTER OF HEXES

Starting at 14th level, you can use your Hexblade's Curse again without resting, but when you apply it to a new target, the curse immediately ends on the previous target.

THE RAVEN QUEEN

You patron is the Raven Queen, a mysterious being who rules the Shadowfell from a palace of ice deep within that dread realm. The Raven Queen watches over the world, anticipating each creature's death and ensuring that it meets its end at the proscribed time and place. As the ruler of the Shadowfell, she dwells in a decayed, dark reflection of the world. Her ability to reach into the world is limited. Thus, she turns to mortal warlocks to serve her will. Warlocks sworn to the Raven Queen receive visions and whispers from her in their dreams, sending them on quests and warning them of impending dangers.

The Raven Queen's followers are expected to serve her will in the world. She concerns herself with ensuring that those fated to die pass from the world as expected, and bids her agents to defeat those who seek to cheat death through undeath or other imitations of immortality. She hates intelligent undead and expects her followers to strike them down, whereas mindless undead such as skeletons and zombies are little more than stumbling automatons in her eyes.

EXPANDED SPELL LIST

The Raven Queen 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.

RAVEN QUEEN EXPANDED SPELLS

Spell Level	Spells
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1st	<i>false life, sanctuary</i>
2nd	<i>silence, spiritual weapon</i>
3rd	<i>feign death, speak with dead</i>
4th	<i>ice storm, locate creature</i>
5th	<i>commune, cone of cold</i>

SENTINEL RAVEN

Starting at 1st level, you gain the service of a spirit sent by the Raven Queen to watch over you. The spirit assumes the form and game statistics of a raven, and it always obeys your commands, which you can give telepathically while it is within 100 feet of you.

While the raven is perched on your shoulder, you gain darkvision with a range of 30 feet and a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks. The bonus equals your Charisma modifier. While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect; only you can cast spells on it; it can't take damage; and it is incapacitated.

You can see through the raven's eyes and hear what it hears while it is within 100 feet of you.

In combat, you roll initiative for the raven and control how it acts. If it is slain by a creature, you gain advantage on all attack rolls against the killer for the next 24 hours.

The raven doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action.

The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles.

At the end of a short or long rest, you can call the raven back to you—no matter where it is or whether it died—and it reappears within 5 feet of you.

SOUL OF THE RAVEN

At 6th level, you gain the ability to merge with your raven spirit. As a bonus action when your raven is perched on your shoulder, your body merges with your raven's form. While merged, you become Tiny, you replace your speed with the raven's, and you can use your action only to Dash, Disengage, Dodge, Help, Hide, or Search. During this time, you gain the benefits of your raven being perched on your shoulder. As an action, you and the raven return to normal.

RAVEN'S SHIELD

At 10th level, the Raven Queen grants you a protective blessing. You gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

QUEEN'S RIGHT HAND

Starting at 14th level, you can channel the Raven Queen's power to slay a creature. You can cast *finger of death*. After you cast the spell with this feature, you can't do so again until you finish a long rest.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new playtest options for that feature.

Many of these new invocations are tied to a patron, allowing you to strengthen the bond between your warlock and an otherworldly patron.

Two of the invocations are associated with the Seeker, a patron that appeared in another installment of *Unearthed Arcana*.

ASPECT OF THE MOON

Prerequisite: The Archfey patron

You have gained the Maiden of the Moon's favor. You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading and keeping watch.

BURNING HEX

Prerequisite: The Hexblade patron

As a bonus action, you cause a target cursed by your Hexblade's Curse to take fire damage equal to your Charisma modifier (minimum of 1).

CAIPHON'S BEACON

Prerequisite: The Great Old One patron

The purple star Caiphon is the doom of inexperienced mariners. Those who use its deceptive light to guide their travels invariably come to ruin. You gain proficiency in the Deception and Stealth skills, and you have advantage on attack rolls against charmed creatures.

CHILLING HEX

Prerequisite: The Hexblade patron As a bonus action, you cause frost to swirl around a target cursed by your Hexblade's Curse, dealing cold damage to each of your enemies within 5 feet of the target. The cold damage equals your Charisma modifier (minimum of 1).

CHRONICLE OF THE RAVEN QUEEN

Prerequisite: Raven Queen patron, Pact of the Tome feature

You can place a corpse's hand or similar appendage on your Book of Shadows and ask one question aloud. After 1 minute, the answer appears written in blood in your book. The answer is provided by the dead creature's spirit to the best of its knowledge and is translated into a language of your choice. You must use this ability within 1 minute of a creature's death, and a given creature can only be asked one question in this manner.

CLAW OF ACAMAR

Prerequisite: The Great Old One patron, Pact of the Blade feature

You can create a black, lead flail using your Pact of the Blade feature. The flail's head is sculpted to resemble a pair of grasping tentacles. The weapon has the reach property. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 necrotic damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.

CLOAK OF BAALZEBUL

Prerequisite: The Fiend patron

As a bonus action, you can conjure a swarm of buzzing flies around you. The swarm grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. In addition, a creature that starts its turn within 5 feet of you takes poison damage equal to your Charisma modifier. You can dismiss the swarm with another bonus action.

CURSE BRINGER

Prerequisite: The Hexblade patron, Pact of the Blade feature

You can create a greatsword forged from silver, with black runes etched into its blade, using your Pact of the Blade feature. If you reduce a target cursed by your Hexblade's Curse to 0 hit points with this sword, you can immediately change the target of the curse to a different creature. This change doesn't extend the curse's duration.

When you hit a creature with this weapon, you can expend a spell slot to deal an additional 2d8 slashing damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.

KISS OF MEPHISTOPHELES

Prerequisite: 5th level, the Fiend patron, eldritch blast cantrip

You can channel the fires of Mephistopheles through your *eldritch blast*. When you hit a creature with that cantrip, you can cast fireball as a bonus action using a warlock spell slot. However, the spell must be centered on a creature you hit with *eldritch blast*.

FROST LANCE

Prerequisite: The Archfey patron, eldritch blast cantrip

You draw on the gifts of the Prince of Frost to trap your enemies in ice. When you hit a creature with your *eldritch blast* cantrip one or more times on your turn, you can reduce that creature's speed by 10 feet until the end of your next turn.

GAZE OF KHIRAD

Prerequisite: 7th level, the Great Old One patron

You gain the piercing gaze of the blue star Khirad. As an action, you can see through solid objects to a range of 30 feet until the end of the current turn. During that time, you perceive objects as ghostly, transparent images.

GRASP OF HADAR

Prerequisite: The Great Old One patron, eldritch blast cantrip

Once during your turn when you hit a creature with your *eldritch blast* cantrip, you can move that creature in a straight line 10 feet closer to yourself.

GREEN LORD'S GIFT

Prerequisite: The Archfey patron

The Green Lord oversees a verdant realm of everlasting summer. Your soul is linked to his power. Whenever you regain hit points, you treat any dice rolled to determine the hit points you regain as having rolled their maximum value.

IMPROVED PACT WEAPON

Prerequisite: 5th level, Pact of the Blade feature

Any weapon you create using your Pact of the Blade feature is a *+1 weapon*. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

MACE OF DISPATER

Prerequisite: The Fiend patron, Pact of the Blade feature

When you create your pact weapon as a mace, it manifests as an iron mace forged in Dis, the second of the Nine Hells. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 force damage to the target per spell level, and you can knock the target prone if it is Huge or smaller.

MOON BOW

Prerequisite: The Archfey patron, Pact of the Blade feature

You can create a longbow using your Pact of the Blade feature. When you draw back its string and fire, it creates an arrow of white wood, which vanishes after 1 minute. You have advantage on attack rolls against lycanthropes with the bow. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 radiant damage to the target per spell level.

PATH OF THE SEEKER

Prerequisite: The Seeker patron

The Seeker bids you to travel in search of knowledge, and little can prevent you from wading this path. You ignore difficult terrain, have advantage on all checks to escape a grapple, manacles, or rope bindings, and advantage on saving throws against being paralyzed.

RAVEN QUEEN'S BLESSING

Prerequisite: Raven Queen patron, eldritch blast cantrip

When you score a critical hit with your *eldritch blast* cantrip, pick yourself or an ally you can see within 30 feet of you. The chosen creature can immediately expend a Hit Die to regain hit points equal to the roll + the creature's Constitution modifier (minimum of 1 hit point).

RELENTLESS HEX

Prerequisite: 5th level, the Hexblade patron

Your Hexblade's Curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport to a space you can see within 5 feet of the target cursed by your Hexblade's Curse. To do so, you must be able to see the target and must be within 30 feet of it.

SEA TWINS' GIFT

Prerequisite: The Archfey patron

The Sea Twins rule seas in the Feywild. Their gift allows you to travel through water with ease. You can breathe underwater, and you gain a swimming speed equal to your walking speed.

You can also cast *water breathing* using a warlock spell slot. Once you cast it using this invocation, you can't do so again until you finish a long rest.

SEEKER'S SPEECH

Prerequisite: The Seeker patron

Your quest for knowledge allows you to master any spoken language. When you complete a long rest, you can pick two languages. You gain the ability to speak, read, and write the chosen languages until you finish your next long rest.

SHROUD OF ULBAN

Prerequisite: 18th level, the Great Old One patron

The blue-white star Ulban maintains a fickle presence among the stars, fluttering into view only to herald a dire omen. As an action, you can turn invisible for 1 minute. If you attack, deal damage, or force a creature to make a saving throw, you become visible at the end of the current turn.

SUPERIOR PACT WEAPON

Prerequisite: 9th level, Pact of the Blade feature

Any weapon you create using your Pact of the Blade feature is a *+2 weapon*. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

TOMB OF LEVISTUS

Prerequisite: The Fiend patron

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. You also gain vulnerability to fire damage, your speed drops to 0, and you are incapacitated. All of these effects end when the ice melts.

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

ULTIMATE PACT WEAPON

Prerequisite: 15th level, Pact of the Blade feature

Any weapon you create using your Pact of the Blade feature is a *+3 weapon*. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. Here is a new playtest option for that feature: Lore Mastery.

LORE MASTERY

Lore Mastery is an arcane tradition fixated on understanding the underlying mechanics of magic. It is the most academic of all arcane traditions. The promise of uncovering new knowledge or proving (or discrediting) a theory of magic is usually required to rouse its practitioners from their laboratories, academies, and archives to pursue a life of adventure.

Known as savants, followers of this tradition are a bookish lot who see beauty and mystery in the application of magic. The results of a spell are less interesting to them than the process that creates it. Some savants take a haughty attitude toward those who follow a tradition focused on a single school of magic, seeing them as provincial and lacking the sophistication needed to master true magic. Other savants are generous teachers, countering ignorance and deception with deep knowledge and good humor.

LORE MASTER

Starting at 2nd level, you become a compendium of knowledge on a vast array of topics. Your proficiency bonus is doubled for any ability check you make that uses the Arcana, History, Nature, or Religion skill if you are proficient in that skill.

In addition, your analytical abilities are so well-honed that your initiative in combat can be driven by mental agility, rather than physical agility. When you roll initiative, it is either an Intelligence check or a Dexterity check for you (your choice).

SPELL SECRETS

At 2nd level, you master the first in a series of arcane secrets uncovered by your extensive studies.

When you cast a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with one other type from that list (you can change only one damage type per casting of a spell). You replace one energy type for another by altering the spell's formula as you cast it.

When you cast a spell with a spell slot and the spell requires a saving throw, you can change the saving throw from one ability score to another of your choice. Once you change a saving throw in this way, you can't do so again until you finish a short or long rest.

ALTERING SPELLS

While the Spell Secrets feature offers increased versatility, at the table its effects can be difficult to spot by the other players. If you're playing a savant, take a moment to describe how you alter your spells. Think of a signature change your character is particularly proud of. Be inventive, and make the game more fun for everyone by playing up the sudden, unexpected tricks your character can employ. For example, a *fireball* transformed to require a Strength save might become a sphere of burning rock that shatters and slams into its target. A *charm person* that requires a Constitution save might take the form of a vaporous narcotic that alters the target's mood.

ALCHEMICAL CASTING

At 6th level, you learn to augment spells in a variety of ways. When you cast a spell with a spell slot, you can expend one additional spell slot to augment its effects for this casting, mixing the raw stuff of magic into your spell to amplify it. The effect depends on the spell slot you expend.

An additional **1st-level spell slot** can increase the spell's raw force. If you roll damage for the spell when you cast it, increase the damage against every target by 2d10 force damage. If the spell can deal damage on more than one turn, it deals this extra force damage only on the turn you cast the spell.

An additional **2nd-level spell slot** can increase the spell's range. If the spell's range is at least 30 feet, it becomes 1 mile.

An additional **3rd-level spell slot** can increase the spell's potency. Increase the spell's save DC by 2.

PRODIGIOUS MEMORY

At 10th level, you have attained a greater mastery of spell preparation. As a bonus action, you can replace one spell you have prepared with another spell from your spellbook. You can't use this feature again until you finish a short or long rest.

MASTER OF MAGIC

At 14th level, your knowledge of magic allows you to duplicate almost any spell. As a bonus action, you can call to mind the ability to cast one spell of your choice from any class's spell list. The spell must be of a level for which you have spell slots, you mustn't have it prepared, and you follow the normal rules for casting it, including expending a spell slot. If the spell isn't a wizard spell, it counts as a wizard spell when you cast it. The ability to cast the spell vanishes from your mind when you cast it or when the current turn ends.

You can't use this feature again until you finish a long rest.



CHAPTER 30: MASS COMBAT

THIS IS PLAYTEST MATERIAL

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If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

The mass combat rules are designed to allow you, the DM, to determine the outcome of battles involving hundreds of combatants with a few die rolls. It also zooms down into the action with enough detail to allow player characters the chance to affect the outcome of a battle.

The system works by giving each creature a **battle rating** based on the creature's challenge rating. Battle rating is an abstract measure of a creature's combat effectiveness.

To make managing hundreds, or even thousands, of creatures at a time easier, creatures in the mass combat system are organized into units. A **unit** might include hundreds of individuals.

Each unit involved in a battle also has a **morale rating**. Morale measures the unit's motivation to engage in battle. Units with high morale are willing to fight to the death, while ones with low morale are likely to fall apart in the face of adversity.

Commanders play a key role in resolving battles. Each unit has a **commander**, whose Charisma modifiers applies to initiative and morale.

BATTLE RATING

The mass combat rules rely on a creature's battle rating (BR) to summarize its effectiveness in combat. A creature's BR is based on its challenge rating (CR), as shown in the Battle Rating by Challenge Rating table. BR encompasses a creature's attacks, hit points, AC, and special abilities by relying on CR as a summary of its power.

BR starts as a bonus, from +1 to +50. A creature of CR 1 or lower is too weak to provide a BR on its own. The table shows that such creatures provide a +1 bonus when they gather in large enough groups. For instance, five CR 1/2 creatures provide a BR of +1. Smaller groups of CR 1/2 creatures provide no BR.

In combat, a unit's BR can be reduced by being attacked, going as low as 0 or a negative number. See the "Attacks" section later in these rules for details.

BATTLE RATING BY CHALLENGE RATING

CR	BR
1/8	+1 per 20 creatures
1/4	+1 per 10 creatures
1/2	+1 per 5 creatures
1	+1 per 2 creatures
2	+1
3	+2
4	+3
5	+4
6	+5
7	+6
8	+8
9	+10
10	+12
11	+16
12	+18
13	+22
14	+26
15	+30
16	+34
17	+38
18	+42
19	+46
20	+50

CREATING UNITS

A unit is a single, cohesive group of soldiers that is organized to fight together. A unit can comprise up to 400 Tiny, Small, or Medium creatures. Larger creatures take up more space when counting toward that limit, as shown in the Creature Size in Units table. To count toward a unit's limit, a creature must have a BR.

CREATURE SIZE IN UNITS

Size	Space in Unit
Tiny	1
Small	1
Medium	1
Large	4
Huge	9
Gargantuan	16

For example, a unit could include 50 Large creatures and 200 Medium ones. The total space taken up is 400, 200 for the Large creatures and 200 for the Medium ones.

COMMANDERS

Each unit must have a commander. The commander needs to be one of the creatures included in the unit but does not count toward determining the unit's size. Note the commander's Charisma modifier.

BR TOTAL

Once you have created a unit, total up the BR values of its creatures, including its commander. The total is the unit's BR.

For creatures that are mounted, such as knights riding a horse, add the BR for the mounts based on their CR, just as you would for any other creatures.

UNIT SPACE

A unit takes up a space that measures 100 feet on each side regardless of how many creatures are in it. The unit's size is an abstraction to make tracking units on the battlefield easy in play.

RANGED ATTACKERS

A unit can make ranged attacks if all its members, other than its commander, can make an attack with a range of at least 100 feet on an at-will basis. If this is the case, note the shortest maximum range of its members' ranged attacks. This is the unit's maximum range.

UNIT DESIGN

It's best to organize similar or identical creatures into a unit. The rules aim to remain simple by reducing a unit's abilities to the lowest common denominator.

MORALE RATING

Morale is a rating like an ability score modifier. It ranges from -10 to +10. These rules sometimes require a unit to make a check using its morale rating; roll a d20, add the unit's morale rating, and compare the total to the relevant DC, just as for an ability check.

You select a morale rating for each unit involved in a battle. Assign the rating based on how the unit has been treated by its allies and commanders, the stakes of the battle, the unit's investment in the outcome, and any other factors that you think should play a role.

MORALE RATINGS

Morale	Description
-10	Openly rebellious
-8	Mutinous
-4	Disgruntled
-2	Shaky
0	The typical unit
+2	Motivated
+4	Stalwart
+8	Fanatic
+10	Unbreakable

As a rule of thumb, start a unit's morale at 0 on the Morale Ratings table. For each factor that decreases the unit's morale, shift one row up the table. For each factor that improves it, shift one row down. When you're done with this exercise, you have a good idea of the unit's morale rating.

Or you can simply assign a morale rating based on your judgment.

Finally, you alter the morale rating based on the unit commander's Charisma modifier. Add the commander's Charisma modifier to the unit's morale, to reflect the commander's ability to motivate and lead.

FACTORS AFFECTING MORALE

Here are some of the factors that can reduce a unit's morale rating:

- poor treatment by a commander or allies
- animosity toward an allied unit
- low or no pay
- no stake in the battle's outcome
- incompetent or ill-prepared commanders
- a daunting, overwhelming foe
- poor equipment

The reverse of any of those factors can improve morale.

RUNNING BATTLES

These rules use a structure like the combat rules in the *Player's Handbook*. The biggest change centers on resolving attacks, which uses BR rather than attack rolls, AC, and damage.

TIME

The mass combat rules use a timescale different from the regular combat rules, with 1 round representing 1 minute of action. This timescale accounts for the time and complexity needed to maneuver hundreds or even thousands of combatants.

INITIATIVE

You don't roll initiative for units. Instead, each unit has a fixed initiative:

Initiative = 10 + unit morale rating + commander's Charisma modifier

Units act in order of initiative, from highest to lowest as normal. In the event of a tie, randomly determine the order in which the tied units act. Determine this once, and then use that order for the rest of the combat.

As in the regular combat rules, a unit can move and take one action on its turn (see "Action Options" below). A unit can use some or all of its movement before taking its action, and can then use the rest of its movement after acting.

SPEED

A unit's speed equals 10 times the lowest speed of its members. It can use movement modes, such as flight, only if every member of the unit can use it. Don't count the speed of mounted creatures when determining the unit's speed and movement types. The riders use their mounts to move.

Movement. A unit must stop moving if it moves adjacent to an enemy unit, and a unit can't move if it is adjacent to an enemy unit, unless it uses the Disengage action that turn. Otherwise, use the rules for movement from the *Player's Handbook* to resolve how far a unit can move.

Miniatures. It helps to use miniatures to track battles of great size. For these rules, use a grid or hexes with each square/hex measuring 100 feet on a side and with one miniature per unit.

When moving, a unit can move into a square/hex if the unit has at least half the movement needed to enter it available.

ACTION OPTIONS

When a unit takes its action, it chooses one of the following action options: Attack, Dash, Defend, Disengage, or Guard. Each option is described below.

Attack. An attack is an opposed check between a unit's BR and its target's BR. A unit can attack at any range that all of its members can make attacks at. Full details on resolving attacks are given in the "Attacks" section below.

Dash. A unit that dashes increases its speed for its turn. This increase equals the unit's speed.

Defend. A unit that defends focuses on building a shield wall or otherwise making itself harder to hurt. Until the end of its next turn, units that attack it suffer disadvantage on their BR checks.

Disengage. A unit that is adjacent to an enemy unit normally can't move. If the unit takes the Disengage action, it has the chance to move away. The unit must immediately make a DC 10 morale check. If it fails, it loses its action and doesn't move. If it succeeds, it can move up to half its speed. During this move, it doesn't need to stop if it moves adjacent to an enemy unit.

Guard. A unit that guards prepares to attack any enemy that draws close to it. The next time an enemy unit enters a space adjacent to this unit, it immediately makes an attack against the enemy unit.

ATTACKS

Attacks in the mass combat rules use opposed BR checks to determine which side has the upper hand.

A unit can attack an adjacent enemy unit if any creature in the unit is within 5 feet of the target. It can make an attack at range if all its members can make ranged attacks that can reach the target.

When a unit attacks a target, the attacking unit rolls a d20 and adds its BR, as does the target. You then compare the results to determine the result of the fight:

Tie. Nothing happens if the attacker and the target tie.

Target Wins. If the target's total is higher, the attack has no effect.

Attacker Wins by 10 or Less. The attacker scores casualties, but not enough to break the target unit. The target's BR is reduced by 2.

Attacker Wins by 11 or More. The attacker scores heavy casualties on the target. The target's BR is reduced by 5, and it must immediately make a DC 10 morale check. If the check fails, the unit flees the battle and is eliminated. Remove it from play.

The attacker can gain advantage or suffer disadvantage on its BR roll, based on the following factors:

ADVANTAGE

The attacker is on higher ground, such as uphill from the defender.

The defender is adjacent to at least one enemy unit, other than the attacker.

DISADVANTAGE

The defender is partially behind a wall or similar cover.

The defender is adjacent to at least two friendly units.

ABSTRACTION AND BATTLE RATING

Remember that the mass combat rules are designed to make running big, important battles fast and easy. It uses BR to summarize a creature's spells, special abilities, and so on. There are no special rules for resistance or spell casting because the rules assume that CR has already accounted for them.

MORALE CHECKS

In addition to the morale checks caused by certain actions, a unit must make a morale check if certain conditions occur during the battle:

Casualties. If a unit is reduced to half or less of its starting BR, it must immediately make a DC 15 morale check. If it fails, it is eliminated from the battle. Remove it from play.

Friendly Casualties. If a friendly unit within 500 feet of the unit is eliminated, the unit must immediately make a DC 10 morale check. If it fails, the unit can't move or take actions on its next turn.

CHARACTERS IN MASS COMBAT

The real fun of running a mass battle is giving player characters and important NPCs a chance to affect the outcome. You might be tempted to absorb such characters into units and ignore their special abilities. You can do so by using the rules for determining CR in the *Dungeon Master's Guide* to assign CRs to the characters. However, mass battles are more fun for players when they have a chance to engage in heroics that alter the course of the fight.

You can give the characters an opportunity to shine by pausing the large-scale battle and letting them engage in a regular combat (see "Character-Scale Combat" below) or by letting them use their abilities from within a unit (see "Characters in Units" below).

CHARACTER ABILITIES

Whatever way the characters are involved in a mass combat, resolve their features, spells, and other abilities using the standard rules, rather than the mass combat rules. For example, a *wall of ice* can block a 100-foot long line. If a unit moves next to it, use the individual members' stats to make their saving throws and apply damage. If members of a unit are killed, recalculate the unit's BR after removing the casualties.

Adjudicating these effects requires your judgment as DM. Consider the nature of the situation, how a unit interacts with a spell or other effect, and apply the effects as you see fit.

Going back to *wall of ice*, you might judge that 30 creatures from a unit attempt to smash it down. Those creatures suffer the wall's effects, but they also have a chance to damage it. Use the rules for handling mobs on page 250 of the *Dungeon Master's Guide* to speed things up.

CHARACTER-SCALE COMBAT

You can think of the mass combat rules as looking at a battle from high altitude. You lose detail but can see and manage the big picture. When PCs take part in a battle, your view can zoom down to experience the action in more detail.

When characters battle units, you can use the standard combat rules, with the guidelines for resolving mob attacks (see "Handling Mobs" in the *Dungeon Master's Guide*, page 250).

You may decide that all or part of a unit stops to fight the PCs. Pause the mass battle, and resolve the characters' fight like a normal combat, until you are satisfied that you have reached a conclusion, with either side defeated or driven off. You can then resume the mass combat.

CHARACTERS IN UNITS

If the characters join a unit, don't include them in the unit's size or BR calculation. Instead, when the unit attacks, allow the characters to make their own separate attacks, cast spells, and to use magic items against the enemy unit using the guidelines given above. Allow them to pick out which members of the unit they want to target, in case the unit is composed of several types of creatures. Characters attacking in this manner can target only creatures included in the target unit's BR.

On the unit's turn, each character has one turn to make attacks, cast spells, use a magic item, or the like. Resolve the characters' attacks and spells and determine how many targets they eliminate. Determine how the loss of those creatures reduces the unit's BR, then resolve the unit fight as normal.

If a spell or effect leaves a creature unable to move or take actions, count that creature as eliminated for the rest of the battle.

If the characters' unit comes under attack, resolve the fight as normal. The results don't apply to the characters. If their unit is eliminated, they remain on the battlefield and can continue to act.

CRITICAL EVENTS

In addition to allowing characters to take part in fights between units, think of critical events that might take place during the battle and give characters a chance to take part in those events. Critical events can include the following:

- Prevent enemy scouts from seizing a bridge or other position.
- Assassinate an enemy commander.
- Hold attackers away from a gate while friendly soldiers repair it.
- Sneak into an enemy stronghold to sabotage its defenses.
- Destroy an approaching siege engine.
- Steal the enemy's battle plans.

These critical events play out just like short adventures. You should map the area, determine the opposition, and prepare any NPCs as needed. When creating critical events, think about the consequences for success and failure. What happens if the PCs manage to destroy a bridge the enemy needs to cross a river? If the PCs don't raise the castle gates by dawn, what happens next?

The situation at the start of a clash could be dictated by the PCs' success or failure beforehand. An enemy unit might start a battle in a strong position, lurking in a village with cover, because the PCs failed to outmaneuver them. Or the PCs might destroy an evil wizard's castle gate, rendering his fortification useless in the coming battle.

NPCs, PCs, AND BATTLE RATING

You can always calculate a character's BR and simply include it in a unit, though the level of abstraction in the rules removes individual actions from a player's control. This approach is best for NPCs who are commanders or who are background players in the battle.

Treat critical NPCs, such as important villains and rivals, in the same way you would manage PCs. Let the players seek them out, for the clash between them is undoubtedly a critical event in determining how the battle unfolds.



CHAPTER 31: TRAPS REVISITED

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

The rules for traps in the *Dungeon Master's Guide* provide the basic information you need to manage traps at the game table. The material here builds on the *DMG* rules and provides more guidance on creating traps of your own.

Rather than focus on traps as mechanical or magical, these rules separate traps into two categories: simple traps and complex traps.

SIMPLE TRAPS

A simple trap activates and is then harmless. A hidden pit dug at the entrance of a goblin lair, a poison needle that pops from a lock, and a crossbow rigged to fire when an intruder steps on a pressure plate are all simple traps.

DESCRIBING A SIMPLE TRAP

Simple traps require three elements to function: a trigger, an effect they have once triggered, and the measures that can defeat them. In addition, a trap is given a level and an overall description of the threat it poses.

Level and Threat. A trap's level is expressed as a range of levels to give you an idea of its relative strength (levels 1–4, 5–10, 11–16, and 17–20). It is then labeled as a moderate, dangerous, or deadly threat. The trap's label tells you how powerful the trap is compared to others of its level range.

Trigger. A simple trap has a trigger that describes what causes the trap to activate. The trigger's description includes its location and the action that causes it to activate.

Effect. A trap's effect describes what happens when its trigger activates. The trap might fire a dart, unleash a cloud of poison gas, cause a hidden point to open, and so on. The effect specifies who the trap targets, its attack bonus or saving throw DC, and what happens on a hit or failed saving throw.

Countermeasures. A trap can be defeated in a variety of ways. This section of a trap's description details the checks or spells that can detect and disable it. It also specifies what happens, if anything, on a failed attempt to disable it.

RUNNING A SIMPLE TRAP

When managing a simple trap in play, start by making note of the characters' passive Perception scores. Most traps allow Wisdom (Perception) checks to detect their triggers or other elements that can tip off their presence. If you stop to ask for checks, the players might suspect a hidden danger.

When a trap triggers, apply its effects as specified in its description. Be sure of the players' intended actions before a trap activates so that it springs into action based on what the players want to do, rather than a course of action they're arguing about or merely considering.

If the players discover a trap, be open to adjudicating their ideas for defeating it. The trap's description is a starting point for countermeasures, rather than a complete definition.

The players should be specific in how they want to defeat the trap. Simply stating the desire to make a check isn't enough. Ask the players where their characters are positioned and what they intend to do to defeat the trap. A player can't just say, "I use thieves' tools to disable it." That's too murky. The player instead should describe something like, "I use my thieves' tools to examine the lock and attempt to disable the poison needle inside it." The last thing you want is confusion over where the characters are located if a trap activates.

As a default, overcoming a simple trap offers no experience point reward. If the characters uncover the trap and avoid or disable it, their reward is dodging a threatening element of the dungeon. If they stumble into it, they must cope with the consequences of a more dangerous situation.

EXAMPLE SIMPLE TRAPS

Here are examples of simple traps that you can use to populate your adventures or as models for your own creations.

BEAR TRAP

Simple trap (level 1–4, dangerous threat)

A bear trap resembles a set of iron jaws that springs shut when stepped on, clamping down on a creature's leg. The trap is spiked in the ground, leaving the victim immobilized.

Trigger. A creature that steps on the bear trap triggers it.

Effect. The trap makes an attack against the triggering creature. The attack has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit. This attack can't gain advantage or disadvantage. A creature hit by the trap has its speed reduced to 0. It can't move until it breaks free of the trap with a successful Strength check (DC 15) made by it or another creature adjacent to the trap.

Countermeasures. A DC 10 Wisdom (Perception) check reveals the trap. A DC 10 Dexterity check made with thieves' tools disables it.

CROSSBOW TRAP

Simple trap (level 1–4, dangerous threat)

A crossbow trap is a favorite of kobolds and other creatures that rely on traps to defend their lairs. It consists of a tripwire run across a hallway and connected to a pair of carefully hidden heavy crossbows. The crossbows are aimed to fire down the hallway at anyone who triggers the tripwire.

Trigger. A creature that walks through the tripwire triggers the trap.

Effect. The trap makes two attacks against the triggering creature. Each attack has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit. This attack can't gain advantage or disadvantage.

Countermeasures. A DC 15 Wisdom (Perception) check reveals the tripwire. A DC 15 Dexterity check made with thieves' tools disables the tripwire, but a check result of 5 or less triggers the trap.

FALLING GATE

Simple trap (level 1–4, deadly threat)

Some folk who build dungeons, such as mad wizards in search of new victims, have no intention of allowing their visitors to make an easy escape. This trap is fiendish because it causes a gate to drop some distance away from the pressure plate. The gate might close off the dungeon entrance, which is hundreds of feet away. Adventurers don't know they are trapped until they decide to head back to town.

Trigger. A creature that steps on the pressure plate triggers this trap.

Effect. The trap causes an iron gate to drop from the ceiling, blocking the exit from the maze.

Countermeasures. A DC 20 Wisdom (Perception) check reveals the pressure plate. A DC 20 Dexterity check made with thieves' tools disables it, but a check result of 5 or less triggers the trap.

FIERY BLAST

Simple trap (level 5–10, dangerous threat)

The temple of Pyremius, a god of fire, is plagued by thieves who seek to steal the fire opals collected by the priests in tribute to their god. A mosaic on the floor of the entryway to the inner sanctum delivers a fiery rebuke to intruders.

Trigger. Anyone stepping on the mosaic causes fire to erupt from it. Those openly wearing holy symbols of Pyremius don't trigger this trap.

Effect. A 15-foot cone of fire erupts, covering the pressure plate and the area around it. Each creature in the cone must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Countermeasures. A DC 15 Intelligence (Investigation) check reveals ash and faint burn marks in the shape of the fiery cone created by this trap. A DC 15 Intelligence (Religion) check allows a creature to destroy the trap by defacing a key rune in the mosaic; failing this check causes the trap to activate. A successful *dispel magic* (DC 15) cast on the runes destroys the trap.

