

MORDENKAINEN'S CODEX OF ALLIES



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Challenge the Multiverse's Deadliest Foes with 33
New and Unearthed Archetypes in this Supplement
for Fifth Edition Dungeons and Dragons

EDITED AND COMPILED BY CLAN CRAFTER HRALDING



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Disclaimer: The Wizard Mordenkainen and Clan Crafter Hralding are not responsible for any injuries resulting from arguments over an archetype's features or any interpretation thereof. Instead of violence, we recommend deferring to your DM. To resolve an unclear ruling, post in the discussion on Dungeon Masters Guild, send a message to cchralding@gmail.com or post an asinine question on Jeremy Crawford's Twitter. I hear he loves that.

Note from Mordenkainen

I have brought these subclasses and archetypes together from across the multiverse. As such, they will not fit into every adventure or setting. Before choosing one of these archetypes for a character, ask your Dungeon Master if your choice of that archetype would fit in the setting or if it might disrupt the game. Even if your Dungeon Master has allowed this look to be used more generally, double check as a courtesy to your fellow players.

A Dungeon Master should treat this as player material and alter features and abilities as needed.

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PATH OF THE Bloodrager

Some barbarians are compelled by their innate bloodlust to follow The Path of the Bloodrager. Bloodragers are perilous front line combatants that can devastate foes with a power linked to bloodshed. These barbarians, like berserkers, revel in violence and take little account for their well-being in battle. Wherever they can be found, Bloodragers fight until they can stand no longer.

BLOODRAGE

Starting at 3rd level, when you begin raging you gain 3 Bloodrage dice, which are d12s. At 6th, 10th, and 14th level you gain another Bloodrage die when you begin raging.

Additionally, whenever you reduce a small or larger creature to 0 hit points with a melee attack while you are raging you can use your reaction to bathe yourself in the blood of your foe, gaining 1 Bloodrage die.

Whenever you deal damage with a melee weapon attack you can spend 1 Bloodrage die or expend 1 hit die to increase the damage of the attack by the number rolled and also gain a number of temporary hit points equal to the number rolled. You can only increase your damage in this way once each round.

The temporary hit points and any remaining Bloodrage dice disappear when you stop raging.

CRIPPLING BLOW

At 6th level, whenever you spend a Bloodrage die or hit die to increase an attack's damage, you can choose to forego gaining temporary hit points to channel your fury into a crippling blow. The target must succeed on a Constitution saving throw (DC equals $8 + \text{your Proficiency bonus} + \text{your Strength modifier}$) or have its movement speed reduced by half until it succeeds on the saving throw. The creature can repeat this saving throw at the start of each of its turns.

Most of the adventurers I've encountered while researching this codex tend to avoid shedding too much blood. These barbarians, on the other hand, seem to revel in their own mortality, fighting routinely at the edge of death. I'm sure there's place in the battles of the multiverse for these brave combatants.

Certainly next to a cleric. Maybe two.

BLOOD HUNT

At 10th level you gain the ability to smell blood in the air like a wild beast. You may use your action to learn the direction of any beast or humanoid below half of its maximum HP within five miles. You have advantage on Survival checks made to track creatures whose direction you know. You can track a scent for one hour, or until a wind of a moderate speed disperses the trail.

In addition, while raging, as a bonus action you can move up to your speed toward an enemy of your choice that you can see, or a creature whose direction you know from using this feature. You must end this movement closer to the creature than you started.

LORD OF BLOOD

When you reach 14th level, your rage can push you beyond the limits of your mortal body.

Whenever you increase your damage with a Bloodrage die, you can choose to spend an additional Bloodrage die or expend a hit die in addition to a Bloodrage die.

If you spend 2 dice in this manner and use your Crippling Blow feature you can choose to forego gaining temporary hit points from 1 or 2 dice. If you forego the hit points from 2 dice and the creature fails its saving throw, its movement speed is instead reduced to 0 feet.



PATH OF THE Immortal Titan

Barbarians who follow the Path of the Immortal Titan are known as immortals. Immortals are renowned for both strength and tenacity. These massive barbarians are resilient combatants who can move swiftly in heavy armor and grow to achieve incredible feats of titanic strength.

IMMORTAL RESILIENCE

Starting at 3rd level, you gain proficiency in heavy armor. You can use your Rage feature and gain the benefits of Fast Movement while wearing heavy armor.

In addition, at the start of each of your turns while you are raging, you gain a number of temporary hit points equal to half your barbarian level + your Constitution modifier if you have at least 1 hit point. The hit points disappear when you stop raging.

TITANIC GROWTH

Starting at 6th level, while you are raging you may use your bonus action to grow, gaining the "enlarge" effect of the *enlarge/reduce* spell (no concentration) until the end of your next turn. You can use this ability a number of times equal to your Proficiency Bonus and you regain all expended uses when you finish a short or long rest.

In addition, the extra 1d4 weapon damage from the "enlarge" effect becomes 1d6 at 10th level and 1d8 at 14th level.

MIGHTY LEAP

Starting at 10th level, you may use your bonus action to jump a number of feet horizontally equal to or less than half your walking speed with Fast Movement. If you are enlarged by your Titanic Growth when you jump in this way, each creature within 5 feet of the spaces you land must succeed on a Strength saving throw (DC equals 8 + your Proficiency bonus + your Strength modifier) or be knocked prone. Jumping in this manner does not expend any feet of movement.

UNYIELDING FORCE

Starting at 14th level, whenever you hit a huge or smaller creature with a melee attack while you are raging, you can use your reaction to force the target to succeed on a Strength saving throw (DC equals 8 + your Proficiency bonus + your Strength modifier) or be knocked up to 15 feet away from you in a straight line. While you are enlarged by your Titanic Growth, you can knock a target up to 25 feet away from you. If the target hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage for each 5 feet of movement remaining.



COLLEGE OF Satire

Bards of the College of Satire are called jesters. While jesters are masters of puns, jokes, and verbal barbs, they are much more than just comic relief. 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 playing cards and 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 an acrobatic technique known as tumbling that allows you to evade danger. When you tumble you move a number of feet up to half your walking speed without provoking opportunity attacks. You can tumble as a bonus action. Starting at 6th level you can also tumble as a reaction when you are attacked, imposing disadvantage on the triggering attack.

In addition, after tumbling until the start of your next turn you gain a climbing speed equal to half your walking speed and you take half damage from falling. Tumbling does not cost you any feet of movement.

My interest in the writings of the master jesters led me to some rather crude poetry. A more tame example I've taken the liberty of including below.

*Blind to what lies right in front of you
a tale when spoken that
always spoke true,
but often a reader
is too slow to see
the waste of good time
that is poetry*

*-Fitzley the Platulent,
563 p.v.*

INSULT TO INJURY

At 6th level, your wit has become as sharp as a rapier, and twice as quick. You learn the *vicious mockery* cantrip. If you already know it, you learn one other bard cantrip of your choice.

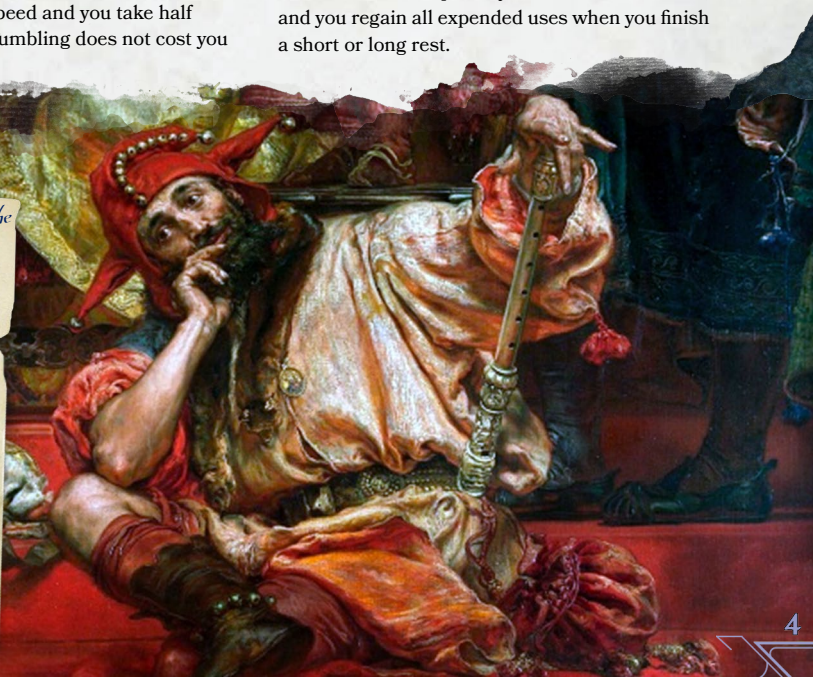
When you use your action to make an attack on your turn, you can use the *vicious mockery* cantrip as a bonus action.

If a creature fails the saving throw against your *vicious mockery*, you can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the target's Charisma, Intelligence, and Wisdom rolls until the end of its next turn. The creature also 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.

ONE FOR THE CROWD

At 14th level you learn *tasha's hideous laughter* as a bard spell. If you already know it, you learn one other 1st level bard spell of your choice.

When you fail a saving throw or miss an attack roll, you may use your reaction to cast *tasha's hideous laughter* on a creature you can see without expending a spell slot or requiring material components. You may cast it this way a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a short or long rest.



COLLEGE OF THE Skald

For the clans of the north, the history of their people and the stories of the gods are carried in the tales told by the warrior poets, skalds. Skalds make history come alive, and in battle their rousing words can bring to bear the fury of an ancient battlefield. Skalds embolden their allies with tales of the legendary warriors of old.

WAR SONG

Starting at 3rd level, you learn to perform a war song to embolden your allies. You can use your bonus action to begin your war song, which requires concentration and lasts one minute.

When you begin performing your war song or as a bonus action while you are concentrating on your war song, you can choose up to three allies within 60 feet of you that can hear you. You can also choose yourself in place of one of the targets. Once before the end of your next turn, the targeted allies can roll a 1d4 when rolling damage for a melee weapon attack and add the number rolled to the damage roll. Once you perform a war song, you cannot do so again until you finish a short or long rest.

You may target one additional humanoid with your war song starting at 6th level and 14th level.

ANCIENT WOLF'S SONG

Starting at 3rd level, whenever you use your bonus action to use the effect of your war song you can expend one use of your Bardic Inspiration to incite fury in your allies. The targeted allies can roll a bardic inspiration die instead of a 1d4 when rolling damage for a melee weapon attack, and can move up to 5 feet without provoking opportunity attacks in addition to the attack's other effects.

WORDS OF BRUTALITY

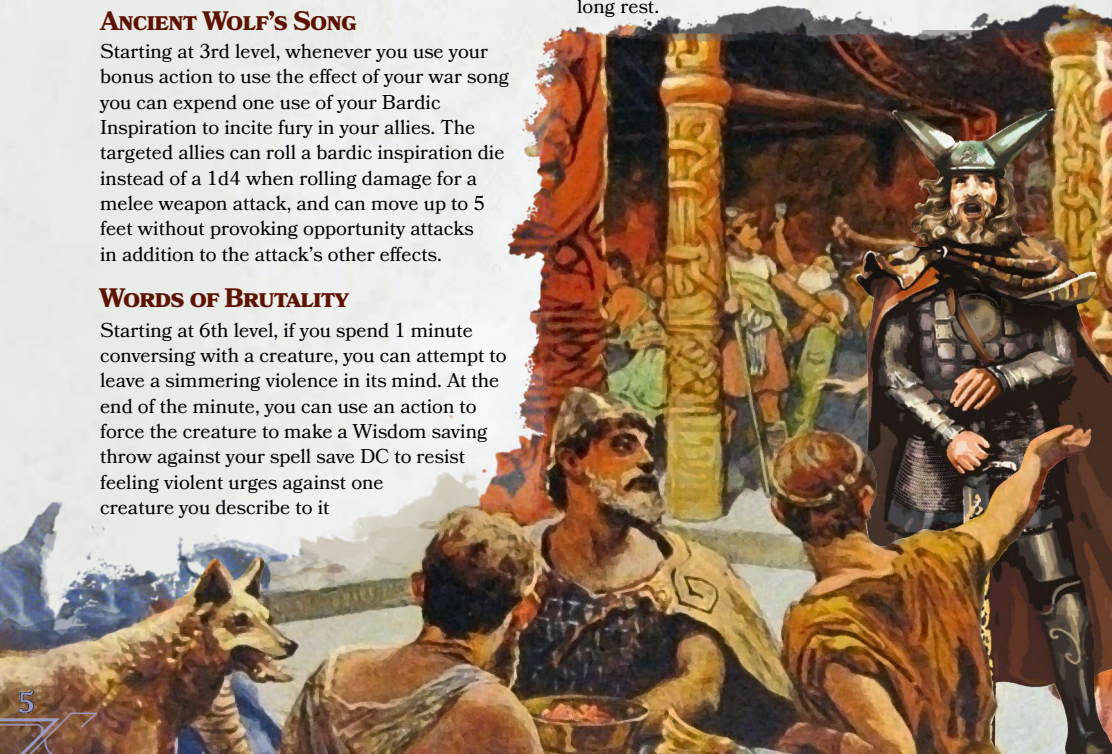
Starting at 6th level, if you spend 1 minute conversing with a creature, you can attempt to leave a simmering violence in its mind. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw against your spell save DC to resist feeling violent urges against one 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 within the next 10 minutes, 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 ends immediately 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.

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

EMBODIMENT OF LEGEND

Starting at 14th level you can personify a legendary warrior if you perform for at least 1 minute by singing or reciting a poem about them. You must also concentrate for the duration of the performance. At the end of the performance, you may cast *tenser's transformation* without requiring concentration or material components. You can end the spell's effect as a bonus action. Once you use this ability you cannot use it again until you finish a long rest.



DIVINE DOMAIN

Madness

Clerics who worship the old gods, or gods of madness like Cyric, Ghaunadaur, and Tharizdun are known widely as cultists. These gods possess ancient knowledge that mortals dare not learn, or fall to madness. Followers of these gods babble wildly in lost tongues and use these words to drive creatures to the brink of insanity.

MADNESS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>cause fear</i> ^{XGE} , <i>dissonant whispers</i>
3rd	<i>crown of madness</i> , <i>phantasmal force</i>
5th	<i>enemies abound</i> ^{XGE} , <i>fear</i>
7th	<i>confusion</i> , <i>hallucinatory terrain</i>
9th	<i>dream</i> , <i>modify memory</i>

BABBLING LUNATIC

At 1st level, you can babble in the tongue of the gods to unsettle the minds of your foes. You learn the *vicious mockery* cantrip.

In addition, whenever you use the *vicious mockery* cantrip, you can target one additional creature within range that can hear you. That creature must make a Wisdom save against the cantrip or have disadvantage on the next attack roll it makes before the end of its next turn. The additional target does not take any damage.

CHANNEL DIVINITY: CULTIST'S CHANT

At 2nd level, as an action you can use your Channel Divinity to chant in an ancient tongue to put your listener into a stupefied trance. Each creature of your choice that can hear you within 30 feet of you must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. This effect ends on a target after 1 minute, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

CHANNEL DIVINITY: READ THOUGHTS

At 6th level, you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw against your spell save DC. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the *suggestion* spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

POTENT SPELLCASTING

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

IRREVERSIBLE INSANITY

At 17th level, your mind is lost to the endless madness of the gods. You become immune to psychic damage and to the charmed and frightened conditions.

Whenever a creature tries to read your thoughts, that creature takes 3d8 psychic damage as it hears the maddening tongues within your head.

In addition, roll once on the Indefinite Madness table (DMG p. 260). You are afflicted with that madness and it cannot be cured.

DIVINE DOMAIN

Protection

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, shield of faith</i>
3rd	<i>aid, warding bond</i>
5th	<i>magic circle, protection from energy</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.

RESOLUTE SHIELD

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 a shield of divine energy to throw the attack off target. If your reaction causes the attack to miss, the attacker cannot attack the target you protected until the start of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1), and you regain any expended uses when you finish a short or long rest.

CHANNEL DIVINITY: RADIANT ARMOR

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 target gains a number of temporary hit points equal to $2d6 +$ your cleric level. These hit points last for 1 minute. Whenever the ally is hit with

an attack while any of these hit points remain, the attacker takes radiant damage equal to the damage dealt to the temporary hit points gained by using this feature.

REBUKING SHIELD


Beginning at 6th level, whenever you use your Resolute Shield feature to impose disadvantage on an attack, and the attack misses, you can deal radiant damage to the attacker equal to half your cleric level as part of that reaction.

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 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 $2d8$.

BULWARK OF FAITH

At 17th level, your faith allows you to protect your allies with powerful divine magic. As a bonus action, you can choose one ally within 30 feet of you to protect with a holy shield. As long as you are not incapacitated, that ally's AC becomes the same as your AC, unless it was already higher. The effect ends early if you and the ally are separated by more than 30 feet, or if you use this feature again.



I think I may need to keep one of these shield guardians near me at all times. The dangers of being protector of the multiverse are as varied as they are deadly.

CIRCLE OF Conflagration

When a druid's forest burns down, there are an occasional few who find a newfound power awakened by the inferno. These druids find within themselves an inner fire that fills them with burning passion and allows them to become frightening wielders of magical fire. Like the wildfire, they burn away the old and dead so that new life can sprout up from the ashes.

CIRCLE OF CONFLAGRATION SPELLS

Your connection to the destructive power of nature grants you access to certain spells. At 2nd level, you learn the *control flames* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Conflagration Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	<i>flaming sphere, pyrotechnics</i>
5th	<i>fireball, gaseous form</i>
7th	<i>freedom of movement, wall of fire</i>
9th	<i>flame strike, immolation</i>

FIRE FROM WITHIN

Starting at 2nd level, you can use your bonus action and expend a spell slot to allow the fire burning within you to emerge as a glowing flame that surrounds your body for 1 minute, or until you are incapacitated. The flame casts bright light for 15 feet and dim light for an additional 15 feet. You can choose the color of the flame and the color of the light that it casts.

While this flame burns, whenever a creature within 15 feet of you that you can see casts a spell or makes an attack against you or an ally, you can use your reaction to force that creature to make a Constitution saving throw against your spell save DC or take 1d6 fire damage per level of the spell slot expended and be ignited. An ignited creature takes 1d6 fire damage at the start of each of its turns until they or another creature douses the fire as an action, or they move more than 15 feet away from you.

EYE OF THE INFERNO

Starting at 6th level, the fire that burns deep within your eyes allows you to see through fire and smoke. You can see through an area heavily obscured by smoke or fire as though it were only lightly obscured, provided that the smoke or fire is natural or originates from a spell you are casting.

BEAST OF DISASTER

Starting at 10th level, whenever you transform using your Wild Shape feature, your beast shape gains the following benefits.

- While you are transformed your beast shape has twice its normal maximum hit points and you gain immunity to fire damage.
- Once per turn, when you roll damage for an attack while in beast shape you can add an additional 3d6 fire damage to the damage roll.

ASHES OF LIFE

Starting at 14th level, whenever a fire you have lit is extinguished, new plant life begins to grow.

If the extinguished fire was on the ground or an object, grasses and flowers begin sprouting after 8 hours. If an ignited creature is extinguished, plants immediately begin to grow around them, reducing their movement speed by 15 feet until they or another creature removes the plants as an action.

In addition, as a bonus action you can extinguish a 15-foot-wide cube of fire that you can see within 60 feet of you.



CIRCLE OF THE Primeval Guardian

Druids who join the circle of the Primeval Guardian are avowed protectors of the natural world. The druids of this circle can enlarge themselves, their allies, and the natural world to terrifying effect. These Druids' guardian form grants them the ability to transform into a giant tree-like creature that slowly lumbers through the battlefield striking foes with long branches.

PRIMEVAL GUARDIAN SPELLS

You channel ancient spirits, granting you access to certain spells. At 2nd level, you learn the *thorn whip* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Primeval Guardian Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	<i>enlarge/reduce, spike growth</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>giant insect, grasping vine</i>
9th	<i>commune with nature, wrath of nature</i> ^{XGE}

GUARDIAN FORM

Starting at 3rd level, when you use your Wild Shape feature, instead of transforming, you can attune to a guardian spirit for a number of hours equal to half your druid level (rounded down).

While you are attuned in this manner, as a bonus action, you can assume a tree-like guardian form, which lasts until you end it as a bonus action, until you are incapacitated, or until you use your Wild Shape again. 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 unless your reach was already increased in another way.
- You are constantly under the effects of the *barkskin* spell.
- Once during each of your turns, you can deal an additional 1d8 bludgeoning damage to one creature you hit with a melee weapon attack or a melee spell attack. This damage increases to 2d8 at 10th level.

RESILIENT FORM

At 6th level, you gain the following benefits.

You gain a number of temporary hit points at the start of each of your turns while in your guardian form. The number equals half your druid level. When the form ends, you lose any temporary hit points you have from it.

Your hit point maximum and current hit points increase by 2 per druid 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

Starting at 10th level, while you are in your guardian form, the ground within 30 feet of you is difficult terrain for your enemies.

In addition, you can cast the *spike growth* spell targeting yourself to turn the difficult terrain around you into spiked ground for the duration of the spell. Your allies can pass through the spiked terrain without being harmed.

GUARDIAN AURA

Starting at 14th level, 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 druid 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.



CIRCLE OF THE Spirit Shaman

Shamans are druids of an ancient circle who ally themselves with spirits of nature they call forth for assistance. While shamans may appear to control these spirits, the spirits are intelligent, and serve their shamanic masters willingly. Some spirits even express a distinct personality.

SPIRIT COMPANION

Starting at 2nd level, your spirit is bonded to an animal spirit who joins you as a companion. As a ritual you can cast the *find familiar* spell using this feature. A familiar summoned in this way draws power from your spirit, and can fight by your side. It gains a maximum number of hit points equal to 5 + half your druid level. As a bonus action, you can command your familiar to take the Attack action.

SHAMANIC BOON

Starting at 2nd level, while you are within 100 feet of your familiar you have summoned using your Spirit Companion feature, as an action you can perform a shamanic chant that empowers your spirit companion. Choose one of the following effects. The chosen effect lasts for 1 minute or until you end it as a bonus action. These benefits persist even if your familiar assumes a different form through your Empower Spirit feature. Once you use this feature, you cannot do so again until you finish a short or long rest.

Ancient Sage. A swirling green aura surrounds your familiar and it gains the ability to move through solid surfaces made of trees or plants, but it cannot willingly end its turn there.

In addition, whenever an ally within 5 feet of your spirit companion makes a saving throw against a spell, you can use your reaction to grant that ally advantage on the saving throw.

Death Stalker. A red light glows deep within your familiar's eyes as it gains a number of temporary hit points equal to your druid level.

In addition, whenever your familiar or an ally within 5 feet of your spirit companion deals damage with an attack, you can use your reaction to add a bonus to the damage roll equal to your druid level.

World Speaker. A shimmering blue haze covers your familiar as any movement speed it has naturally is increased by 15 feet.

In addition, whenever an ally within 5 feet of your spirit companion takes damage from a weapon attack, you can use your reaction to reduce that damage by a number equal to half your druid level.