NET TRAP

Simple trap (level 1–4, dangerous threat)

Goblins, with their propensity to enslave their enemies, prefer traps that leave intruders intact for work in the goblins' mines or elsewhere.

Trigger. A tripwire strung across a hallway is rigged to a large net. If the tripwire is broken, the net falls on intruders. An iron bell is also rigged to the tripwire. It rings when the trap activates, alerting nearby guards.

Effect. A net covering a 10-foot-by-10-foot area centered on the tripwire falls to the floor as a bell rings. Any creature fully within this area must succeed on a DC 15 Dexterity saving throw or be restrained. A creature can use its action to make a DC 10 Strength check to try to free itself or another creature in the net. Dealing 5 slashing damage to the net (AC 10) also frees a creature without harming the creature.

Countermeasures. A DC 15 Wisdom (Perception) check reveals the tripwire and the net. A DC 15 Dexterity check made with thieves' tools disables the tripwire without dropping the net or ringing the bell; failing the check causes the trap to activate.

PIT TRAP

Simple trap (level 1–4, moderate threat)

This trap consists of a 10-foot deep pit, concealed by a tattered canvass covered with leaves and dirt. This type of trap is useful for blocking off the entrance to a monster lair and usually has narrow, safe ledges along its sides.

Trigger. Anyone stepping on the canvass might fall into the pit.

Effect. The triggering creature must make a DC 10 Dexterity saving throw. On a successful save, the creature catches on the pit's edge or instinctively steps back. Otherwise, the creature falls into the pit and takes 3 (1d6) bludgeoning damage from the fall.

Countermeasures. A DC 10 Wisdom (Perception) check reveals the canvass. A 1-foot wide ledge around the edge of the pit is safe to cross.

POISON NEEDLE

Simple trap (level 1–4, deadly threat)

A tiny, poisoned needle hidden in a lock is the perfect way to discourage thieves from plundering a hoard. Such a trap is usually put in a chest or in the door to a treasure chamber.

Trigger. Anyone attempting to pick or open the lock triggers the trap.

Effect. The triggering creature must make a DC 20 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and is poisoned for 10 minutes. While poisoned in this way, the creature is paralyzed. On a successful save, the creature takes half as much damage and isn't poisoned.

Countermeasures. A DC 20 Wisdom (Perception) check reveals the needle, but only if a character inspects the lock. A DC 20 Dexterity check made with thieves' tools disables the needle, but a check result of 10 or less triggers the trap.

SCYTHING BLADE

Simple trap (level 5–10, dangerous threat)

These deadly blades sweep down through a chamber. A wooden lever activates this trap when it is pulled. Kobolds particularly love this style of trap, as it puts bigger creatures in danger.

Trigger. When the lever is pulled, the trap activates.

Effect. Each Medium or larger creature in a 5-foot-wide and 20-foot-long area must make a DC 15 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

Countermeasures. The lever isn't hidden. A DC 15 Intelligence (Investigation) check reveals scrape marks and blood stains in the trap's area of effect. A DC 15 Dexterity check made with thieves' tools disables the lever.

SLEEP OF AGES

Simple trap (level 11–16, deadly threat)

A pressure plate unleashes a spell that threatens to send intruders into a deep slumber. The dungeon's guardians can then dispose of the sleepers.

Trigger. Stepping on the pressure plate triggers this trap.

Effect. When activated, this trap casts a sleep spell centered on the pressure plate using a 9th-level spell slot.

Countermeasures. A DC 20 Wisdom (Perception) check reveals the pressure plate. A DC 20 Intelligence (Arcana) check made within 5 feet of the pressure plate disables the trap, but a check result of 10 or less triggers it. A successful *dispel magic* (DC 19) cast on the pressure plate destroys the trap.

DESIGNING SIMPLE TRAPS

You can create a simple trap by using the following guidelines. You can also adapt the example traps by modifying DCs and damage values, based on the target level and threat for the trap.

PURPOSE

Before diving into the details of your trap, think about its purpose. Why would someone build this trap? What is its purpose? Think of the trap's creator, the creator's purpose, and the location that the trap protects. Traps have context in the world, and that context drives the trap's nature and effects.

Described below are a few of the purposes a trap might have. Use them to inspire the creation of your own traps.

Alarm. An alarm trap is designed to alert an area's occupants of intruders. It might cause a bell or gong to sound. This type of trap rarely involves a saving throw.

Delay. These traps serve to slow down intruders, giving a dungeon's inhabitants time to mount a defense or flee. A hidden pit is the classic example of this trap. A 10-foot-deep pit usually deals little damage and is easy to escape, but it slows down intruders. Other examples include collapsing walls, a portcullis that drops from the ceiling, and a locking mechanism that shuts and bars a door. These traps, when they directly threaten characters, usually require a Dexterity saving throw to avoid.

Restrain. A restraining trap tries to keep its victims in place, leaving them unable to move. These traps are most useful when combined with a regular guard patrol, but in ancient dungeons the guards might be long gone. These traps usually require a Strength saving throw to avoid, but some don't allow saves. In addition to dealing damage, they also render a creature unable to move. A subsequent, successful Strength check (use the saving throw DC) or damage against the trap can break it and free the captive. Examples include a bear trap, a cage that drops from a ceiling, or a device that flings a net.

Slay. These traps are designed to eliminate intruders. They include poisoned needles that spring out when a lock is tampered with, blasts of fire that fill a room, poison gas, and so on. Saving throws—usually Dexterity or Constitution—allow creatures to avoid or mitigate the trap's effects.

LEVEL AND LETHALITY

Before creating a trap's effects, think about its level and its lethality.

Traps are divided into four level ranges, 1st–4th, 5th–10th, 11th–16th, and 17th–20th. A trap's level range gives you a starting point for its potency.

To further calibrate the trap's strength, pick whether it is a moderate, dangerous, or deadly threat within its level range. A moderate trap is unlikely to kill a character and is the weakest trap type. Dangerous traps deal enough damage that a character hit by one is eager for healing. A deadly trap might reduce a creature to 0 hit points in one shot, and leaves most creatures in need of a short or long rest.

Consult the following tables when nailing down a trap's effects. The Trap Save DCs and Attack Bonuses table provides guidelines for a trap's save DC, check DC, and attack bonus. The check DC is the default number used for any check used to interact with the trap.

The Damage Severity by Level table lists the typical damage a trap deals at certain character levels. The damage listed assumes the trap damages one creature. Use d6s for damage in place of d10s for traps that can affect more than one character at a time.

The Spell Equivalent by Level lists the spell slot level that is appropriate for the given character level and the danger posed by the trap. A spell is a great shortcut to use when designing a trap, whether the trap duplicates the spell (a mirror that throws *charm person* on whoever looks into it) or uses its effects (an alchemical device that explodes like *fireball*). Note that the Deadly entry for characters above 17th level suggests combining a 9th and 5th level spell into one effect. In this case, pick two spells, or combine the effects of a spell cast using a 9th-level and a 5th-level slot.

TRAP SAVE DCs AND ATTACK BONUSES

Trap Danger	Save/Check DC	Attack Bonus
Moderate	10	+5
Dangerous	15	+8
Deadly	20	+12

DAMAGE SEVERITY BY LEVEL

Character Level	Moderate	Dangerous	Deadly
1st–4th	5 (1d10)	11 (2d10)	22 (4d10)
5th–10th	11 (2d10)	22 (4d10)	55 (10d10)
11th–16th	22 (4d10)	55 (10d10)	99 (18d10)
17th–20th	55 (10d10)	99 (18d10)	132 (24d10)

SPELL EQUIVALENT BY LEVEL

Level	Moderate	Dangerous	Deadly
1st–4th	Cantrip	1st	2nd
5th–10th	1st	3rd	6th
11th–16th	3rd	6th	9th
17th–20th	6th	9th	9th + 5th

TRIGGERS

A trigger is the circumstance that needs to take place to activate the trap.

Decide what causes the trap to activate and determine how the characters can find the trigger. Here are some example triggers:

- a pressure plate that, when stepped on, activates the trap
- a tripwire that springs a trap when it is broken, usually when someone walks through it
- a doorknob that activates a trap when it is turned the wrong way
- a door or chest that triggers a trap when it is opened

A trigger usually needs to be hidden to be effective. Otherwise, avoiding the trap is trivially easy.

A trigger requires a Wisdom (Perception) check if simply spotting it reveals its nature. The characters can foil a pit trap hidden by a leafcovered net if they spot the pit through a gap in the leaves. A tripwire is foiled if spotted, as is a pressure plate.

Other traps require careful inspection and deduction to notice. A doorknob opens a door when turned to the left, but activates a trap when turned to the right. Such a subtle trap requires a successful Intelligence (Investigation) check to notice. The trigger is obvious. Understanding its nature is not.

The DC of the check, regardless of its type, depends on the skill and care taken to conceal the trap. Most traps require a DC 20 check to spot, but a poorly made or hastily built trap has a DC of 15. Exceptionally devious pitfalls might have a DC of 25.

You must then put some thought into what characters learn with a successful check. In most cases, the check reveals the trap. In other cases, it uncovers useful clues but still requires some deduction. The characters might succeed on the check but still trigger the trap if they fail to understand what they have learned.

PERCEPTION AND INVESTIGATION

A Wisdom (Perception) check that reveals a tripwire doesn't tell the players what happens if they break the tripwire. They spot it before blundering into it, but must still decide what to do next. The nature of the item is not in question, but you might not spot it. A successful check reveals it.

An Intelligence (Investigation) check reveals that the scuff marks and wear pattern show that a doorknob can turn both ways, but is most often turned clockwise. The players must still decide how to open the door. The item is obvious, but its true nature is obscured. A successful check reveals the clues that point to the item's purpose.

EFFECTS

Designing a trap's effects is a straightforward process. The tables for save DCs, attack bonuses, damage, and the like give you a starting point for most simple traps that deal damage.

For traps with more complex effects, your best starting point is to use the Spell Equivalent by Level table to find the best match for your trap's intended effect. Spells are a good starting point because they are compact pieces of game design that deliver specific effects.

Once you have chosen the effect the trap delivers, choose its damage, attack bonus, and save DC. If you are using a spell as a starting point, check to see if you need to tweak its effects to fit the trap's nature. For instance, you can easily change the damage type a spell delivers or the saving throw it requires.

DISARMING SIMPLE TRAPS

Simple traps require a single ability check to disarm. Imagine how the trap operates, and then think about how the characters can overcome it. Not all traps can be disarmed in a traditional way. A hidden pit trap is effectively disarmed when the characters notice it. The characters can simply walk around it or climb down one side, walk across it, and climb up the other side.

Once you determine how a trap can be disarmed, pick the appropriate ability and skill combinations that characters can use. In most cases, a Dexterity check made with thieves' tools, a Strength (Athletics) check, or an Intelligence (Arcana) check can overcome a trap.

A Dexterity check made with thieves' tools can apply to any trap with a mechanical element. Thieves' tools can be used to safely disable a tripwire or pressure plate, disassemble a poison needle mechanism, or stop up a valve that leaks poisonous gas into a room.

Strength checks are useful for traps that can be destroyed or held back through brute force. A scything blade can be broken, a collapsing roof held in place, a net torn apart.

Magical traps can be disabled by someone who can undermine the magic used to power them. An Intelligence (Arcana) check allows a character to figure out how the trap functions and how to disable its magic. A statue that belches a jet of magical flame might be disabled when one of its glass eyes is shattered, disrupting the magic that powers it.

Finally, decide if there are any drawbacks to a failed attempt to disable the trap. If so, pick a threshold for the check result or decide that any failure activates the trap. If the result hits that threshold or lower, the trap activates. This option is a useful tool to make a trap feel dangerous even if the characters have discovered it. A trap that can be disabled without any danger is like a monster that can't fight back. Of course, use logic to guide your decisions. This element makes a trap interesting, but it shouldn't come at the cost of making your game feel illogical or arbitrary. For instance, let's say your trap is a section of floor that opens to send characters tumbling into a pit. If the rogue attempting to disarm the pit stands next to the trap, it makes no sense for the rogue to fall in if the trap activates. Of course, you can remedy this by specifying that the character must lean over the trap or have one foot on it to reach and disable the mechanism.

PLACING SIMPLE TRAPS

Context is everything with traps. A log trap that knocks characters aside is an inconvenience on the typical forest path. It's a potentially deadly hazard on a narrow trail that hugs the side of a towering cliff face.

Chokepoints and narrow passages that lead to important places in a dungeon are a good spot for traps, especially those traps that serve as alarms or restraints. These traps foil intruders before they can reach a critical location, giving the dungeon's denizens a chance to mount a defense.

Treasure chests, doors to vaults, and any other barrier or container that holds a valuable treasure is the ideal location for a slaying trap. In this case, the trap is the final line of defense that can eliminate a thief or intruder.

Alarm traps, since they pose no direct physical threat, are ideal for areas that are used by a dungeon's denizens. If a stumbling goblin activates an alarm trap, there's no real harm done. The alarm sounds, the guards arrive, they berate the clumsy goblin, and then they reset the trap. Of course, an alarm trap that is triggered on accident too often might fail to generate a quick response from defenders.

Above all else, place traps logically and with consideration to the time and effort needed to make them. If your adventures are sown with too many traps, the game grinds to a halt as the players search every square inch of a dungeon for tripwires and pressure plates. It's all right if the players correctly deduce a trap's presence. That means your trap was placed logically and the players are engaged with the game.

COMPLEX TRAPS

A complex trap poses multiple dangers to adventurers. Once a complex trap activates, it remains dangerous round after round until the characters avoid it or disable it. Some complex traps grow more dangerous over time, as they gather power or gain speed.

Complex traps are also more difficult to disable than simple ones. A single check is not enough to disable one. Instead, a series of checks is required to slowly disable each component. The trap degrades with each check until the characters finally deactivate it.

Most complex traps are designed so that they can be disarmed only if you are willing to risk the trap's effects. For example, in a hallway filled with scything blades, the mechanism that controls them is on the opposite end from the entrance, or a statue that bathes an area in necrotic energy can only be disabled while standing in the zone of energy it emits.

DESCRIBING A COMPLEX TRAP

Complex traps build on the four parts of a simple trap, adding in elements that make the trap a more dynamic threat.

Level and Threat. A complex trap uses the same level bands and ratings for its lethality as a simple trap does.

Trigger. Just like a simple trap, a complex one has a trigger. Some complex traps have multiple triggers.

Initiative. A complex trap turns like a creature does. Complex traps are slow (initiative 10), fast (initiative 20), or very fast (initiative 20 and 10).

Active Elements. On a trap's turn, it activates specific effects that are detailed in its description. The trap might have multiple active elements, a table you roll on to determine its effect at random, or options for you to choose from.

Dynamic Elements. Many complex traps feature a changing threat. The trap's description tells you how the trap changes over time. Usually, these changes take effect at the end of each of its turns or in response to the characters' actions.

Constant Elements. A complex trap poses a threat even when it is not its turn. The constant elements describe how these parts of the trap function. Most make an attack or force a saving throw against creatures that end their turns within certain areas.

Countermeasures. A trap can be defeated in a variety of ways. A trap's description details the checks or spells that can detect and disable it. It also specifies what happens, if anything, on a failed attempt to disable it.

Disabling a complex trap is like disarming a simple trap, except that a complex trap requires more checks. It typically takes three successful checks to disable one of a complex trap's elements. Many of these traps have multiple elements, requiring a lot of work to shut down every part of the trap. Usually, a successful check reduces a trap element's effectiveness if it doesn't disable it.

RUNNING A COMPLEX TRAP

A complex trap functions in play like a legendary monster. When activated, the trap's active elements act on either initiative 20 or 10 (or both, for very fast traps). On that initiative count, after all creatures with that same initiative have acted, the trap's features activate. Apply the effects detailed in the trap's description.

After resolving the effects of the trap's active elements, check its dynamic elements to see if anything changes about the trap. Many complex traps have effects that vary over the course of an encounter. A magical aura might do more damage the longer it is active, or a swinging blade might shift which area of a chamber it attacks.

The trap's constant elements allow it to have effects when it isn't the trap's turn. At the end of each creature's turn, look at the trap's constant elements to see if any of its effects trigger.

EXAMPLE COMPLEX TRAPS

Here are examples of complex traps to inspire your own creations.

PATH OF BLADES

Complex trap (level 1–4, dangerous threat)

Hidden within a buried pyramid that marks the location of the Lost City of Cynidicea is the tomb of King Alexander and Queen Zenobia. The entrance to their tomb is a long hallway riddled with traps, accessible only by cunningly hidden secret doors. The hallway is 20 feet wide and 160 feet long. It is mostly clear. After 80 feet, the floor is broken and cracked and is difficult terrain until the 130-foot mark.

Trigger. This trap activates as soon as a nonundead creature enters the hallway, and it remains active while any non-undead creature is within it.

Initiative. The trap acts on initiative 20 and 10.

Active Elements. The Path of Blades includes a set of whirling blades along the first 80 feet of the trap, crushing pillars that slam down from the ceiling to the floor before rising back up to the ceiling in the next 50 feet, and a rune of fear in its final 30 feet.

Whirling Blades (Initiative 20). The blades attack each creature in the first 80 feet of the hallway, with a +5 bonus to the attack roll and dealing 11 (2d10) slashing damage on a hit.

Crushing Pillars (Initiative 10). Each creature 81–130 feet down the hallway must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage and being knocked prone on a failed save, or half as much damage on a successful one.

Rune of Fear (Initiative 10). Each creature in the final 30 feet of the corridor must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature is frightened of the rune, and the creature must immediately use its reaction to move its speed away from the end of the corridor. The frightened creature can't move closer to the end of the hallway until it uses an action to succeed on a DC 15 Wisdom saving throw, which ends the frightened condition on itself.

Dynamic Element—Blades Miss. The blades move with increasing speed, slowing only when they hit a target. Each time the blades miss with an attack, increase their damage by 3 (1d6) and their attack bonus by +2. These benefits last until the blades hit a target.

Dynamic Element—Rune's Defense. Tampering with the rune of fear to disable it increases the trap's power. Each successful check increases the damage of the blades and crushing pillars by 5 (1d10) and increases the rune's save DC by 1.

Constant Elements. The whirling blades and the rune of fear affect creatures that end their turns in the elements' areas.

Whirling Blades. Any creature ending its turn in the blade's area is targeted by an attack: +5 to hit; 5 (1d10) slashing damage on a hit.

Rune of Fear. Any creature ending its turn within 30 feet of the far end of the corridor must make a saving throw against the rune of fear effect.

Countermeasures. Each of the trap's active elements offers potential countermeasures.

Whirling Blades. Characters can smash the blades, damage their components, or study their pattern to avoid them; the blades are disabled if their total attack bonus from attacks and attempts to disable them reaches –8:

Intelligence (Investigation), DC 15. This check reveals the blade's pattern. As an action, a creature that can see the blades can attempt this check. Success imposes disadvantage on the blades' attacks against the creature while it isn't incapacitated.

Attack. A creature in the area can ready an attack to slash at a blade. The blade gains advantage on its attack against the creature. The creature then attacks. The blades have AC 15 and 15 hit points. Destroying a blade reduces its attack bonus by 2.

Dexterity check with thieves' tools, DC 15. Creatures can use thieves' tools in the area attacked by the blades to foil their mechanism. A successful check reduces the blades' attack bonus by 2.

Crushing Pillars. The pillars have no effective countermeasure.

Rune of Fear. The rune can be disabled with three successful DC 15 Intelligence (Arcana) checks to disrupt the rune. Each check requires an action. A creature must be at the end of the hallway to attempt the check, and only one creature can work on this task at once. Once a creature attempts a check, no other character can make the same check until the end of that creature's next turn. Alternatively, the rune can be disabled with three successful castings of *dispel magic* (DC 13) targeting the rune.

SPHERE OF CRUSHING DOOM

Complex trap (level 5–10, deadly threat)

The court jester devised a deadly trap to foil anyone who sought to steal his magical fool's cap. The jester's tomb is located at the end of a 10-foot wide, 150-foot long hallway that runs north–south with a sharp slope down. The entrance to the tomb is a door at the bottom of the slope at the southern end of the hall. A door on the eastern wall allows access to the tomb.

Trigger. This trap activates as soon as the lid to the jester's coffin is opened. A magical portal opens at the northern end of the hallway and disgorges a giant, steel sphere, which hurtles down the slope. When it reaches the bottom of the slope, a second portal briefly appears and teleports the sphere back to the top of the slope to begin the process again.

Initiative. The trap acts on initiative 10 (but see the dynamic element below).

Active Elements—Sphere of Crushing Doom (Initiative 10). The Sphere of Crushing Doom is a spherical boulder that almost fills the hallway. Each creature in the hallway must make a DC 20 Strength saving throw when the sphere activates. On a failed save, a creature takes 22 (4d10) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. Objects that block the sphere, such as a conjured wall, take maximum damage from the impact.

Dynamic Element—Speed Kills. After its turn, the boulder gains speed, represented by its damage increasing by 11 (2d10). While its damage is 55 (10d10) or greater, it acts on both initiative 20 and 10.

Countermeasures. There are a few ways that the trap can be disarmed.

Stop the Sphere. Stopping the sphere is the easiest way to disrupt the trap. A *wall of force* can stop it easily, and any object that has enough hit points to absorb damage from the sphere without being destroyed can stop it.

Disrupt the Portals. Either portal can be neutralized with three successful DC 20 Intelligence (Arcana) checks, but the process of analyzing a portal to disrupt it takes time. Faint runes in the ceiling and floor on both ends of the hallway open the portals. A creature must first use an action to examine a set of runes, then use a subsequent action to attempt to vandalize them. Each successful check reduces the sphere's damage by 11 (2d10), as the disrupted sphere loses speed moving through the failing gate. Alternatively, a set of runes can be disabled with three successful castings of *dispel magic* (DC 19) targeting any of the runes in the set.

If the southern portal is destroyed, the sphere slams into the wall and comes to a halt. It blocks the door to the tomb, but characters can escape.

POISONED TEMPEST

Complex trap (level 11–16, deadly threat)

This fiendish trap was built to eliminate intruders who infiltrate a yuan-ti temple. The trap is a room, 60-foot square with 5-foot-wide stone doors in the middle of each wall. In each corner of the room stands a 10-foot-tall statue of a great serpent, coiled and ready to strike. The eyes in each statue are rubies worth 200 gp apiece.

Trigger. This trap activates when a ruby is pried from one of the statues. Each statue's mouth slides open, revealing a 1-foot-wide pipe running down its throat.

Initiative. The trap acts on initiative 20 and 10 (but see the dynamic element below).

Active Elements. The Poisoned Tempest fills the room with poison and other deadly effects.

Locked Doors (Initiative 20). The four doors to this room slam shut and are locked in place by magic. This effect activates once, the first time the trap activates.

Poison Gas (Initiative 20) Poison gas floods the room. Each creature inside must make a DC 20 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Tempest (Initiative 10). A mixture of air and gas boils up from the trap. Roll a d6 and consult the Tempest Effects table.

TEMPEST EFFECTS

d6 Effect

- 1 Hallucinatory gas scrambles the mind and senses. All Intelligence and Wisdom checks made in the room suffer disadvantage until the Tempest element activates again.
- 2 Explosive gas fills the area. If anyone holds an open flame, it explodes and deals 22 (4d10) fire damage to everyone in the room (DC 20 Dexterity save for half damage). The open flames are then extinguished.
- 3 Weakening gas fills the room. All Strength and Dexterity checks made in the room suffer disadvantage until the Tempest element activates again.
- 4 Buffeting winds force everyone in the room to succeed on a DC 20 Strength saving throw or be knocked prone.
- 5 Smoke fills the room. Visibility is reduced to 1 foot until the next time the Tempest element activates.
- 6 Additional poison floods the room, as in the Poison Gas element.

Dynamic Element—Increased Potency. The damage from the Poison Gas element increases by 11 (2d10) after it activates, to a maximum of 55 (10d10).

Countermeasures. There are a few ways that the trap can be overcome.

Open the Doors. Opening the doors is the quickest way to escape the trap, but they are warded with magic. To open the doors, the characters must first make a DC 20 Wisdom (Perception) check to find the locking mechanism. A DC 20 Intelligence (Arcana) check disables the sphere of force that surrounds the lock (*dispel magic* is ineffective against it). Finally, a DC 20 Dexterity check made with thieves' tools picks the lock. Finally, a DC 20 Strength (Athletics) check is needed to push the door open. Each check requires an action.

Disable the Statues. A statue can be disabled by blocking the flow of gas from its mouth. Destroying the statue is a bad idea, for it leaves the gas vents open. A DC 20 Strength check or an attack that deals more than 20 damage to a statue cracks it and increases the Poison Gas damage by 5 (1d10). A successful DC 20 Dexterity check with thieves' tools, or a DC 15 Strength check made to block up the statue with a cloak or similar object, decreases the poison damage by 5 (1d10). Once a character succeeds at the check, someone must remain next to the statue to keep it blocked up. Once all four statues are blocked in this manner, the trap deactivates.

DESIGNING COMPLEX TRAPS

Creating a complex trap takes more work than building a simple one, but with some practice you can learn the process and make it move quickly.

Familiarize yourself with the guidelines on designing a simple trap before proceeding with these guidelines on complex ones.

PURPOSE

Complex traps are typically designed to protect an area by killing or disabling intruders. It is worth your time to consider who made the trap, the trap's purpose, and its desired result. Does the trap protect a treasure? Does it target only certain intruders? Use the advice given for simple traps as a starting point.

LEVEL AND LETHALITY

Complex traps use the same level bands and lethality ratings as simple traps. Refer back to that section for a discussion of how level and lethality help determine save and check DCs, attacks bonuses, and other numerical elements of a complex trap.

MAP

A complex trap has multiple parts, typically relies on the characters' positions to resolve some of its effects, and can bring several effects to bear each round. The traps are called complex for a reason! To make design easier, draw a map of the area affected by the trap using 5 feet for each square on your graph paper. This level of detail allows you to develop a clear idea of what the trap can do and how each of its parts interact. Your map is the starting point and context for the rest of the trap-design process.

Don't limit yourself to one room. Look at the passages and rooms around the area of the trap and think about the role they can play. The trap might cause doors to lock and gates to fall into place to prevent escape. It could cause darts to fire from the walls in one area, forcing characters to enter rooms where other devices trigger and threaten them.

Consider how terrain and furniture can add to the trap's danger. A chasm or pit might create the distance that allows a trap to send bolts of magic at the characters while making it difficult or even impossible to reach the runes the party must deface to foil it.

Think of your map like a script. Where do the characters want to go? What does the trap protect? How can the characters get there? What are their likely escape routes? Answering those questions tells you where the trap's various elements should be placed.

ACTIVE ELEMENTS

A complex trap's active elements work the same way as a simple trap's effects, except that a complex trap activates every round. Otherwise, the guidelines for picking save DCs, attack bonuses, and damage are the same. To make your trap logically consistent, make sure the elements you design can activate each round. For instance, crossbows rigged to fire at the characters need a mechanism to reload them.

In terms of lethality, it's better to have multiple dangerous effects in a trap than a single deadly one. As a rule of thumb, build your trap with two dangerous trap elements and one moderate one.

It's useful to create multiple active elements, each affecting a different area covered by the trap. It is also a good idea to use a variety of effects. Some parts of the trap might cause damage, and others might immobilize characters or isolate them from the rest of the party. Think about how the elements can work together. A bashing lever might knock characters into the area engulfed by jets of flame.

CONSTANT ELEMENTS

In addition to the active steps a complex trap takes, it should also present a continual hazard. Often, the active and constant effects are the same thing. Imagine a hallway filled with whirling saw blades. On the trap's turn, the blades attack anyone in the hall. In addition, anyone who lingers in the hallway takes damage at the end of each of their turns, representing the constant threat the blades pose.

A constant element should apply its effect to any character who ends their turn in that element's area. If an active element presents a threat when it isn't its turn, determine the threat it poses as a constant element. As a rule of thumb, keep the saving throw DC or attack bonus the same but reduce the damage by half.

Avoid filling the entire encounter area with constant elements. Part of the puzzle of a complex trap lies in figuring out which areas are safe. A moment's respite can help add an element of pacing to a complex trap and give the characters the feeling that they aren't in constant peril. For example, walls that slam together might need to reset between slams, leaving them harmless when it isn't their turn.

DYNAMIC ELEMENTS

Just as a battle is more interesting if the monsters change their tactics or unveil new abilities in later rounds, so too are complex traps more fun if their nature changes in some way. The whirling blades that protect a treasure chest do more damage each round, as they speed up. The poison gas in a room grows thicker as more of it floods the chamber, dealing more damage and blocking line of sight. The necrotic aura around an idol of Demogorgon produces random effects each time it triggers its active effect. As water floods a chamber, the characters must swim across areas they could walk through just a round or two before.

Since complex traps remain active over the course of several rounds, they can pose an ongoing threat to intruders. However, if that threat becomes predictable its victims have a much better chance of thwarting it. Complex traps work best when they present multiple threats to intruders, ones that can change each round. The changes can include how a trap targets the characters (attack or even type of saving throw), the damage or effects it deals, the areas it covers, and so on. Some traps might have a random effect each round, while others follow a carefully programmed sequence of attacks designed to frustrate and slay intruders.

Dynamic elements can occur on schedule. For a room that floods, you can plan out how the rising water level affects the area each round. The water might be ankle deep at the end of the first round, knee deep the next, and so on. Not only does the water carry a drowning risk, but it also makes it harder to move across the area; however, the rising water level might allow characters to swim to the upper reaches of the chamber that they couldn't reach from the floor.

Dynamic elements can also come into play in reaction to the characters' actions. Disarming one element of the trap might make the others deadlier. Disabling a rune that triggers a firebreathing statue might cause the statue to explode, as the magic in it runs rampant. If a creature dies in the room, the idol to the god Nerull drains its soul and gains a new power.

A trap's dynamic elements also make for a good timer. For example, the damage dealt by poison gas in a room starts at 11, but doubles each time the trap takes its turn. Smart players see that they only have a few rounds to overcome the trap before they must flee or risk death.

Random dynamic elements are fun because they keep the players on their toes and make any plan made to foil it dependent on the luck of the dice. In this case, you create a table and roll on it to see how the trap changes. The players can never be sure what might happen next. As a rule of thumb, one random element for a complex trap is a good limit. A trap that is too random can feel arbitrary and frustrating. You want to make planning harder, not impossible.

The dynamic elements should change after the trap's turn. The water level rises after the trap's active element takes its turn. The blades speed up and deal an additional die of damage each time they miss a character, their damage returning to its starting point after the impact of a successful attack causes them to slow down.

TRIGGERS

The advice on triggers given for simple traps applies to complex ones, with one exception. Complex traps feature multiple triggers, or are designed such that avoiding a trigger prevents intruders from reaching the area the trap guards. Other complex traps use magical triggers that activate on specific cues, such as when a door opens or someone enters an area without wearing the correct badge, amulet, or robe.

Look at your map and consider when you want the trap to spring into action. It's best to have a complex trap trigger after the characters have committed to exploring an area. A simple trap might trigger when the characters open a door. A complex one that triggers that early leaves the PCs looking into the trapped room and perhaps opting to close the door and move on. A simple trap aims to keep intruders out. A complex trap wants to lure them in, so that when it activates, the intruders must deal with it to escape.

In general, the trigger for a complex trap should be as foolproof as you can make it. A complex trap represents a serious expenditure of effort and magical power. No one builds one and makes it easy to avoid. Wisdom (Perception) and Intelligence (Investigation) checks might be unable to spot a trigger, especially a magical one, but they can still give hints about the trap before it triggers. Blood stains, ashes, gouges in the floor, and so on can point to the trap's effects and give a warning.

INITIATIVE

A complex trap acts repeatedly, requiring you to note its initiative. Unlike characters and monsters, traps don't roll for initiative. As mechanical or magical devices, they operate in a predictable manner. When designing a complex trap, you must first decide how often it activates. Complex traps fall into three categories: slow, fast, and very fast.

Slow. These traps take time to build up their effects. Their active elements take place on initiative 10. This option is good for a trap that works alongside monsters or other guardians, as it can give guards the chance to move out of its active areas or force characters into them before triggering.

Fast. These traps are designed to surprise intruders and hit them before they can react. Such a trap acts on initiative 20. This setting is your best option for a complex trap. Think of it as the default approach. It acts quickly enough to surprise slower characters, with fast characters like rogues, rangers, and monks having the best chance to move out of the trap before it activates.

Very Fast. These traps are a blur of activity, laying waste to intruders in a few moments unless countered. They act on both initiative 20 and 10. These traps should feature multiple active elements, with different elements acting on different initiative counts. Use this option for a trap that can benefit by having its elements work in concert. For instance, on initiative 20 blades sweep across a treasure vault, driving the characters back into the hallway. On initiative 10, magical darts fire from statues in the hallway while a gate falls to trap the characters.

COMPLEX TRAPS AND LEGENDARY MONSTERS

A complex trap is like a legendary monster in some ways. It has several tricks it can use on its turn. It remains a threat throughout the round, not just on its turn. The trap's active elements are like a legendary creature's normal actions, and its constant elements are equivalent to legendary actions (except they are tied to specific areas in the trapped room).

While a legendary creature can move, improvise actions, and so forth, a trap is set to a specific script, with the potential to make a complex trap stale. That's where dynamic elements come in. They keep the players on their toes and make dealing with a complex trap feel like a challenging, evolving situation.

DEFEATING COMPLEX TRAPS

A complex trap is never defeated with a single check. Instead, each successful check foils some part of it or degrades its performance. Each element of the trap must be overcome individually to foil the trap as a whole.

To start with, look at your map and consider where the characters must be located to attempt an action that can foil part of the trap. Most trap designers count on the trap to protect itself. A fighter might be able to break a whirling blade, but moving close enough to attack it requires giving the blade a chance to strike.

Consider how the trap can be overcome. Obvious candidates are the same sorts of checks used to defeat simple traps, but use your understanding of the trap's design to keep other options open, too. A valve leaking poison gas into a room can be stopped up. A statue emitting a deadly aura can be pushed over and smashed. Attacks, spells, and special abilities can all play a role in undermining a trap.

Leave room for improvisation. If you understand the mechanism behind how a trap works, it makes it much easier for you to handle the players' ideas. Don't create a few solutions and wait for the players to guess the exact, right approach. Like everything in D&D, pick an ability, assess the chance of success, and ask for a roll.

Aim at requiring three successful checks or actions to shut down one part of a trap. The first successful check might reduce the trap component's save DC or attack bonus by 4. The second successful one might halve its damage. The final successful check might shut it down.

For trap components that don't attack, allow each check to reduce that element's effectiveness by one-third. A lock's DC is reduced or a gate opens wide enough to allow a Small character to squeeze through it. A mechanism pumping poison gas into the room slows down, causing the gas's damage to increase slowly or not at all.

It takes time to work on a trap. Three characters can't make checks right after one another to disarm it in 6 seconds. They would get in each other's way and disrupt their efforts. Once a character succeeds on a check, another character can't attempt the same check to disable the same trap element until the end of the successful character's next turn.

Not all of the characters' options must be focused on stopping a trap. Think of what characters can do to mitigate or avoid a trap's effects. This approach is a good way to make characters who might be ill-suited to disarm a trap feel useful. An Intelligence (Investigation) check might reveal the pattern a swinging blade follows, giving disadvantage on its attack rolls until the start of the character's next turn. A character with a shield can stand in front of a dart trap, making themselves a target each time other characters trigger it.



CHAPTER 32: THE MYSTIC CLASS



The mystic is an entire class to try out in your D&D games. This version of the class arose out of playtest feedback on two previous versions.

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

As is typical in *Unearthed Arcana*, the options here haven't been tuned for multiclassing.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

MYSTIC

A human clad in simple robes walks along a forest path. A gang of goblins emerges from the brush, arrows trained on him, their smiles wide at their good fortune of finding such easy prey for the legion's slave pens. Their smiles turn to shrieks of terror as the traveler grows to giant size and leaps at them, his staff now a deadly cudgel.

The militia forms in ranks to prepare for the orcs' charge. The growling brutes howl their battle cries and surge forward. To their surprise, the human rabble holds its ground and fights with surprising ferocity. Suddenly, mindless fear clings to the orcs' minds and they, despite facing a far inferior foe, turn and run, never noticing the calm half-elf standing amid the militia and directing its efforts.

Baron von Ludwig was always proud of his grand library. Little did he know that each evening, a gnome laden with blank scrolls slipped past his guards each night and dutifully copied his most heavily guarded archives. When the duke's men arrived to arrest him for dealing with demons, he never guessed that the gnome scribe traveling with them had spent more time in his keep than he had over the past year.

These heroes are all mystics, followers of a strange and mysterious form of power. Mystics shun the world to turn their eyes inward, mastering the full potential of their minds and exploring their psyches before turning to face the world. Mystics are incredibly rare, and most prefer to keep the nature of their abilities secret. Using their inner, psychic strength, they can read minds, fade into invisibility, transform their bodies into living iron, and seize control of the physical world and bend it to their will.

HERMITS AND OUTCASTS

Mystics are loners. Most discover the secrets of their power through vague references in tomes of lore or by ingratiating themselves to a master of the power.

In order to master their power, mystics must first master themselves. They spend months and years in quiet contemplation, exploring their minds and leaving nothing uncovered. During this time, they shun society and typically live as hermits at the edge of society. A mystic who studied under a master worked as a virtual slave, toiling away at mundane tasks in return for the occasional lesson or cryptic insight.

When mystics finally master their power, they return to the world to broaden their horizons and practice their craft. Some mystics prefer to remain isolated, but those who become adventurers aren't content to remain on the fringe of the world.

ECCENTRIC MINDS

In order to maintain the strict discipline and intense self-knowledge needed to tap into their power, mystics develop a variety of practices to keep their focus sharp.

These practices are reflected in taboos and quirks, strange little behaviors that govern a mystic's actions. These quirks are oaths or behavioral tics that help keep mystics in the proper frame of mind while maintaining perfect control over their minds and bodies.

While these taboos are harmless, they help cast mystics as outsiders. Few feel accepted by society, and fewer still care to become integrated with it. To mystics, the life of the mind is where they feel most at home.

SELECTING QUIRKS

To add some texture to your mystic, consider the quirks your character has acquired. These behaviors have no game effect, but your character might become irritated or upset if forced to break them. They're a great roleplaying tool to add character to the game. You can roll on or pick from the table below, or create your own quirks. Aim to create two quirks, to give them more of a chance to come into play. Finally, consider why your character chose these behaviors. What do they say about your character's personality or background? Are they based on a specific incident or a belief?

MYSTIC QUIRKS

d20 Quirk

- 1 You never cut your hair.
- 2 You refuse to wear clothes of a specific color.
- 3 You never say your name.
- 4 You never wear footwear.
- 5 You always wear a mask.
- 6 You dye your hair bright blue or green.
- 7 You pick a new name each day.
- 8 You never immerse yourself in water.
- 9 You sleep on bare earth.

THE MYSTIC

Level	Proficiency Bonus	Features	Talents Known	Disciplines Known	Psi Points	Psi Limit
1st	+2	Psionics, Mystic Order	1	1	4	2
2nd	+2	Mystical Recovery, Telepathy	1	1	6	2
3rd	+2	Mystic Order feature	2	2	14	3
4th	+2	Ability Score Improvement, Strength of Mind	2	2	17	3
5th	+3	—	2	3	27	5
6th	+3	Mystic Order feature	2	3	32	5
7th	+3	—	2	4	38	6
8th	+3	Ability Score Improvement, Potent Psionics (1d8)	2	4	44	6
9th	+4	—	2	5	57	7
10th	+4	Consumptive Power	3	5	64	7
11th	+4	Psionic Mastery (1/day)	3	5	64	7
12th	+4	Ability Score Improvement	3	6	64	7
13th	+5	Psionic Master (2/day)	3	7	64	7
14th	+5	Mystic Order feature, Potent Psionics (2d8)	3	6	64	7
15th	+5	Psionic Master (3/day)	3	7	64	7
16th	+5	Ability Score Improvement	3	7	64	7
17th	+6	Psionic Master (4/day)	4	7	64	7
18th	+6	—	4	8	71	7
19th	+6	Ability Score Improvement	4	8	71	7
20th	+6	Psionic Body	4	8	71	7

d20 Quirk

- 10 You never consume alcohol.
- 11 You wear a veil to conceal your face.
- 12 You always wear a specific piece of clothing.
- 13 You refuse to light fires.
- 14 You refuse to write things down, instead using pictograms.
- 15 You never sit on a chair, preferring to stand or sit on the floor.
- 16 You never answer to any name but your own.
- 17 You write down the name of each creature you slay, and name ones that are unnamed.
- 18 You consume only water and raw vegetables.
- 19 You spend any money you earn within 1 week of gaining it.
- 20 You often speak to an imaginary companion, and act only with its blessing.

CREATING A MYSTIC

When creating a mystic, consider your character's background. How did you become a mystic? What first drew you to this practice? Are you self-taught, or did you have a master? If you had a master, what is that relationship like?

Consider also why you returned to the world from your hermitage. Did you leave someone or something behind when you took up your studies? Are you driven by revenge or some other motivation?

QUICK BUILD

You can make a mystic quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity or Constitution. Second, choose the hermit background.

CLASS FEATURES

As a mystic, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per mystic level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Medicine, Nature, Perception, and Religion

EQUIPMENT

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

- (a) a spear or (b) a mace
- (a) leather armor or (b) studded leather armor
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

Alternatively, you can ignore the equipment here and in your background, and buy $5d4 \times 10$ gp worth of equipment from chapter 5 in the *Player's Handbook*.

PSIONICS

As a student of psionics, you can master and use psionic talents and disciplines, the rules for which appear at the end of this document. Psionics is a special form of magic use, distinct from spellcasting.

PSIONIC TALENTS

A psionic talent is a minor psionic effect you have mastered. At 1st level, you know one psionic talent of your choice. You learn additional talents of your choice at higher levels. The Talents Known column of the Mystic table shows the total number of talents you know at each level; when that number goes up for you, choose a new talent.

PSIONIC DISCIPLINES

A psionic discipline is a rigid set of mental exercises that allows a mystic to manifest psionic power. A mystic masters only a few disciplines at a time.

At 1st level, you know one psionic discipline of your choice. The Disciplines Known column of the Mystic table shows the total number of disciplines you know at each level; when that number goes up for you, choose a new discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice.

PSI POINTS

You have an internal reservoir of energy that can be devoted to psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points. A psionic talent requires no psi points.

The number of psi points you have is based on your mystic level, as shown in the Psi Points column of the Mystic table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum when you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

PSI LIMIT

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your mystic level, as shown in the Psi Limit column of the Mystic table. For example, as a 3rd-level mystic, you can spend no more than 3 psi points on a discipline each time you use it, no matter how many psi points you have.

PSYCHIC FOCUS

You can focus psionic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit.

You can have only one psychic focus benefit at a time, and using the psychic focus of one discipline doesn't limit your ability to use other disciplines.

PSIONIC ABILITY

Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

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

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

MYSTIC ORDER

At 1st level, you choose a Mystic Order: the Order of the Avatar, the Order of the Awakened, the Order of the Immortal, the Order of the Nomad, the Order of the Soul Knife, or the Order of the Wu Jen, each of which is detailed at the end of the class description. Each order specializes in a specific approach to psionics.

Your order gives you features when you choose it at 1st level and additional features at 3rd, 6th, and 14th level.

MYSTICAL RECOVERY

Starting at 2nd level, you can draw vigor from the psi energy you use to power your psionic disciplines.

Immediately after you spend psi points on a psionic discipline, you can take a bonus action to regain hit points equal to the number of psi points you spent.

TELEPATHY

At 2nd level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any creature you can see within 120 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

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.

STRENGTH OF MIND

Even the simplest psionic technique requires a deep understanding of how psionic energy can augment mind and body. This understanding allows you to alter your defenses to better deal with threats.

Starting at 4th level, you can replace your proficiency in Wisdom saving throws whenever you finish a short or long rest. To do so, choose Strength, Dexterity, Constitution, or Charisma. You gain proficiency in saves using that ability, instead of Wisdom. This change lasts until you finish your next short or long rest.

POTENT PSIONICS

At 8th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target. When you reach 14th level, this extra damage increases to 2d8.

In addition, you add your Intelligence modifier to any damage roll you make for a psionic talent.

CONSUMPTIVE POWER

At 10th level, you gain the ability to sacrifice your physical durability in exchange for psionic power. When activating a psionic discipline, you can pay its psi point cost with your hit points, instead of using any psi points. Your current hit points and hit point maximum are both reduced by the number of hit points you spend. This reduction can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest.

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

PSIONIC MASTERY

Beginning at 11th level, your mastery of psionic energy allows you to push your mind beyond its normal limits. As an action, you gain 9 special psi points that you can spend only on disciplines that require an action or a bonus action to use. You can use all 9 points on one discipline, or you can spread them across multiple disciplines. You can't also spend your normal psi points on these disciplines; you can spend only the special points gained from this feature. When you finish a long rest, you lose any of these special points that you haven't spent.

If more than one of the disciplines you activate with these points require concentration, you can concentrate on all of them. Activating one of them ends any effect you were already concentrating on, and if you begin concentrating on an effect that doesn't use these special points, the disciplines end that you're concentrating on.

At 15th level, the pool of psi points you gain from this feature increases to 11.

You have one use of this feature, and you regain any expended use of it with a long rest. You gain one additional use of this feature at 13th, 15th, and 17th level.

PSIONIC BODY

At 20th level, your mastery of psionic power causes your mind to transcend the body. Your physical form is infused with psionic energy. You gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage.
- You no longer age.
- You are immune to disease, poison damage, and the poisoned condition.
- If you die, roll a d20. On a 10 or higher, you disincorporate with 0 hit points, instead of dying, and you fall unconscious. You and your gear disappear. You appear at a spot of your choice 1d3 days later on the plane of existence where you died, having gained the benefits of one long rest.

MYSTIC ORDERS

Psionics is a mysterious form of power within most D&D worlds. Secretive orders study its origins and applications, while pushing the boundaries of what psionic power can achieve.

Each of these orders pursues a specific goal for psionic power. That goal shapes how the members of an order understand psionics.

ORDER OF THE AVATAR

Mystics of the Order of the Avatar delve into the world of emotion, mastering their inner life to such an extent that they can manipulate and amplify the emotions of others with the same ease that an artist shapes clay. Known as Avatars, these mystics vary from tyrants to inspiring leaders who are loved by their followers.

Avatars can bring out extreme emotions in the people around them. For their allies, they can lend hope, ferocity, and courage, transforming a fighting band into a deadly, unified force. For their enemies, they bring fear, disgust, and trepidation that can make even the most hardened veteran act like a shaky rookie.

BONUS DISCIPLINES

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Avatar disciplines.

ARMOR TRAINING

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

AVATAR OF BATTLE

Starting at 3rd level, you project an inspiring aura. While you aren't incapacitated, each ally within 30 feet of you who can see you gains a +2 bonus to initiative rolls.

AVATAR OF HEALING

Beginning at 6th level, you project an aura of resilience. While you aren't incapacitated, each ally within 30 feet of you who can see you regains additional hit points equal to your Intelligence modifier (minimum of 0) whenever they regain hit points from a psionic discipline.

AVATAR OF SPEED

Starting at 14th level, you project an aura of speed. While you aren't incapacitated, any ally within 30 feet of you who can see you can take the Dash action as a bonus action.

ORDER OF THE AWAKENED

Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By transcending the physical, the Awakened hope to attain a state of being focused on pure intellect and mental energy.

The Awakened are skilled at bending minds and unleashing devastating psionic attacks, and they can read the secrets of the world through psionic energy. Awakened mystics who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns.

BONUS DISCIPLINES

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Awakened disciplines.

AWAKENED TALENT

At 1st level, you gain proficiency with two of the following skills of your choice: Animal Handling, Deception, Insight, Intimidation, Investigation, Perception, and Persuasion.

PSIONIC INVESTIGATION

Starting at 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object within the past 24 hours.

You also learn of any events that have occurred within 20 feet of the object within the past hour. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but can't use other senses.

Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn.

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

PSIONIC SURGE

Starting at 6th level, you can overload your psychic focus to batter down an opponent's defenses. You can impose disadvantage on a target's saving throw against a discipline or talent you use, but at the cost of using your psychic focus. Your psychic focus immediately ends if it's active, and you can't use it until you finish a short or long rest.

You can't use this feature if you can't use your psychic focus.

SPECTRAL FORM

At 14th level, you gain the ability to become a ghostly figure of psionic energy. As an action, you can transform into a transparent, ghostly version of yourself. While in this form, you have resistance to all damage, move at half speed, and can pass through objects and creatures while moving but can't willingly end your movement in their spaces. The form lasts for 10 minutes or until you use an action to end it.

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

ORDER OF THE IMMORTAL

The Order of the Immortal uses psionic energy to augment and modify the physical form. Followers of this order are known as Immortals. They use psionic energy to modify their bodies, strengthening them against attack and turning themselves into living weapons.

Their mastery of the physical form grants them their name, for Immortals are notoriously difficult to kill.

BONUS DISCIPLINES

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Immortal disciplines.

IMMORTAL DURABILITY

Starting at 1st level, your hit point maximum increases by 1 per mystic level.

In addition, while you aren't wearing armor or wielding a shield, your base AC equals 10 + your Dexterity modifier + your Constitution modifier.

PSIONIC RESILIENCE

Starting at 3rd level, your psionic energy grants you extraordinary fortitude. At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier (minimum of 0) if you have at least 1 hit point.

SURGE OF HEALTH

Starting at 6th level, you can draw on your psychic focus to escape death's grasp. As a reaction when you take damage, you can halve that damage against you. Your psychic focus immediately ends if it's active, and you can't use it until you finish a short or long rest.

You can't use this feature if you can't use your psychic focus.

IMMORTAL WILL

Starting at 14th level, you can draw on your reserves of psionic power to survive beyond death. At the end of your turn while at 0 hit points, you can spend 5 psi points to immediately regain a number of hit points equal to your mystic level + your Constitution modifier.

ORDER OF THE NOMAD

Mystics of the Order of the Nomad keep their minds in a strange, rarified state. They seek to accumulate as much knowledge as possible, as they quest to unravel the mysteries of the multiverse and seek the underlying structure of all things. At the same time, they perceive a bizarre, living web of knowledge they call the noosphere.

Nomads, as their name indicates, delight in travel, exploration, and discovery. They desire to accumulate as much knowledge as possible, and the pursuit of secrets and hidden lore can become an obsession for them.

BONUS DISCIPLINES

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Nomad disciplines.

BREADTH OF KNOWLEDGE

At 1st level, you gain the ability to extend your knowledge. When you finish a long rest, you gain two proficiencies of your choice: two tools, two skills, or one of each. You can replace one or both of these selections with languages. This benefit lasts until you finish a long rest.

MEMORY OF ONE THOUSAND STEPS

At 3rd level, you gain the ability to use psionics to recall your steps. As a reaction when you are hit by an attack, you can teleport to an unoccupied space that you occupied since the start of your last turn, and the attack misses you. Once you use this feature, you can't use it again until you finish a short or long rest.

SUPERIOR TELEPORTATION

At 6th level, you gain a superior talent for teleportation. When you use a psionic discipline to teleport any distance, you can increase that distance by up to 10 feet.

EFFORTLESS JOURNEY

Starting at 14th level, your mind can mystically move your body. Once on each of your turns, you can forfeit up to 30 feet of your movement to teleport the distance you forfeited. You must teleport to an unoccupied space you can see.

ORDER OF THE SOUL KNIFE

The Order of the Soul Knife sacrifices the breadth of knowledge other mystics gain to focus on a specific psionic technique. These mystics learn to manifest a deadly weapon of pure psychic energy that they can use to cleave through foes.

Soul knives vary widely in their approach to this path. Some follow it out of a desire to achieve martial perfection. Others are ruthless assassins who seek to become the perfect killer.

MARTIAL TRAINING

At 1st level, you gain proficiency with medium armor and martial weapons.

SOUL KNIFE

Starting at 1st level, you gain the ability to manifest a blade of psychic energy. As a bonus action, you create scintillating knives of energy that project from both of your fists. You can't hold anything in your hands while manifesting these blades. You can dismiss them as a bonus action.

For you, a soul knife is a martial melee weapon with the light and finesse properties. It deals 1d8 psychic damage on a hit.

As a bonus action, you can prepare to use the blades to parry; you gain a +2 bonus to AC until the start of your next turn or until you are incapacitated.

HONE THE BLADE

Starting at 3rd level, you can spend psi points to augment your soul knife's attack rolls and damage. You gain a bonus to attack and damage rolls with your soul knives depending on the number of psi points spent, as shown on the table below. This bonus lasts for 10 minutes.

Psi Points	Attack and Damage Bonus
2	+1
5	+2
7	+4

CONSUMPTIVE KNIFE

Starting at 6th level, whenever you slay an enemy creature with a soul knife attack, you immediately regain 2 psi points.

PHANTOM KNIFE

Starting at 14th level, you can make an attack that phases through most defenses. As an action, you can make one attack with your soul knife. Treat the target's AC as 10 against this attack, regardless of the target's actual AC.

ORDER OF THE WU JEN

The Order of the Wu Jen features some of the most devoted mystics. These mystics seek to lock themselves away from the world, denying the limits of the physical world and replacing it with a reality that they create for themselves. Known as wu jens, these mystics cast their minds into the world, seize control of its fundamental principles, and rebuild it.

In practical terms, wu jens excel at controlling the forces of the natural world. They can hurl objects with their minds, control the four elements, and alter reality to fit their desires.

BONUS DISCIPLINES

At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Wu Jen disciplines.

HERMIT'S STUDY

At 1st level, you gain proficiency with two of the following skills of your choice: Animal Handling, Arcana, History, Insight, Medicine, Nature, Perception, Religion, or Survival.

ELEMENTAL ATTUNEMENT

Starting at 3rd level, when a creature's resistance reduces the damage dealt by a psionic discipline of yours, you can spend 1 psi point to cause that use of the discipline to ignore the creature's resistance. You can't spend this point if doing so would increase the discipline's cost above your psi limit.

ARCANE DABBLER

At 6th level, you learn three wizard spells of your choice and always have them prepared. The spells must be of 1st through 3rd level.

As a bonus action, you can spend psi points to create spell slots that you can use to cast these spells, as well as other spells you are capable of casting. The psi-point cost of each spell slot is detailed on the table below.

Spell Slot Level	Psi Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

The spell slot remains until you use it or finish a long rest. You must observe your psi limit when spending psi points to create a spell slot.

Whenever you gain a level in this class, you can replace one of the chosen wizard spells with a different wizard spell of 1st through 3rd level.

ELEMENTAL MASTERY

Starting at 14th level, if you have resistance to a type of damage, you can spend 2 psi points as a reaction when you take damage of that type to ignore that damage; you gain immunity to that damage type until the end of your next turn.

PSIONIC DISCIPLINES AND TALENTS

Psionic talents and disciplines are the heart of a mystic's craft. They are the mental exercises and psionic formulae used to forge will into tangible, magical effects.

Psionic disciplines were each discovered by different orders and tend to reflect their creators' specialties. However, a mystic can learn any discipline regardless of its associated order.

USING A DISCIPLINE

Each psionic discipline has several ways you can use it, all contained in its description. The discipline specifies the type of action and number of psi points it requires. It also details whether you must concentrate on its effects, how many targets it affects, what saving throws it requires, and so on.

The following sections go into more detail on using a discipline. Psionic disciplines are magical and function similarly to spells.

PSYCHIC FOCUS

The Psychic Focus section of a discipline describes the benefit you gain when you choose that discipline for your psychic focus.

EFFECT OPTIONS AND PSI POINTS

A discipline provides different options for how to use it with your psi points. Each effect option has a name, and the psi point cost of that option appears in parentheses after its name. You must spend that number of psi points to use that option, while abiding by your psi limit. If you don't have enough psi points left, or the cost is above your psi limit, you can't use the option.

Some options show a range of psi points, rather than a specific cost. To use that option, you must spend a number of points within that point range, still abiding by your psi limit. Some options let you spend additional psi points to increase a discipline's potency. Again, you must abide by your psi limit, and you must spend all the points when you first use the discipline; you can't decide to spend additional points once you see the discipline in action.

Each option notes specific information about its effect, including any action required to use it and its range.

COMPONENTS

Disciplines don't require the components that many spells require. Using a discipline requires no spoken words, gestures, or materials. The power of psionics comes from the mind.

DURATION

An effect option in a discipline specifies how long its effect lasts.

Instantaneous. If no duration is specified, the effect of the option is instantaneous.

Concentration. Some options require concentration to maintain their effects. This requirement is noted with "conc." after the option's psi point cost. The "conc." notation is followed by the maximum duration of the concentration. For example, if an option says "conc., 1 min.," you can concentrate on its effect for up to 1 minute.

Concentrating on a discipline follows the same rules as concentrating on a spell. This rule means you can't concentrate on a spell and a discipline at the same time, nor can you concentrate on two disciplines at the same time. See chapter 10, "Spellcasting," in the *Player's Handbook* for how concentration works.

TARGETS AND AREAS OF EFFECT

Psionic disciplines use the same rules as spells for determining targets and areas of effect, as presented in chapter 10, "Spellcasting," of the *Player's Handbook*.

SAVING THROWS AND ATTACK ROLLS

If a discipline requires a saving throw, it specifies the type of save and the results of a successful or failed saving throw. The DC is determined by your psionic ability.

Some disciplines require you to make an attack roll to determine whether the discipline's effect hits its target. The attack roll uses your psionic ability.

COMBINING PSIONIC EFFECTS

The effects of different psionic disciplines add together while the durations of the disciplines overlap. Likewise, different options from a psionic discipline combine if they are active at the same time. However, a specific option from a psionic discipline doesn't combine with itself if the option is used multiple times. Instead, the most potent effect—usually dependent on how many psi points were used to create the effect—applies while the durations of the effects overlap.

Psionics and spells are separate effects, and therefore their benefits and drawbacks overlap. A psionic effect that reproduces a spell is an exception to this rule.

PSIONIC DISCIPLINES BY ORDER

Each psionic discipline is associated with a Mystic Order. The following lists organize the disciplines by those orders.

Avatar Disciplines

- Crown of Despair
- Crown of Disgust
- Crown of Rage
- Mantle of Command
- Mantle of Courage
- Mantle of Fear
- Mantle of Fury
- Mantle of Joy

Awakened Disciplines

- Aura Sight
- Intellect Fortress
- Mantle of Awe
- Precognition
- Psychic Assault
- Psychic Disruption
- Psychic Inquisition
- Psychic Phantoms
- Telepathic Contact

Immortal Disciplines

- Adaptive Body
- Bestial Form
- Brute Force
- Celerity
- Corrosive Metabolism
- Diminution
- Giant Growth
- Iron Durability
- Psionic Restoration
- Psionic Weapon

Nomad Disciplines

- Nomadic Arrow
- Nomadic Chameleon
- Nomadic Mind
- Nomadic Step
- Third Eye

Wu Jen Disciplines

- Mastery of Air
- Mastery of Fire
- Mastery of Force
- Mastery of Ice
- Mastery of Light and Darkness

- Mastery of Water
- Mastery of Weather
- Mastery of Wood and Earth

DISCIPLINE DESCRIPTIONS

The psionic disciplines are presented here in alphabetical order.

ADAPTIVE BODY

Immortal Discipline

You can alter your body to match your surroundings, allowing you to withstand punishing environments. With greater psi energy, you can extend this protection to others.

Psychic Focus. While focused on this discipline, you don't need to eat, breathe, or sleep. To gain the benefits of a long rest, you can spend 8 hours engaged in light activity, rather than sleeping during any of it.

Environmental Adaptation (2 psi). As an action, you or a creature you touch ignores the effects of extreme heat or cold (but not cold or fire damage) for the next hour.

Adaptive Shield (3 psi). When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to damage of that type—including the triggering damage—until the end of your next turn.

Energy Adaptation (5 psi; conc., 1 hr.) As an action, you can touch one creature and give it resistance to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

Energy Immunity (7 psi; conc., 1 hr.) As an action, you can touch one creature and give it immunity to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

AURA SIGHT

Awakened Discipline

You refocus your sight to see the energy that surrounds all creatures. You perceive auras, energy signatures that can reveal key elements of a creature's nature.

Psychic Focus. While focused on this discipline, you have advantage on Wisdom (Insight) checks.

Assess Foe (2 psi). As a bonus action, you analyze the aura of one creature you see. You learn its current hit point total and all its immunities, resistances, and vulnerabilities.

Read Moods (2 psi). As a bonus action, you learn a one-word summary of the emotional state of up to six creatures you can see, such as happy, confused, afraid, or violent.

View Aura (3 psi; conc., 1 hr.) As an action, you study one creature's aura. Until your concentration ends, while you can see the target, you learn if it's under the effect of any magical or psionic effects, its current hit point total, and its basic emotional state. While this effect lasts, you have advantage on Wisdom (Insight) and Charisma checks you make against it.

Perceive the Unseen (5 psi; conc., 1 min.) As a bonus action, you gain the ability to see auras even of invisible or hidden creatures. Until your concentration ends, you can see all creatures, including hidden and invisible ones, regardless of lighting conditions.

BESTIAL FORM

Immortal Discipline

You transform your body, gaining traits of different beasts.

Psychic Focus. While focused on this discipline, you have advantage on Wisdom (Animal Handling) checks.

Bestial Claws (1–7 psi). You manifest long claws for an instant and make a melee weapon attack against one creature within 5 feet of you. On a hit, this attack deals 1d10 slashing damage per psi point spent.

Bestial Transformation. As a bonus action, you alter your physical form to gain different characteristics. When you use this ability, you can choose one or more of the following effects. Each effect has its own psi point cost. Add them together to determine the total cost. This transformation lasts for 1 hour, until you die, or until you end it as a bonus action.

Amphibious (2 psi). You gain gills; you can breathe air and water.

Climbing (2 psi). You grow tiny hooked claws that give you gain a climbing speed equal to your walking speed.

Flight (5 psi). Wings sprout from your back. You gain a flying speed equal to your walking speed.

Keen Senses (2 psi). Your eyes and ears become more sensitive. You gain advantage on Wisdom (Perception) checks.

Perfect Senses (3 psi). You gain a keen sense of smell and an instinct to detect prey. You can see invisible creatures and objects within 10 feet of you, even if you are blinded.

Swimming (2 psi). You gain fins and webbing between your fingers and toes; you gain a swimming speed equal to your walking speed.

Tough Hide (2 psi). Your skin becomes as tough as leather; you gain a +2 bonus to AC.

BRUTE FORCE

Immortal Discipline

You augment your natural strength with psionic energy, granting you the ability to achieve incredible feats of might.

Psychic Focus. While focused on this discipline, you have advantage on Strength (Athletics) checks.

Brute Strike (1–7 psi). As a bonus action, you gain a bonus to your next damage roll against a target you hit with a melee attack during the current turn. The bonus equals +1d6 per psi point spent, and the bonus damage is the same type as the attack. If the attack has more than one damage type, you choose which one to use for the bonus damage.

Knock Back (1–7 psi). When you hit a target with a melee attack, you can activate this ability as a reaction. The target must succeed on a Strength saving throw or be knocked 10 feet away from you per psi point spent. The target moves in a straight line. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage per psi point spent.

Mighty Leap (1–7 psi). As part of your movement, you jump in any direction up to 20 feet per psi point spent.

Feat of Strength (2 psi). As a bonus action, you gain a +5 bonus to Strength checks until the end of your next turn.

CELERITY

Immortal Discipline

You channel psionic power into your body, honing your reflexes and agility to an incredible degree. The world seems to slow down while you continue to move as normal.

Psychic Focus. While focused on this discipline, your walking speed increases by 10 feet.

Rapid Step (1–7 psi). As a bonus action, you increase your walking speed by 10 feet per psi point spent until the end of the current turn. If you have a climbing or swimming speed, this increase applies to that speed as well.

Agile Defense (2 psi). As a bonus action, you take the Dodge action.

Blur of Motion (2 psi). As an action, you cause yourself to be invisible during any of your movement during the current turn.

Surge of Speed (2 psi). As a bonus action, you gain two benefits until the end of the current turn: you don't provoke opportunity attacks, and you have a climbing speed equal to your walking speed.

Surge of Action (5 psi). As a bonus action, you can Dash or make one weapon attack.

CORROSIVE METABOLISM

Immortal Discipline

Your control over your body allows you to deliver acid or poison attacks. **Psychic Focus.** While focused on this discipline, you have resistance to acid and poison damage.

Corrosive Touch (1–7 psi). As an action, you deliver a touch of acid to one creature within your reach. The target must make a Dexterity saving throw, taking 1d10 acid damage per psi point spent on a failed save, or half as much damage on a successful one.