EMPOWER SPIRIT

Starting at 6th level, when you use your Wild Shape feature while you are within 100 feet of a familiar you have summoned using your Spirit Companion feature, you can empower your familiar rather than transforming, gaining the following benefits. The beast form is still a familiar and retains any applicable benefits.

- Your familiar undergoes a transformation into a beast with a maximum CR of 1/4. Starting at 9th level the maximum CR increases to 1/2, and at 14th level the maximum CR increases to 1. Unlike the druid, the familiar's wild shape does not have a limitation on flying or swimming speed and it can transform into swarms. If your familiar is reduced to 0 hit points while in this form, its transformation ends and it returns to being a tiny familiar.
- The beast form loses its Multiattack action, if it has one.
- Your familiar uses your proficiency bonus rather than its own while transformed. In addition to the areas where it normally uses its proficiency bonus, a transformed familiar also adds its proficiency bonus to its AC and to its damage rolls.
- Your familiar can stay in a beast shape for a number of hours equal to half your druid level (rounded down). It then reverts to its normal form unless you expend another use of this feature, or until you use your Wild Shape again.

SPIRIT LINK

Starting at 10th level, you can use your link with your spirit companion to sacrifice your energy and transfer it to your companion.

Whenever your familiar takes damage you can magically take that damage, instead of the familiar taking it. This feature doesn't transfer any other effects that accompany the damage, and this damage can't be reduced in any way.

In addition, if your familiar is dead, you can use your action and reduce your maximum hit points by 8 to instantly cast *find familiar* as though you had used your Spirit Companion feature to do so. This reduction lasts until you finish a long rest.

BONDED WILD SHAPE

Starting at 14th level, when you use your Wild Shape feature to empower your familiar, you can expend an additional use of Wild Shape to also transform yourself into the same beast as your familiar.

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. They walk upon the border of day and night, of light and darkness, of life and death.

CIRCLE OF TWILIGHT SPELLS

Your magical link with the cycle of life and death grants you access to certain spells. At 2nd level, you learn the *spare the dying* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Twilight Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	<i>moonbeam</i> , <i>see invisibility</i>
5th	<i>daylight</i> , <i>life transference</i> ^{XCE}
7th	<i>aura of life</i> , <i>death ward</i>
9th	<i>destructive wave</i> , <i>reincarnate</i>

SCYTHE OF HARVEST

Your attacks hold the power of life and death. Starting at 2nd level, you have a pool of energy represented by a number of d8s equal to your druid level.

When you roll damage for a druid spell, a weapon attack, or an attack while in your wild shape, 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 or radiant damage. If you kill one or more hostile creatures with a spell or attack 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 damage, or 4 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 FROM BEYOND

At 6th level, 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 damage and you are always under the effects of a *detect evil and good* spell, but you cannot detect creatures other than the undead with it.

In addition, while you aren't incapacitated, any ally within 30 feet of you has advantage on saving throws against death.

RETURN FROM THE BRINK

At 14th level, you learn to alter the flow of life and death. Whenever an ally within 60 feet of you that you can see is reduced to 0 hit points, as a reaction you can spend a number of d8's from your pool equal to half your druid level or less. (minimum 1) Roll the spent dice. The ally regains 1 hit point and gains a number of temporary hit points equal to double the result of the dice roll. The temporary hit points last for 10 minutes.



MARTIAL ARCHETYPE

Brawler

Brawlers are ferocious fighters who train in the art of unarmed combat. They utilize their fists, grappling techniques and quick reflexes as a means to defeat the even the toughest of foes. Fighters who train as brawlers do so under great physical strain, but come out of their training as living weapons of war.

PRACTICAL PUGILISM

Starting at 3rd level, you master hand-to-hand combat and using whatever weapons happen to be at hand. As long as you are not wearing a shield, you gain the following benefits.

- You are proficient with improvised weapons.
- Your unarmed strikes deal bludgeoning damage equal to $1d4 +$ your Strength modifier instead of the normal damage for an unarmed strike. The damage of your unarmed strikes and improvised weapons increases to $1d6$ at 7th level, and $1d8$ at 15th level.
- You can treat your fists as two light weapons for all appropriate abilities, actions, feats, and fighting styles. This allows you to make an extra unarmed strike with your bonus action when you take the Attack action.

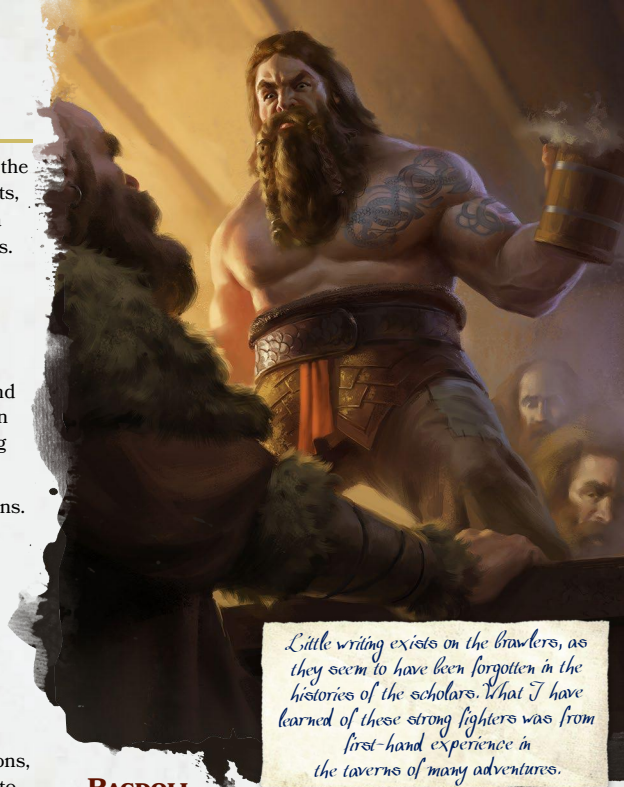
GRAPPLING TECHNIQUES

Starting at 7th level, you master the art of wrestling. You gain proficiency in the Athletics skill. You also have advantage on Athletics rolls made to initiate or maintain a grapple. As long as you are not wielding any weapons and not wearing a shield, you gain the following benefits.

- When you make an opportunity attack against a creature, you can replace that attack with a special melee attack, a grapple.
- When a creature tries to break your grapple and fails, you may use your reaction to make an unarmed strike against that creature.
- If you take the dodge action while grappling, and a creature you can see, except a creature you are grappling, makes an attack against you and misses, you may use your reaction to force that creature to make a new attack roll against an enemy creature you are grappling.

UNYIELDING BRAWN

Starting at 10th level, your constant training and lifting has strengthened and hardened your muscles. Your carrying capacity is doubled.



Little writing exists on the brawlers, as they seem to have been forgotten in the histories of the scholars. What I have learned of these strong fighters was from first-hand experience in the taverns of many adventures.

RAGDOLL

Starting at 15th level, you learn to use grappled creatures that are the same size category as you or smaller as improvised weapons with the reach and thrown properties.

RANGE TABLE

Creature Size (Relative)	Thrown Range
Same Size	15/25
1 Size Category Smaller	20/30
2 Size Categories Smaller	25/40
3 Size Categories Smaller or More	35/50

When you attack using a creature as an improvised weapon both the creature you are grappling and the target of your attack take damage from your damage rolls. You can use this feature three times, and you regain any expended uses when you finish a short or long rest.

DRAGON WRESTLER

Starting at 18th level, you learn the secret techniques of the dragon wrestlers. You can grapple creatures up to two size categories larger than you. If you are grappling a creature two size categories larger than you, your speed is halved.

In addition, you can move your full movespeed while grappling a creature up to one size category larger than you.

MARTIAL ARCHETYPE

Warlord

A warlord is a leader among fighters, a skilled commander gifted with tactical genius and keen insight. Warlords draw from their experiences and the maneuvers and tactics used by their predecessors to dictate a battle's terms.

LEADERSHIP STYLE

At 3rd level, you gain proficiency in one of the following skills, History, Insight, or Perception, and another of the following skills, Deception, Intimidation, or Persuasion.

COMMAND POINTS

Starting at 3rd level, you gain command points, which represent your ability to bolster your allies in combat. You have a number of command points equal to half your fighter level plus your Charisma or Intelligence modifier. You regain all expended command points when you finish a long rest. The DC for any command that requires a saving throw equals 8 + your Proficiency bonus + your Intelligence or Charisma modifier.

COMMANDER'S PRESENCE

At 3rd level, as long as you are not incapacitated, your presence allows you to inspire and issue commands to allies around you. Your presence extends 50 feet from you in all directions.

As a bonus action or in place of one of your weapon attacks as part of the Attack action, you can spend one command point to allow one creature within your presence that can see or hear you to take one of the following maneuvers.

Charge. As a reaction, the ally can move up to half their movespeed and make one melee weapon attack against a creature within their reach.

Fire. As a reaction, the ally can make one ranged weapon attack or one spell attack with a cantrip that deals damage against a creature both you and the ally can see.

Hold Fast. The ally gains +2 AC until the start of your next turn. This increases to +3 AC at 10th level, and +4 AC at 18th level.

Retreat. The ally can move up to their move speed without provoking attacks of opportunity.

Shape Up. The ally gains temporary hit points equal to your fighter level + your Charisma or Intelligence modifier, and if the ally was at 0 hit points when you issued this command, it also regains 1 hit point.

Strike True. The ally gains advantage on the next weapon attack it makes before the start of your next turn, and if the attack hits the attack deals bonus damage equal to your fighter level.

WHITE RAVEN TACTICS

Starting at 7th level, your knowledge of the white raven style of battle tactics allows your allies to weave in and out of combat. Whenever a creature within your presence takes the Attack action that creature can move up to 5 feet in addition to the effects of their attack. An ally can only benefit from this extra movement once per turn.

FOCUSED PRESENCE

Starting at 10th level, as a bonus action or in place of one of your weapon attacks as part of the Attack action you can designate a 50 foot area within 120 feet of you. Your Commander's Presence shifts position from around you to the area you designated and remains there until you use this ability again or you are incapacitated. You can also end this effect as a bonus action.

CUNNING MANEUVER

Starting at 15th level, in place of moving, you can instead allow up to three allies who can see or hear you to move up to half their speed. The chosen allies must be capable of taking actions in order to move in this manner.

UNIFIED COMMAND

Starting at 18th level, your commands can unleash a devastating combination of your allies' abilities.

Shield Wall. You can use your action and spend 2 command points to target up to three allies. The targets gain +1 AC until the start of your next turn. If two or more of the targeted allies are adjacent to each other, they gain an additional +1 AC for each adjacent ally targeted by this ability.

Pin the Foes. You can use your action and spend 3 command points to choose up to two allies within your presence that can see or hear you. The targeted allies can move up to their movespeed. Any creature adjacent to both of your allies or to you and one of the chosen allies at the end of their movement must make a Strength saving throw or become restrained until the end of your next turn.

Lamb to the Slaughter. You can use your action and spend 5 command points to target one enemy creature and up to three allies within your presence that can see and hear you. Those allies can move up to half their movespeed towards the target and make one melee attack against it. At the start of the creature's turn, that creature must make a Constitution saving throw if you or an ally has hit it with an attack since you used this ability. It suffers disadvantage on the saving throw if it has been hit by three or more attacks. On a failed saving throw, the creature is stunned until the start of its next turn.

MARTIAL ARCHETYPE

Witch Hunter



Witnessing a witch burning was not a sight for the faint of heart, but what I discovered soon after made it all far worse—these trials were done through such means as the “mechanism” of superstition I have documented here.