Venom Strike (1–7 psi). As an action, you create a poison spray that targets one creature you can see within 30 feet of you. The target must make a Constitution saving throw. On a failed save, it takes 1d6 poison damage per psi point spent and is poisoned until the end of your next turn. On a successful save, the target takes half as much damage and isn't poisoned.

Acid Spray (2 psi). As a reaction when you take piercing or slashing damage, you cause acid to spray from your wound; each creature within 5 feet of you takes 2d6 acid damage.

Breath of the Black Dragon (5 psi). You exhale a wave of acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a Constitution saving throw, taking 6d6 acid damage on a failed save, or half as much on a successful one. You can increase the damage by 1d6 per additional psi point spent on it.

Breath of the Green Dragon (7 psi). You exhale a cloud of poison in a 90-foot cone. Each creature in the line must make a Constitution saving throw, taking 10d6 poison damage on a failed save, or half as much damage on a successful one.

CROWN OF DESPAIR

Avatar Discipline

You have learned to harvest seeds of despair in a creature's psyche, wracking it with self-doubt and inaction.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Intimidation) checks.

Crowned in Sorrow (1–7 psi). As an action, one creature you can see within 60 feet of you must make a Charisma saving throw. On a failed save, it takes 1d8 psychic damage per psi point spent, and it can't take reactions until the start of its next turn. On a successful save, it takes half as much damage.

Call to Inaction (2 psi; conc., 10 min.) If you spend 1 minute conversing with a creature, you can attempt to seed it with overwhelming ennui. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw. The save automatically succeeds if the target is immune to being charmed. On a failed save, it sits and is incapacitated until your concentration ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

Visions of Despair (3 psi). As an action, you force one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, it takes 3d6 psychic damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, it takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on it.

Dolorous Mind (5 psi; conc., 1 min.) As an action, you choose one creature you can see within 60 feet of you. It must succeed on a Charisma saving throw, or it is incapacitated and has a speed of 0 until your concentration ends. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

CROWN OF DISGUST

Avatar Discipline

You cause a creature to be flooded with emotions of disgust.

Psychic Focus. While you are focused on this discipline, the area in a 5-foot radius around you is difficult terrain for any enemy that isn't immune to being frightened.

Eye of Horror (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Charisma saving throw. On a failed save, it takes 1d6 psychic damage per psi point spent and can't move closer to you until the end of its next turn. On a successful save, it takes half as much damage.

Wall of Repulsion (3 psi; conc., 10 min.) As an action, you create an invisible, insubstantial wall of energy within 60 feet of you that is up to 30 feet long, 10 feet high, and 1 foot thick. The wall lasts until your concentration ends. Any creature attempting to move through it must make a Wisdom saving throw. On a failed save, a creature can't move through the wall until the start of its next turn. On a successful save, the creature can pass through it. A creature must make this save whenever it attempts to pass through the wall, whether willingly or unwillingly.

Visions of Disgust (5 psi; conc., 1 min.) You cause a creature to regard all other beings as horrid, alien entities. As an action, choose one creature you can see within 60 feet of you. The target must make a Wisdom saving throw. On a failed save, it takes 5d6 psychic damage, and until your concentration ends, it takes 1d6 psychic damage per creature within 5 feet of it at the end of each of its turns. On a successful save, the target takes only half the initial damage and suffers none of the other effects.

World of Horror (7 psi; conc., 1 min.) As an action, choose up to six creatures within 60 feet of you. Each target must make a Charisma saving throw. On a failed save, a target takes 8d6 psychic damage, and it is frightened until your concentration ends. On a successful save, a target takes half as much damage.

While frightened by this effect, a target's speed is reduced to 0, and the target can use its action, and any bonus action it might have, only to make melee attacks. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CROWN OF RAGE

Avatar Discipline

You place a mote of pure fury within a creature's mind, causing its bloodlust to overcome its senses and for it to act as you wish it to.

Psychic Focus. While you are focused on this discipline, any enemy within 5 feet of you that makes a melee attack roll against creatures other than you does so with disadvantage.

Primal Fury (1–7 psi) As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw or take 1d6 psychic damage per psi point spent on this ability and immediately use its reaction to move its speed in a straight line toward its nearest enemy. The save automatically succeeds if the target is immune to being charmed.

Fighting Words (2 psi; conc., 10 min.) If you spend 1 minute conversing with a creature, you can attempt to leave a simmering violence in its mind. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw to resist feeling violent urges against one creature you describe to it or name. The save automatically succeeds if the target is immune to being charmed. On a failed save, the target attacks the chosen creature if it sees that creature before your concentration ends, using weapons or spells against a creature it was already hostile toward or unarmed strikes against an ally or a creature it was neutral toward. Once the fight starts, it continues to attack for 5 rounds before this effect ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage from any creature other than the one it has been incited against. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

Mindless Courage (2 psi). You cause a creature's bloodlust to overcome its sense of preservation. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until the end of your next turn, it can't willingly move unless its movement brings it closer to its nearest enemy that it can see. The save automatically succeeds if the target is immune to being charmed.

Punishing Fury (5 psi; conc., 1 min.) You cause a creature's rage to grow so hot that it attacks without heeding its own safety. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until your concentration ends, any creature within 5 feet of it can use a reaction to make a melee attack against it whenever the target makes a melee attack. The save automatically succeeds if the target is immune to being charmed.

DIMINUTION

Immortal Discipline

You manipulate the matter that composes your body, drastically reducing your size without surrendering any of your might.

Psychic Focus. While focused on this discipline, you have advantage on Dexterity (Stealth) checks.

Miniature Form (2 psi; conc., 10 min.) As a bonus action, you become Tiny until your concentration ends. While this size, you gain a +5 bonus to Dexterity (Stealth) checks and can move through gaps up to 6 inches across without squeezing.

Toppling Shift (2 psi) As a bonus action, you shift to an incredibly small size and then suddenly return to normal, sending an opponent flying backward. Choose one creature you can see within 5 feet of you. It must succeed on a Strength saving throw or be knocked prone.

Sudden Shift (5 psi) As a reaction when you are hit by an attack, you shift down to minute size to avoid the attack. The attack misses, and you move up to 5 feet without provoking opportunity attacks before returning to normal size.

Microscopic Form (7 psi; conc., 10 min.) As a bonus action, you become smaller than Tiny until your concentration ends. While this size, you gain a +10 bonus to Dexterity (Stealth) checks and a +5 bonus to AC, you can move through gaps up to 1 inch across without squeezing, and you can't make weapon attacks.

GIANT GROWTH

Immortal Discipline

You infuse yourself with psionic energy to grow to tremendous size, bolstering your strength and durability.

Psychic Focus. While focused on this discipline, your reach increases by 5 feet.

Ogre Form (2 psi; conc., 1 min.) As a bonus action, you gain 10 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an extra 1d4 bludgeoning damage on a hit, and your reach increases by 5 feet. If you're smaller than Large, you also become Large for the duration.

Giant Form (7 psi; conc., 1 min.) As a bonus action, you gain 30 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an extra 2d6 bludgeoning damage on a hit, and your reach increases by 10 feet. If you're smaller than Huge, you also become Huge for the duration.

INTELLECT FORTRESS

Awakened Discipline

You forge an indomitable wall of psionic energy around your mind—one that allows you to launch counterattacks against your opponents.

Psychic Focus. While focused on this discipline, you gain resistance to psychic damage.

Psychic Backlash (2 psi) As a reaction, you can impose disadvantage on an attack roll against you if you can see the attacker. If the attack still hits you, the attacker takes 2d10 psychic damage.

Psychic Parry (1–7 psi) As a reaction when you make an Intelligence, a Wisdom, or a Charisma saving throw, you gain a +1 bonus to that saving throw for each psi point you spend on this ability. You can use this ability after rolling the die but before suffering the results.

Psychic Redoubt (5 psi; conc., 10 min.) As an action, you create a field of protective psychic energy. Choose any number of creatures within 30 feet of you. Until your concentration ends, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

IRON DURABILITY

Immortal Discipline

You transform your body to become a living metal, allowing you to shrug off attacks that would cripple weaker creatures.

Psychic Focus. While focused on this discipline, you gain a +1 bonus to AC.

Iron Hide (1–7 psi) As a reaction when you are hit by an attack, you gain a +1 bonus to AC for each psi point you spend on this ability. The bonus lasts until the end of your next turn. This bonus applies against the triggering attack.

Steel Hide (2 psi) As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

Iron Resistance (7 psi; conc., 1 hr.) As an action, you gain resistance to bludgeoning, piercing, or slashing damage (your choice), which lasts until your concentration ends.

MANTLE OF AWE

Awakened Discipline

You learn to use psionic energy to manipulate others with a subtle combination of psi and your own, natural charm.

Psychic Focus. While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your Intelligence modifier (minimum of +1).

Charming Presence (1–7 psi). As an action, you exert an aura of sympathetic power. Roll 2d8 per psi point spent on this ability; the total is how many hit points worth of creatures this option can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximums, ignoring incapacitated creatures, creatures immune to being charmed, and creatures engaged in combat.

Starting with the creature that has the lowest hit point maximum, each creature affected by this option is charmed by you for 10 minutes, regarding you as a friendly acquaintance. Subtract each creature's hit point maximum from the total before moving on to the next creature. A creature's hit point maximum must be equal to or less than the remaining total for that creature to be affected.

Center of Attention (2 psi; conc., 1 min.) As an action, you exert an aura of power that grabs a creature's attention. Choose one creature you can see within 60 feet of you. It must make a Charisma saving throw. On a failed save, the creature is so thoroughly distracted by you that all other creatures are invisible to it until your concentration ends. This effect ends if the creature can no longer see or hear you or if it takes damage.

Invoke Awe (7 psi; conc., 10 min.) As an action, you exert an aura that inspires awe in others. Choose up to 5 creatures you can see within 60 feet of you. Each target must succeed on an Intelligence saving throw or be charmed by you until your concentration ends. While charmed, the target obeys all your verbal commands to the best of its ability and without doing anything obviously self-destructive. The charmed target will attack only creatures that it has seen attack you since it was charmed or that it was already hostile toward. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

MANTLE OF COMMAND

Avatar Discipline

You exert an aura of trust and authority, enhancing the coordination among your allies.

Psychic Focus. While focused on this discipline, when you end your turn and didn't move during it, you can use your reaction to allow one ally you can see within 30 feet of you to move up to half their speed, following a path of your choice. To move in this way, the ally mustn't be incapacitated.

Coordinated Movement (2 psi). As a bonus action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to move up to half their speed, following a path of your choice.

Commander's Sight (2 psi; conc., 1 rnd.) As an action, choose one creature you can see within 60 feet of you. Until the start of your next turn, your allies have advantage on attack rolls against that target.

Command to Strike (3 psi) As an action, choose one ally you can see within 60 feet of you. That ally can use their reaction to immediately take the Attack action. You choose the targets.

Strategic Mind (5 psi; conc., 1 min.) As an action, you exert an aura of trust and command that unites your allies into a cohesive unit. Until your concentration ends, any ally within 60 feet of you on their turn can, as a bonus action, take the Dash or Disengage action or roll a d4 and add the number rolled to each attack roll they make that turn.

Overwhelming Attack (7 psi) As an action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to take the Attack action. You choose the targets of the attacks.

MANTLE OF COURAGE

Avatar Discipline

You focus your mind on courage, radiating confidence and bravado to your allies.

Psychic Focus. While focused on this discipline, you and allies within 10 feet of you who can see you have advantage on saving throws against being frightened.

Incite Courage (2 psi) As a bonus action, choose up to six creatures you can see within 60 feet of you. If any of those creatures is frightened, that condition ends on that creature.

Aura of Victory (1–7 psi; conc., 10 min.) As a bonus action, you project psionic energy until your concentration ends. The energy fortifies you and your allies when your enemies are felled; whenever an enemy you can see is reduced to 0 hit points, you and each of your allies within 30 feet of you gain temporary hit points equal to double the psi points spent to activate this effect.

Pillar of Confidence (6 psi; conc., 1 rnd.) As an action, you and up to five creatures you can see within 60 feet of you each gain one extra action to use on your individual turns. The action goes away if not used before the end of your next turn. The action can be used only to make one weapon attack or to take the Dash or Disengage action.

MANTLE OF FEAR

Avatar Discipline

You tap into a well of primal fear and turn yourself into a beacon of terror to your enemies.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Intimidation) checks.

Incite Fear (2 psi; conc., 1 min.) As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or become frightened of you until your concentration ends. Whenever the frightened target ends its turn in a location where it can't see you, it can repeat the saving throw, ending the effect on itself on a success.

Unsettling Aura (3 psi; conc., 1 hr.) As a bonus action, you cloak yourself in unsettling psychic energy. Until your concentration ends, any enemy within 60 feet of you that can see you must spend 1 extra foot of movement for every foot it moves toward you. A creature ignores this effect if immune to being frightened.

Incite Panic (5 psi; conc., 1 min.) As an action, choose up to eight creatures you can see within 90 feet of you that can see you. At the start of each of a target's turns before your concentration ends, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and you roll a die. If you roll an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn. This effect ends on a target if it succeeds on three saving throws against it.

MANTLE OF FURY

Avatar Discipline

You allow the primal fury lurking deep within your mind to burst forth, catching you and your allies in an implacable bloodthirst.

Psychic Focus. While focused on this discipline in combat, you and any ally who starts their turn within 10 feet of you gains a 5-foot increase to their walking speed during that turn.

Incite Fury (2 psi; conc., 1 min.) As a bonus action, choose up to three allies you can see within 60 feet of you (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when rolling damage for a melee weapon attack and add the number rolled to the damage roll.

Mindless Charge (2 psi) As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target can immediately use its reaction to move up to its speed in a straight line toward its nearest enemy.

Aura of Bloodletting (3 psi; conc., 1 min.) As a bonus action, you unleash an aura of rage. Until your concentration ends, you and any creature within 60 feet of you has advantage on melee attack rolls.

Overwhelming Fury (5 psi; conc., 1 min.) As an action, you flood rage into one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw, or it can use its actions only to make melee attacks until your concentration ends. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MANTLE OF JOY

Avatar Discipline

You tap into the joy within you, radiating it outward in soothing, psychic energy that brings hope and comfort to creatures around you.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Persuasion) checks.

Soothing Presence (1–7 psi) As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target gains 3 temporary hit points per psi point spent on this effect.

Comforting Aura (2 psi; conc., 1 min.) As a bonus action, choose up to three allies you can see (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when making a saving throw and add the number rolled to the total.

Aura of Jubilation (3 psi; conc., 1 min.) As a bonus action, you radiate a distracting mirth until your concentration ends. Each creature within 60 feet of you that can see you suffers disadvantage on any checks using the Perception and Investigation skills.

Beacon of Recovery (5 psi) As a bonus action, you and up to five allies you can see within 60 feet of you can immediately make saving throws against every effect they're suffering that allows a save at the start or end of their turns.

MASTERY OF AIR

Wu Jen Discipline

You become one with the power of elemental air.

Psychic Focus. While focused on this discipline, you take no falling damage, and you ignore difficult terrain when walking.

***Wind Step (1–7 psi)** As part of your move on your turn, you can fly up to 20 feet for each psi point spent. If you end this flight in the air, you fall unless something else holds you aloft.

Wind Stream (1–7 psi) As an action, you create a line of focused air that is 30 feet long and 5 feet wide. Each creature in that area must make a Strength saving throw, taking 1d8 bludgeoning damage per psi point spent and being knocked prone on a failed save, or half as much damage on a successful one.

Cloak of Air (3 psi; conc., 10 min.) As a bonus action, you seize control of the air around you to create a protective veil. Until your concentration ends, attack rolls against you have disadvantage, and when a creature you can see misses you with a melee attack, you can use your reaction to force the creature to repeat the attack roll against itself.

Wind Form (5 psi; conc., 10 min.) As a bonus action, you gain a flying speed of 60 feet, which lasts until your concentration ends.

Misty Form (6 psi; conc., 1 min.) As an action, your body becomes like a misty cloud until your concentration ends. In this form, you gain resistance to bludgeoning, piercing, and slashing damage, and you can't take actions other than the Dash action. You can pass through openings that are no more than 1 inch wide without squeezing.

Animate Air (7 psi; conc., 1 hr.) As an action, you cause an air elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the *Monster Manual* for its stat block.

MASTERY OF FIRE

Wu Jen Discipline

You align your mind with the energy of elemental fire.

Psychic Focus. While focused on this discipline, you gain resistance to fire damage, and you gain a +2 bonus to rolls for fire damage.

Combustion (1–7 psi; conc., 1 min.) As an action, choose one creature or object you can see within 120 feet of you. The target must make a Constitution save. On a failed save, the target takes 1d10 fire damage per psi point spent, and it catches on fire, taking 1d6 fire damage at the end of each of its turns until your concentration ends or until it or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage and doesn't catch on fire.

Rolling Flame (3 psi; conc., 1 min.) As an action, you create fire in a 20-foot-by-20-foot cube within 5 feet of you. The fire lasts until your concentration ends. Any creature in that area when you use this ability and any creature that ends its turn there takes 5 fire damage.

Detonation (5 psi) As an action, you create a fiery explosion at a point you can see within 120 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw, taking 7d6 fire damage and being knocked prone on a failed save, or half as much damage on a successful one.

Fire Form (5 psi; conc., 1 min.) As a bonus action, you become wreathed in flames until your concentration ends. Any creature that ends its turn within 5 feet of you takes 3d6 fire damage.

Animate Fire (7 psi; conc., 1 hr.) As an action, you cause a fire elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the *Monster Manual* for its stat block.

MASTERY OF FORCE

Wu Jen Discipline

As a student of psionic power, you perceive the potential energy that flows through all things. You reach out with your mind, transforming the potential into the actual. Objects and creatures move at your command.

Psychic Focus. While focused on this discipline, you have advantage on Strength checks.

Push (1–7 psi) As an action, choose one creature you can see within 60 feet of you. The target must make a Strength saving throw. On a failed save, it takes 1d8 force damage per psi point spent and is pushed up to 5 feet per point spent in a straight line away from you. On a successful save, it takes half as much damage.

Move (2–7 psi) Choose one object you can see within 60 feet of you that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and its maximum weight depends on the psi points spent on this ability, as shown below. As an action, you move the object up to 60 feet, and you must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a DC 10 Dexterity saving throw or take damage as listed on the table below.

Psi Spent	Maximum Weight	Bludgeoning Damage
2	25 lb.	2d6
3	50 lb.	4d6
5	250 lb.	6d6
6	500 lb.	7d6
7	1,000 lb.	8d6

Inertial Armor (2 psi) As an action, you sheathe yourself in an intangible field of magical force. For 8 hours, your base AC is 14 + your Dexterity modifier, and you gain resistance to force damage. This effect ends if you are wearing or don armor.

Telekinetic Barrier (3 psi; conc., 10 min.) As an action, you create a transparent wall of telekinetic energy, at least one portion of which must be within 60 feet of you. The wall is 40 feet long, 10 feet high, and 1 inch thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has an AC of 10 and 10 hit points.

Grasp (3 psi; conc., 1 min.) You attempt to grasp a creature in telekinetic energy and hold it captive. As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Strength saving throw or be grappled by you until your concentration ends or until the target leaves your reach, which is 60 feet for this grapple.

The grappled target can escape by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your psionic ability plus your proficiency bonus. When a target attempts to escape in this way, you can spend psi points to boost your check, abiding by your psi limit. You gain a +1 bonus per psi point spent.

While a target is grappled in this manner, you create one of the following effects as an action:

- **Crush (1–7 psi)** The target takes 1d6 bludgeoning damage per psi point spent.
- **Move (1–7 psi)** You move the target up to 5 feet per psi point spent. You can move it in the air and hold it there. It falls if the grapple ends.

MASTERY OF ICE

Wu Jen Discipline

You master the power of ice, shaping it to meet your demands.

Psychic Focus. While focused on this discipline, you have resistance to cold damage.

Ice Spike (1–7 psi) As an action, you hurl a mote of ice at one creature you can see within 120 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 cold damage per psi point spent and has its speed halved until the start of your next turn. On a successful save, the target takes half as much damage.

Ice Sheet (2 psi). As an action, choose a point on the ground you can see within 60 feet of you. The ground in a 20-foot radius centered on that point becomes covered in ice for 10 minutes. It is difficult terrain, and any creature that moves more than 10 feet on it must succeed on a Dexterity saving throw or fall prone. If the surface is sloped, a creature that falls prone in the area immediately slides to the bottom of the slope.

Frozen Sanctuary (3 psi). As a bonus action, you sheathe yourself with icy resilience. You gain 20 temporary hit points.

Frozen Rain (5 psi; conc., 1 min.). As an action, choose a point you can see within 120 feet of you. The air in a 20-foot-radius sphere centered on that point becomes deathly cold and saturated with moisture. Each creature in that area must make a Constitution saving throw. On a failed save, a target takes 6d6 cold damage, and its speed is reduced to 0 until your concentration ends. On a successful save, a target takes half as much damage.

As an action, a target that has its speed reduced can end the effect early if it succeeds on a Strength (Athletics) check with a DC equal to this effect's save DC.

You can increase this effect's damage by 1d6 per each additional psi point spent on it.

Ice Barrier (6 psi; conc., 10 min.). As an action, you create a wall of ice, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has AC 12 and 30 hit points. A creature that damages the wall with a melee attack takes cold damage equal to the damage the creature dealt to the wall.

MASTERY OF LIGHT AND DARKNESS

Wu Jen Discipline

You claim dominion over light and darkness with your mind.

Psychic Focus. While focused on this discipline, natural and magical darkness within 30 feet of you has no effect on your vision.

Darkness (1–7 psi). As an action, you create an area of magical darkness, which foils darkvision. Choose a spot you can see within 60 feet of you. Magical darkness radiates from that point in a sphere with a 10-foot radius per psi point spent on this ability. The light produced by spells of 2nd level or less is suppressed in this area.

Light (2 psi; conc., 1 min.). As an action, an object you touch radiates light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until your concentration ends. Alternatively, a creature you touch radiates light in the same manner if it fails a Dexterity saving throw. While lit in this manner, it can't hide, and attack rolls against it gain advantage.

Shadow Beasts (3 psi; conc., 1 min.). As an action, you cause two shadows to appear in unoccupied spaces you can see within 60 feet of you. The shadows last until your concentration ends, and they obey your verbal commands. In combat, roll for their initiative, and choose their behavior during their turns. When this effect ends, the shadows disappear. See the *Monster Manual* for their stat block.

Radiant Beam (5 psi; conc., 1 min.). As an action, you project a beam of light at one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it takes 6d6 radiant damage and is blinded until your concentration ends. On a successful save, it takes half as much damage. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can increase this effect's damage by 1d6 per each additional psi point spent on it.

MASTERY OF WATER

Wu Jen Discipline

Your mind becomes one with elemental water, attuning your thoughts to its ebb and flow.

Psychic Focus. While focused on this discipline, you have a swimming speed equal to your walking speed, and you can breathe underwater.

Desiccate (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Constitution saving throw, taking 1d10 necrotic damage per psi point spent on this ability, or half as much damage on a successful one.

Watery Grasp (2 psi). As an action, you unleash a wave that surges forth and then retreats to you like the rising tide. You create a wave in a 20-foot-by-20-foot square. At least some portion of the square's border must be within 5 feet of you. Any creature in that square must make a Strength saving throw. On a failed save, a target takes 2d6 bludgeoning damage, is knocked prone, and is pulled up to 10 feet closer to you. On a successful save, a target takes half as much damage. You can increase this ability's damage by 1d6 per additional psi point spent on it.

Water Whip (3 psi). As an action, you unleash a jet of water in a line that is 60 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, you can move each target that fails its saving throw to any unoccupied space touching the line. You can increase this ability's damage by 1d6 per additional psi point spent on it.

Water Breathing (5 psi). As an action, you grant yourself and up to ten willing creatures you can see within 60 feet of you the ability to breathe underwater for the next 24 hours.

Water Sphere (6 psi; conc., 1 min.). As an action, you cause a sphere of water to form around a creature. Choose one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it becomes trapped in the sphere of water until your concentration ends. While the target is trapped, its speed is halved, it suffers disadvantage on attack rolls, and it can't see anything more than 10 feet away from it. However, attack rolls against it also suffer disadvantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one.

Animate Water (7 psi; conc., 1 hr.). As an action, you cause a water elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the *Monster Manual* for its stat block.

MASTERY OF WEATHER

Wu Jen Discipline

Your mind reaches into the sky, reshaping the stuff of storms to serve your needs.

Psychic Focus. While focused on this discipline, you have resistance to lightning and thunder damage.

Cloud Steps (1–7 psi; conc., 10 min.) As an action, you conjure forth clouds to create a solid, translucent staircase that lasts until your concentration ends. The stairs form a spiral that fills a 10-foot-by-10-foot area and reaches upward 20 feet per psi point spent.

Hungry Lightning (1–7 psi) As an action, you lash out at one creature you can see within 60 feet of you with tendrils of lightning. The target must make a Dexterity saving throw, with disadvantage if it's wearing heavy armor. The target takes 1d8 lightning damage per psi point spent on a failed save, or half as much damage on a successful one.

Wall of Clouds (2 psi; conc., 10 min.) As an action, you create a wall of clouds, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Creatures can pass through it without hindrance, but the wall blocks vision.

Whirlwind (2 psi) As an action, choose a point you can see within 60 feet of you. Winds howl in a 20-foot-radius sphere centered on that point. Each creature in the sphere must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be moved to an unoccupied space of your choice in the sphere. Any loose object in the sphere is moved to an unoccupied space of your choice within it if the object weighs no more than 100 pounds.

Lightning Leap (5 psi) As an action, you let loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one. You can then teleport to an unoccupied space touched by the line.

You can increase this ability's damage by 1d6 per additional psi point spent on it.

Wall of Thunder (6 psi; conc., 10 min.) As an action, you create a wall of thunder, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Every foot moved through the wall costs 1 extra foot of movement. When a creature moves into the wall's space for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw, or it takes 6d6 thunder damage, is pushed in a straight line up to 30 feet away from the wall, and is knocked prone.

Thunder Clap (7 psi) As an action, choose a point you can see within 60 feet of you. Thunder energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make Constitution saving throw. On a failed save, a target takes 8d6 thunder damage, and it is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

MASTERY OF WOOD AND EARTH

Wu Jen Discipline

You attune your mind to seize control of wood and earth.

Psychic Focus. While focused on this discipline, you have a +1 bonus to AC.

Animate Weapon (1–7 psi) As an action, your mind seizes control of a one-handed melee weapon you're holding. The weapon flies toward one creature you can see within 30 feet of you and makes a one-handed melee weapon attack against it, using your discipline attack modifier for the attack and damage rolls. On a hit, the weapon deals its normal damage, plus an extra 1d10 force damage per psi point spent on this ability. The weapon returns to your grasp after it attacks.

Warp Weapon (2 psi) As an action, choose one nonmagical weapon held by one creature you can see within 60 feet of you. That creature must succeed on a Strength saving throw, or the chosen weapon can't be used to attack until the end of your next turn.

Warp Armor (3 psi) As an action, choose a nonmagical suit of armor worn by one creature you can see within 60 feet of you. That creature must succeed on a Constitution saving throw, or the creature's AC becomes 10 + its Dexterity modifier until the end of your next turn.

Wall of Wood (3 psi; conc., 1 hr.) As an action, you create a wall of wood at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 5-foot wide section of the wall has AC 12 and 100 hit points. Breaking one section creates a 5-foot by 5-foot hole in it, but the wall otherwise remains intact.

Armored Form (6 psi; conc., 1 min.) As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage, which lasts until your concentration ends.

Animate Earth (7 psi; conc., 1 hr.) As an action, you cause an earth elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the *Monster Manual* for its stat block.

NOMADIC ARROW

Nomad Discipline

You imbue a ranged weapon with a strange semblance of sentience, allowing it to unerringly find its mark.

Psychic Focus. While you are focused on this discipline, any attack roll you make for a ranged weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can't benefit from advantage.

Speed Dart (1–7 psi) As a bonus action, you imbue one ranged weapon you hold with psionic power. The next attack you make with it that hits before the end of the current turn deals an extra 1d10 psychic damage per psi point spent.

Seeking Missile (2 psi) As a reaction when you miss with a ranged weapon attack, you can repeat the attack roll against the same target.

Faithful Archer (5 psi; conc., 1 min.) As a bonus action, you imbue a ranged weapon with a limited sentience. Until your concentration ends, you can make an extra attack with the weapon at the start of each of your turns (no action required). If it is a thrown weapon, it returns to your grasp each time you make any attack with it.

NOMADIC CHAMELEON

Nomad Discipline

You create a screen of psychic power that distorts your appearance, allowing you to blend into the background or even turn invisible.

Psychic Focus. While focused on this discipline, you have advantage on Dexterity (Stealth) checks.

Chameleon (2 psi). As an action, you can attempt to hide even if you fail to meet the requirements needed to do so. At the end of the current turn, you remain hidden only if you then meet the normal requirements for hiding.

Step from Sight (3 psi; conc., 1 min.) As a bonus action, cloak yourself from sight. You can target one additional creature for every additional psi point you spend on this ability. The added targets must be visible to you and within 60 feet of you.

Each target turns invisible and remains so until your concentration ends or until immediately after it targets, damages, or otherwise affects any creature with an attack, a spell, or another ability.

Enduring Invisibility (7 psi; conc., 1 min.) As a bonus action, you turn invisible and remain so until your concentration ends.

NOMADIC MIND

Nomad Discipline

You dispatch part of your psyche into the noosphere, the collective vista of minds and knowledge possessed by living things.

Psychic Focus. Whenever you focus on this discipline, you choose one skill or tool and have proficiency with it until your focus ends. Alternatively, you gain the ability to read and write one language of your choice until your focus ends.

Wandering Mind (2–6 psi; conc., 10 min.) You enter a deep contemplation. If you concentrate for this option's full duration, you then gain proficiency with up to three of the following skills (one skill for every 2 psi points spent): Animal Handling, Arcana, History, Medicine, Nature, Performance, Religion, and Survival. The benefit lasts for 1 hour, no concentration required.

Find Creature (2 psi; conc., 1 hr.) You cast your mind about for information about a specific creature. If you concentrate for this option's full duration, you then gain a general understanding of the creature's current location. You learn the region, city, town, village, or district where it is, pinpointing an area between 1 and 3 miles on a side (DM's choice). If the creature is on another plane of existence, you instead learn which plane.

Item Lore (3 psi; conc., 1 hr.) You carefully study an item. If you concentrate for this option's full duration while remaining within 5 feet of the item, you then gain the benefits of an identify spell cast on that item.

Psychic Speech (5 psi). As an action, you attune your mind to the psychic imprint of all language. For 1 hour, you gain the ability to understand any language you hear or attempt to read. In addition, when you speak, all creatures that can understand a language understand what you say, regardless of what language you use.

Wandering Eye (6 psi; conc., 1 hr.) As an action, you create a psychic sensor within 60 feet of you. The sensor lasts until your concentration ends. The sensor is invisible and hovers in the air. You mentally receive visual information from it, which has normal vision and darkvision with a range of 60 feet. The sensor can look in all directions. As an action, you can move the sensor up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Phasing Eye (7 psi; conc., 1 hr.) As Wandering Eye above, except the eye can move through solid objects but can't end its movement in one. If it does so, the effect immediately ends.

NOMADIC STEP

Nomad Discipline

You exert your mind on the area around you, twisting the intraplanar pathways you perceive to allow instantaneous travel.

Psychic Focus. After you teleport on your turn while focused on this discipline, your walking speed increases by 10 feet until the end of the turn, as you are propelled by the magic of your teleportation. You can receive this increase only once per turn.

Step of a Dozen Paces (1–7 psi). If you haven't moved yet on your turn, you take a bonus action to teleport up to 20 feet per psi point spent to an unoccupied space you can see, and your speed is reduced to 0 until the end of the turn.

Nomadic Anchor (1 psi). As an action, you create an invisible, intangible teleportation anchor in a 5-foot cube you can see within 120 feet of you. For the next 8 hours, whenever you use this psionic discipline to teleport, you can instead teleport to the anchor, even if you can't see it, but it must be within range of the teleportation ability.

Defensive Step (2 psi). When you are hit by an attack, you can use your reaction to gain a +4 bonus to AC against that attack, possibly turning it into a miss. You then teleport up to 10 feet to an unoccupied space you can see.

There and Back Again (2 psi). As a bonus action, you teleport up to 20 feet to an unoccupied space you can see and then move up to half your speed. At the end of your turn, you can teleport back to the spot you occupied before teleporting, unless it is now occupied or on a different plane of existence.

Transposition (3 psi). If you haven't moved yet on your turn, choose an ally you can see within 60 feet of you. As a bonus action, you and that creature teleport, swapping places, and your speed is reduced to 0 until the end of the turn. This ability fails and is wasted if either of you can't fit in the destination space.

Baleful Transposition (5 psi). As an action, choose one creature you can see within 120 feet of you. That creature must make a Wisdom saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can't fit in the destination space.

Phantom Caravan (6 psi). As an action, you and up to six willing creatures of your choice that you can see within 60 feet of you teleport up to 1 mile to a spot you can see. If there isn't an open space for all the targets to occupy at the arrival point, this ability fails and is wasted.

Nomad's Gate (7 psi; conc., 1 hr.) As an action, you create a 5-foot cube of dim, gray light within 5 feet of you. You create an identical cube at any point of your choice within 1 mile that you have viewed within the past 24 hours. Until your concentration ends, anyone entering one of the cubes immediately teleports to the other one, appearing in an unoccupied space next to it. The teleportation fails if there is no space for the creature to appear in.

PRECOGNITION

Awakened Discipline

By analyzing information around you, from subtle hints to seemingly disconnected facts, you learn to weave a string of probabilities in an instant that gives you extraordinary insights.

Psychic Focus. While focused on this discipline, you have advantage on initiative rolls.

Precognitive Hunch (2 psi; conc., 1 min.) As a bonus action, you open yourself to receive momentary insights that improve your odds of success; until your concentration ends, whenever you make an attack roll, a saving throw, or an ability check, you roll a d4 and add it to the total.

All-Around Sight (3 psi). In response to an attack hitting you, you use your reaction to impose disadvantage on that attack roll, possibly causing it to miss.

Danger Sense (5 psi; conc., 8 hr.) As an action, you create a psychic model of reality in your mind and set it to show you a few seconds into the future. Until your concentration ends, you can't be surprised, attack rolls against you can't gain advantage, and you gain a +10 bonus to initiative.

Victory Before Battle (7 psi). When you roll initiative, you can use this ability to grant yourself and up to five creatures of your choice within 60 feet of you a +10 bonus to initiative.

PSIONIC RESTORATION

Immortal Discipline

You wield psionic energy to cure wounds and restore health to yourself and others.

Psychic Focus. While focused on this discipline, you can use a bonus action to touch a creature that has 0 hit points and stabilize it.

Mend Wounds (1–7 psi). As an action, you can spend psi points to restore hit points to one creature you touch. The creature regains 1d8 hit points per psi point spent.

Restore Health (3 psi) As an action, you touch one creature and remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned. Alternatively, you remove one disease from the creature.

Restore Life (5 psi) As an action, you touch one creature that has died within the last minute. The creature returns to life with 1 hit point. This ability can't return to life a creature that has died of old age, nor can it restore a creature missing any vital body parts.

Restore Vigor (7 psi). As an action, you can touch one creature and choose one of the following: remove any reductions to one of its ability scores, remove one effect that reduces its hit point maximum, or reduce its exhaustion level by one.

PSIONIC WEAPON

Immortal Discipline

You have learned how to channel psionic energy into your attacks, lending them devastating power.

Psychic Focus. Whenever you focus on this discipline, choose one weapon you're holding or your unarmed strike. When you attack with it while focused on this discipline, its damage is psychic and magical, rather than its normal damage type. Until you reach 6th level as a mystic, you don't add your Strength or Dexterity modifier to the psychic attack's damage rolls.

Ethereal Weapon (1 psi) As a bonus action, you temporarily transform one weapon you're holding or your unarmed strike into pure psionic energy. The next attack you make with it before the end of your turn ignores the target's armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw against this discipline. On a failed save, the target takes the attack's normal damage and suffers its additional effects. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit.

Lethal Strike (1–7 psi) As a bonus action, you imbue a weapon you're holding or your unarmed strike with psychic energy. The next time you hit with it before the end of your turn, it deals an extra 1d10 psychic damage per psi point spent.

Augmented Weapon (5 psi; conc., 10 min.) As a bonus action, touch one simple or martial weapon. Until your concentration ends, that weapon becomes a magic weapon with a +3 bonus to its attack and damage rolls.

PSYCHIC ASSAULT

Awakened Discipline

You wield your mind like a weapon, unleashing salvos of psionic energy.

Psychic Focus. While focused on this discipline, you gain a +2 bonus to damage rolls with psionic talents that deal psychic damage.

Psionic Blast (1–7 psi) As an action, choose one creature you can see within 60 feet of you. The target takes 1d8 psychic damage per psi point spent on this ability.

Ego Whip (3 psi) As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 3d8 psychic damage, and it is filled with self-doubt, leaving it able to use its action on its next turn only to take the Dodge, Disengage, or Hide action. On a successful saving throw, it takes half as much damage.

Id Insinuation (5 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 5d8 psychic damage, and it goes into a fury, as its id runs rampant. On its next turn, it can use its action only to take the Dodge or Attack action. On a successful save, it takes half as much damage.

Psychic Blast (6 psi). As an action, you unleash devastating psychic energy in a 60-foot cone. Each creature in that area must make an Intelligence saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one. You can increase the damage by 2d8 if you spend 1 more psi point on this ability.

Psychic Crush (7 psi). As an action, you create a 20-foot cube of psychic energy within 120 feet of you. Each creature in that area must make an Intelligence saving throw. On a failed save, a target takes 8d8 psychic damage and is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

PSYCHIC DISRUPTION

Awakened Discipline

You create psychic static that disrupts other creatures' ability to think clearly.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Deception) checks.

Distracting Haze (1–7 psi; conc., 1 min.) As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and can't see anything more than 10 feet from it until your concentration ends. On a successful save, it takes half as much damage.

Daze (3 psi) As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, the target is incapacitated until the end of your next turn or until it takes any damage.

Mind Storm (5 psi). As an action, choose a point you can see within 60 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a target takes 6d8 psychic damage and suffers disadvantage on all saving throws until the end of your next turn. On a successful save, a creature takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on this ability.

PSYCHIC INQUISITION

Awakened Discipline

You reach into a creature's mind to uncover information or plant ideas within it.

Psychic Focus. While focused on this discipline, you know when a creature communicating with you via telepathy is lying.

Hammer of Inquisition (1–7 psi) As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and suffers disadvantage on its next Wisdom saving throw before the end of your next turn. On a successful save, it takes half as much damage.

Forceful Query (2 psi). As an action, you ask a question of one creature that can see and hear you within 30 feet of you. The question must be phrased so that it can be answered with a yes or no, otherwise this ability fails. The target must succeed on a Wisdom saving throw, or it replies with a truthful answer. A creature is immune to this ability if it is immune to being charmed.

Ransack Mind (5 psi; conc., 1 hr.) While you concentrate on this ability, you probe one creature's mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you learn information from it based on the number of saving throws it fails.

With one failed saving throw, you learn its key memories from the past 12 hours.

With two failed saving throws, you learn its key memories from the past 24 hours.

With three failed saving throws, you learn its key memories from the past 48 hours.

Phantom Idea (6 psi; conc., 1 hr.) While you concentrate on this ability, you probe one creature's mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you plant a memory or an idea in it, which lasts for a number of hours based on the number of saving throws it fails. You choose whether the idea or memory is trivial (such as "I had porridge for breakfast" or "Ale is the worst") or personality-defining ("I failed to save my village from orc marauders and am therefore a coward" or "Magic is a scourge, so I renounce it").

With one failed saving throw, the idea or memory lasts for the next 4 hours. With two failed saving throws, it lasts for 24 hours. With three failed saving throws, it lasts for 48 hours.

PSYCHIC PHANTOMS

Awakened Discipline

Your power reaches into a creature's mind and causes it false perceptions.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Deception) checks.

Distracting Figment (1–7 psi) As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and thinks it perceives a threatening creature just out of its sight; until the end of your next turn, it can't use reactions, and melee attack rolls against it have advantage. On a successful save, it takes half as much damage.

Phantom Foe (3 psi; conc., 1 min.) As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it perceives a horrid creature adjacent to it until your concentration ends. During this time, the target can't take reactions, and it takes 1d8 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can increase the damage by 1d8 for each additional psi point spent on the ability.

Phantom Betrayal (5 psi; conc., 1 min.) As an action, you plant delusional paranoia in a creature's mind. Choose one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or until your concentration ends, it must target its allies with attacks and other damaging effects. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

Phantom Riches (7 psi; conc., 1 min.) As an action, you plant the phantom of a greatly desired object in a creature's mind. Choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, you gain partial control over the target's behavior until your concentration ends; the target moves as you wish on each of its turns, as it thinks it pursues the phantom object it desires. If it hasn't taken damage since its last turn, it can use its action only to admire the object you created in its perception. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TELEPATHIC CONTACT

Awakened Discipline

By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

Psychic Focus. While focused on this discipline, you gain the ability to use your Telepathy class feature with up to six creatures at once. If you don't have that feature from the mystic class, you instead gain it while focused on this discipline.

Exacting Query (2 psi) As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target truthfully answers one question you ask it via telepathy. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

Occluded Mind (2 psi) As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target believes one statement of your choice for the next 5 minutes that you communicate to it via telepathy. The statement can be up to ten words long, and it must describe you or a creature or an object the target can see. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

Broken Will (5 psi) As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, you choose the target's movement and action on its next turn. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

Psychic Grip (6 psi; conc., 1 min.) As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or it is paralyzed until your concentration ends. At the end of each of its turns, it can repeat the saving throw. On a success, this effect ends. On a failure, you can use your reaction to force the target to move up to half its speed, even though it's paralyzed.

Psychic Domination (7 psi; conc., 1 min.) As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or you choose the creature's actions and movement on its turns until your concentration ends. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

THIRD EYE

Nomad Discipline

You create a third, psychic eye in your mind, which you cast out into the world. It channels thoughts and knowledge back to you, greatly enhancing your senses.

Psychic Focus. While focused on this discipline, you have darkvision with a range of 60 feet. If you already have darkvision with that range or greater, increase its range by 10 feet.

Tremorsense (2 psi; conc., 1 min.) As a bonus action, you gain tremorsense with a radius of 30 feet, which lasts until your concentration ends.

Unwavering Eye (2 psi) As a bonus action, you gain advantage on Wisdom checks for 1 minute.

Piercing Sight (3 psi; conc., 1 min.) As a bonus action, you gain the ability to see through objects that are up to 1 foot thick within 30 feet of you. This sight lasts until your concentration ends.

Truesight (5 psi; conc., 1 min.) As a bonus action, you gain truesight with a radius of 30 feet, which lasts until your concentration ends.

PSIONIC TALENTS

Psionic talents are minor abilities that require psionic aptitude but don't drain a mystic's reservoir of psionic power. Talents are similar to disciplines and use the same rules, but with three important exceptions:

- You can never use your psychic focus on a talent.
- Talents don't require you to spend psi points to use them.
- Talents aren't linked to Mystic Orders.

The talents are presented below in alphabetical order.

BEACON

Psionic Talent

As a bonus action, you cause bright light to radiate from your body in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. The light lasts for 1 hour, and you can extinguish it earlier as a bonus action.

BLADE MELD

Psionic Talent

As a bonus action, a one-handed melee weapon you hold becomes one with your hand. For the next minute, you can't let go of the weapon nor can it be forced from your grasp.

BLIND SPOT

Psionic Talent

As an action, you erase your image from the mind of one creature you can see within 120 feet of you; the target must succeed on a Wisdom saving throw, or you are invisible to it until the end of your next turn.

DELUSION

Psionic Talent

As an action, you plant a false belief in the mind of one creature that you can see within 60 feet of you. You can create a sound or an image. Only the target of this talent perceives the sound or image you create.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar, a musical instrument, or any other sound you pick. It lasts for 1 minute.

If you create an object, it must fit within a 5-foot cube and can't move or be reflective. The image can't create any effect that influences a sense other than sight. The image lasts for 1 minute, and it disappears if the creature touches it.

ENERGY BEAM

Psionic Talent

As an action, you target one creature you can see within 90 feet of you. The target must succeed on a Dexterity saving throw or take 1d8 acid, cold, fire, lightning, or thunder damage (your choice).

The talent's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

LIGHT STEP

Psionic Talent

As a bonus action, you alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the first time you stand up this turn, you do so without expending any of your movement if your speed is greater than 0.

MIND MELD

Psionic Talent

As a bonus action, you can communicate telepathically with one willing creature you can see within 120 feet of you. The target must have an Intelligence of at least 2, otherwise this talent fails and the action is wasted.

This communication can occur until the end of the current turn. You don't need to share a language with the target for it to understand your telepathic utterances, and it understands you even if it lacks a language. You also gain access to one memory of the target's choice, gaining perfect recall of one thing it saw or did.

MIND SLAM

Psionic Talent

As an action, you target one creature you can see within 60 feet of you. The target must succeed on a Constitution saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, it is knocked prone.

The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MIND THRUST

Psionic Talent

As an action, you target one creature you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d10 psychic damage.

The talent's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

MYSTIC CHARM

Psionic Talent

As an action, you beguile one humanoid you can see within 120 feet of you. The target must succeed on a Charisma saving throw or be charmed by you until the end of your next turn.

MYSTIC HAND

Psionic Talent

You can use your action to manipulate or move one object within 30 feet of you. The object can't weigh more than 10 pounds, and you can't affect an object being worn or carried by another creature. If the object is loose, you can move it up to 30 feet in any direction.

This talent allows you to open an unlocked door, pour out a beer stein, and so on.

The object falls to the ground at the end of your turn if you leave it suspended in midair.

PSYCHIC HAMMER

Psionic Talent

As an action, you try to grasp one creature you can see within 120 feet of you, with a hand crafted from telekinetic energy. The target must succeed on a Strength saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, you can move it up to 10 feet in a straight line in a direction of your choice. You can't lift the target off the ground unless it is already airborne or underwater.

The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CHAPTER 33: WIZARD REVISITED

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

As is typical in *Unearthed Arcana*, the options here haven't been tuned for multiclassing.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature. Here are two playtest options for that feature: Theurgy and War Magic.

THEURGY

A number of deities claim arcane magic as their domain, for magic is as much a part of the fabric of the cosmos as wind, fire, lightning, and all other primal forces. Just as there are deities of the sea and gods of warfare, the arcane arts feature their own divine patrons.

Such deities often have clerics, but many gods of magic bid their followers to take up the study of wizardry. These religious magic-users follow the arcane tradition of Theurgy, and are commonly known as theurgists. Such spellcasters are as dedicated and scholarly as any other wizard, but they blend their arcane study with religious devotion.

DIVINE INSPIRATION

When you choose this tradition at 2nd level, choose a domain from your chosen deity's list of eligible domains (see appendix B, "Gods of the Multiverse," in the *Player's Handbook* for examples). The Knowledge and Light domains are especially appropriate choices for a theurgist.

ARCANE INITIATE

Beginning when you select this tradition at 2nd level, whenever you gain a wizard level, you can replace one of the wizard spells you add to your spellbook with a cleric domain spell for your chosen domain. The spell must be of a level for which you have spell slots.

If you add all of your domain spells to your spellbook, you can subsequently add any spell from the cleric spell list instead. The spell must still be of a level for which you have spell slots.

Any cleric spell you gain from this feature is considered a wizard spell for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.

CHANNEL ARCANA

At 2nd level, you gain the ability to channel arcane energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Divine Arcana and the Channel Divinity option granted at 2nd level by your chosen domain. You employ that Channel Divinity option by using your Channel Arcana ability.

When you use your Channel Arcana, you choose which effect to create. You must then finish a short or long rest to use your Channel Arcana again.

Some Channel Arcana effects require saving throws. When you use such an effect, the save DC equals your wizard spell save DC.

Beginning at 6th level, you can use your Channel Arcana twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

If you gain additional Channel Divinity options from your domain, you can employ them by using your Channel Arcana feature.

CHANNEL ARCANA: DIVINE ARCANA

As a bonus action, you speak a prayer to control the flow of magic around you. The next spell you cast gains a +2 bonus to any attack roll you make for it or to its saving throw DC, as appropriate.

ARCANE ACOLYTE

At 6th level, you gain your chosen domain's 1st-level benefits. However, you do not gain any weapon or armor proficiencies from the domain.

ARCANE PRIEST

At 10th level, you gain your chosen domain's 6th-level benefits. Your faith and your understanding of magic allow you to delve into your god's secrets.

ARCANE HIGH PRIEST

At 14th level, you gain your chosen domain's 17th-level benefits. Your academic nature and understanding of magic and doctrine allow you to master this ability sooner than a cleric of your domain.

WAR MAGIC

A variety of arcane colleges specialize in training wizards for war. The tradition of War Magic blends principles of evocation and abjuration. It teaches techniques that empower a caster's spells, while also providing methods for a wizard to bolster their own defenses.

Followers of this tradition are known as war mages. They see their magic as both a weapon and armor, a resource superior to any flimsy piece of steel. War mages strike fast in battle, using their spells to seize tactical control of a situation. Their spells strike hard, while their defensive skills foil their opponents' attempts to counterattack.

ARCANE DEFLECTION

At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or fail a Constitution saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

TACTICAL WIT

Starting at 2nd level, your ability to quickly assess tactical situations allows you to act quickly in battle. You gain a bonus to your initiative rolls equal to your Intelligence modifier.

POWER SURGE

Starting at 6th level, you can empower your spells that unleash harm on groups of foes. When you force multiple creatures to make saving throws against the damage of one of your spells, you can increase the spell's damage by rolling two more of its damage dice. This increase occurs only on the turn you cast the spell.

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

DURABLE MAGIC

Beginning at 10th level, the magic you channel helps ward off harm. While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.

DEFLECTING SHROUD

At 14th level, your Arcane Deflection becomes infused with deadly magic. When you use your Arcane Deflection feature, magical energy arcs from you; each creature of your choice within 10 feet of you takes force damage equal to half your wizard level.



CHAPTER 34: A TRIO OF SUBCLASSES



This document presents playtest options for the monk, the paladin, and the ranger.

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

As is typical in *Unearthed Arcana*, the options here haven't been tuned for multiclassing.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. Here is a playtest option for it: the Way of the Drunken Master.

WAY OF THE DRUNKEN MASTER

The Way of the Drunken Master teaches its students to move with the jerky, unpredictable movements of a drunkard. A drunken master sways, tottering on unsteady feet, to present what seems like an incompetent combatant but proves frustrating to engage. The drunken master's erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats. Cunning warriors can see through the drunken master's apparent incompetence to recognize the masterful technique employed.

DRUNKEN TECHNIQUE

When you choose this tradition at 3rd level, you gain proficiency in the Performance skill if you don't already have it; your martial arts technique mixes martial training with the precision of a dancer and the antics of a jester.

You also learn how to twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 feet until the end of the current turn.

TIPSY SWAY

At 6th level, your swaying in combat becomes maddeningly unpredictable. As a reaction when an enemy misses you with a melee attack roll, you can cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you. Once you use this feature, you can't use it again until you finish a short or long rest.

DRUNKARD'S LUCK

Starting at 11th level, you always seem to get a lucky bounce at just the right moment to save you from doom. When you make a saving throw, you can spend 1 ki point to give yourself advantage on that roll. You must decide to use this feature before rolling.

INTOXICATED FRENZY

At 17th level, you gain the ability to make an overwhelming number of attacks against a group of enemies. When you use your Flurry of Blows, you can make up to three additional attacks with it (up to a total of five attacks), provided that each Flurry of Blows attack targets a different creature this turn.

SACRED OATH

At 3rd level, a paladin gains the Sacred Oath feature. Here is a playtest option for it: the Oath of Redemption.

OATH OF REDEMPTION

The Oath of Redemption sets a paladin on a difficult path, one that requires a holy warrior to use violence only as a last resort. Paladins who dedicate themselves to this oath believe that any person can be redeemed and that the path of benevolence and justice is one that anyone can walk. These paladins face evil creatures in the hope of turning them to the light, and the paladins slay them only when such a deed will clearly save other lives. Paladins who follow this path are known as redeemers.

While redeemers are idealists, they are no fools. Redeemers know that undead, demons, devils, and other supernatural threats can be inherently evil. Against such foes, the paladins bring the full wrath of their weapons and spells to bear. Yet the redeemers still pray that, one day, even creatures of wickedness will invite their own redemption.

TENETS OF REDEMPTION

The tenets of the Oath of Redemption hold a paladin to a high standard of peace and justice.

Peace. Violence is a weapon of last resort. Diplomacy and understanding are the paths to long-lasting peace.

Innocence. All people begin life in an innocent state, and it is their environment or the influence of dark forces that drives them to evil. By setting the proper example, and working to heal the wounds of a deeply flawed world, you can set anyone on a righteous path.

Patience. Change takes time. Those who have walked the path of the wicked must be given reminders to keep them honest and true. Once you have planted the seed of righteousness in a creature, you must work day after day to allow it to survive and then flourish.

Wisdom. Your heart and mind must stay clear, for eventually you will be forced to admit defeat. While every creature can be redeemed, some are so far along the path of evil that you have no choice but to end their lives for the greater good. Any such action must be carefully weighed and the consequences fully understood, but once you have made the decision, follow through with it knowing your path is just.

REDEMPTION SPELLS

You gain oath spells at the paladin levels listed.

OATH OF REDEMPTION SPELLS

Paladin Level	Spells
---------------	--------

3rd	<i>shield, sleep</i>
-----	----------------------

5th	<i>hold person, ray of enfeeblement</i>
-----	-----------------------------------------

9th	<i>counterspell, hypnotic pattern</i>
-----	---------------------------------------

13th	<i>Otiluke's resilient sphere, stoneskin</i>
------	----------------------------------------------

17th	<i>hold monster, wall of force</i>
------	------------------------------------

ARMOR OF PEACE

Starting at 3rd level, your commitment to peace allows you to walk into the most dangerous situations unarmored. While you aren't wearing armor or wielding a shield, your base AC is 16 + your Dexterity modifier.

WARRIOR OF RECONCILIATION

At 3rd level, you forswear the weapons of war in favor of simple tools. While wielding a simple weapon that deals bludgeoning damage, you gain a special benefit if you reduce a creature to 0 hit points with that weapon and decide to spare the creature's life. Instead of falling unconscious, the creature is charmed by you for 1 minute. During that time, the charmed creature is peaceful and docile, refusing to move or to take actions or reactions, unless you command it to. You can't order the creature to attack, force someone to make a saving throw, or cause damage to itself or others. This charmed effect ends early if you are incapacitated or if you or your companions attack the creature, deal damage to it, or force it to make a saving throw. When the effect ends, the creature falls unconscious if it still has 0 hit points.

CHANNEL DIVINITY

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

Emissary of Peace. You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to the next Charisma (Persuasion) check you make within the next minute.

Rebuke the Violent. You can use your Channel Divinity to rebuke those who use violence. As a reaction when an enemy within 10 feet of you deals damage with a melee attack against one creature other than you, you force that attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

AURA OF THE GUARDIAN

Starting at 7th level, you can shield your allies from harm at the cost of your own health. As a reaction when an ally within 10 feet of you takes damage, you instead magically take that damage. This feature doesn't transfer any other effects that might accompany the damage.

PROTECTIVE SPIRIT

Starting at 15th level, a holy presence mends your wounds in combat. You regain hit points equal to 1d6 + half your paladin level if you end your turn in combat with fewer than half of your hit points remaining and you aren't incapacitated.

EMISSARY OF REDEMPTION

At 20th level, you become an avatar of peace, which gives you two benefits:

- You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects).
- Whenever a creature damages you, it takes damage equal to half the amount it dealt to you.

If you attack a creature, deal damage to it, or force it to make a saving throw, neither benefit works against that creature until you finish a long rest.

RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. Here is a playtest option for it: the Monster Slayer.

MONSTER SLAYER

Rangers of the Slayer Conclave seek out vampires, dragons, evil fey, fiends, and other powerful magical threats. Trained in a variety of arcane and divine techniques to overcome such monsters, slayers are experts at unearthing and defeating mighty foes.

SLAYER'S MYSTICISM

You learn an additional spell when you reach certain levels in this class, as shown in the Slayer Spells table. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

SLAYER SPELLS

Ranger Level	Spell
--------------	-------

3rd	<i>protection from evil and good</i>
-----	--------------------------------------

5th	<i>zone of truth</i>
-----	----------------------

9th	<i>magic circle</i>
-----	---------------------

13th	<i>banishment</i>
------	-------------------

17th	<i>planar binding</i>
------	-----------------------

SLAYER'S EYE

Starting at 3rd level, you gain the ability to study and unravel a creature's defenses. As a bonus action, choose one creature you can see within 120 feet of you. You immediately learn the target's vulnerabilities, immunities, and resistances. You also learn any special effects triggered when the target takes damage, such as fire damage halting its regeneration.

In addition, the first time each turn you hit the target with a weapon attack, the target takes an extra 1d6 damage from the weapon.

This benefit lasts until you target a different creature with this feature or until you finish a short or long rest.

EXTRA ATTACK

If you're playing the revised ranger introduced in *Unearthed Arcana*, you also gain the Extra Attack feature.

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

SUPERNATURAL DEFENSE

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Eye forces you to make a saving throw, add 1d6 to your roll.

RELENTLESS SLAYER

At 11th level, you gain the ability to foil your foe's ability to escape. Your study of folklore and arcane knowledge gives you a key insight to keep your prey cornered. If the target of your Slayer's Eye attempts to teleport, change its shape, travel to another plane of existence, or turn gaseous, you can use your reaction to make a Wisdom check contested by a Wisdom check made by the target. To use this ability, you must be able to see the target and need to be within 30 feet of it. If you succeed, you foil its attempt, causing it to waste the action, bonus action, or reaction it used.

SLAYER'S COUNTER

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Slayer's Eye forces you to make a saving throw, you can use your reaction to make one weapon attack against it. You make this attack immediately before making the saving throw. If the attack hits, your save automatically succeeds, in addition to the attack's normal effects.



CHAPTER 35: STARTER SPELLS



This document introduces spells to playtest, specifically cantrips and 1st-level spells.

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

SPELL LISTS

The following lists indicate which classes get the spells in this document.

BARD

1ST LEVEL

Guiding hand (divination, ritual)
Puppet (enchantment)
Sense Emotion (divination)
Sudden Awakening (enchantment)
Unearthly Chorus (illusion)

CLERIC

CANTRIPS (0 LEVEL)

Hand of Radiance (evocation)
Toll the Dead (necromancy)
Virtue (abjuration)

1ST LEVEL

Ceremony (conjuration, ritual)
Guiding Hand (divination, ritual)

DRUID

CANTRIPS (0 LEVEL)

Infestation (conjuration)
Primal Savagery (transmutation)

1ST LEVEL

Guiding Hand (divination, ritual)
Snare (abjuration)
Wild cunning (transmutation)

PALADIN

1ST LEVEL

Ceremony (conjuration, ritual)

RANGER

1ST LEVEL

Snare (abjuration)
Sudden Awakening (enchantment)
Wild Cunning (transmutation)
Zephyr Strike (transmutation)

SORCERER

CANTRIPS (0 LEVEL)

Infestation (conjuration)

1ST LEVEL

Chaos Bolt (evocation)
Sudden Awakening (enchantment)

WARLOCK

CANTRIPS (0 LEVEL)

Infestation (conjuration)

1ST LEVEL

Cause Fear (necromancy)
Healing Elixir (conjuration)
Puppet (enchantment)
Sense Emotion (divination)

WIZARD

CANTRIPS (0 LEVEL)

Infestation (conjuration)
Toll the Dead (necromancy)

1ST LEVEL

Cause Fear (necromancy)
Guiding Hand (divination, ritual)
Healing Elixir (conjuration)
Puppet (enchantment)
Sense Emotion (divination)
Snare (abjuration)
Sudden Awakening (enchantment)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

CAUSE FEAR

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. The target must succeed on a Wisdom saving throw or become frightened for the duration. A target with 25 hit points or fewer makes the saving throw with disadvantage. The spell has no effect on constructs or undead.

CEREMONY

1st-level evocation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (25 gp worth of powdered silver)

Duration: Instantaneous (see text)

You perform one of several religious ceremonies. When you cast the spell, choose one of the following ceremonies, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a success, you restore the target to its original alignment.

Bless Water. You touch one vial of water and cause it to become holy water.

Coming of Age. You touch one humanoid old enough to be a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this ceremony just once.

Dedication. You touch one humanoid who would willingly convert to your religion or who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this ceremony just once.

Funeral Rite. You bless one corpse within 5 feet of you. For the next 24 hours, the target can't become undead by any means short of a wish spell.

Investiture. You touch one willing humanoid. Choose one 1st-level spell you have prepared and expend a spell slot and any material components as if you were casting that spell. The spell has no effect. Instead, the target can cast this spell once without having to expend a spell slot or use material components. If the target doesn't cast the spell within 1 hour, the invested spell is lost.

Marriage. You touch adult humanoids willing to be bonded together in marriage. For the next 24 hours, each target gains a +2 bonus to AC and saving throws while they are within 30 feet of each other. A creature can benefit from this ceremony just once.

CHAOS BOLT

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 damage. Choose one of the d8s. The number it rolled determines the type of damage, as shown below.

d8 Damage Type

1 Acid

2 Cold

3 Fire

4 Force

5 Lightning

6 Poison

7 Psychic

8 Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again.

A creature can be targeted only once by this mass of chaotic energy.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes extra damage of the type rolled. The extra damage equals 1d6 for each slot level above 1st.

GUIDING HAND

1st-level divination (ritual)

Casting Time: 1 minute

Range: 5 feet

Components: V, S

Duration: Concentration, up to 8 hours

You create a Tiny incorporeal hand of shimmering light in an unoccupied space you can see within range. The hand exists for the duration, but it disappears if you teleport or you travel to a different plane of existence.

When the hand appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the hand, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you.

If you don't move toward the hand, it remains in place until you do and beckons for you to follow once every 1d4 minutes.

HAND OF RADIANCE

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: Instantaneous

You raise your hand, and burning radiance erupts from it. Each creature of your choice that you can see within 5 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

HEALING ELIXIR

1st-level conjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (alchemist's supplies)

Duration: 24 hours

You create a healing elixir in a simple vial that appears in your hand. The elixir retains its potency for the duration or until it's consumed, at which point the vial vanishes.

As an action, a creature can drink the elixir or administer it to another creature. The drinker regains 2d4 + 2 hit points.

INFESTATION

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a living flea)

Duration: Instantaneous

You cause mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw or take 1d6 piercing damage. If the target takes any of that damage, the target moves 5 feet in a random direction. Roll a d8 for the direction: 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; or 8, northwest.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PRIMAL SAVAGERY

Transmutation cantrip

Casting Time: 1 action

****Range:** Self

Components: S

Duration: Instantaneous

Your teeth or fingernails lengthen and sharpen. You choose which. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 piercing or slashing damage (your choice). After you make the attack, your teeth or fingernails return to normal.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

PUPPET

1st-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

Your gesture forces one humanoid you can see within range to make a Constitution saving throw. On a failed save, the target must move up to its speed in a direction you choose. In addition, you can cause the target to drop whatever it is holding. This spell has no effect on a humanoid that is immune to being charmed.

SENSE EMOTION

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You attune your senses to pick up the emotions of others for the duration. When you cast the spell, and as your action on each turn until the spell ends, you can focus your senses on one humanoid you can see within 30 feet of you. You instantly learn the target's prevailing emotion, whether it's love, anger, pain, fear, calm, or something else. If the target isn't actually humanoid or it is immune to being charmed, you sense that it is calm.

SNARE

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (30 feet of cord or rope, which is consumed by the spell)

Duration: Until dispelled or triggered

While you cast this spell, you use the cord or rope to create a circle with a 5-foot radius on a flat surface within your reach. When you finish casting, the cord or rope disappears to become a magical trap.

The trap is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

The trap triggers when a Small creature or larger moves into the area protected by the spell. The triggering creature must succeed on a Dexterity saving throw or fall prone and be hoisted into the air until it hangs upside down 3 feet above the protected surface, where it is restrained.

The restrained creature can make a Dexterity saving throw with disadvantage at the end of each of its turns and ends the restrained effect on a success. Alternatively, another creature that can reach the restrained creature can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect also ends.

SUDDEN AWAKENING

1st-level enchantment

Casting Time: 1 bonus action

Range: 10 feet

Components: V

Duration: Instantaneous

Each sleeping creature you choose within range awakens, and then each prone creature within range can stand up without expending any movement.

TOLL THE DEAD

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

UNEARTHLY CHORUS

1st-level illusion

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Music of a style you choose fills the air around you in a 30-foot radius. The music spreads around corners and can be heard from up to 100 feet away. The music moves with you, centered on you for the duration.