As an archetypal Witch Hunter, you are an expert at defeating supernatural threats. A fighter who becomes a Witch Hunter is typically mentored by an older, experienced 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, Investigation, Insight, Nature, or Perception. You can gain proficiency with a tool of your choice in place of one skill choice.

HUNTER'S MYSTICISM

Starting at 3rd level, your study of supernatural arcana 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 can't cast it again with this feature until you finish a long rest. You also learn one of the following cantrips, *green-flame blade*, or *produce flame*. 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.

PURIFIED DEFENSES

Starting at 3rd level, you learn to ward yourself against damage from many monsters' attacks. You gain resistance to one of the following damage types: acid, necrotic, poison, or psychic.

When you finish a long rest you can switch your resistance to another from among these options. You can only benefit from one of the resistances gained from this feature at a time.

SILVERED WEAPONS

Starting at 7th level, any weapon you hold is surrounded by a silvery mist allowing you to strike at ghosts and monsters with ease. Your attacks with your weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can use your bonus action to briefly sharpen these mists until the end of your turn, gaining extra damage on your next damage roll made with a weapon attack. The bonus damage equals half your fighter level. If the target is an

aberration, celestial, fey, fiend, or an undead the bonus damage instead equals your fighter level.

In addition, if the damage causes the target to make a Constitution saving throw to maintain concentration, it has disadvantage on that save.

Starting at 18th level, the bonus damage equals your fighter level, and equals one-and-a-half times your level against aberrations, celestials, fey, fiends, or the undead.

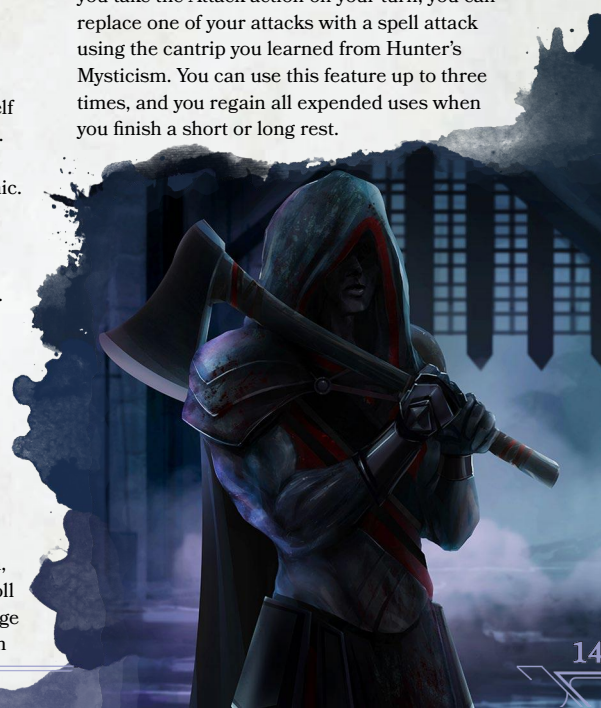
OTHERWORLDLY PERCEPTION

Starting at 10th level, you see past the tricks and illusions of your foes. When you fail a Wisdom saving throw against an illusion spell, 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 use this feature to reroll it with advantage and take the second result.

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

HUNTER'S SPELLBLADE

Starting at 15th level, you learn to weave your spells into your attacks more effectively. When you take the Attack action on your turn, you can replace one of your attacks with a spell attack using the cantrip you learned from Hunter's Mysticism. You can use this feature up to three times, and you regain all expended uses when you finish a short or long rest.





Overcoming the twelve trials of the monks was not easy, but in this way, I sought out a master of the floating temple. I asked the master - aren't these monks merely practicing a form of psionicism?

She replied without pause "All the so called psionics do is manipulate ki without even knowing what it is."

WAY OF THE Mystic Force

Monks who follow the way of the Mystic Force keep their minds in a strange, rarified state. These monks have a keen sense of the ki that surrounds all things, and their ability to manipulate it makes their tradition unique. These monks learn to manifest psionic powers through spiritual practice and a steadfast will.

SPEECH OF MIND

Starting when you choose this tradition at 3rd level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to and receive telepathic messages back from any creature you can see within 60 feet of you in this manner. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

MYSTIC HANDS

Starting when you choose this tradition at 3rd level, you learn to channel ki through your hands to move objects and strike foes at a distance.

You can use your bonus action and spend a number of ki points up to half your monk level to enter a heightened state that lasts for 1 minute. Whenever you make an unarmed strike on your turn while you are in this state, you can project waves of energy with your strike, extending your reach by 5 feet per ki point spent.

In addition, you learn the *mage hand* cantrip. When you cast *mage hand*, you can make the spectral hand invisible. The weight you can lift with your *mage hand* increases to 10 lbs at 6th level, 15 lbs at 11th level, and 25 lbs at 17th level.

TELEKINETIC THROW

Starting at 6th level, you can use your bonus action to fling an object you are lifting with your

mage hand by spending 2 ki points.

The object flies in a straight line up to 60 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw against your Ki save DC. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 1d8 bludgeoning damage for each 5 lbs the object weighs.

Starting at 17th level, you can use your bonus action to fling a paralyzed creature you are holding with your *hold person* or *hold monster* spell by spending 4 ki points. The paralyzed creature behaves as though it were an object. When the creature strikes something, the creature and what it strikes each take 5d8 bludgeoning damage if it is a medium creature, or 7d8 if it is a large creature.

FORCE OF WILL

Starting at 11th level, you can spend 2 ki points to cast one of the following spells. *hold person*, *levitate*, or *suggestion*, requiring no material components. Wisdom is your spellcasting ability score for these spells, and you use your Ki save DC for the saving throws of these spells.

Starting at 17th level you can also spend 6 ki points to cast *bigby's hand*, *hold monster*, or *rary's telepathic bond* in this way.

MASTERY OF FORCE

Starting at 17th level, your inner ki force has aligned with that of the universe, ascending your mystical striking power to its peak. Whenever you enter a heightened state with your Mystic Hands, the waves you can project extend by an extra 25 feet. In addition, whenever you make an unarmed strike while in a heightened state you may spend a number of ki points up to half your monk level to create a devastating shockwave. Each creature in a 15-foot sphere around your target must make a Strength saving throw against your Ki save DC. On a failed save, a creature takes 1d8 damage and is pushed 5 feet away from the target for each ki point spent. On a failed save, a creature takes half damage and is not pushed back.

WAY OF THE Nomad

Ki flows through all things, and by manipulating this flow, monks who follow the Way of the Nomad are able to teleport and move through the spaces between worlds. Nomads are travelers, explorers, and mystics. They quest to unravel the mysteries of the multiverse and seek to uncover the underlying structure of all things.

STRIKE OF A DOZEN PACES

Starting when you choose this tradition at 3rd level, whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can teleport up to 20 feet to an unoccupied space you can see. If you teleport to a space that is within 5 feet of an enemy, you gain advantage on the next unarmed strike you make against that enemy until the end of your turn.

PATH OF ONE THOUSAND STEPS

Starting when you choose this tradition at 3rd level, you gain the ability to perfectly recall your steps. As a reaction when you are hit by an attack, you can spend 1 ki point to 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.

EFFORTLESS JOURNEY

Starting at 6th level, the flow of ki can mystically move your body without expending your energy. Once on each of your turns, you can forfeit a number of feet of your movement to teleport up to half the number of feet you forfeited. You must teleport to an unoccupied space you can see.

In addition, difficult terrain doesn't slow your group's overland travel.

TRANSPPOSITION

Starting at 11th level if you haven't moved yet on your turn, as an action you can spend 4 ki points choose one creature you can see within 120 feet of you. The creature must make a Wisdom saving throw against your Ki save DC. On a failed save, you and that creature teleport, swapping places, and your speed is reduced to 0 until the beginning of your next turn. This ability fails and is wasted if either of you can't fit in the destination space. Allies can choose to willingly fail this saving throw.

NOMAD'S CARAVAN

Starting at 17th level, once during your turn when you teleport you may choose up to six allies you can see that are within 30 feet of you and spend 1 ki point for each ally to teleport the chosen allies along with you. Each ally appears within 5 feet of your destination space. If there isn't an open space for all the targets to occupy at the arrival point, this ability fails and is wasted.



WAY OF THE Storm Fist

Storm Fists are monks who are in tune with the natural energy of ki, and can manifest it as strikes of thunder and lightning that augment their blows. These monks are high-flying martial artists who strike with the ferocity of a raging storm.

LIGHTNING'S STRIKE

Starting when you choose this tradition at 3rd level, you learn the *shocking grasp* cantrip.

Whenever you make an unarmed strike, you can use your reaction and spend 1 ki point to empower your fist with lightning. An unarmed strike made in this way has advantage on the attack roll if the target is wearing armor made of metal. The attack deals its normal damage and you can cast *shocking grasp* as part of that attack, using the attack roll of your unarmed strike for the melee spell attack of your *shocking grasp*.

RISING WIND

Starting at 6th level, whenever you use Step of the Wind you can briefly manifest clouds under your feet, gaining a flying speed equal to your walking speed until the end of your turn. If you end this flight in the air, you fall unless something else holds you aloft.

THUNDEROUS ASSAULT

Starting at 11th level, whenever you perform a Stunning Strike with an unarmed strike, you can empower your fist with a tremendous clap of thunder that blasts back your foe. If the target fails their saving throw against your Stunning Strike, you can also push that creature up to 20 feet away from you in a straight line.

STORM DEFLECTION

Starting at 11th level, whenever you take lightning or thunder damage, you can use your reaction to halve the damage taken. In addition, you can deflect the energy at a creature you can see within 30 feet of you. The target must succeed on a Dexterity saving throw against your Ki save DC or take the same amount of damage you reduced with your reaction.

RIDE THE LIGHTNING

Starting at 17th level, as an action, you may spend 6 ki points to 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 against your Ki save DC, taking 5d8 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

spend a number of additional ki points up to half your monk level when you use this ability. You can increase this ability's damage by 1d8 per additional ki point spent on it.



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 blocking energy by using their ki, and can preserve their allies in the face of daunting foes.

FIGURE 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 *sanctuary* 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.

If you have damaged a creature within the last hour, except by your Karmic Inversion feature, you cannot cast the spell in this way.

ABATING FORCE

Your mystical connection with ki can soften blows and diminish harmful magics. Starting at 3rd level, you have a pool of magical energy that replenishes when you take a long rest. With that pool, you can prevent a number of hit points of damage equal to your monk level \times 5.

Whenever you or an ally that you can see within 30 feet of you takes damage, you can use your reaction to spend a number of hit points in your pool up to twice your monk level to reduce the damage by the number of points spent.

As a bonus action, you can spend 2 ki points to replenish a number of hit points in your pool equal to twice your monk level.

After five days of silence, I was granted access to the ancient tomes of the tradition. I am afraid to report that I can see little way to utilize these teachings to combat the multiverse's foes. There is a peaceful tradition.

While these monks are not required to be pacifists, some of the more extreme adherents even swear to never harm a creature, except through its own attacks and the force of karmic justice they can bring to bear upon the wicked.

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 Insight, Performance or Persuasion skill (choose one).

RETURNING VEIL

Starting at 11th level, you can use the force of ki to send a creature's attacks back at it. As a bonus action, you can spend 2 ki points to seize control of the flow of ki around you to create a protective veil that can bounce back an attack. Until the end of your next turn, 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.

KARMIC INVERSION

At 17th level, you have learned to influence karmic forces to punish the wicked without laying a hand upon them. Whenever a creature deals damage against an ally and you reduce that damage by using your Abating Force feature, you can deal the same number of hit points of damage that you reduced to the attacker. The damage type is the same as the damage that you reduced. You cannot deal lethal damage in this way.