Until the spell ends, you make Charisma (Performance) checks with advantage. In addition, you can use a bonus action on each of your turns to beguile one creature you choose within 30 feet of you that can see you and hear the music. The creature must make a Charisma saving throw. If you or your companions are attacking it, the creature automatically succeeds on the saving throw. On a failure, the creature becomes friendly to you for as long as it can hear the music and for 1 hour thereafter. You make Charisma (Deception) checks and Charisma (Persuasion) checks against creatures made friendly by this spell with advantage.

VIRTUE

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You touch one creature, imbuing it with vitality. If the target has at least 1 hit point, it gains a number of temporary hit points equal to 1d4 + your spellcasting ability modifier. The temporary hit points are lost when the spell ends.

WILD CUNNING

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call out to the spirits of nature to aid you. When you cast this spell, choose one of the following effects:

- If there are any tracks on the ground within range, you know where they are, and you make Wisdom (Survival) checks to follow these tracks with advantage for 1 hour or until you cast this spell again.
- If there is edible forage within range, you know it and where to find it.
- If there is clean drinking water within range, you know it and where to find it.
- If there is suitable shelter for you and your companions with range, you know it and where to find it.

- Send the spirits to bring back wood for a fire and to set up a campsite in the area using your supplies. The spirits build the fire in a circle of stones, put up tents, unroll bedrolls, and put out any rations and water for consumption.
- Have the spirits instantly break down a campsite, which includes putting out a fire, taking down tents, packing up bags, and burying any rubbish.

ZEPHYR STRIKE

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You move like the wind. For the duration, your movement doesn't provoke opportunity attacks.

In addition, the first time you make a weapon attack on your turn before the spell ends, you make the attack roll with advantage, and your speed increases by 30 feet until the end of that turn.



CHAPTER 36: DOWNTIME

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

In a typical campaign, it's possible for the characters to start at 1st level, dive into an epic story, and reach 10th level and beyond in a short amount of time. While that pace works fine for many campaigns, some DMs prefer a campaign with pauses built into it—times when adventurers do things other than go on adventures.

By introducing downtime activities that take weeks, months, or even years of effort, you can give your campaign a longer timeline that allows events in the world to play out over the course of years. Wars begin and end, tyrants come and go, and royal lines rise and fall over the course of an entire lifetime of adventure.

The downtime rules also provide ways for characters to spend the monetary treasure they amass on their adventures.

The options given here can be used as alternatives to the downtime options in the *Player's Handbook* and *Dungeon Master's Guide*, or you can use the material here to inspire your creation of new options.

OVERVIEW

The downtime system presented here is built on two basic elements.

First, it offers short-term activities, ones that can usually be completed in a workweek (5 days) or longer. These activities cover what characters at levels 1–10 might do between adventures. It includes buying or creating magic items, pulling off heists, and working a job. Higher level characters can also use these activities, but they have the resources and power to take on greater ambitions beyond the scope of these rules.

Second, this downtime system introduces the concept of foils. Foils are NPCs who oppose the characters or whose goals put them against the party. A foil might be a villain who wishes to destroy the characters, or a good-aligned cleric who sees the characters as meddlers and troublemakers. Foils work their plots while the characters engage in downtime activities, introducing interesting complications to the campaign.

THE BASICS

The downtime system allows characters to pursue long-term activities between game sessions. A character selects a downtime activity and pays the cost of that activity in time and money. You, as DM, then follow the rules for the activity to resolve it, informing the player of the results and any complications that ensue.

CHOOSING AN ACTIVITY

As DM, you should present the players with a list of activities they can pursue. These activities work for characters of any level.

The activities you allow depend on your campaign and the nature of the area where the characters are. For example, you might disallow the creation of magic items, or decide that the characters are in a town that is too isolated from major markets for them to buy such items. You decide which activities are available, not the players.

Consider handling downtime away from the game table. For example, you could have the players pick their activities at the end of a session, by email or text, or when you next see them in person.

RESOLVING ACTIVITIES

Each activity tells you how to resolve it. Many require a check, so be sure to note the character's bonuses as needed. Follow the steps in the activity and determine the results.

Most activities require a workweek (5 days) or more to complete. Some activities require days, weeks (7 days apiece), or months (30 days apiece). A character must spend 8 hours of each day engaged in the downtime activity for that day to count toward the activity's completion. The days don't need to be consecutive.

If you want multiple weeks to pass in the campaign world between sessions, report back the results of any downtime activities and ask for each character's next moves. Otherwise, you can send out the results to each player by text or email, or catch the players up at the start of the next session.

If an activity requires some decisions, you can have the players decide either before the next session or at the start of it. Some DMs like to focus on the activity, but for some groups it's a good idea to let the players talk things out, so long as it doesn't drag out and eat up too much time at the game table.

COMPLICATIONS

Each activity includes complications you can throw at the characters. Complications are meant to add flavor, depth, and drama to the campaign. They might spawn entire adventures, introduce NPCs who vex the party, and give the characters headaches as they try to navigate the politics and social network of the community they're in.

In general, there is a 10 percent chance that a given activity has a complication. You can use them more or less often, depending on what you feel is best for your campaign.

Complications can also come from the party's foils, as described below. In the complication table for an activity, the options that are most likely to involve a foil are marked.

FOILS

Foils are NPCs who actively oppose the characters. They might be villains you have featured in past adventures or plan to use in the future. They can also include good or neutral folk who are at odds with the characters, whether because they are rivals, they have opposing goals, or they simply dislike one another.

The cultist of Orcus, whose plans the characters have foiled; the ambitious merchant prince who wants to rule the city with an iron fist; and the nosy high priest of Helm who is convinced the characters are up to no good are all examples of foils.

A foil is an NPC with an agenda that changes over time. As the characters take downtime between adventures, their foils rarely rest, continuing to spin plots and work against the characters.

CREATING A FOIL

The first step in creating a foil is building an NPC or picking one from your current cast of characters.

It's a good idea to have two or three foils at a time, each with an agenda. At least one should be a villain, and the others might be neutral or good. Their conflict with the characters might be social or political, rather than include direct attacks.

The best foils are personal. Find links in the characters' backstories or recent adventures that provide a good explanation for what sparked the foil's actions. The best trouble for the characters is trouble they created for themselves.

EXAMPLE FOILS

d20 Foil

- 1 Tax collector who is convinced the characters are dodging fees
- 2 Politician who is concerned that the characters are causing more trouble than they solve
- 3 High priest who worries the characters are diminishing the temple's prestige
- 4 Wizard who blames the characters for some recent troubles
- 5 Rival adventuring party
- 6 Bard who loves a scandal enough to spark one
- 7 Childhood rival or member of a rival clan
- 8 Scorned sibling or parent
- 9 Merchant who blames the characters for any business woes
- 10 Newcomer out to make a mark on the world
- 11 Sibling or ally of defeated enemy
- 12 Official seeking to restore a tarnished reputation
- 13 Deadly foe disguised as a social rival
- 14 Fiend seeking to tempt the characters to evil
- 15 Spurned romantic interest

d20 Foil

- 16 Political opportunist seeking a scapegoat
- 17 Traitorous noble looking to foment a revolution
- 18 Would-be tyrant who brooks no opposition
- 19 Exiled noble looking for revenge
- 20 Corrupt official paranoid that crimes will be revealed

MOTIVATION

An effective foil has a clear reason for interfering with the characters' plans. Think about what the foil wants, how and why the characters stand in the way, and how the conflict could be resolved.

Motivation is the why behind a foil's actions. It's the foundation for the NPC's role in the campaign. The Example Foils table offers some examples you can build from.

GOALS

Once you know a foil's motivation, consider possible goals. What outcome is the foil trying to create? Ideally, this outcome involves the characters or something they care about. The foil might want to take over the town, slay one or all of the characters, or help a certain temple become the center of the most powerful religion in the region.

ASSETS

Think about the resources that the foil can call upon. Is there money for bribes? Is there a small army of obedient fanatics? Does the foil hold sway over any guilds, temples, or groups?

Make a list of the foil's assets, and consider how they can be used.

ACTIONS

With the what and why covered, the meat of a foil's presence in the campaign comes down to actions. Make a list of three or four actions the foil might take.

Each time you resolve one or more workweeks of downtime, pick one of the actions the foil might take and introduce it into play. An action might be a direct attack, such as an assassination attempt, that you play out during a session, or it might be a background activity that you describe as altering the campaign in some way. For example, a foil who wants to increase the prestige of the temple of a war god might hold a festival with drink, food, and gladiatorial games. Even if the characters aren't involved, the event becomes the talk of the town.

Actions should build a path toward achieving the NPC's goals. For each action, make note of NPCs who might change in response to it, what it might change in the town's politics, and so on. Of course, if the characters get involved, those outcomes might change.

The concept behind actions is simple. They show the characters that the campaign is a living world by making the foils participants in the campaign's action.

The examples of complications given for downtime activities are ideal plans for a foil to make against the characters. Use them as inspiration for plans of your own creation, or throw them, as written, at the characters when it seems appropriate. You can use a complication in place of a foil's actions, or in addition to one. Not every bad thing that happens to the characters is caused by a foil. Some events might just be due to bad luck.

EVENTS

In addition to actions, consider how the campaign setting might shift due to the foil's influence. What are the background events, changes in attitudes, and anything else that might occur to illustrate a foil's influence?

Imagine if the characters do nothing to oppose a foil. What happens next? How does the world change? Introduce such events along with the foil's actions to make your campaign feel alive. You can use an event in place of an action, especially if a session isn't going to involve a foil. Events are also a good way to show the influence of multiple foils, without having all of them take action against the characters at once. Events let foils have their time in the spotlight without causing the other ones to fade away completely.

REVISE

Remember that foils are characters who can change over time. If the characters thwart one plan, a foil might pursue another. A foil might also become an ally, or achieve all goals and thus become inactive. Between sessions, revise your foils as needed to account for how things have progressed in the campaign.

EXAMPLE FOIL: MYRON RODEMUS

The Rodemus clan was once a small but powerful family of traders, but thirty years ago, they pulled up stakes and left town overnight. Now, Myron Rodemus, the family's youngest son, has returned to the city to reclaim his family's place of prestige.

In truth, the Rodemuses fled because they had contracted lycanthropy. Absorbed into a clan of wererats, they liquidated their assets and delved into smuggling in a distant city out of fear that their secret would be impossible to maintain in their home city. Myron fought his way to the topmost ranks of the wererat clans and, along with a small army of followers, has returned to claim his rightful place among the city's elite. If he doesn't succeed, he's vowed leave the city in ruins.

Goals. Myron wants to become the most respected, most important merchant in town, someone to whom even the prince must yield.

Assets. He has a small fortune in gold; his own skills as a wererat, alchemist, and necromancer; a group of wererats that is dedicated to him; the service of twin dwarf sisters who are superb assassins; a shield guardian that protects him; and an alliance with a hobgoblin lord, who lives in the mountains outside of the city.

Actions. Myron works to discredit and ruin other merchants. His wererats spy on his rivals and feed information to the hobgoblins, leading them to raid caravans. The wererats sneak into warehouses, unleashing hordes of rats to spoil goods. Myron even throws a few of his own caravans and warehouses away to throw off suspicion.

If Myron's plans fail, he has a terrible alternative. His knowledge of alchemy has allowed him to breed a deadly plague that he will unleash on the city via hordes of rats. If he can't rule, then no one will.

MYRON'S PLANS

Type Description

Event Rats become a noticeable problem in the streets, with swarms sighted in rundown neighborhoods. Folk demand action be taken.

Action Caravan raids become more common, and folk talk of gathering a small army to drive the goblinoids away. Myron contributes generously to the effort.

Action Warehouses are overrun with rats, ruining thousands of gold pieces worth of goods. Myron blames the city guard for a lax effort.

Action Should the characters interfere, Myron sends his assassins against them.

Event A sudden storm creates minor flooding, washing dozens of dead, bloated, diseased rats from the sewers. Terror about plague rips through town.

Action Myron fans the flames of panic, spreading rumors that the characters or other rivals in town are responsible for the disease.

EXAMPLE FOIL: TEMPLE OF PHOLTUS

The temple of Pholtus, inflexible god of the sun, seeks to impose its strict rules. The high priest, Cheldar, wishes to bring as many folk as possible under the temple's sway. Though only in town for two years, the temple is already a powerful force due to Cheldar's brilliant oration.

Goals. Cheldar wants to make the temple of Pholtus the most influential religion in town by bringing about peace and stability for all. He believes keeping adventurers in check or driving them out of town is an important step in that plan.

Assets. The high priest Cheldar has his charismatic oration, divine spellcasting ability, and a few hundred common folk recently converted to the temple's cause.

Actions. Cheldar is stern, but fundamentally a good person. He seeks to win support by providing charity, promoting peace, and working to enforce law and order. However, he is skeptical of the characters, convinced that adventurers are troublemakers who will ruin the peace. He wants only officials of the town or the temple to be involved in handling any crises that arise. He genuinely believes in his goals, but can be made an ally by sufficiently good-hearted characters.

CHELDAR'S PLANS

Type Description

Event The grand festival of Pholtus sees the streets filled with somber worshipers who maintain a 24-hour torchlit vigil during the winter solstice. They offer food, drink, and shelter to all in the temple of Pholtus.

Action Cheldar appears in a tavern frequented by adventurers, along with a small group of followers, seeking converts. A few NPC adventurers join his cause.

Action Cheldar rails against forces of chaos in a public address in the town square, laying blame for recent troubles on adventurers meddling in things best left alone.

Type Description

Event The characters find that adventurers in town receive an, at best, icy reception, as the mood turns against them.

Action Cheldar demands that the city levy enormous taxes on adventurers, claiming that they must pay their fair share to keep the city safe. After all, such wanderers can simply leave if their actions bring the city trouble. The common folk don't have that option.

SAMPLE DOWNTIME ACTIVITIES

The following activities are available for any character who can afford to pursue them. As DM, you have final say on which activities are available to the characters.

BUYING A MAGIC ITEM

Purchasing a magic item requires time and money to contact people willing to sell items. Even then, there is no guarantee they will have the desired items.

RESOURCES

Finding magic items to purchase requires one workweek of effort and 100 gp minimum in expenses. Spending more time and money increases your chance of finding a high-quality item.

RESOLUTION

A character seeking to buy a magic item makes a Charisma (Persuasion) check to determine the quality of seller found. The character gains a +1 bonus for every workweek beyond the first spent seeking a seller and a +1 bonus for every 100 gp spent on the search. The total bonus for time and money spent can't be greater than +10.

As shown on the Buying Magic Items table, the total of the check dictates which table in the *Dungeon Master's Guide* to roll on to determine which items are on the market.

Using the Magic Item Price table, you then assign prices to the available items, based on their rarity. Halve the price of any consumable item—such as a potion or a scroll—when using the table to determine an asking price.

You have final say in determining which items are for sale and their final price, no matter what the tables say.

If the characters seek a specific magic item, first decide if it's an item you want to allow in the game. If so, include the item among the offerings if it appears on a table that the result allows you to roll on.

BUYING MAGIC ITEMS

Check Total Result

1–5 Roll 1d6 times on Magic Item Table A.

6–10 Roll 1d4 times on Magic Item Table B.

11–15 Roll 1d4 times on Magic Item Table C.

16–20 Roll 1d4 times on Magic Item Table D.

21–25 Roll 1d4 times on Magic Item Table E.

26–30 Roll 1d4 times on Magic Item Table F.

Check Total Result

31–35 Roll 1d4 times on Magic Item Table G.

36–40 Roll 1d4 times on Magic Item Table H.

41+ Roll 1d4 times on Magic Item Table I.

MAGIC ITEM PRICE

Rarity	Asking Price
Common	$(1d6 + 1) \times 10$ gp
Uncommon	$1d6 \times 100$ gp
Rare	$2d10 \times 1,000$ gp
Very rare	$(1d4 + 1) \times 10,000$ gp
Legendary	$2d6 \times 25,000$ gp

COMPLICATIONS

The magic item trade is fraught with dangers. The large sums of money involved, and the power offered by a magic item, attract thieves, con artists, and other villains. If you want to make things more interesting for the characters, roll on the Magic Item Purchase Complications table or invent your own complication.

MAGIC ITEM PURCHASE COMPLICATIONS

d12 Complication

1* The item is a fake, planted by an enemy.

2* The item is stolen by the party's enemies.

3 The item is cursed by a god.

4* The item's original owner will kill to reclaim it; the party's enemies spread news of its sale.

5 The item is at the center of a dark prophecy.

6* The seller is murdered before the sale.

7 The seller is a devil looking to make a bargain.

8 The item is the key to freeing an evil entity.

9* A third party bids on the item, doubling its price.

10 The item is an enslaved, intelligent entity.

11 The item is tied to a cult.

12* The party's enemies spread rumors that the item is an artifact of evil.

*Might involve a foil

CAROUSING

Carousing is a good default downtime activity for most characters. Between adventures, who doesn't want to relax with a few drinks and a group of friends at the local pub?

RESOURCES

Carousing covers a workweek of fine food, strong drink, and socializing. A character can attempt to carouse among lower-, middle-, or upper-class folk. A character can carouse with the lower class for 25 gp to cover expenses, or 100 gp for the middle class. Carousing with the upper class requires 500 gp for the workweek and access to the local nobility.

A character with the noble background can mingle with the upper class, but other characters can do so only if you, as DM, judge that the character has made sufficient contacts.

RESOLUTION

After a workweek of carousing, a character stands to make contacts within the selected social class. The character makes a Charisma (Persuasion) check using the Carousing table.

CAROUSING

Check Total Result

1–5	Character has made a hostile contact.
6–10	No effect results.
11–15	Character has made an allied contact.
16–20	Character has made two allied contacts.
21+	Character has made three allied contacts.

Contacts are NPCs who now share a bond with the character. Each one owes the character a favor or has some reason to bear a grudge. A hostile one works against the character, placing obstacles but stopping short of committing a crime or violence. Allied contacts are friends who will render aid to the character, but will not risk their lives.

A harmful contact might point the town guard in the character's direction or argue with a character who tries to rally the town to a cause. Helpful contacts stand by the character and help in any way possible.

Low-class contacts include criminals, laborers, mercenaries, the town guard, and any other folk who would frequent the cheapest taverns in town.

Middle-class contacts include guild members, spellcasters, town officials, and other folk who would frequent more upscale establishments.

Upper-class contacts are nobles and their direct servants. Carousing in this case covers formal banquets, state dinners, and the like.

Once a contact has helped or hindered a character, the character needs to carouse again to get back into the NPC's good graces. A contact provides help once, not help for life. The contact remains friendly, and that can influence roleplay and how the characters interact with them, but it doesn't come with a guarantee of help.

You can assign specific NPCs as contacts. You might decide that the barkeep at the Wretched Gorge and a guard stationed at the western gate are the character's allied contacts. Assigning specific NPCs gives the players concrete options. It brings the campaign to life and seeds the area with NPCs that the characters care about. On the other hand, it can prove difficult to track and might render a contact useless if it doesn't come into play.

Alternatively, you can allow the player to make an NPC a contact on the spot, after carousing. When the characters are in the area in which they caroused, a player can expend an allied contact and designate an NPC they meet as a contact, assuming the NPC is of the correct social class based on how the character caroused. The player should provide a reasonable explanation for this relationship and work it into the game.

Using a mix of the two approaches is a good idea, since it gives you the added depth of specific contacts while giving players the freedom to ensure that the contacts they accumulate are useful.

The same process can apply to hostile contacts. You can give the characters a specific NPC they should avoid, or you might introduce one at an inopportune or a dramatic moment.

A character can have a number of unspecified allied contacts at a time no higher than 1 + the character's Charisma modifier (minimum of 1). Specific, named contacts don't count toward this limit, only ones that can be used at any time to declare an NPC as a contact.

COMPLICATIONS

Characters who carouse risk bar brawls, accumulating a cloud of nasty rumors, and building a bad reputation around town. You can roll on the carousing complications tables to create a complication, pick one as you see fit, or make your own. As a rule of thumb, there is a 10 percent chance that a character triggers a complication for each workweek of carousing.

LOW-CLASS CAROUSING COMPLICATIONS

d10 Complication

- 1* A pickpocket lifts 1d10 × 10 gp from you.
- 2* A bar brawl leaves you with a scar.
- 3 You have fuzzy memories of doing something very, very illegal, but can't remember exactly what.
- 4* You are banned from a tavern for obnoxious behavior.
- 5 After a few drinks, you swore in the town square to pursue a dangerous quest.
- 6 Surprise! You're married.
- 7 Striking naked through the streets seemed like a great idea at the time.
- 8* Everyone is calling you by some weird, embarrassing nickname, like Puddle Drinker or Bench Slayer, and no one will say why.
- 9 Sure, you were drunk when you agreed to fund the orphanage, but a contract is a contract.
- 10 You don't know how your hair turned blue, but you think it should grow out to its normal color. Maybe.

*Might involve a foil

MIDDLE-CLASS CAROUSING COMPLICATIONS

d8 Complication

- 1* You accidentally insult a guild master, and only a public apology will let you do business there again.
- 2 You swore to complete some quest on behalf of a temple or guild.
- 3* A social gaffe has made you the talk of the town.
- 4* A particularly obnoxious person has taken an intense romantic interest in you.
- 5* You have made a rival out of a local spellcaster.
- 6 You have been recruited to help run a local festival, play, or similar event.

d8 Complication

- 7 You made a drunken toast that scandalized the locals.
- 8 You spent an additional 100 gp trying to impress people.

*Might involve a foil

UPPER-CLASS CAROUSING COMPLICATIONS

d8 Complication

- 1* A pushy noble family wants to marry off one of their scions to you.
- 2 You tripped and fell during a dance, and people can't stop talking about it.
- 3 You have agreed to take on a noble's debts.
- 4* You have been challenged to a joust by a knight.
- 5* You have made a rival out of a local noble.
- 6 A boring noble insists you visit each day and listen to long, tedious theories of magic.
- 7* You have become the target of a variety of embarrassing rumors.
- 8 You spent an additional 500 gp trying to impress people.

*Might involve a foil

CRAFTING AN ITEM

If you can't buy or find the item you need, you can attempt to craft it.

RESOURCES

A character needs the appropriate tools for the item to be crafted, and raw materials worth half of the item's selling cost. To determine how many workweeks it takes to create an item, divide its cost by 50. A character can complete multiple items in a workweek if their combined cost is 50 gp or less.

For items that cost more than 50 gp, a character can complete them over long periods of time, as long as the work in progress is stored in a safe location.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. As DM, use your judgement when determining how many characters can collaborate on an item. A particularly tiny item, like a ring, might allow only one or two workers, whereas a large, complex item might allow four or more workers.

A character needs to be proficient with the tools needed to craft an item and have access to the appropriate equipment. As DM, you need to make any judgment calls regarding whether a character has the correct equipment. The following table provides some examples.

Proficiency	Items
Herbalism kit	Antitoxin, potion of healing
Leatherworker's tools	Leather armor, boots
Smith's tools	Armor, weapons
Weaver's tools	Cloaks, robes

Assume that a character can sell items crafted in this way at their listed price.

CRAFTING MAGIC ITEMS

Magic items require more than just time, effort, and materials to create. Creating a magic item is a long-term process that involves one or more adventures to track down rare materials and the lore needed to create the item.

Potions of healing and *spell scrolls* are exceptions to the following rules. For more information, see "Brewing Potions of Healing" in this section on crafting and "Scribing a Spell Scroll" on page 160.

To start with, a character needs a formula for a magic item in order to create it. The formula is like a recipe. It lists the materials needed and steps required to make the item.

An item invariably requires an exotic material to complete it. This material can range from the skin of a yeti to a vial of water taken from a whirlpool in the Elemental Plane of Water. Finding that material should take place as part of an adventure.

The Magic Item Ingredients table suggests the challenge rating of a creature that the characters need to face to acquire the materials for an item. Note that facing a creature does not necessarily mean that the characters must collect items from its corpse. The creature might guard a place or resource that the characters need.

MAGIC ITEM INGREDIENTS

Item Rarity	CR Range
Common	1–3
Uncommon	4–8
Rare	9–12
Very rare	13–18
Legendary	19+

Pick a monster or location that is a thematic fit for the item. Ideally, the two should share a similar element or nature. For example, *mariner's armor* might require the essence of a water weird. A *staff of charming* might need the cooperation of a specific arcanaloth, who will help only if the characters complete a task for it. Creating a *staff of power* might rely on finding a piece of an ancient stone that was once touched by the god of magic—a stone guarded by a suspicious androsphinx.

In addition to facing a specific creature, creating an item comes with a gold piece cost needed for other materials, tools, and so on, based on the item's rarity. Those values, as well as the time a character needs to work in order to complete the item, are shown on the Magic Item Crafting Time and Cost table. Halve the listed price and creation time for any consumable items.

MAGIC ITEM CRAFTING TIME AND COST

Item Rarity	Cost	Workweeks
Common	50 gp	1
Uncommon	200 gp	5
Rare	2,000 gp	50
Very rare	20,000 gp	100
Legendary	100,000 gp	500

To make a magic item, a character also needs whatever tool proficiency is appropriate, as is normal for crafting any object, or the character needs proficiency in the Arcana skill.

COMPLICATIONS

Most of the complications involved in creating an item, especially a magic one, are linked to the difficulty in finding rare items needed to complete the work. The complications a character might face as byproducts of the process of creation are most interesting when the characters are working on a magic item. It's unlikely that a suit of armor or a pair of boots can cause serious complications for a character's life.

CRAFT AN ITEM COMPLICATIONS

d8 Complication

- 1* Rumors swirl that what you're working on is unstable and a threat to the entire community.
- 2* You have no idea why everyone thinks your work requires you to make blood sacrifices, but that's what folk are saying.
- 3* Your tools are stolen, forcing you to buy new ones.
- 4 A local wizard shows keen interest in your work and insists on observing you.
- 5* A powerful noble offers a hefty price for your work and is not used to hearing no as an answer.
- 6* A dwarf clan accuses you of stealing their secret lore to fuel your work.
- 7 A paladin approaches you and claims that the item you are working on is the key to completing a heroic quest.
- 8* A rival spreads rumors that your work is shoddy and prone to failure.

*Might involve a foil

BREWING POTIONS OF HEALING

Potions of healing fall into a special category for item crafting, separate from other magic items. A character proficient with the herbalism kit can create them. The time and money needed to create such a potion is summarized on the *Potion of Healing Creation* table.

POTION OF HEALING CREATION

Type	Time	Cost
Healing	1 day	25 gp
Greater healing	1 workweek	100 gp
Superior healing	3 workweeks	1,000 gp
Supreme healing	4 workweeks	10,000 gp

CRIME

Sometimes it pays to be bad. This activity gives a character the chance to make some extra cash, at the risk of arrest.

RESOURCES

A crime spree requires a character to spend one week and at least 25 gp gathering information on potential targets, and then committing the crime.

RESOLUTION

The character must make a series of checks, with one DC for all the checks determined by the profit sought from the crime.

The chosen DC can be 10, 15, 20, or 25. Successful completion of the crime yields a number of gold pieces based on the chosen DC, as shown on the *Loot Value* table.

To attempt the crime, the character makes three checks: Dexterity (Stealth), Dexterity with thieves' tools, and the player's choice of Intelligence (Investigation), Wisdom (Perception), or Charisma (Deception).

If none of the checks succeed, the character is caught and jailed. The character must pay a fine equal to the potential payout and must spend one week in jail per 25 gp value.

If one check succeeds, the heist fails but the character escapes.

If two checks succeed, the heist is a partial success, netting the character half the payout.

If all three succeed, the character earns the full payout.

LOOT VALUE

DC Value

- | | |
|----|---------------------------------------------------------|
| 10 | 50 gp, robbery of a struggling merchant |
| 15 | 100 gp, robbery of a prosperous merchant |
| 20 | 200 gp, robbery of a noble |
| 25 | 1,000 gp, robbery of one of the richest figures in town |

COMPLICATIONS

A life of crime is filled with complications. Roll on the *Crime Complications* table (or create a complication of your own) if the character succeeds at only one check. If the character's foil is involved in crime or law enforcement, roll if the character succeeds on only two checks.

CRIME COMPLICATIONS

d10 Complication

- 1* A bounty equal to your earnings is offered for information about your crime.
- 2* An unknown person contacts you, threatening to reveal your crime if you don't render a service.
- 3 Your victim is financially ruined by your crime.
- 4* Someone who knows of your crime has been arrested on an unrelated crime.
- 5 Your loot is a single, easily identified item that you can't fence in this region.
- 6 You robbed from someone who was under a local crime lord's protection, and who now wants revenge.
- 7 Your victim calls in a favor from a guard, doubling the efforts to solve the case.
- 8 Your victim approaches one of your adventuring companions to solve the crime.
- 9* A paladin or cleric of justice swears to avenge your robbery.
- 10* Your victim has a heart of gold; everyone in town is looking for you, the thieving scumbag.

*Might involve a foil

GAMBLING

Games of chance are a way to make a fortune, but perhaps a better way to lose one.

RESOURCES

This activity requires one workweek of effort from a character, plus the character must risk at least 100 gp, to a maximum of 1,000 gp, unless you decide that gambling is a big enough business to support larger wagers.

RESOLUTION

The player must make a series of checks, with a DC determined at random based on the quality of the opposition that the character runs into. Part of the risk of gambling is that you never know who might end up sitting across the table from you.

The character makes three checks: Wisdom (Insight), Charisma (Deception), and Charisma (Intimidation). The DC is 5 + 2d10, generating a separate DC for each check. Consult the Gambling Results table to see how the character does.

GAMBLING RESULTS

Result	Value
0	Lose all the money you bet, plus accrue a debt successes equal to that amount.
1 success	Lose half the money you bet.
2 successes	Gain one-and-a-half times the amount you bet.
3 successes	Gain double the amount you bet.

COMPLICATIONS

Gambling tends to draw a variety of unsavory characters. The potential complications involved in it come from run-ins with the law and various criminals tied to it.

GAMBLING COMPLICATIONS

d8 Complication

- 1* You are accused of cheating. You decide whether you actually did or were framed.
- 2* The town guard raids the gambling hall and throws you in jail.
- 3 You accrue a debt during the game, one that your opponent insists you pay by taking on a task.
- 4* A noble in town loses badly to you and loudly vows to get revenge.
- 5 You won a sum from a low-ranking member of a thieves' guild, and the guild wants its money back.
- 6 A local crime lord insists you start frequenting the lord's gambling parlor and no others.
- 7 You have a reputation for good luck, leading other gamblers to hound you to team up.
- 8 A high-stakes gambler comes to town and insists that you take part in a game.

*Might involve a foil

PIT FIGHTING

This downtime activity covers boxing, wrestling, and other nonlethal forms of combat. If you want to introduce an arena with battles to the death, use standard combat rules.

RESOURCES

This activity requires one workweek of effort from a character.

RESOLUTION

The character must make a series of checks, with a DC determined at random based on the quality of the opposition that the character runs into. The challenge in pit fighting lies in the mystery of your opponents.

The character makes three checks: Strength (Athletics), Dexterity (Acrobatics), and Wisdom (Insight). The DC is 5 + 2d10, generating a separate DC for each check. Consult the Pit Fighting Results table to see how the character does.

PIT FIGHTING RESULTS

Result	Fighting Results
0 successes	Lose your bouts, earning nothing.
1 success	Win 50 gp.
2 successes	Win 100 gp.
3 successes	Win 200 gp.

COMPLICATIONS

Characters involved in pit fighting must deal with their opponents, the folk who bet on matches, and with the matches' promoters.

PIT FIGHTING COMPLICATIONS

d8 Complication

- 1* A rival fighter swears to take revenge on you.
- 2* A crime boss approaches you and offers to pay you to intentionally lose a few matches.
- 3 You defeat a popular local champion, drawing the crowd's ire.
- 4* You defeat a noble's servant, drawing the wrath of the noble's house.
- 5* You are accused of cheating. Whether the allegation is true or not, your reputation is tarnished.
- 6 You accidentally deliver a near-fatal wound to a foe.
- 7 A noble approaches you with an offer to join a stable of pit fighters.
- 8 A new fighter in town feuds with you, calling you out in public and demanding a match.

*Might involve a foil

RELAXATION

Sometimes, the best thing a character can do between adventures is relax. Whether a character wants a hard-earned vacation or needs to recover from injuries, this is the ideal option for adventurers who need a break.

RESOURCES

Relaxation requires one week. You need to maintain at least a modest lifestyle while relaxing to gain the benefits. You also need to stay at home, at an inn, or in some other location that affords rest.

RESOLUTION

While relaxing, you gain advantage on saving throws to recover from long-term diseases and poisons. In addition, at the end of the week, you can end one effect that prevents you from regaining hit points or restore one ability score that has been reduced to below its normal value, unless the harmful effect is caused by a spell or other magical effect with an ongoing duration.

COMPLICATIONS

Relaxation rarely comes with complications. If you want to make life interesting for the characters, introduce an action or event connected to a foil.

RELIGIOUS SERVICE

Characters with a religious bent might wish to spend their downtime in service to a temple. This activity has the chance of winning the favor of the temple's leaders.

RESOURCES

Religious service requires one workweek of time and no gold piece cost.

RESOLUTION

The character chooses to make either an Intelligence (Religion) or a Charisma (Persuasion) check. The result of the check determines the benefits of service, as shown on the Religious Service table.

RELIGIOUS SERVICE

Check Total Result

1–10	No effect. You leave no lasting impression.
11–20	You earn one favor.
21+	You earn two favors.

A favor is a promise for future assistance. It can be expended to ask the temple for help in dealing with a problem, for political or social support, or to reduce the cost of cleric spellcasting by 50 percent.

At one time, a character can have a number of unexpended favors no higher than 1 + their Charisma modifier (minimum of one favor).

COMPLICATIONS

Temples can be labyrinths of political and social scheming. Even the best-intentioned sect can fall prone to rivalries. Serving a temple risks a character's becoming embroiled in such struggles.

RELIGIOUS SERVICE COMPLICATIONS

d6 Complication

- 1* You have offended a priest through your words or actions.
- 2 Blasphemy is still blasphemy even if you did it by accident.
- 3 A secret sect in the temple offers you membership.
- 4* A rival temple tries to recruit you as a spy.
- 5 The temple elders implore you to take up a holy quest.

d6 Complication

- 6 You accidentally discover that an important person in the temple is a fiend worshiper.

*Might involve a foil

RESEARCH

Forewarned is forearmed. The research activity allows a character to delve into lore concerning a monster, location, magic item, or some other topic.

RESOURCES

Research requires one workweek of work and at least 100 gp spent on materials, bribes, gifts, and other expenses. Typically, a character needs access to a library or sage to conduct research.

RESOLUTION

The character declares the focus of the research—a specific person, place, or thing. After a workweek of research, a character makes an Intelligence check with a +1 bonus per 100 gp spent beyond the initial 100 gp, to a maximum of +6. In addition, a character with access to a particularly well-stocked library or knowledgeable sages gains advantage on this check. Determine how much lore a character learns using the Research table.

RESEARCH

Check Total Result

1–5	No effect.
6–10	You learn one piece of useful lore.
11–20	You learn two pieces of useful lore.
21+	You learn three pieces of useful lore.

Each piece of useful lore is the equivalent of one true statement about a person, place, or thing. Examples include knowledge of a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards, and so on.

For a monster or an NPC, you can reveal elements of stats or personality. For a place, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

You can also give out specific pieces of information with research, especially if the players want to know about a specific thing.

Alternatively, a player can track how many nonspecific pieces of lore have been accumulated by their character. At any time during play, the player can expend a piece of lore to learn about a monster, a place, a person, and so on; the character has a sudden insight or recalls the relevant information.

At one time, a character can have a number of unexpended nonspecific pieces of lore no higher than 1 + their Intelligence modifier (minimum of one piece of lore).

COMPLICATIONS

The greatest danger in research is uncovering false information. Not all lore is truthful, and a foil with a scholarly bent might try to lead the characters astray, especially if the object of the research is known to the foil. The foil might plant false information, bribe sages to give bad advice, or steal key tomes needed to find the truth.

In addition, a character might run into other complications during research. If you want to introduce a complication, use the Research Complications table, or create an incident.

RESEARCH COMPLICATIONS

d6 Complication

- 1 You accidentally damage a rare book.
- 2* You offend a sage, who demands an extravagant gift.
- 3 If you had known that book was cursed, you never would have opened it.
- 4* A sage with strange theories on reality becomes obsessed with convincing you.
- 5* Your actions cause you to be banned from a library until you make reparations.
- 6 You uncovered useful lore, but only by promising to complete a dangerous task in return.

*Might involve a foil

SCRIBING A SPELL SCROLL

With time and patience, a spellcaster can transfer a spell to a scroll, creating a *spell scroll*. This activity represents the time and effort it takes to produce such an item.

RESOURCES

Scribing a *spell scroll* takes time and money based on the level of the spell you wish to scribe, as shown in the Spell Scroll Costs table. You must also provide any material components required by the spell. Moreover, you must have the spell prepared or among your known spells in order to scribe a scroll of it, and you must have proficiency in the Arcana skill.

If you scribe a cantrip, the version on the scroll works as if the caster is 1st level.

SPELL SCROLL COSTS

Level	Cost	Time
Cantrip	15 gp	1 day
1st	25 gp	2 days
2nd	250 gp	2 workweeks
3rd	500 gp	4 workweeks
4th	2,500 gp	6 workweeks

Level	Cost	Time
5th	5,000 gp	8 workweeks
6th	15,000 gp	12 workweeks
7th	25,000 gp	24 workweeks
8th	50,000 gp	48 workweeks
9th	250,000 gp	96 workweeks

COMPLICATIONS

Crafting a scroll is a solitary task, unlikely to attract much attention. The complications that arise are more likely to involve the preparation needed to scribe a scroll.

SCRIBE A SCROLL COMPLICATIONS

d6 Complication

- 1 You buy up the last of the rare ink used to craft scrolls, angering a wizard in town.
- 2* The priest of a temple of good accuses you of trafficking in dark magic.
- 3 A wizard eager to collect one of your spells in a book presses you to sell the scroll.
- 4 Due to a strange error in creating the scroll, it is instead a random spell of the same level.
- 5 The rare parchment you bought for your scroll has a barely visible map on it.
- 6* A thief attempts to break into your workroom.

*Might involve a foil

SELLING A MAGIC ITEM

Selling a magic item is by no means an easy task. Con artists and thieves are always looking out for an easy score, and there's no guarantee that a character will receive a good offer even if a legitimate buyer is found.

RESOURCES

Finding a buyer for one of your magic items requires one workweek of work and 100 gp in expenses, spent to spread word of the sale. You must pick one item at a time to sell.

RESOLUTION

A character who wants to sell an item must make a Charisma (Persuasion) check to determine what kind of offer comes in. The character can always opt to not sell, instead wasting the workweek and trying again later. Use the Magic Item Base Prices and Magic Item Offer tables to determine the sale price.

MAGIC ITEM BASE PRICES

Rarity	Base Price
Common	50 gp
Uncommon	200 gp
Rare	2,000 gp
Very rare	10,000 gp
Legendary	25,000 gp

MAGIC ITEM OFFER

Check Total	Result
1–10	50% of base price
11–20	100% of base price
21+	150% of base price

COMPLICATIONS

The greatest risk in selling a magic item lies in attracting thieves, tricksters, and anyone else who wants the item but doesn't want to pay for it. Other folk might try to undermine a deal in order to bolster their own business or seek to discredit the characters as legitimate sellers.

MAGIC ITEM SALE COMPLICATIONS

d8 Complication

- 1* The characters' enemies secretly arrange to buy the item to use it against them.
- 2* The item is stolen.
- 3* A rival circulates rumors that the item is a fake.
- 4 A sorcerer claims the item as birthright and demands the characters hand it over.
- 5 The item's previous owner, or surviving allies, vow to retake it by force.
- 6* The buyer is murdered before the sale.
- 7 The buyer's sinister reputation makes it clear the item will be used to commit evil.
- 8 The item is a lost relic belonging to a holy order.

*Might involve a foil

TRAINING

Given enough free time and the services of an instructor, a character can learn a language or pick up proficiency with a tool.

RESOURCES

Training in a language or tool takes at least 10 workweeks, but reduce this time by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed). Training costs 100 gp per workweek.

COMPLICATIONS

Complications that arise while training typically involve the teacher.

TRAINING COMPLICATIONS

d6 Complication

- 1* Your instructor disappears, forcing you to spend a workweek finding a new one.
- 2 Your teacher instructs you in rare, archaic methods, which draw comment from others.
- 3* Your teacher is a spy sent to learn your plans for the near future.
- 4 Your teacher is a wanted criminal.
- 5 Your teacher is a cruel taskmaster.
- 6 Your teacher comes to you asking for help dealing with some threat.

*Might involve a foil

WORK

When all else fails, an adventurer can turn to an honest trade to earn a living.

RESOURCES

Taking on a job requires one workweek of work.

RESOLUTION

To determine how much money a character earns, the character makes an ability check: Strength (Athletics), Intelligence with a set of tools, Charisma (Performance), or Charisma with a musical instrument. Consult the Wages table to see how much money is generated by the check's total.

WAGES

Check Total Value

9 or less	Poor lifestyle for the week
10 – 14	Modest lifestyle for the week
15 – 20	Comfortable lifestyle for the week
21+	Comfortable lifestyle for the week, +25 gp

COMPLICATIONS

Work is rarely filled with enough complications to alter a character's life significantly. Still, the Work Complications table can add some difficulties to a worker's life. There is a 10 percent chance per workweek that a character encounters a complication.

WORK COMPLICATIONS

d6 Complication

- 1* A difficult customer or a fight with a coworker reduces the lifestyle you earn by one category.
- 2* Your employer's financial difficulties result in your not being paid.
- 3* A coworker with ties to an important family in town takes a dislike to you.
- 4 Your employer is involved with a dark cult or a criminal enterprise.
- 5* The local crime ring targets your business for a shakedown.
- 6* You gain a reputation for laziness (unjust or not, your choice), giving you disadvantage on checks made for this downtime activity for 30 days.

*Might involve a foil



CHAPTER 37: FEATS FOR SKILLS

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

This document introduces new feats to playtest. Each of these feats is associated with a skill, as summarized below.

Skill	Feat
Acrobatics	Acrobat
Animal Handling	Animal Handler
Arcana	Arcanist
Athletics	Brawny
Deception	Silver-Tongued
History	Historian
Insight	Empathic
Intimidation	Menacing
Investigator	Investigation
Medicine	Medic
Nature	Naturalist
Perception	Perceptive
Performance	Performer
Persuasion	Diplomat
Religion	Theologian
Sleight of Hand	Quick-Fingered
Stealth	Stealthy
Survival	Survivalist

ACROBAT

You become more nimble, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.

ANIMAL HANDLER

You master the techniques needed to train and handle animals. You gain the following benefits.

- Increase your Wisdom score by 1, to a maximum of 20.

- You gain proficiency in the Animal Handling skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can use a bonus action on your turn to command one friendly beast within 60 feet of you that can hear you and that isn't currently following the command of someone else. You decide now what action the beast will take and where it will move during its next turn, or you issue a general command that lasts for 1 minute, such as to guard a particular area.

ARCANIST

You study the arcane arts, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Arcana skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *prestidigitation* and *detect magic* spells. You can cast *detect magic* once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

BRAWNY

You become stronger, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency in the Athletics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You count as if you were one size larger for the purpose of determining your carrying capacity.

DIPLOMAT

You master the arts of diplomacy, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Persuasion skill. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.
- If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

EMPATHIC

You possess keen insight into how other people think and feel. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Insight skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

- You can use your action to try to get uncanny insight about one humanoid you can see within 30 feet of you. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If your check succeeds, you have advantage on attack rolls and ability checks against the target until the end of your next turn.

HISTORIAN

Your study of history rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.

INVESTIGATOR

You have an eye for detail and can pick out the smallest clues. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can take the Search action as a bonus action.

MEDIC

You master the physician's arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

MENACING

You become fearsome to others, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

NATURALIST

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *druidcraft* and *detect poison and disease* spells. You can cast *detect poison and disease* once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

PERCEPTIVE

You hone your senses until they become razor sharp. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

PERFORMER

You master performance so that you can command any stage. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- While performing, you can try to distract one humanoid you can see who can see and hear you. Make a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.

QUICK-FINGERED

Your nimble fingers and agility let you perform sleight of hand. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Sleight of Hand skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- As a bonus action, you can make a Dexterity (Sleight of Hand) check to plant something on someone else, conceal an object on a creature, lift a purse, or take something from a pocket.

SILVER-TONGUED

You develop your conversational skill to better deceive others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

STEALTHY

You know how best to hide. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Stealth skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

SURVIVALIST

You master wilderness lore, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *alarm* spell. You can cast it once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

THEOLOGIAN

Your extensive study of religion rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Religion skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *thaumaturgy* and *detect evil and good* spells. You can cast *detect evil and good* once without expending a spell slot, and you regain the ability to do so when you finish a long rest.



CHAPTER 38: FEATS FOR RACES

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

This document introduces new feats to playtest. As explained in chapter 6 of the *Player's Handbook*, feats, like multiclassing, are an optional part of the game, usable only if your DM permits them. These feats don't assume that multiclassing is used in a campaign, and they don't assume the existence of the skill feats that were released in a previous installment of *Unearthed Arcana*.

Each of these feats is associated with a race from the *Player's Handbook*, as summarized below.

Race	Feat
Dragonborn	Dragon Fear
Dragonborn	Dragon Hide
Dragonborn	Dragon Wings
Dwarf	Dwarf Resilience
Dwarf	Grudge-Bearer
Dwarf	Squat Nimbleness
Elf	Elven Accuracy
Elf (drow)	Drow High Magic
Elf (high)	Fey Teleportation
Elf (wood)	Wood Elf Magic
Gnome	Fade Away
Gnome	Squat Nimbleness
Gnome (forest)	Critter Friend
Gnome (rock)	Wonder Maker
Half-elf	Elven Accuracy
Half-elf	Everybody's Friend
Half-elf	Prodigy
Half-orc	Orcish Aggression
Half-orc	Orcish Fury
Halfling	Bountiful Luck
Halfling	Second Chance
Halfling	Squat Nimbleness
Human	Human Determination
Human	Prodigy

Race	Feat
Tiefling	Barbed Hide
Tiefling	Flames of Phlegethos
Tiefling	Infernal Constitution

BARBED HIDE

Prerequisite: Tiefling

One of your ancestors was a barbed devil or other spiky fiend. Barbs protrude from your head. You gain the following benefits:

- Increase your Constitution or Charisma score by 1, up to a maximum of 20.
- As a bonus action, you can cause small barbs to protrude all over your body or cause them to retract. At the start of each of your turns while the barbs are out, you deal 1d6 piercing damage to any creature grappling you or any creature grappled by you.
- You gain proficiency in the Intimidation skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.

BOUNTIFUL LUCK

Prerequisite: Halfling

Whenever an ally you can see within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to let the ally reroll the die. The ally must use the new roll.

CRITTER FRIEND

Prerequisite: Gnome (forest)

Your friendship with animals mystically deepens. You gain the following benefits:

- You gain proficiency in the Animal Handling skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.
- You learn the *Speak with Animals* spell and can cast it at will, without expending a spell slot. You also learn the *Animal Friendship* spell, and you can cast it once with this feat, without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. Intelligence is your spellcasting ability for these spells.

DRAGON FEAR

Prerequisite: Dragonborn

When angered, you radiate menace. You gain the following benefits:

- Increase your Strength or Charisma score by 1, up to a maximum of 20.

- Instead of exhaling destructive energy, you can roar and expend a use of your breath weapon to force each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds if it can't hear or see you. On a failed save, a target becomes frightened for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.

DRAGON HIDE

Prerequisite: Dragonborn

You inherited the might and majesty of your dragon ancestors. You gain the following benefits:

- Increase your Strength or Charisma score by 1, up to a maximum of 20.
- You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- Your scales harden; you gain a +1 bonus to AC while you aren't wearing armor.

DRAGON WINGS

Prerequisite: Dragonborn

You sprout draconic wings. With your wings, you have a flying speed of 20 feet if you aren't wearing heavy armor and aren't exceeding your carrying capacity.

DROW HIGH MAGIC

Prerequisite: Elf (drow)

You learn more of the spells typical for your people. You learn *detect magic* and can cast it at will, without expending a spell slot. You also learn *levitate* and *dispel magic*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

DWARF RESILIENCE

Prerequisite: Dwarf

You have the blood of dwarf heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

ELVEN ACCURACY

Prerequisite: Elf or half-elf

You have uncanny aim. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.

- Whenever you have advantage on an attack roll, you can reroll one of the dice once.

EVERYBODY'S FRIEND

Prerequisite: Half-elf

You develop your magnetic personality to ease your way through the world. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- You gain proficiency in the Deception and Persuasion skills. If you're already proficient in either skill, your proficiency bonus is doubled for any check you make with that skill.

FADE AWAY

Prerequisite: Gnome

You can draw on your magical heritage to escape danger. You gain the following benefits:

- Increase your Intelligence score by 1, up to a maximum of 20.
- When you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

FEY TELEPORTATION

Prerequisite: Elf (high)

Drawing on your fey ancestry, you have learned how to teleport. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *misty step* spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a short or long rest. Intelligence is your spellcasting ability for this spell.

FLAMES OF PHLEGETHOS

Prerequisite: Tiefling

You learn to call on hellfire to serve your commands. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you roll fire damage for a spell you cast, you can reroll any roll of 1 on the fire damage dice, but you must use the new roll, even if it is another 1.
- Whenever you cast a spell that deals fire damage, you can cause flames to wreath you until the end of your next turn. The flames don't harm you or your possessions, and they shed bright light out to 30 feet and dim light for an additional 30 feet. While the flames are present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 fire damage.

GRUDGE-BEARER

Prerequisite: Dwarf

You have a deep hatred for a particular kind of creature. Choose your foes, a type of creature to bear the burden of your wrath: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose two races of humanoid (such as gnolls and orcs). You gain the following benefits:

- Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.
- During the first round of any combat against your chosen foes, your attack rolls against any of them have advantage.
- When any of your chosen foes makes an opportunity attack against you, it makes the attack roll with disadvantage.
- Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check to recall information about your chosen foes, you add double your proficiency bonus to the check, even if you're not normally proficient.

HUMAN DETERMINATION

Prerequisite: Human

You are filled with a determination that can draw the unreachable within your reach. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you make an attack roll, an ability check, or a saving throw, you can do so with advantage. Once you use this ability, you can't use it again until you finish a short or long rest.

INFERNAL CONSTITUTION

Prerequisite: Tiefling

Fiendish blood runs strong in you. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You have resistance to cold and poison damage.
- You have advantage on saving throws against being poisoned.

ORCISH AGGRESSION

Prerequisite: Half-orc

As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

ORCISH FURY

Prerequisite: Half-orc

Your fury burns tirelessly. You gain the following benefits:

- Increase your Strength or Constitution score by 1, up to a maximum of 20.

- When you hit with an attack made with a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.
- Immediately after you use your Relentless Endurance trait, you can use your reaction to make one weapon attack.

PRODIGY

Prerequisite: Half-elf or human

You have a knack for learning new things. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.

SECOND CHANCE

Prerequisite: Halfling

Fortune favors you. You gain the following benefits:

- Increase your Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.
- When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll. Once you use this ability, you can't do so again until you finish a short or long rest.

SQUAT NIMBLENESS

Prerequisite: Dwarf, gnome, or halfling

You are uncommonly nimble for your race. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill. If you're already proficient in the skill, your proficiency bonus is doubled for any check you make with it.

WONDER MAKER

Prerequisite: Gnome (rock)

You master the tinker techniques of your people. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you make a check using your proficiency with tinker's tools, you add double your proficiency bonus to the check.
- When you make a device with your Tinker trait, you have the following additional options for what you make:

Alarm. This device senses when a creature moves to within 15 feet of it without speaking aloud a password chosen when you create it. One round after a creature moves into range, the alarm makes a shrill ringing that lasts for 1 minute and can be heard from up to 300 feet away.

Calculator. This device makes doing sums easy.

Lifter. This device can be used as a block and tackle, allowing its user to hoist five times the weight the user can normally lift.

Timekeeper. This pocket watch keeps accurate time.

Weather Sensor. When used as an action, this device predicts weather conditions in a 1-mile radius over the next 4 hours, showing one symbol (clouds, sun/moon, rain, or snow) for each hour.

WOOD ELF MAGIC

Prerequisite: Elf (wood)

You learn the magic of the primeval woods. You learn one druid cantrip of your choice. You also learn *longstrider* and *pass without trace*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.



CHAPTER 39: REVISED SUBCLASSES

This document presents revised versions of five subclasses that appeared in earlier installments of *Unearthed Arcana*. Each subclass was popular, and the revisions to it were driven by feedback that thousands of you provided in surveys.

The subclasses are the barbarian's Path of the Ancestral Guardian, the bard's College of Swords, the fighter's Arcane Archer, the monk's Way of the Kensei, and the sorcerer's Favored Soul.

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

BARBARIAN: PATH OF THE ANCESTRAL GUARDIAN

Some barbarians hail from cultures that revere their ancestors. These tribes teach that the warriors of the past linger in the world as mighty spirits, who can guide and protect the living. When a barbarian who follows this path rages, the barbarian contacts the spirit world and calls on these guardian spirits for aid in a time of need.

Barbarians who draw on their ancestral guardians can better fight to protect their tribes and their allies. In order to cement ties to their ancestral guardians, barbarians who follow this path cover themselves in elaborate tattoos that celebrate their ancestors' deeds. These tattoos tell sagas of victories against terrible monsters and other fearsome rivals.

PATH OF THE ANCESTRAL GUARDIAN FEATURES

Barbarian Level Feature

3rd	Ancestral Protectors
6th	Spirit Shield (2d8)
10th	Consult the Spirits, Spirit Shield (3d8)
14th	Vengeful Ancestors, Spirit Shield (4d8)

ANCESTRAL PROTECTORS

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. These warriors distract a foe you strike and hinder its attempts to harm your companions. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors. Until the start of your next turn or until your rage ends, that target has disadvantage on any attack roll that doesn't target you, and creatures other than you have resistance to the damage of the target's attacks.

SPIRIT SHIELD

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection for your allies. If you are raging and a creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d8.

When you reach certain levels in this class, you can reduce the damage by more: by 3d8 at 10th level and by 4d8 at 14th level.

CONSULT THE SPIRITS

At 10th level, you gain the ability to consult with your ancestral spirits and use them to scout faroff areas. When you do so, you cast the *clairvoyance* spell, without needing a spell slot. Rather than creating a spherical sensor, the spell invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for the spell.

After you cast the spell in this way, you can't do so again until you finish a short or long rest.

VENGEFUL ANCESTORS

At 14th level, your ancestral spirits grow powerful enough to strike foes that dare to harm those you protect. When you use your Spirit Shield to protect a creature damaged by an attack, the attacker takes the same amount of damage that your Spirit Shield prevents.

BARD: COLLEGE OF SWORDS

Bards of the College of Swords are called blades, and they entertain through daring feats of weapon prowess. Blades perform stunts such as sword swallowing, knife throwing and juggling, and mock combats. Though they use their weapons to entertain, they are also highly trained and skilled warriors in their own right.

Their talent with weapons inspires many blades to lead double lives. One blade might use a circus troupe as cover for nefarious deeds such as assassination, robbery, and blackmail. Other blades strike at the wicked, bringing justice to bear against the cruel and powerful. Most troupes are happy to accept a blade's talent for the excitement it adds to a performance, but few entertainers fully trust them.

Blades who abandon lives as entertainers have often run into trouble that makes maintaining their secret activities impossible. A blade caught stealing or engaging in vigilante justice is too great a liability for most troupes. With their weapon skills and magic, these blades either take up work as enforcers for thieves' guilds or strike out on their own as adventurers.

COLLEGE OF SWORDS FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Fighting Style, Blade Flourish
6th	Cunning Flourish
14th	Master's Flourish

BONUS PROFICIENCIES

When you join the College of Blades at 3rd level, you gain proficiency with medium armor and scimitars.

If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.

FIGHTING STYLE

At 3rd level, you adopt a 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 something in the game lets you choose again.

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.

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

BLADE FLOURISH

At 3rd level, you learn to conduct impressive displays of martial prowess and speed.

As an action, you can make one melee weapon attack, and your walking speed increases by 10 feet until the end of the current turn. Whenever you use this action, you can also use one of the following Blade Flourish options as part of it.

Defensive Flourish. You spin your weapon in circles, creating a hypnotic display. You can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to your AC until the start of your next turn.

Slashing Flourish. If the attack hits its target, you can expend one of your uses of Bardic Inspiration to cause the weapon to damage each creature of your choice, other than the target, that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.

Mobile Flourish. If the attack hits its target, you can expend one of your uses of Bardic Inspiration to push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on the Bardic Inspiration die. You can then immediately use your reaction to move up to your speed to an unoccupied space within 5 feet of the target.

CUNNING FLOURISH

Beginning at 6th level, you can attack twice, instead of once, whenever you use the Blade Flourish action on your turn. You can, nevertheless, still use only one Blade Flourish option when you take that action.

MASTER'S FLOURISH

Starting at 14th level, whenever you use a Blade Flourish option, you can roll a d6 and use it instead of expending a Bardic Inspiration die.

FIGHTER: ARCANE ARCHER

An Arcane Archer studies a unique elven method of archery that weaves magic into attacks to produce supernatural effects. Among elves, Arcane Archers are some of their most elite warriors. These archers stand watch over the fringes of elven domains, keeping a keen eye out for trespassers and using magic-infused arrows to defeat monsters and invaders before they can reach elven settlements. Over the centuries, the methods of these elf archers have been learned by members of other races who can also balance arcane aptitude with archery.

ARCANE ARCHER FEATURES

Fighter Level	Feature
3rd	Magic Arrow, Arcane Shot (2 options), Arcane Archer's Lore
7th	Curving Shot, Arcane Shot (3 options)
10th	Arcane Shot (4 options)
15th	Ever-Ready Shot, Arcane Shot (5 options)
18th	Arcane Shot (6 options, improved shots)

MAGIC ARROW

When you choose this archetype at 3rd level, you gain the ability to infuse arrows with magic. Whenever you fire a nonmagical arrow from a shortbow or longbow, you can make it a magic arrow, with a +1 bonus to the attack and damage rolls. The magic fades from the arrow immediately after it hits or misses its target.

ARCANE SHOT

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn two Arcane Shot options of your choice (see the "Arcane Shot Options" section below).

Once per turn when you fire a magic arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest.

You gain an additional Arcane Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

ARCANE ARCHER'S LORE

At 3rd level, you learn magical theory or some of the secrets of nature—typical for practitioners of this elven martial tradition. You gain proficiency in either the Arcana or the Nature skill.

CURVING SHOT

At 7th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with a magic arrow and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

EVER-READY SHOT

Starting at 15th level, your magical archery is ever available to you when you need it most. If you roll initiative and have no uses of Arcane Shot remaining, you regain one use of it.

ARCANE SHOT OPTIONS

The Arcane Shot feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic.

If an option requires a saving throw, your Arcane Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

Banishing Arrow. You use abjuration magic to try to temporarily banish your target to a harmless location in the Feywild. If the arrow hits a creature, the target must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

After you reach 18th level in this class, a target also takes 2d6 force damage when the arrow hits it.

Brute Bane Arrow. You weave necromantic magic into your arrow. If the arrow hits a creature, the target takes an extra 2d6 necrotic damage, and it must make a Constitution saving throw. On a failed save, the damage of the target's attacks is halved until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

Bursting Arrow. You imbue your arrow with a blast of force energy drawn from the school of evocation. If the arrow hits a creature, the target and each creature within 10 feet of it also take 2d6 force damage each.

The force damage increases to 4d6 when you reach 18th level in this class.

Grasping Arrow. When this arrow strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. If the arrow hits a creature, the target takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again.

The poison and slashing damage both increase to 4d6 when you reach 18th level in this class.

Mind-Scrambling Arrow. Your enchantment magic causes this arrow to temporarily beguile its target. Choose one of your allies within 30 feet of the target. If the arrow hits a creature, the target takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or it can't attack the chosen ally or include that ally in a harmful area of effect until the start of your next turn. This effect ends early if the chosen ally deals any damage to the target.

The psychic damage increases to 4d6 when you reach 18th level in this class.

Piercing Arrow. You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow fires forward in a line that is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a target takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

The piercing damage increases to 2d6 when you reach 18th level in this class.

Seeking Arrow. Using divination magic, you grant your arrow the ability to seek out your target, allowing the arrow to curve and twist its path in search of its prey. When you use this option, you don't make an attack roll for the attack. Instead, 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 large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.

The force damage increases to 2d6 when you reach 18th level in this class.

Shadow Arrow. You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. If the arrow hits a creature, the target takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn.

The psychic damage increases to 4d6 when you reach 18th level in this class.

MONK: WAY OF THE KENSEI

Monks of the Way of Kensei train relentlessly with their weapons, to the point that the weapon becomes like an extension of the body. A kensei sees a weapon in much the same way a painter regards a brush or a writer sees parchment, ink, and quill. A sword or bow is a tool used to express the beauty and elegance of the martial arts. That such mastery makes a kensei a peerless warrior is but a side effect of intense devotion, practice, and study.

WAY OF THE KENSEI FEATURES

Monk Level	Feature
3rd	Path of the Kensei (2 weapons)
6th	One with the Blade, Path of the Kensei (3 weapons)
11th	Sharpen the Blade, Path of the Kensei (4 weapons)
17th	Unerring Accuracy, Path of the Kensei (5 weapons)

PATH OF THE KENSEI

When you choose this tradition at 3rd level, your special martial arts training leads you to master the use of certain weapons.

You gain the following benefits:

- Choose two types of weapons to be your kensei weapons: one melee weapon and one ranged weapon. Each of these weapons can be any simple or martial weapon that lacks the heavy and special properties. The longbow is also a valid choice. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you. Many of this tradition's features work only with your kensei weapons. When you reach 6th, 11th, and 17th level in this class, you can choose another type of weapon—melee or ranged—to be a kensei weapon for you, following the criteria above.
- If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.
- You can use a bonus action on your turn to make your ranged attacks with a kensei weapon more deadly. When you do so, any target you hit with a ranged attack using a kensei weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.

ONE WITH THE BLADE

At 6th level, you extend your ki into your kensei weapons, granting you the following benefits.

Magic Kensei Weapons. Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Precise Strike. When you hit a target with a kensei weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

SHARPEN THE BLADE

At 11th level, you gain the ability to augment your weapons further with your ki. As a bonus action, you can expend up to 3 ki points to grant one kensei weapon you touch a bonus to attack and damage rolls when you attack with it. The bonus equals the number of ki points you spent. This bonus lasts for 1 minute or until you use this feature again.

UNERRING ACCURACY

At 17th level, your mastery of weapons grants you extraordinary accuracy. If you make an attack roll with a monk weapon and miss, you can reroll it. You can use this feature only once on each of your turns.

SORCERER: FAVORED SOUL

Sometimes the spark of magic that fuels a sorcerer comes from a divine source that glimmers within the soul. Having such a favored soul, your innate magic might come from a distant but powerful familial connection to a divine being. Perhaps your ancestor was an angel, transformed into a mortal and sent to fight in a god's name. Or your birth might align with an ancient prophecy, marking you as a servant of the gods or a chosen vessel of celestial magic.

Favored souls, with their natural magnetism and strong personalities, are often seen as threats by traditional religious hierarchies. As outsiders who command celestial power, these sorcerers can undermine the existing order and claim a direct tie to the divine.

In some cultures, only those who can claim the power of a favored soul may command religious power. In these lands, ecclesiastical positions are dominated by a few bloodlines and preserved over generations.

FAVORED SOUL FEATURES

Sorcerer Level Feature

1st	Divine Magic, Favored by the Gods
6th	Empowered Healing
14th	Angelic Form
18th	Unearthly Recovery

DIVINE MAGIC

Your link to the divine allows you to learn spells normally associated with the cleric class. 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 cleric spell list, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

You also learn the *cure wounds* spell, which doesn't count against your number of sorcerer spells known.

FAVORED BY THE GODS

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to 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.

EMPOWERED HEALING

Starting at 6th level, the celestial energy coursing through you can empower your healing magic. Whenever you roll dice to determine the number of hit points a sorcerer spell of yours restores, you can spend 1 sorcery point to reroll any number of those dice once.

ANGELIC FORM

At 14th level, your divine essence causes you to undergo a minor physical transformation. Your appearance takes on an otherworldly version of one of the following qualities (your choice): beautiful, youthful, kind, or imposing.

In addition, as a bonus action, you can manifest a pair of spectral wings from your back. The wings last until you're incapacitated or you dismiss them as a bonus action. While the wings are present, you have a flying speed of 30 feet.

UNEARTHLY RECOVERY

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

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



CHAPTER 40: REVISED CLASS OPTIONS

This document provides revised versions of class material that appeared in previous installments of *Unearthed Arcana*: four subclasses for various classes, along with Eldritch Invocations for the warlock. This material was all popular, and the revisions to it were driven by feedback that thousands of you provided in surveys.