OATH OF Inquisition

Paladins who take the Oath of Inquisition are commonly called Inquisitors. An Inquisitor has devoted his life to finding and eliminating practitioners of evil magic. A scholar as well as a warrior, the Inquisitor is unyielding in their efforts to thwart the clerics and wizards who have aligned with the forces of darkness.

TENETS OF INQUISITION

To an Inquisitor, magic is a sacred force. A spellcaster who refuses to renounce evil invites the fire of an Inquisitor's wrath.

Purity in Magic. To be endowed with magic is a blessing, and mine is to be used righteously.

Know thy Truth. I shall speak forthright, and with no fear of reprimand, for I speak the truth.

Cast Out Evil. The twisted monsters and evil magic users are blemishes upon this world. With my oath, I swear to cleanse and purify them.

OATH OF INQUISITION SPELLS

Paladin Level	Spells
3rd	<i>searing smite, detect magic</i>
5th	<i>silence, zone of truth</i>
9th	<i>remove curse, dispel magic</i>
13th	<i>banishment, Otiluke's resilient sphere</i>
17th	<i>circle of power, dispel evil and good</i>

CHANNEL DIVINITY

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

Kneel, Heathen. As an action, you can use your Channel Divinity to force one creature that can see and hear you within 30 feet of you to make a Wisdom saving throw. On a failed saving throw the creature falls prone, and ends its turn at the start of each of its turns for 1 minute or until it takes any damage. At the end of each of the creature's turns it can repeat the saving throw, ending the effect on a success.

Forceful Inquiry. As an action, you can use your Channel Divinity to 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.



AURA OF SUPPRESSION

Starting at 7th level, you emanate an aura that quells magic while you're not incapacitated. The aura extends 15 feet from you in every direction. Whenever any enemy within the aura makes a Constitution saving throw to maintain concentration, it has disadvantage on that save. In addition, whenever any ally within the aura makes a save to avoid becoming charmed, frightened, paralyzed, or stunned by a magical effect, it has advantage on that save. At 18th level, the range of this aura increases to 30 feet.

DIVINE BULWARK

Starting at 15th level, you gain the ability to cast the *forbiddance* spell using this feature, but only as a ritual, and you cannot make it permanent. Once you cast it in this way, you cannot do so again until you finish a long rest.

GRAND INQUISITOR

At 20th level, you become an embodiment of divine justice, a grand inquisitor. As an action, you can surround yourself with a radiant glow gaining the following benefits for 1 minute.

- You have resistance to acid, fire, lightning, necrotic, radiant, and thunder damage.
- Whenever a creature within 30 feet of you damages you or casts a spell that creature takes 2d6 fire damage and must make a Constitution saving throw or ignite in flames. At the start of each of its turns until the effect ends, the target must make a Constitution saving throw. On a failed save, it takes 2d6 fire damage. On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

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

OATH OF Pestilence

Some paladins worship dark gods, corrupting their healing abilities and restoration into curses, plagues, and blights. Where other paladins heal the sick and blind, paladins of this oath, occasionally called antipaladins, afflict their victims with fear, madness, and disease.

TENETS OF PESTILENCE

This oath emphasizes blighting, corrupting, inverting and distorting the enemies of the paladin in service of their dark calling.

Spread the Rot. Where there is hope, squelch it, where there is fear, stoke it, when your foes are in agony, let it fester.

Corrupt the Righteous. Reveal the darkness that lies in the heart of all mortal creatures.

Cull the Weak. Without plague and strife, the weak will multiply and the strong cannot rise.

OATH OF PESTILENCE SPELLS

Paladin Level	Spells
3rd	<i>bane, inflict wounds</i>
5th	<i>blindness/deafness, ray of enfeeblement</i>
9th	<i>bestow curse, vampiric touch</i>
13th	<i>blight, giant insect</i>
17th	<i>contagion, insect plague</i>

CHANNEL DIVINITY

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

Terrifying Presence. You can use your Channel Divinity to exude a menacing 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 start of each of its turns, ending the effect on itself on a success.

Draining Hand. As an action, you can use your Channel Divinity to touch a creature, inverting the healing power of your hands to open terrible wounds. When you touch a creature in this way, you can spend hit points from your Lay on Hands pool, up to the maximum amount remaining in your pool, to deal necrotic damage equal to the number of hit points spent + your Charisma modifier, and you regain hit points equal to half the amount of necrotic damage dealt.

AURA OF MALEVOLENCE

Starting at 7th level, you constantly emanate an aura of unsettling energy while you're not incapacitated. The aura extends 30 feet from you in every direction. Any enemy within the aura 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. At 18th level, the range of this aura increases to 60 feet.

WAVE OF HYSTERIA

Starting at 15th level, your Terrifying Presence intensifies, able to send creatures into a maddened frenzy. When a creature under the effect of your Terrifying Presence fails its saving throw against being frightened at the start of its turn, you can 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. You can use this feature up to three times each round.

CORRUPTION INCARNATE

At 20th level, you can become an avatar of pestilence as an action, gaining the following benefits for 1 minute.

- Enemies within 30 feet of you have disadvantage on all saving throws.
- Whenever you or an ally within 30 feet of you hits a creature with a melee weapon attack, you may use your reaction to inflict a blight upon the creature through the attack. Add 3d8 necrotic damage to the damage roll, and the creature must make a Constitution save or be poisoned until the end of its next turn.

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

Issues arise whenever Antipaladins are a part of a good aligned party. There should be caution in introducing them to the wrong group of allies, lest they be treated as foes...



OATH OF Treachery

Commonly known as blackguards, these profane warriors are faithful only to trickster gods, demons lords, or their own image. These paladins make backstabbing and duplicity an art among their ranks. Even the Lords of Hell are loath to ally with these champions of discord, but sometimes Baalzebul and Glasya find a kindred spirit in a blackguard's penchant for double dealing and treachery.

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 OF TREACHERY SPELLS

Paladin Level	Spells
3rd	<i>charm person, disguise self</i>
5th	<i>invisibility, mirror image</i>
9th	<i>feign death, haste</i>
13th	<i>confusion, greater invisibility</i>
17th	<i>dominate person, mislead</i>

CHANNEL DUPLICITY

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

Conjure Duplicate. As an action, you can use your Channel Divinity to 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.

Words of Treachery. Starting at 10th level, as an action you can use your Channel Divinity to utter a charmed word to a creature within 60 feet of you that can hear you. 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.

AURA OF TREACHERY

Starting at 7th level, you constantly emanate an aura of discord, which gives you the following benefits while you're not incapacitated.

Despairing Presence. Whenever a creature within 5 feet of you makes a saving throw you can use your reaction to impose disadvantage on that saving throw.

Treacherous Avoidance. If a creature within 5 feet of you misses you with a melee attack, or makes a melee attack against an illusory duplicate of yourself, 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. You can use this ability three times. You regain expended uses of it when you finish a short or long rest.

BLACKGUARD'S ESCAPE

Starting at 15th level, you gain 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 can become an avatar of deceit as an action, gaining the following benefits for 1 minute.

- You are Invisible.
- As a bonus action you can use your Conjure Duplicate feature without expending your Channel Divinity, and your concentration can maintain up to five of these duplicates at a time.
- If you have advantage on an attack roll, you gain a bonus to its damage roll equal to your paladin level. You can only gain this benefit once per turn.

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

RANGER ARCHETYPE

Mistveil Conclave

Rangers who join the Mistveil Conclave are specialized hunters who are well suited to dwelling upon mountain peaks. They use a natural magic to manipulate and congregate clouds of mist and are adept at using this magic to hide themselves, to disorient foes, or to make a misty escape.

MISTVEIL CONCLAVE SPELLS

Ranger Level	Spells
3rd	<i>fog cloud</i>
5th	<i>misty step</i>
9th	<i>gaseous form</i>
13th	<i>storm sphere</i> ^{EE}
17th	<i>far step</i> ^{XGE}

MISTVEIL

Starting at 3rd level, whenever you expend a 1st-level or higher spell slot, you can coverge mists on your location to gain the following effects until the start of your next turn.

- You are surrounded by a veil of mist that lightly obscures the area within a 5 foot radius. The radius of the veil increases by 5 feet for each level above 1st of the spell slot you expended. The radius moves with you.
- Whenever an enemy creature attacks an ally within the veil of mist, that creature has disadvantage on the attack roll.

UNCLOUDED VISION

Starting at 7th level, your eyes can see beyond the fog that would mar other's sight. You can see through an area covered in fog or mist as though it were only lightly obscured, provided that the fog is natural or originates from a spell you are casting.

CLOUDCALLER

Starting at 7th level, you can cast *fog cloud* as a 1st-level spell twice without expending a spell slot, and you regain any expended uses when you finish a long rest.

In addition, you can cast the *skywrite* spell an unlimited number of times without expending a spell slot or requiring material components.

MISTY STRIKE

Starting at 11th level, when you roll damage for a weapon attack against a target within a veil of mist from your Mistveil feature, or a cloud of fog from the *fog cloud* spell, you can bend the chill mists with your strike to add 1d8 cold damage to the damage roll. You can only gain the extra damage from this feature once per turn.

VANISH INTO MIST

Starting at 15th level, you have advantage on concentration checks made to maintain any spell on the Mistveil Conclave Spells table.

In addition, as a bonus action, you can teleport to a space you can see within 120 feet of you that is covered in fog or mist. If a radius of mist is moving with you, per your Mistveil feature, the radius immediately moves to your current position. You can teleport in this manner a number of times equal to your Wisdom modifier, (minimum 1) and you regain any expended uses when you finish a long rest.



It seems the conclave didn't appreciate my attempt to reveal them by controlling the wind.

But what if I were to cloak myself in fog, and disguise myself as a member of the conclave? Fabulously Fiendish, Mordenkainen.

RANGER ARCHETYPE

Warden Conclave

As mountains stand fast against the buffeting wind and trees bend but do not break in the storm, these rangers are stalwart protectors who draw on the primal spirits of nature to defend the natural world from those who would corrupt or destroy it. Wardens use the power of their martial skill to shield their allies from harm, and summon the primal spirits of nature within themselves to increase their ferocity and tenacity.

WARDEN CONCLAVE SPELLS

Ranger Level	Spells
3rd	<i>speak with animals</i>
5th	<i>find steed</i>
9th	<i>conjure animals</i>
13th	<i>guardian of nature</i> ^{XGE}
17th	<i>wrath of nature</i> ^{XGE}

PRIMAL SHIFT

Starting at 3rd level, as a bonus action, you conjure a nature spirit to alter your physical form to gain different characteristics. When you use this ability, you can choose one of the following effects. This transformation lasts for 1 minute, until you die, or until you end it as a bonus action. Once you transform in this manner, you cannot do so again until you finish a short or long rest.

Form of the Relentless Panther. You take on the bestial fangs, sleek fur, and grace of a panther.

While you are in this form your leaps and vicious strikes become like the panther. Your jump height and distance are doubled unless they were already increased by a magical effect.

In addition, your teeth grow into sharp fangs, which are a natural weapon that you can use to make unarmed strikes. Your fangs deal piercing damage equal to 1d6 + your Strength or Dexterity modifier instead of the bludgeoning damage normal for an unarmed strike. Whenever you make a long jump of at least 10 feet and land within 5 feet of an enemy creature, you can use your bonus action to make one unarmed strike against that creature.

Form of the Swamp Serpent. You take on the scaly skin of a poisonous snake, granting your attacks a magical poison.

While you are in this form, your scales allow you to move up trees and through water with ease. You gain a swimming speed and climbing speed equal to your walking speed.

In addition, once per round when you roll damage for a weapon attack you can add 1d8 poison damage to the roll.

Form of the Thunder Ram. You grow faster and mightier, manifesting horns and hooves like a ram.