The subclasses are the druid's Circle of the Shepherd, the fighter's Cavalier, the paladin's Oath of Conquest, and the warlock's Celestial (formerly known as the Undying Light).

One of the main pieces of feedback we got about the Eldritch Invocations is that you didn't want them exclusive to particular Otherworldly Patron options, so we've opened them up to more warlocks, tweaked them, and cut the least popular ones.

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

DRUID: CIRCLE OF THE SHEPHERD

Druids of the Circle of the Shepherd commune with the spirits of nature, especially the spirits of beasts and the fey, and call to those spirits for aid. These druids recognize that all living things play a role in the natural world, yet they focus on protecting animals and fey creatures that have difficulty defending themselves. Shepherds, as they are known, see such creatures as their charges. They ward off monsters that threaten them, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on rare animal habitats and on sites sacred to the fey. Many of these druids are happiest far from cities and towns, content to spend their days in the company of animals and the fey creatures of the wilds.

Members of this circle become adventurers to oppose forces that threaten their charges or to seek knowledge and power that will help them safeguard their charges better. Wherever these druids go, the spirits of the wilderness are with them.

CIRCLE OF THE SHEPHERD FEATURES

Druid Level	Feature
2nd	Spirit Totem, Speech of the Woods
6th	Mighty Summoner
10th	Guardian Spirit
14th	Faithful Summons

SPEECH OF THE WOODS

At 2nd level, you gain the ability to converse with beasts and many fey.

You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you any special friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

SPIRIT TOTEM

Starting at 2nd level, you gain the ability to call forth nature spirits and use them to influence the world around you. As a bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents.

As a bonus action, you can move the spirit up to 60 feet to a point you can see.

The spirit persists for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

The effect of the spirit's aura depends on the type of spirit you summon from the options below.

Bear Spirit. The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit appears gains temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.

Hawk Spirit. The hawk spirit is a consummate hunter, marking your enemies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll.

Unicorn Spirit. The unicorn spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell with a spell slot that restores hit points to anyone inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

MIGHTY SUMMONER

At 6th level, you gain the ability to conjure forth powerful beasts and fey. Any beast or fey summoned or created by your spells gains two benefits:

- The creature appears with more hit points than normal: 2 extra hit points per Hit Die it has.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

GUARDIAN SPIRIT

Beginning at 10th level, your Spirit Totem safeguards the beasts and fey that you call forth with your magic. When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

FAITHFUL SUMMONS

Starting at 14th level, the nature spirits you commune with protect you when you are the most defenseless. If you are reduced to 0 hit points or are incapacitated against your will, you can immediately gain the benefits of *conjure animals* as if it were cast with a 9th-level spell slot. It summons four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required).

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

FIGHTER: CAVALIER

The archetypal Cavalier excels at mounted combat. Usually born among the nobility and raised at court, a Cavalier is equally at home leading a cavalry charge or exchanging repartee at a state dinner. Cavaliers also learn how to guard those in their charge from harm, often serving as the protectors of their superiors and of the weak. Drawn to right wrongs or earn prestige, many of these fighters leave their lives of comfort to embark on glorious adventure.

CAVALIER FEATURES

Fighter

Level	Feature
3rd	Bonus Proficiency, Born to the Saddle, Combat Superiority (d8s, 4 dice)
7th	Ferocious Charger, Combat Superiority (5 dice)
10th	Improved Combat Superiority (d10s)
15th	Relentless, Combat Superiority (6 dice)
18th	Improved Combat Superiority (d12s)

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

BORN TO THE SADDLE

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

COMBAT SUPERIORITY

At 3rd level, you gain a set of combat abilities, referred to as maneuvers, which are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Maneuvers. You spend your superiority dice on your maneuvers. You can use more than one maneuver per turn, but no more than one maneuver per attack.

You know the following maneuvers:

Control Mount. When you make a Wisdom (Animal Handling) check to influence a creature that you or an ally is riding, you can expend one superiority die, roll it, and add the number rolled to the check. You can do this before or after rolling the d20, but before applying the results of the check.

Precision Attack. When you make a weapon attack against a creature, you can expend one superiority die, roll it, and add it to the attack roll. You can use this ability before or after rolling the d20, but before any of the effects of the attack are applied.

Trip Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. Roll the die, and add it to the attack's damage roll. If the target is Large or smaller, it must also succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

Warding Maneuver. If you or a creature within 5 feet of you is hit by an attack, you can expend one superiority die as a reaction if you're wielding a weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

FEROCIOUS CHARGER

At 7th level, you gain additional benefits when you use your Trip Attack maneuver. You can expend up to two superiority dice on it, adding both dice to the damage roll. When you spend two dice in this way, the target has disadvantage on its Strength saving throw to avoid being knocked prone.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

PALADIN: OATH OF CONQUEST

The Oath of Conquest calls to paladins who seek glory in battle and the subjugation of their enemies. It isn't enough for these paladins to establish order. They must crush the forces of chaos. Sometimes called knight tyrants or iron mongers, those who swear this oath gather into grim orders that serve gods or philosophies of war and well-ordered might.

Some of these paladins go so far as to consort with the powers of the Nine Hells, valuing the rule of law over the balm of mercy. The archdevil Bel, warlord of Avernus, counts many of these paladins—called hell knights—as his most ardent supporters. Hell knights cover their armor with trophies taken from fallen enemies, a grim warning to any who dare oppose them and the decrees of their lords. These knights are often most fiercely resisted by other paladins of this oath, who believe that the hell knights have wandered too far into darkness.

TENETS OF CONQUEST

A paladin who takes this oath has the tenets of conquest seared on the upper arm. A hell knight's oath appears in Infernal runes, a brutal reminder of vows to the Lords of Hell.

Douse the Flame of Hope. It is not enough to merely defeat an enemy in battle. Your victory must be so overwhelming that your enemies' will to fight is shattered forever. A blade can end a life. Fear can end an empire.

Rule with an Iron Fist. Once you have conquered, tolerate no dissent. Your word is law. Those who obey it shall be favored. Those who defy it shall be punished as an example to all who might follow.

Strength Above All. You shall rule until a stronger one arises. Then you must grow mightier and meet the challenge, or fall to your own ruin.

OATH OF CONQUEST FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Conquest (10 ft.)
15th	Scornful Rebuke
18th	Aura of Conquest (20 ft.)
20th	Invincible Conqueror

OATH SPELLS

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

OATH OF CONQUEST SPELLS

Paladin Level	Spells
5th	<i>hold person, spiritual weapon</i>
9th	<i>bestow curse, fear</i>
13th	<i>dominate beast, stonewall</i>
17th	<i>cloudkill, dominate person</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.

Conquering Presence. You can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Guided Strike. You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

AURA OF CONQUEST

Starting at 7th level, you constantly emanate a menacing aura while you're not incapacitated. The aura includes your space, extends 10 feet from you in every direction, and is blocked by total cover.

If a creature is frightened of you, its speed is reduced to 0 while in the aura, and that creature takes psychic damage equal to half your paladin level if it starts its turn there.

At 18th level, the range of this aura increases to 30 feet.

SCORNFUL REBUKE

Starting at 15th level, those who dare to strike you are psychically punished for their audacity. Whenever a creature hits you with an attack, that creature takes psychic damage equal to your Charisma modifier (minimum of 0) if you're not incapacitated.

INVINCIBLE CONQUEROR

At 20th level, you gain the ability to harness extraordinary martial prowess. As an action, you can magically become an avatar of conquest, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

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

WARLOCK: THE CELESTIAL

Your patron is a powerful being of the Upper Planes. You have bound yourself to an ancient empyrean, solar, ki-rin, or unicorn or to another entity that resides in the planes of everlasting bliss. Your pact with that being allows you to experience the barest touch of the holy light that illuminates the multiverse.

Being connected to such power can cause changes in your behavior and beliefs. You might find yourself driven to annihilate the undead, to defeat fiends, and to protect the innocent. At times, your heart might also be filled with a longing for the celestial realm of your patron, a desire to wander that paradise for the rest of your days. But you know that your mission is among mortals for now and that your pact binds you to bring light to the dark places of the world.

CELESTIAL FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Bonus Cantrips, Healing Light
6th	Radiant Soul
10th	Celestial Resilience
14th	Searing Vengeance

EXPANDED SPELL LIST

The Celestial 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.

CELESTIAL EXPANDED SPELLS

Spell Level	Spells
1st	<i>burning hands, cure wounds</i>
2nd	<i>flaming sphere, lesser restoration</i>
3rd	<i>daylight, revivify</i>
4th	<i>guardian of faith, wall of fire</i>
5th	<i>flame strike, greater restoration</i>

BONUS CANTRIPS

At 1st level, you learn the *sacred flame* and *light* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

HEALING LIGHT

At 1st level, you gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your warlock level.

As a bonus action, you can touch a creature and heal it, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total.

Your pool regains all expended dice when you finish a long rest.

RADIANT SOUL

Starting at 6th level, your link to the Celestial allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you add your Charisma modifier to that damage against one target of your choice.

CELESTIAL RESILIENCE

Starting at 10th level, you gain temporary hit points whenever you finish a short or long rest. These temporary hit points equal your warlock level + your Charisma modifier.

Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your warlock level + your Charisma modifier.

SEARING VENGEANCE

Starting at 14th level, the radiant energy you channel allows you to overcome grievous injuries. When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of radiant energy. You regain hit points equal to half your hit point maximum, and then you stand up, if you so choose. Each creature of your choice that is within 30 feet of you takes radiant damage equal to 2d8 + your Charisma modifier, and it is blinded until the end of the current turn.

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

WARLOCK: ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to those in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

ASPECT OF THE MOON

Prerequisite: Pact of the Tome feature

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

CLOAK OF FLIES

Prerequisite: 5th level

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura includes your space, extends 5 feet from you in every direction, and is blocked by total cover. It lasts until you're incapacitated or you dismiss it with a bonus action.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

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

ELDRITCH SMITE

Prerequisite: 5th level, Pact of the Blade feature

Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot. If the target takes any of this damage, you can knock the target prone if it is Huge or smaller.

FROST LANCE

Prerequisite: eldritch blast cantrip

Once on each of your turns when you hit a creature with your *eldritch blast*, you can reduce that creature's speed by 10 feet until the end of your next turn.

GHOSTLY GAZE

Prerequisite: 7th level

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts until the end of the current turn. During that time, you perceive objects as ghostly, transparent images.

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

GIFT OF THE DEPTHS

Prerequisite: 5th level

You can breathe underwater, and you gain a swimming speed equal to your walking speed.

You can also cast *water breathing* without expending a spell slot. Once you cast it using this invocation, you can't do so again until you finish a long rest.

GIFT OF THE EVER-LIVING ONES

Prerequisite: Pact of the Chain feature

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

GRASP OF HADAR

Prerequisite: eldritch blast cantrip

Once on each of your turns when you hit a creature with your *eldritch blast* cantrip, you can move that creature in a straight line 10 feet closer to yourself.

IMPROVED PACT WEAPON

Prerequisite: Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon counts as a magic weapon with a +1 bonus to its attack and damage rolls, unless it is already a magic weapon that you transformed into your pact weapon.

KISS OF MEPHISTOPHELES

Prerequisite: 5th level, eldritch blast cantrip

When you hit a creature with your *eldritch blast*, you can cast *fireball* as a bonus action using a warlock spell slot. The spell must be centered on the creature you hit with *eldritch blast*.

MADDENING HEX

Prerequisite: 5th level

As a bonus action, you cause a psychic disturbance around the target cursed by your *hex* spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. When you do so, you deal psychic damage to the target and each creature of your choice within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 0 damage).

RELENTLESS HEX

Prerequisite: 7th level

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your *hex* spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

SHROUD OF SHADOW

Prerequisite: 15th level

You can cast *invisibility* at will, without expending a spell slot.

TOMB OF LEVISTUS

Prerequisite: 5th level

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. You also gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects all end when the ice melts.

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

TRICKSTER'S ESCAPE

Prerequisite: 7th level

You can cast *freedom of movement* once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.



CHAPTER 41: GREYHAWK INITIATIVE

Early in 2017, I had the chance to attend Gary Con on behalf of the D&D team. Heading back to the birthplace of the game in Lake Geneva, Wisconsin, provided a lot of inspiration for me. In the weeks running up to the convention, I tinkered with a few design ideas that drew inspiration from older editions of the game. The initiative system presented here—an element of what I've dubbed my Greyhawk variant of D&D—was part of that process.

THIS IS NOT OFFICIAL MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

WHY EXPERIMENT WITH INITIATIVE?

The initiative rules in D&D work very well. They keep the action moving and are easy to use at the table. In terms of design, fifth edition's approach was to treat initiative as an element of the game that was meant to produce as little friction and complexity as possible.

The Greyhawk initiative variant takes a different approach. These rules add complexity, but with the goal of introducing more drama to combat. The order of actions changes during combat, making it impossible to depend on creatures acting in a consistent pattern. Moreover, this initiative system requires a certain amount of strategizing between players ahead of each round's action.

If adding chaos and unpredictability to combat sounds like fun, you might like these rules. But if you prefer to keep initiative simple—something that quickly fades into the background during combat—the existing initiative rules are likely a better fit for your game.

OVERVIEW

The Greyhawk initiative variant institutes the following rules, which replace the standard initiative system.

Rounds. Combat is organized into rounds. Each round, everyone involved in the combat has a chance to move and take actions, as with standard initiative. But the durations of effects are measured in rounds, rather than ending during a specific creature's turn.

Variable Turn Order. Each round, every creature involved in the battle rolls initiative. The order in which creatures take their turns changes from round to round, making it impossible to predict how events in combat will unfold.

Initiative Dice. Rather than making a d20 roll for initiative, characters and monsters might roll a variety of initiative dice—normally d4 to d10. If you roll more than one initiative die, you add the results together to determine your initiative. The number and type of initiative dice you roll depend on the types of activities you want your character to undertake during the next round.

Initiative Count. Under the standard system, creatures with higher initiative have a chance to act each round before creatures with lower initiative. With this variant system, **initiative now runs from low to high.** Creatures with a lower initiative roll can act in combat before creatures with a higher initiative roll.

Order of Operations. These rules make it more likely for certain actions to take place earlier in a round, and for other actions to take place later. Missile fire usually occurs first, melee attacks next, and spellcasting last. This is just an overall pattern, though, not an ironclad rule. As with the standard initiative system, the luck of the dice always determines exactly when combatants act.

ROUNDS

Combat under this system is divided into rounds, each of which continues to represent about 6 seconds of action.

Durations. Any effect that normally lasts until the end of a turn instead lasts until the end of the round during which that turn takes place. Similarly, any effect that normally lasts until the start of a turn now lasts until the start of the round during which that turn takes place.

If the order in which effects end is important for some reason, roll a d20 for each effect (rerolling any ties). The effect with the lowest roll ends first, with the others ending in order of their results from lowest to highest.

SURPRISE

A surprised creature adds +10 to its initiative result and cannot take reactions while it is surprised. A creature is surprised until the end of the round during which it is surprised.

DETERMINE ACTION ORDER

Before a round begins, each creature involved in a combat decides what it wants to do and rolls initiative. Your chosen actions determine which initiative dice you roll.

Actions are broken down by speed. Because a lower initiative count allows a creature to act more quickly, fast or simple actions use smaller dice and more complex actions use larger dice.

When rolling initiative, you roll all the dice that represent your actions, then add up the result. You do not add any modifier (including your Dexterity modifier) to this roll.

INITIATIVE DICE

Die	Action
d4	Ranged attack
d6	Movement Swap gear Any other action
d8	Melee attack
d10	Cast a spell

Multiple Dice. It is common for characters to roll multiple dice for initiative. If you want to move in toward a foe and make a melee attack, you roll and add together 1d6 for movement and 1d8 for the attack. The result is your initiative.

EXAMPLE: DELAYING

Able, Bravo, Charles, and Delta roll 1, 5, 8, and 12 for initiative, respectively. Able decides to delay. Bravo also delays. Charles acts. Immediately after Charles's turn, Bravo decides to act. In response, Able also wants to act—and can take actions first because her initiative is lower than Bravo's. Bravo then takes his turn.

VARIANT: WEAPON SPEED

If you want to add more distinction to weapons at the cost of speed, replace rolling a d4 for ranged attacks and a d8 for melee attacks with the following:

When determining initiative, a creature attacking with a weapon rolls initiative dice equal to the damage dice rolled for the weapon. Use the base damage listed in the Weapons table in chapter 5 of the *Player's Handbook*, ignoring additional damage granted by spells, magical effects, feats, and so on.

Bonus Actions. If you want to use a bonus action on your turn, you roll an additional die that corresponds to the type of action you plan to take with your bonus action. That die is added to any dice you roll for your movement and your normal action.

Multiple Actions. If an effect grants you an additional action without the use of a bonus action, you roll an initiative die for only one of your actions. Use the largest die that corresponds to any one of the actions you plan to take.

Reactions and Forced Activities. Initiative covers only the actions you take on your turn, so that using a reaction has no effect on your initiative. You can take one reaction per round, as normal, unless an ability grants you more.

Likewise, any activities you are forced to undertake not on your turn (typically in response to another creature's actions) have no effect on your initiative.

Delaying. You cannot use the Ready action under these rules, but you can instead choose to delay your turn. Instead of taking your turn on your initiative count, you simply act on a later initiative count, before or after other creatures as you choose. If more than one creature has chosen to delay, each creature's original initiative needs to be noted. Whenever a delaying creature decides to act, another delaying creature with a lower initiative can decide to act immediately before it.

Swapping Gear. If you want to sheathe or drop a weapon, you roll an additional 1d6 for your initiative. You can decide to swap your gear at any point during your turn.

CREATURES UNABLE TO ACT

Any creature that is unable to take actions (most likely because it is incapacitated) does not roll initiative. Any effects that such creatures must resolve, such as death saving throws, are resolved at the end of the round.

CHOOSING ANOTHER CREATURE'S ACTIONS

If you are in a position to choose the actions that another creature takes on its turn (for example, if you have successfully targeted that creature with the *dominate monster* spell), you roll initiative for the actions you plan to have the creature take, then add that result to your initiative. The final result is the creature's initiative.

In general, if an effect causes a creature to change its actions and it has not yet taken a turn, the creature rerolls its initiative and adds the result to the initiative of the creature or effect that triggered the change.

ACTION DECLARATION AND RESOLUTION

At the start of a round, each combatant chooses actions for the round. At this stage, actions do not need any more detail than what is needed to determine the initiative roll. A character can plan on casting a spell, but does not yet need to pick a specific spell or a target. A character planning on moving doesn't need to have a destination in mind.

During its turn, each combatant then chooses specific targets, spells, and so on for its chosen actions. The only restriction is that a creature cannot choose actions not covered by its initiative roll. As such, you might find that you need to alter the details of your plans as the action unfolds—meaning that it's often desirable to leave yourself options when you choose which actions to roll for.

TIES

If two creatures tie for initiative, those creatures act in order of Dexterity, with the highest Dexterity going first. If both creatures have the same Dexterity, roll randomly to determine which one acts first.

VARIANT: SPELL DISRUPTION

For added AD&D flavor, you can introduce the spell disruption rule. Under this rule, if a creature that wants to cast a spell takes damage during the round before it can act, it is restricted to casting cantrips on its turn.

SPECIAL RULES

Certain effects can alter initiative rolls in the game.

Initiative Bonuses or Penalties. Though this system does not apply a creature's Dexterity modifier to its initiative rolls, other effects can alter initiative. If an effect would grant you a bonus to your initiative roll under the standard system, instead reduce the size of one die you roll for initiative, so that a d6 becomes a d4, a d4 becomes a d3, and so on.

In the case of a penalty to your initiative, you apply the reverse process, increasing the size of one die rolled instead.

Advantage or Disadvantage. If an effect would grant you advantage or disadvantage on your initiative roll under the standard system, you apply that to the largest initiative die you roll (or to one of those initiative dice if you roll more than one of the same type). Roll the initiative die twice, using the lowest roll if you have advantage or the highest roll if you have disadvantage.

EXAMPLE OF PLAY

Rath the dwarf fighter leads a party through the Haunted Halls of Eveningstar in search of Xantar, a villainous Red Wizard of Thay. With him are Rupert the bard and the sorcerer Delsenora. Rounding a corner, they spot a group of six hobgoblins accompanied by a snarling troll. Rath's ferocious battle cry puts aside any chance for diplomacy. It's time to roll for initiative!

ROUND 1

The players quickly confer. The hallway is 10 feet wide. With Rath charging forward to block the passage, Delsenora wants to support him by casting a spell at the monsters while Rupert fires his longbow. Meanwhile, the DM determines that the hungry troll will charge ahead to make a snack out of Rath. Since the corridor is only wide enough to fit the troll, the hobgoblins hang back and hurl javelins at the party.

Rupert is making a ranged attack without moving. He rolls a d4 for initiative and gets a 1.

Delsenora plans to cast a spell and not move. She rolls a d10 as her initiative die, resulting in a 7.

Rath hoists his *+3 warhammer* and rushes ahead. He is moving, attacking in melee, and using his Action Surge fighter ability to make additional melee attacks. He rolls 1d6 + 1d8 for (against all odds!) a total of 14. He rolls only 1d8 because Action Surge grants an additional action without the use of a bonus action. Such abilities do not alter initiative.

The DM has decided that the troll will move and make a melee attack. It rolls 1d6 + 1d8, for a total of 8.

The hobgoblins are making ranged attacks without moving. The DM rolls a d4 for the creatures as a group, resulting in a 2.

With all combatants having rolled initiative, the round plays out in the following order:

- Rupert (1) makes his ranged attack. He fires at the troll, scoring a critical hit.
- The hobgoblins (2) next make their attacks, hurling javelins at each of the characters. Rath is hit once, while the rest of the volley clatters against the walls and floor of the dungeon.
- Delsenora (7) unleashes an *acid arrow* spell. She decides to target the troll, and burns it badly with a direct hit.
- The troll (8) then rushes forward. Because Rath was already at the front of the party, the troll tears into him, connecting with a claw and a bite.
- Rath (14) now acts. The troll is already next to him, so he has no need to move even though he rolled an initiative die for movement. He swings his warhammer and smashes the monster multiple times.

ROUND 2

The party is happy with how the first round went. Rupert decides to fire again, Delsenora opts to cast a spell, and Rath makes a melee attack. None of the characters sees any need to move.

The DM consults notes and sees that the troll is a mercenary who has been poorly treated by Xantar. With acid searing its skin, the troll wants to run away. Meanwhile, five of the hobgoblins make ranged attacks, but the sixth decides to make a ranged attack and then move, slinking down the corridor to warn Xantar of the intruders. Since the hobgoblins don't suspect the troll of cowardice, they remain where they are.

Rupert rolls a d4 for his ranged attack, resulting in a 3. Delsenora's d10 roll results in a 6, while Rath rolls a 7 on his d8.

The troll is moving and using the Disengage action. It rolls 2d6 for a lucky total of 2. The hobgoblins making attacks roll a 4, and the hobgoblin rushing away rolls a total of 8 on 1d4 + 1d6.

The second round of combat plays out as follows:

- The troll (2) runs away in terror, its howling almost matched by that of Rath's player as the DM informs him the troll used Disengage to avoid an opportunity attack.
- Rupert (3) then fires, deciding to attack the hobgoblins as the troll rushes away in fear. He wounds a hobgoblin with his attack.
- The DM rolls ranged attacks for the hobgoblins that remain in place (4). The characters note that one hobgoblin is holding back, and seems to be getting ready to move down the corridor and away from the battle. The hobgoblins score another hit on Rath.
- Delsenora (6) now has a chance to cast a spell. Concerned about the one hobgoblin that has not yet acted, she decides to use *ray of frost* to slow it down. Her attack hits.
- Rath (7) has no enemies within reach. His player makes a point of asking the DM if optional rules taken from a website of dubious repute are really what the campaign needs, but the character can still do nothing on his turn. The DM reminds all the players that they can always roll an initiative die to move in case they end up needing to do so during a round—though they increase the chance of acting later in the round if they do so.
- The final hobgoblin (8) throws its javelin, hitting Rath before withdrawing down the corridor.

ROUND 3

The players confer and decide that the last thing they need is the troll or the fleeing hobgoblin raising the alarm deeper in the dungeon. Rath is also hurt and needs some healing. Though casting one of his healing spells is an option for Rupert, his player decides that he also needs to help bring down the fleeing monsters.

Rath decides to move and attack, with a total of 6 on 1d6 + 1d8. Delsenora stays put and casts a spell, rolling 4 on 1d10. Rupert is making a ranged attack, moving, and casting a spell as a bonus action. His total is 16 on 1d4 + 1d6 + 1d10. Rath's player once again questions the wisdom of optional rules.

The hobgoblins move and make melee attacks, while the fleeing hobgoblin opts to only move. It could take the Dash action, but doing so would increase its initiative roll to 2d6. The attacking hobgoblins roll a total of 12 on 1d8 + 1d6, while the moving hobgoblin rolls a 2 on 1d6. The troll also continues to flee, rolling a 2 on 1d6.

Round 3 unfolds in exciting fashion:

- The fleeing hobgoblin (2) and the troll (2) both move, with the troll scuttling around a corner and out of Delsenora's sight. The hobgoblin, having been slowed last round, can't reach the corner even though the effect of *ray of frost* ended at the start of this round.
- Delsenora (4) takes advantage of the hobgoblin's position to drop it with a *fire bolt*. The troll is out of sight, but at least she stopped one of the two fleeing creatures.
- Rath (6) rushes forward and smashes into the hobgoblins, dropping another one.
- But his confidence ebbs as the remaining hobgoblins (12) act ahead of Rupert. Rath takes another hit, but is still standing.
- Rupert (16) finally acts, hitting a hobgoblin with an arrow, then pushing forward to block the hallway with Rath and heal him with *healing word*.

ROUND 4

With four hobgoblins still facing them and a troll running in fear, the players decide that their top priority is to prevent reinforcements from overrunning them. Rupert opts to swap out his bow for his longsword and shield, then make a melee attack. Rath will make a melee attack and move if necessary, and Delsenora will cast a spell. Rath rolls a 4 on 1d8 + 1d6, Delsenora rolls a 7 on 1d10, and Rupert rolls a 4 on 1d6 + 1d8.

The DM decides that the hobgoblins have had enough of the characters. They opt to use the Disengage action and move, rolling a total of 6 on 2d6.

As the fight draws to a close:

- Rupert (4) and Rath (4) both hack at the hobgoblins, dropping two more of them. Rath decides he does not need to move.
- The remaining two hobgoblins (6) successfully disengage but stop short of the corner.
- Delsenora (7) reviews her spell options and hits the hobgoblins with sleep, dropping them before they can escape.

AFTERMATH

With a wounded troll running through the dungeon and the hobgoblins defeated, the party decides to make a quick retreat. Xantar is a cunning foe, and will be all the more dangerous if he is warned of their approach.

COMMENTARY

As you can see, this system has two big effects on combat. It makes on-the-fly actions (such as attempting to stop the fleeing hobgoblins) more uncertain. It also turns each round of combat into a miniature tactical scenario, with the players conferring about their goals for the round and their general plan of attack.

The biggest hazard under this system is ending up in a situation where you cannot take a useful action. So when in doubt, roll a die to give yourself the option to move. In most cases, acting a little later in the round is a fair trade for the security of knowing you can close with a foe if you need to.

Having to create a plan with your fellow players to work together and defeat your enemies means that coordination is critical. As such, you must weigh the benefits and risks of each action you might take in a round. As seen in the example above, healing in combat can easily become a risky proposition. One bad roll can be the difference between delivering a spell in time or seeing an ally fall under your enemies' attacks.



CHAPTER 42: THREE-PILLAR EXPERIENCE

Back when we were designing fifth edition Dungeons & Dragons, we talked about the game's three pillars: exploration, social interaction, and combat. By thinking about social interaction and exploration as foundational aspects of D&D, we made sure we were always looking beyond combat when designing the game. Fighting easily draws the most attention in terms of rules and game balance, but the other two elements are just as important in making each game session exciting and unique.

This article presents an alternative way to award experience points (XP) by focusing on the three pillars. It also seeks to simplify XP tracking by incorporating elements inspired by the milestone system of awarding experience.

These variant rules use a different XP economy, in which the value of experience points is much different than it is in the standard game. Doing so allows for simpler math, with characters gaining one level for every 100 XP earned. Awards are all relative to a character's level, however, so the rate at which characters gain levels remains the same throughout the game (as compared to the default system, which has faster advancement in a few spots).

These rules use 100 XP as a baseline because doing so makes it easy to assess the benefit of an XP award. For example, earning 20 XP earns you 20 percent of a level, and so on. For DMs and players, the intent is to make it much easier to understand the risks and rewards in an adventure.

One thing to keep in mind is that the advancement rate of these rules is different from that presented in the core game. However, that change is balanced out by giving the DM more control over progression.

THIS IS PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

GAINING LEVELS

Under this system, you gain a level each time you accumulate 100 XP. When you cross that threshold and increase your character's level, you reduce your current XP total by 100.

DIVIDING XP

Under this system, XP is not usually divided among party members. The award for an adventure is the same for all members of the party. If defeating a monster awards 10 XP, each member of the party gains 10 XP.

If the party is exceptionally large, though, the notion of safety in numbers makes awards a little easier to earn. If there are more than six members of a party eligible to earn XP (counting both player characters and NPCs), halve all experience awards.

EARNING EXPERIENCE POINTS

You gain experience points through activities representing each of the three pillars of adventuring: exploration, social interaction, and combat. Each type of game play awards XP differently.

EXPLORATION

You gain XP for recovering lost magic items, claiming hidden treasure caches, and exploring abandoned sites or places of power. Your character can gain experience points by retrieving a mighty weapon from a dragon's hoard, stealing a diamond from an evil baron, or uncovering the location of a lost temple of evil.

The value of a location or item compared to your level determines its XP value. Finding a treasure or exploring a location appropriate to your tier earns you 10 XP, plus an additional 10 XP for each tier above your current tier. You don't gain XP for exploration below your tier.

Items. Valuable treasures and magic items are assigned to tiers as follows:

Tier 1: A single item worth 100 gp or more, or a nonconsumable rare magic item

Tier 2: A single item worth 1,000 gp or more, or a nonconsumable very rare magic item

Tier 3: A single item worth 5,000 gp or more, or a nonconsumable legendary magic item

Tier 4: A single item worth 50,000 gp or more, or an artifact

Locations. Forgotten locations and sites of power aren't fitted to tiers by any hard and fast rule. Rather, a location's tier depends on its importance in your campaign. You can measure the discovery of a lost location, or the liberation of a place from the clutches of a villain or monster, by the scope of such an action's impact:

Tier 1: A location important to a small town or village

Tier 2: A location vital to a kingdom

Tier 3: A location important across a world

Tier 4: A location of cosmic importance

SOCIAL INTERACTION

You gain experience points for turning important NPCs into allies, aligning them with your cause or denying them as assets to your enemies. When you do so, the XP you gain are based on an NPC's power and influence.

You gain 10 XP for swaying an NPC appropriate to your tier, plus an additional 10 XP for each tier above your current one. You gain 5 XP for affecting an NPC one tier below you, but you gain no XP for NPCs of a lower tier than that.

NPCs are assigned to tiers as follows:

Tier 1: An NPC with influence over a small town or village, or the equivalent

Tier 2: An NPC with influence over a city or the equivalent

Tier 3: An NPC with influence over a kingdom, a continent, or the equivalent

Tier 4: An NPC (including a deity) with cosmic significance or influence across multiple worlds

COMBAT

You gain XP for defeating monsters in combat, whether by slaying them or leaving them in a state in which they pose no threat. For example, you might force a demon back to the Abyss or imprison an undead horror in a sealed tomb.

The XP you gain for defeating a monster is determined by comparing the monster's challenge rating to your level. In most cases, you gain 5 XP per monster defeated. That award increases to 15 XP if a monster's challenge rating is twice your level or more. If its challenge rating is half your level or less, that award drops to 2 XP.

FOCUSING ON PILLARS

As a DM, if your campaign focuses on just one or two of the three pillars, you'll simply grant XP awards for those pillars. However, if you eliminate any pillars, you'll want to be sure to give the players plenty of opportunities to find success in challenges making use of the other pillars. Alternatively, you can consider increasing the XP awards for the pillars you do use.

Increasing the reward of the two remaining pillars by 50 percent is a good way to account for losing a single pillar. If you use only one pillar, consider tripling its rewards.