While you are in this form, your walking speed increases by 10 feet, and you ignore difficult terrain made of stone, even that caused by magic.

In addition, your strength allows you to push your foes around the battlefield. Once per turn when you hit a huge or smaller creature with a melee weapon attack, you can force that creature to make a Strength saving throw or be pushed up to 10 feet away from you in a straight line.

Form of the Winter Wolf. You take on the white hair and glinting eyes of the winter wolf while a ring of frost covers the ground.

While you are in this form the ground in a 10-foot radius around you is covered in ice, which is difficult terrain for creatures other than you. The radius moves with you. While you are encased in ice, the radius increases to 20 feet.

In addition, as an action, you can encase yourself in a block of ice. You gain temporary hit points equal to twice your ranger level. You can end this effect as a bonus action. While any of these temporary hit points remain you are encased in a block of ice— you cannot take actions other than ending the effect and your movement speed is reduced to 0.

WILD DEFENDER

Starting at 7th level, you become a protector of the wild and all her creatures. Whenever an enemy within your reach attacks a creature other than yourself, before the attack is rolled you can use your reaction to immediately make one melee weapon attack against that enemy. If your attack hits, you can impose disadvantage on the enemy's attack roll.

PRIMAL ATTUNEMENT

Starting at 11th level, your spirit and that of the primal animals becomes intermingled. Your Primal Shift feature can be used twice, and you regain any expended uses when you finish a short or long rest. You can only gain the benefits of one transformation at a time.

FONT OF RESILIENCE

At 15th level, you are empowered with the steadfast resilience of nature. At the start of each of your turns, you can repeat the saving throw against a single effect you are currently afflicted by, ending the effect on a successful saving throw.

ROGUISH ARCHETYPE

Acrobat

Even Acrobats who are not inclined toward larcenous behavior are rarely looked up to by the rest of their society. Acrobats are almost always wanderers, as even a small town quickly tires of its entertainers, so they must move on to the next, where their tricks and displays may be considered new and impressive.

AERIAL AGILITY

Starting at 3rd level, you gain the ability to move in flying leaps with incredible speed, precision, and power. Few obstacles can prevent you from reaching your destination.

When you move, you can instead take two short movements by flying. Each movement is at half your speed, and you must end each one on a creature, solid object, or ground. If you do not, you fall and your movement ends.

In addition you gain proficiency in the Acrobatics skill and a climbing speed equal to half your walking speed.

GRACEFUL DESCENT

Starting at 9th level, you no longer take damage from falling less than 100 feet.

In addition, you have resistance to falling damage.

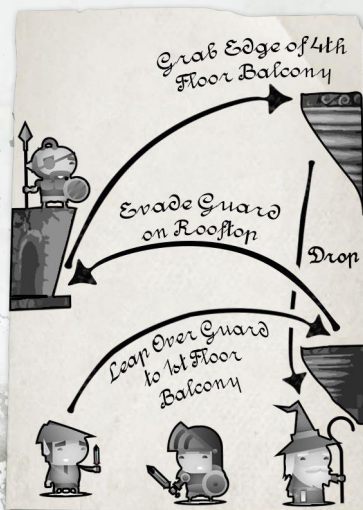
IMPROVED AERIAL AGILITY

Starting at 13th level, your Aerial Agility feature improves and you gain the following benefits.

- When you move you can instead take 3 short movements by flying.
- Whenever you end your flying movement and you are within 5 feet of a climbable surface you may grab onto that surface as though you were climbing upon it.

FALL UPON THEM

At 17th level, you learn to utilize the momentum of your fall to make deadly vertical strikes. Whenever you fall at least 50 feet and land within 5 feet of an enemy creature you can use your reaction to make one weapon attack against that creature. If the attack is a Sneak Attack you can add 3d6 extra weapon damage to the damage roll and the creature must make a Dexterity saving throw or be knocked prone.



The noble acrobat, though mentioned often in tales of old, is no longer a common sight in the realms. Finding information on a living acrobat led me to the scene of an attempted murder where I found the hastily drawn document above.

ROGUISH ARCHETYPE

Shadowdancer

Shadowdancers operate in the border between light and darkness. They use their talents and an innate connection to the Shadowfell to move and hide between the planes, a technique known as shadowdancing. As a Shadowdancer becomes more experienced, they can even command the shadows to do their bidding.

SHADOWFELL VISION

Starting at 3rd level, you can see in dim light within 120 feet of you as if it were bright light, and in Darkness as if it were dim light. In addition, unlike most Darkvision, you can discern color in darkness.

SHADOWDANCE

Starting at 3rd level, you learn to shadowdance, weaving through the Shadowfell to momentarily sneak through it. When you take the hide 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.

WEAVE SHADOWS

Starting at 9th level, your connection to the Shadowfell gives you the power to use shadow magic. You gain the following benefits.

- You can cast the silent image spell at will, without requiring material components.
- As a bonus action, you can extinguish a small source of nonmagical light within 60 feet as if using the prestidigitation cantrip.
- You can command the shadows to bend and shape to your will. As an action you can cast one of the following spells without requiring material components, *darkness*, *invisibility* or *shadow blade*. You can cast a spell in this way up to three times, and you regain all expended uses when you finish a long rest.

CLOAK OF SHADOWS

Starting at 13th level, you learn to veil yourself in darkness. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.



SHADOW ALLIES

Starting at 17th level, you can reach into the Shadowfell and use your action to cause two shadows to appear in unoccupied spaces you can see within 60 feet of you. The shadows last for one minute, and they obey your verbal commands. In combat, they take their turn immediately after yours, and you choose their behavior during their turns. In addition, once during your turn you can use your bonus action to switch places with one of the shadows. See the Monster Manual for the shadow's stat block.

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

SORCEROUS ORIGIN

Ancestral Weapon

Your innate magic remained dormant until the first time you picked up the legendary weapon of your bloodline. Ancestral weapons derive their power from many sources. Some weapons are blessed by a god or powerful being. Others are forged with magic within them and bound to the family's blood. Some are even said to hold fragments of the previous wielders' souls within them. Ancestral weapons are sometimes sentient, or able to communicate with the wielder, but this is not always so. When an ancestral weapon is held by one with the blood of lineage, they are granted both martial prowess and the magical ability of their ancestors.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with light armor, shields, and one type of martial melee weapon of your choice.

ANCIENT'S AEGIS

Starting at 1st level, as a bonus action, you can grant an aegis to one allied creature you can see within 60 feet of you. The aegis takes the form of a spectral shield-bearer that protects the target. The aegis can absorb a number of points of bludgeoning, piercing, or slashing damage equal to 4 + half your sorcerer level. This effect lasts for 1 minute, until the aegis is depleted, until you use it again, or until you are incapacitated.

ANCESTRAL WEAPON

At 1st level, you gain an ancestral weapon that endows you with magical power.

Your ancestral weapon is any martial melee weapon of your choice. You can use your ancestral weapon as a spellcasting focus for your sorcerer spells.

Additionally, if you are separated from your ancestral weapon, you can use your bonus action to magically bring it to your hand, regardless of its distance or location.

You can transform a magic melee weapon into your ancestral weapon by performing a special

ritual over the course of 1 hour, which can be done during a short rest. After the ritual, the weapon assumes the form of your ancestral weapon. The magic weapon ceases being your ancestral weapon and reverts to its prior form if you die, or if you perform the 1-hour ritual on a different weapon.

WEAPON CHANNELING

At 6th level, you learn to cast spells through the strike of your ancestral weapon.

Whenever you take the Attack action during your turn, as a bonus action you can cast a sorcerer cantrip or spend 1 sorcery point to cast a sorcerer spell. The spell or cantrip must require a spell attack roll as part of its effect.

If you do so, its casting time becomes one bonus action, its range becomes equal to your reach and you must target the same creature you targeted with the melee attack. Ranged spell attacks made in this manner do not have disadvantage if you are within 5 feet of a hostile creature. You follow other rules normally for casting it, including expending a spell slot.

ANCIENT'S ASSISTANCE

Starting at 14th level, when a creature you can see within 60 feet of you hits a target protected by your Ancient's Aegis 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 then make one melee weapon attack against the attacker. If that attack hits, it deals an extra 2d10 force damage. This extra damage increases to 3d10 at 17th level. You can teleport in this manner a number of times equal to your Charisma modifier, and you regain any expended uses when you finish a short or long rest.

CHANNELING ADEPT

Starting at 14th level, whenever you spend a sorcery point to cast a spell with your Weapon Channeling, you can make an additional melee weapon attack against the target.

MASTER OF THE LINEAGE

Beginning at 18th level, your weapon allows you to call forth many protector spirits of your ancient bloodline. Whenever you use your Ancient's Aegis to protect an ally, you can choose up to three creatures to gain its benefits.



SORCEROUS ORIGIN

Phoenix Soul

Your power draws from the immortal flame of the legendary phoenix. 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. 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.

IGNITE

At 1st level, as an action, you can magically ignite a flammable object you touch with your hand that isn't being worn or carried.

Starting at 14th level, you can ignite creatures in this manner. When you touch a creature, it takes 1d6 fire damage and it must make a Constitution saving throw against your spell save DC or ignite in flames. At the start of each of its turns for 1 minute, or until the effect ends, the ignited creature must repeat the saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

MANTLE OF FLAME

Starting at 1st level, as a bonus action, you magically wreath yourself in swirling fire. 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 short or long rest.

PHOENIX SPARK

Starting at 6th level, if you are reduced to 0 hit points, you can use your reaction to instead be reduced to 1 hit point, and each creature of your choice 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 + twice 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, 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, while under the effect of your Mantle of Flame feature, you can spend 5 Sorcery points and use your reaction to transform into a phoenix, gaining additional benefits until the effect of Mantle of Flame ends:

- You have a flying speed of 40 feet and can hover.
- You have immunity to fire damage. In addition, any spell or effect you create ignores resistance to fire damage and treats immunity to fire damage as resistance to fire damage.

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



SORCEROUS ORIGIN

Primordial Chaos

Often confused for their brethren who use wild magic, sorcerers endowed with power from the primordial chaos use the merging elemental energy of the inner planes to cast spells seemingly at random. They are often thought of as madmen by wizards and other haughty spellcasters. They also share a kinship with elemental humanoids like the genasi.

PRIMORDIAL ORIGIN

At 1st level your kinship with the primal elements awakens. You learn the *control flames*, *mold earth* and *shape water* cantrips. In addition you also learn to speak, read and write primordial.

RECKLESS CASTING

Starting at 1st level, you can attempt to cast a spell you haven't learned by using the chaotic energy of the inner planes. When you use this ability, you use your action and choose one of the following options:

Roll on the Reckless Casting table for cantrips and cast the resulting spell as part of this action.

Expend a spell slot and roll twice on the Reckless Casting table for its level, or the 5th-level table if the slot is 6th level or higher. Pick which of the two results you want to use and cast the resulting spell as part of this action.

If the spell you cast isn't a sorcerer spell, it is nonetheless a sorcerer spell for you when you cast it with this feature.

ELEMENTAL SEQUESTRATION

Starting at 6th level, whenever a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage you can use your reaction to give that creature resistance to the triggering damage type until the start of your next turn.

Also, you capture some of the incoming energy, storing it for your next melee or spell attack. The first time you hit with a melee attack or deal damage with a spell attack on your next turn, the target takes an extra 1d8 damage of the triggering type.

You can use this feature three times, and you regain any expended uses when you finish a short rest.

PRIMORDIAL ALTERATION

Starting at 14th level, when you cast a spell with a spell slot and the spell deals acid, cold, fire, lightning, or thunder damage, you can spend 1 sorcery point to 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 channeling elemental energy from the inner planes as you cast it.

EMPOWERED RECKLESSNESS

Starting at 18th level, whenever you use your Reckless Casting ability to cast a spell and you roll the same number on both dice, you can cast the resulting spell one spell slot level higher, if applicable. If you are rolling for two spells and you roll the same number on both dice, only one of the spells is cast one spell slot level higher.



While they may be unstable and erratic, none of my chance encounters with these sorcerers were nearly as disastrous as my (thankfully) brief adventure with the wild mage Adoy.

RECKLESS CASTING TABLES

d10 Cantrip

1	<i>acid splash</i>
2	<i>fire bolt</i>
3	<i>gust</i> ^{EE}
4	<i>light</i>
5	<i>poison spray</i>
6	<i>ray of frost</i>
7	<i>lightning lure</i> ^{SCAG}
8	<i>sacred flame</i>
9	<i>thunderclap</i> ^{EE}
10	Roll twice and cast each cantrip, but if you roll another 10 on either die, you cast nothing, wasting your action.

d10 1st-Level Spell

1	<i>burning hands</i>
2	<i>chromatic orb</i>
3	<i>color spray</i>
4	<i>earth tremor</i> ^{EE}
5	<i>faerie fire</i>
6	<i>fog cloud</i>
7	<i>ice knife</i> ^{EE}
8	<i>magic missile</i>
9	<i>thunderwave</i>
10	Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action but not the spell slot.

d10 2nd-Level Spell

1	<i>Aganazzar's scorcher</i> ^{EE}
2	<i>darkness</i>
3	<i>enlarge/reduce</i>
4	<i>invisibility</i>
5	<i>levitate</i>
6	<i>melf's acid arrow</i>
7	<i>mirror image</i>
8	<i>misty step</i>
9	<i>Sniloc's snowball storm</i> ^{EE}
10	Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action but not the spell slot.

d10 3rd-Level Spell

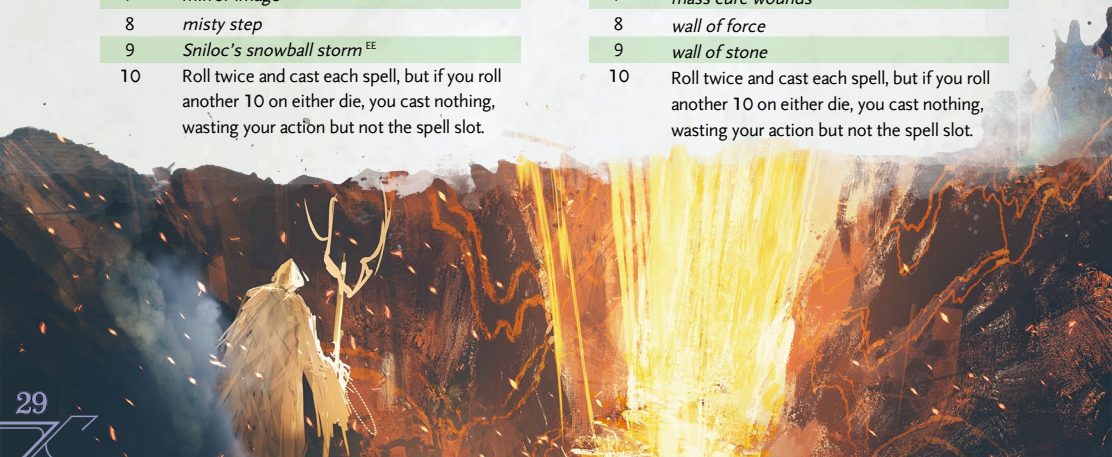
1	<i>blink</i>
2	<i>fear</i>
3	<i>fireball</i>
4	<i>fly</i>
5	<i>gaseous form</i>
6	<i>haste</i>
7	<i>lightning bolt</i>
8	<i>sleet storm</i>
9	<i>wall of water</i> ^{EE}
10	Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action but not the spell slot.

d10 4th-Level Spells

1	<i>confusion</i>
2	<i>elemental bane</i>
3	<i>fire shield</i>
4	<i>freedom of movement</i>
5	<i>greater invisibility</i>
6	<i>ice storm</i>
7	<i>vitriolic sphere</i>
8	<i>stoneskin</i>
9	<i>wall of fire</i>
10	Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action but not the spell slot.

d10 5th-Level Spells

1	<i>cloudkill</i>
2	<i>cone of cold</i>
3	<i>control winds</i> ^{EE}
4	<i>flame strike</i>
5	<i>hold monster</i>
6	<i>immolation</i> ^{EE}
7	<i>mass cure wounds</i>
8	<i>wall of force</i>
9	<i>wall of stone</i>
10	Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action but not the spell slot.



OTHERWORLDLY PATRON

Death's Mistress

Death's Mistress was once a mortal sorceress, who swayed the lord of the underworld after her demise. She now watches over the mortal realm anticipating each creature's death and ensuring that it meets its end at the proscribed time and place. As queen of the Shadowfell, she rules over a decayed, dark reflection of the world.

PACT OF DEATH'S MISTRESS SPELLS

Spell Level	Spells
1st	<i>cause fear</i> ^{XGE} , <i>false life</i>
2nd	<i>gentle repose</i> , <i>silence</i>
3rd	<i>animate dead</i> , <i>speak with dead</i>
4th	<i>death ward</i> , <i>shadow of moil</i> ^{XGE}
5th	<i>dance macabre</i> ^{XGE} , <i>ervation</i> ^{XGE}

MURDER OF RAVENS

Starting when you devote yourself to this patron at 1st level, you learn to summon ravens from the Shadowfell to deliver the souls of the dead.

Whenever a humanoid within 30 feet of you is reduced to 0 hit points and dies, you can use your reaction to summon a raven spirit in the square the creature occupied prior to its death. 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. A raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles.

If you have a raven spirit previously summoned, and you summon another, the ravens flock together, and attempt to occupy the same space at all times. If you have 5 or more

ravens flocking together in this way, you may permanently band the flock together as a swarm. The flock of ravens assumes the form and game statistics of a swarm of ravens. The maximum number of raven spirits you can maintain at once is equal to half your warlock level.

In combat, the ravens and swarms move and act as a group and take their turn immediately after your turn. You control how the group acts.

If a raven is slain by a creature, or a swarm is damaged by a creature you gain advantage on all attack rolls against the creature until the end of your next turn.

At the end of a short or long rest, you can call all the ravens back to you—no matter where they are—and they reappear within 5 feet of you. At the end of a long rest, you may spend one spell slot to summon a number of ravens up to half your warlock level, but not exceeding the maximum.

UNCEASING SERVITUDE

At 6th level, your patron eases your mortal affairs by taking your soul to the Shadowfell. You no longer need food or water. You also don't require sleep and can rest while remaining alert and performing light tasks. You must spend 8 hours resting in this way to gain the benefits of a long rest. In addition, magic can't put you to sleep.

SHIELD OF THE SHADOWFELL

At 10th level, the Mistress grants you a protective blessing. You gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

RIGHT HAND OF DEATH

Starting at 14th level, your patron bestows upon you the ability to channel the Shadowfell's power to slay your enemies and bind their spirits to you. 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.



The tale of Death's Mistress still holds some mystery to scholars, and there is occasional debate as to whether she destroyed or merely imprisoned the former god of death. Some outlandish theorists even claim that the god of death rules the underworld in tandem with his mistress, but hidden from sight, lurking in the shadows. Finding the answer to death's mysteries I'll leave to another scholar.

OTHERWORLDLY PATRON

Kraken

You have made a pact with a kraken that lurks somewhere in the depths. Krakens are ancient and terrifying creatures; incomprehensible alien knowledge lurks within their minds. Krakens are known to control the rain and storms in areas that surround them, and curse the sailors above.

PACT OF THE KRAKEN SPELLS

Spell Level	Spells
1st	<i>create or destroy water, thunderwave</i>
2nd	<i>augury, gust of wind</i>
3rd	<i>call lightning, wall of water</i> ^{EE}
4th	<i>control water, storm sphere</i> ^{EE}
5th	<i>cone of cold, control winds</i> ^{EE}

CURSE OF THE DEEP

When you devote yourself to this patron at 1st level, you learn the secret of infusing your spells with a watery curse. You also learn one cantrip of your choice that deals cold or lightning damage from any spell list.

When you hit a creature with a spell attack or when a creature fails a saving throw against your spell or cantrip, you can curse the target for 1 minute 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 that triggered the curse 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 cannot take reactions until the start of your next turn.

Forced Movement. If the target is moved by your spell, increase the distance it is moved by 15 feet.

INKY ESCAPE

At 6th level, you gain the ability to call upon your patron to escape from your foes. As a reaction when you take damage, you can cast *Darkness* centered on a point within 5 feet of you. The

spell lasts until the end of your next turn, and it has no effect on your vision. Once you use this ability, you cannot use it again until you complete a short or long rest.

SCION OF THE DEPTHS

At 10th level, your patron accepts you into its inner court of servitors. You gain the ability to breathe water and a swim speed equal to your normal speed. You gain resistance to cold and lightning damage. Whenever you take lightning damage from an enemy you can use your reaction to cause creatures of your choice that you can see within 30 feet of you to take lightning damage equal to your Charisma modifier + your proficiency bonus.

UNLEASH THE KRAKEN

At 14th level, you gain the ability to call upon your patron for aid. As an action, you open a portal at a point you can see within 30 feet of you, and a mass of gigantic tentacles slam onto your foes. Pick up to 5 creatures that you can see within 30 feet of the portal. Those creatures must make Dexterity saving throws against your warlock spell save DC. Creatures that fail their saving throw take 10d6 bludgeoning damage and are restrained for 1 minute. Those that succeed take half the bludgeoning damage and are not restrained. On its turn, a restrained creature can use its action to attempt a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to end the restrained condition.

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



OTHERWORLDLY PATRON

Lord of Slime

You have made a pact with the demon lord Jubilex or another powerful slime that resides in the Underdark. Followers of this pact have their skin and blood become corrosive, and as the pact grows stronger, can shift into a gelatinous form.

PACT OF SLIME SPELLS

Spell Level	Spells
1st	<i>grease, absorb elements</i>
2nd	<i>melf's acid arrow, spider climb</i>
3rd	<i>gaseous form, stinking cloud</i>
4th	<i>freedom of movement, vitriolic sphere</i>
5th	<i>antilife shell, cloudkill</i>

CORROSIVE TOUCH

Starting when you devote yourself to the Lord of Slimes at 1st level, you can deliver a touch of acid to one creature within your reach, forcing the target to make a Dexterity saving throw against your spell save DC. On a failed save the creature takes acid damage equal to 1d10 + your warlock level and is poisoned until the end of the its next turn. On a successful save the creature takes half damage and is not poisoned.

In addition, when a creature touches you for the first time on a turn or starts its turn while touching or grappling you, it takes 1d6 acid damage. If you aren't incapacitated, you can prevent this damage when a creature touches you.

Any nonmagical weapon or armor made of metal or wood that you touch starts corroding. If you are continuously touching a wood or metal item for 1 minute, the item takes a permanent and cumulative -1 to attack and damage rolls, or AC. If its penalty drops to -5, the item is destroyed. Your corrosive touch can eat through 1-inch-thick, nonmagical wood or metal in 10 minutes.

An anatomical analysis of the elven warlock (made especially easy by the translucent skin of the subject) revealed that the structure of his body is breaking down, and being replaced with an ooze-like fluid that mimicks the functions of his organs and bones.

Although he lacks a heart and veins and seems completely healthy, his blood pressure is extremely high.

-Mordenkainen's Journal of Medicine, 226 p.r. Edition

ACID BLOOD

Starting at 6th level, your patron's corrosive slime runs through your veins. You have resistance to acid damage.

In addition, 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 acid damage equal to half your warlock level.

GELATINOUS FORM

Starting at 10th level, your patron grants you 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.

SLIME LORD'S LAIR

Starting at 14th level, as an action you can cover a 20 foot square on the ground centered within 60 feet of you with ooze. The ooze lasts for 1 minute and has the following effects.

The covered area is difficult terrain. When the ooze appears, each creature standing in its area must succeed on a Dexterity saving throw or its movement speed is reduced to 0 and it takes 3d6 acid damage. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or take 3d6 acid damage and its movement speed is reduced to 0.

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



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. The Seeker's power allows you to create small pockets in the Astral Plane to grant you sanctuary, or trap your foes.

PACT OF THE SEEKER SPELLS

Spell Level	Spells
1st	<i>comprehend languages, detect magic</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>

ASTRAL CONJURATION

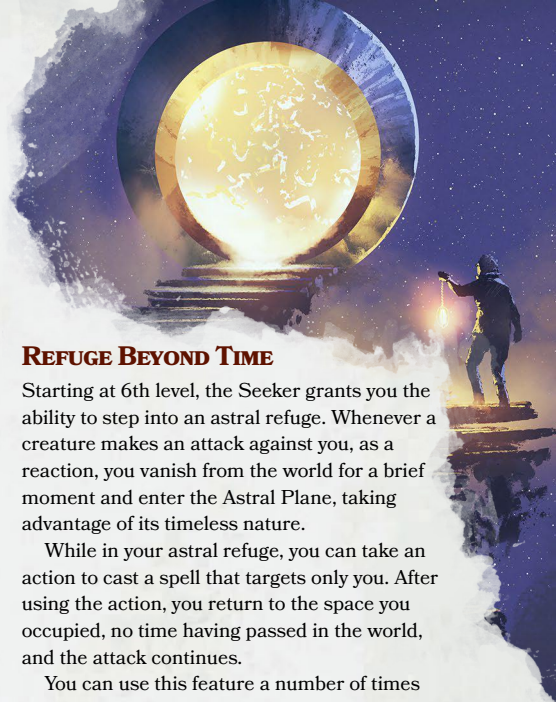
Starting at 1st level, you can invoke the Seeker's power to mold astral energy into objects on your plane. As an action, you can concentrate (like a spell) to conjure astral energy to create a solid, translucent staircase or bridge that lasts 1 minute or until your concentration ends.

The stairs form a spiral that fills a 10-foot-by-10-foot area and reaches upward 20 feet. The bridge is flat, 10 feet wide, and up to 40 feet long. You can expend a spell slot to extend the height of the stairs or the length of the bridge by up to 20 feet per level of the spell slot expended. One you use this feature you cannot do so again until you finish a short or long rest.

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 a number of temporary hit points equal to half your warlock level + your Charisma modifier (minimum 1). If a creature within 10 feet of you hits you with an attack while any of these hit points remain, the attacker takes radiant damage equal to the damage dealt to the temporary hit points gained by using this feature.

You can use this feature a number of times equal to your Charisma modifier (minimum 1) and you regain all expended uses when you finish a long rest.



REFUGE BEYOND TIME

Starting at 6th level, the Seeker grants you the ability to step into an astral refuge. Whenever a creature makes an attack against you, as a reaction, you vanish 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 an action to cast a spell that targets only you. After using the action, you return to the space you occupied, no time having passed in the world, and the attack continues.

You can use this feature a number of times equal to your Charisma modifier (minimum 1) and you regain all expended uses when you finish a long rest.

FAR WANDERER

At 10th level, your patron bestows upon you a wanderer's blessing with the following benefits.

- You can move as though you are under the effects of the *spider climb* spell.
- You no longer need to breathe.
- You have resistance to cold damage and are adapted to cold environments. You can switch this resistance to fire damage, and your adaptation to hot environments during a long rest. The effects last until you switch your resistances again.

TEMPORAL SEQUESTRATION

Starting at 14th level, as an action you can open a temporal rift around a creature of your choice. The target must succeed on a Wisdom saving throw against your spell save DC or move 1 round forward in time. A target moved forward in time vanishes for the duration. When the effect ends, the target reappears in the space it left or in an unoccupied space nearest to that space if it's occupied. Once you use this feature you cannot do so again until you finish a short or long rest.

ELDRITCH INVOCATIONS

CHRONICLE OF DEATH

Prerequisites: Death's Mistress 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 hour of a creature's death, and a given creature can only be asked one question in this manner.

DRAINING BLAST

Prerequisites: Death's Mistress patron, *eldritch blast* cantrip

When you score a critical hit with your *eldritch blast* cantrip, you drain the life energy of a foe and can move that energy into your allies. Pick yourself or an ally you can see within 30 feet of you. The chosen creature can immediately expend a Hit Die, and roll that die to regain hit points equal to the roll + your Charisma modifier.

EYE OF THE RAVEN

Prerequisites: 6th level, Death's Mistress patron

While there are any ravens within 100 feet of you, you gain darkvision with a range of 100 feet and a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks. The bonus equals your Charisma modifier.

As an action you can see through a raven's eyes and hear what it hears while it is within 100 feet of you. You are blinded and deafened to your own senses during this time. You can end this effect as a bonus action.

In addition, your ravens do not require sleep. While a raven is within 100 feet of you, it can awaken you from sleep as a bonus action.

BLAST FROM THE DEEP

Prerequisites: The Kraken patron, *eldritch blast* cantrip

You can infuse your blast with the power of the deep to curse your foes. When you use your *eldritch blast* cantrip, you can deal cold or lightning damage (your choice) instead of the force damage normal for an *eldritch blast*.

BLESSING OF THE SLIME LORD

Prerequisites: 9th level, Slime Lord patron

The Slime Lord grants you the ability to summon moving patches of slime mold. You can cast *grease* twice without expending a spell slot or material components.

In addition, whenever you are concentrating on the *grease* spell, you can use your bonus action to move the covered area up to 10 feet across the ground and other surfaces. If the *grease* moves into the area occupied by a creature, that creature must make a Dexterity save against your spell save DC or fall prone.

SEEKER'S TOME

Prerequisites: The Seeker patron, Pact of the Tome feature

Your tome is expanded with the secrets of The Seeker. 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 your tome. Once you use this ability, you cannot use it again until you complete a short or long rest.

SEEKER'S PATH

Prerequisites: 6th level, The Seeker patron

The Seeker bids you to travel in search of knowledge, and little can prevent you from walking 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, or stunned.

In addition, your movement speed cannot be reduced by magical effects unless the effect reduces your speed to 0.

BOND OF KNOWLEDGE

Prerequisites: The Seeker patron

As a reward for sharing your knowledge, The Seeker rewards you with knowledge of its own. When you complete a long rest, you can choose one skill and one tool you are not already proficient with. You gain proficiency in the chosen skill and tool until you finish your next long rest.

ARCANE TRADITION

Invention

Adherents of this school believe that innovation is best served through experimentation. These wizards craft strange mechanical armor that not only provides protection, but it is also designed to help the wizard channel magic in unpredictable ways. Wizards of this tradition are regarded as geniuses to their faces, but wizards of other traditions often think of them as lunatics.

ALCHEMICAL ARMOR

Innovation is a dangerous practice, at least as far as members of this school practice it. As a shield against this risk, you have developed a suit of mechanical armor infused with magic formulas.

Starting at 2nd level, you gain proficiency with light armor and gain a suit of alchemical armor—a magic item that only you can attune to. While you are attuned to it and wearing it, it grants you resistance to force damage and you can use the armor as a spellcasting focus by extending one of your hands, so long as that hand is free.

The armor is light armor and provides an AC of 11 + your Intelligence modifier. It weighs 8 pounds.

You can create a new suit of it at the end of a long rest by touching a nonmagical suit of leather or studded leather armor, which magically transforms it. Doing so removes the magic from your previous alchemical armor, turning it back into nonmagical leather or studded leather.

INFUSED ARMOR

Starting at 2nd level, your armor gains 2 magical effects from the following table. Whenever you finish a long rest, you can choose 2 effects from the table. Your armor gains those effects, and loses any previous effects it had.

Required Wizard Level	Armor Effect
2nd	Elemental Resistance. You have resistance to one of the following damage types. Acid, cold, fire, lightning, or thunder. Starting at 10th level, you can choose this effect multiple times, choosing a different damage type each time.
2nd	Arcane Buffer. As a bonus action, you gain temporary hit points equal to half your Wizard level + your Intelligence modifier. You can use this feature twice.
2nd	Shock Proof. You have advantage on rolls made to resist being stunned or paralyzed.
6th	Unstable Field. Whenever a creature hits you with a melee attack you can use your reaction to deal 1d6 force damage to the attacker.

Ancient tomes referred to these wizards as artificers, but that was proven incorrect. I learned an accurate name was "arcanomechanomancer" but it was really quite a mouthful, so calling them inventors will do.

6th	Agile Armor. You are constantly under the effects of the the <i>jump</i> and <i>longstrider</i> spells.
10th	Stabilizer. You are constantly under the effects of the <i>spider climb</i> spell.
10th	Flight Suit. You can cast <i>fly</i> (no concentration) on yourself once without expending a spell slot.
14th	Active Defenses. You can cast the <i>shield</i> spell three times without expending a spell slot.
14th	Stealth Suit. You can use your bonus action to become invisible for 1 minute or until you attack or cast a spell. You can use this feature twice.
14th	Spell Shielding. Whenever you make a saving throw against a spell or a magical effect, you can use your reaction to gain advantage on that roll.

FORMULATE SCROLLS

Starting at 6th level, while you are wearing your Alchemical Armor, you can 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.

IMPROVED INFUSION

At 10th level, the armor's potency increases. It gains +2 AC, and whenever you finish a long rest, you can choose 1 additional effect from the table.

In addition, you can use your action to shift one of the magical effects from your Infused Armor to an ally within 60 feet that you can see. The armor loses that effect, and the ally gains that effect until you use this feature again or you and the ally are separated by more than 60 feet.

ALCHEMICAL INSCRIPTION

Starting at 14th level, you learn *glyph of warding* as a wizard spell. While you are wearing your Alchemical Armor, you can cast the "Spell Glyph" effect of the *glyph of warding* spell without requiring material components. You follow other rules normally for casting it, including expending a spell slot. A glyph inscribed in this manner lasts until you finish a long rest, instead of its normal duration.

Once you inscribe a rune using this feature you cannot do so again until you finish a long rest.

ARCANE TRADITION

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. Known as savants, followers of this tradition are a bookish lot who see beauty and mystery in the application of magic. 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.

LORE SAVANT

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 or History 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).

ALCHEMICAL DUALISM

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, lightning, necrotic, poison, radiant, or thunder damage, you can substitute that damage type with its alchemically paired damage type (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. The paired damage types are as follows.

Acid	—————	Poison
Cold	—————	Fire
Lightning	—————	Thunder
Necrotic	—————	Radiant

STRUCTURAL SHIFT

Starting at 6th level, 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. If the spell requires multiple saving throws, only the first is changed. Once you change a saving throw in this way, you can't do so again until you finish a short or long rest.

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 use this feature twice, and you regain any expended uses when you finish a 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 8th-level or lower 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.

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





Thanks For Reading

This codex was the work of a very crafty dwarf and a stupendous wizard. If you do find an errant piece of text, or if you have comments or suggestions on the material presented within please leave a comment in the discussion or send an animal messenger to cchradding@gmail.com, as any errors are likely the dwarf's fault. As for myself, while it has been a great adventure to catalogue the many archetypes presented here, I do think I need to get back to protecting the multiverse. How about you?

-The Wizard Mordenkainen