



GROD'S GUIDE TO GREATNESS



DISCOVER EXCITING NEW CHARACTER OPTIONS FOR THE WORLD'S GREATEST ROLEPLAYING GAME



CREDITS

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CHAPTER 1: NEW CLASSES

The classes in the Player's Handbook cover an extraordinarily broad set of character concepts. Between the twelve classes, their subclasses, and optional feat and multiclassing rules, you can make *almost* any sort of character you can imagine...almost.

There are still some common fantasy tropes that are difficult to fit, at least without hitting high levels and heavily multiclassing. The following three new classes are intended to patch those gaps and allow you to play the character you want, whether a fumble-footed novice or an epically powerful grandmaster.

CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Magewright	Master craftsman who outfit themselves and their fellows with magic items	d8	Intelligence	Intelligence, Wisdom	Light armor, simple weapons
Steelsworn	Defenders and champions of civilization, they bind enchantments into their weapons or armor and go toe-to-toe with dangerous threats.	d10	Strength or Dexterity, Intelligence	Constitution, Intelligence	Light and medium armor, shields, simple and martial weapons
Summoner	Magical experts who bind extraplanar entities to do their dirty work.	d6	Intelligence	Intelligence, Wisdom	Light armor, simple weapons





MAGEWRIGHT

Makers of magic-infused objects, Magewrights are defined by their inventive nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Magewright, though, focus on creating marvelous new magical objects, for the benefit of both themselves and their allies.

CREATING A MAGEWRIGHT

When creating a Magewright character, think about your character's background and drive for adventure. How did you learn your craft? Did you develop your methods yourself, or were you taught? Do you have mentors? Rivals?

What drives you to the life of an adventurer? Are you seeking lost knowledge or techniques? Hoping to find wealth to fund your experiments?

QUICK BUILD

You can make a Magewright quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Strength and Constitution, and choose the Rune Knight profession. If you plan on choosing the another Profession, replace Strength with Dexterity. Second, choose the Sage or Guild Artisan background.

CLASS FEATURES

As a Magewright, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Magewright level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Smith's Tools, Tinker's Tools

Saving Throws: Intelligence, Wisdom

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

EQUIPMENT

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

- (a) any simple weapon, or (b) any martial weapon (if proficient)
- (a) leather armor, or (b) chain mail (if proficient)
- (a) a light crossbow and 20 bolts, or (b) any simple weapon
- (a) a scholar's pack or (b) a dungeoneer's pack

Alternatively, you can ignore the equipment provided by your class and background and start with 5d4 x 10 gp.

THE MAGEWRIGHT

Level	Proficiency Bonus	Features
1st	+2	Master Magic Item, Profession
2nd	+2	Focus Feature, Craft Minor Wonder
3rd	+2	Grand Tinker
4th	+2	Ability Score Improvement
5th	+3	Craft Lesser Wonder
6th	+3	Focus Feature
7th	+3	Superior Attunement
8th	+3	Ability Score Improvement
9th	+4	Focus Feature, Craft Greater Wonder
10th	+4	Suppress Enchantment
11th	+4	Craft Grand Wonder
12th	+4	Ability Score Improvement
13th	+5	Focus Feature
14th	+5	Superior Attunement
15th	+5	Seize Enchantment
16th	+5	Ability Score Improvement
17th	+6	Master Craftsman
18th	+6	Focus Feature
19th	+6	Ability Score Improvement
20th	+6	Craft Legendary Wonder

MASTER MAGIC ITEM

Your long study of magical artifacts has taught you certain tricks for getting them most out of them. If a magic item you are activating requires a saving throw, you may replace the given DC with 8 + Proficiency bonus + your Intelligence modifier, if higher; if allows for an attack roll, you may substitute replace the normal bonus with your Proficiency bonus + your Intelligence modifier.

If an item you are attuned to regains charges, it gains a minimum number of charges equal to your Intelligence modifier. Finally, if you handle an unknown item for 1 minute, you may cast *Identify* on it, without requiring any components.

PROFESSION

The art of artifice is broad, and no one craftsman can master it all. All Magewrights must select a Profession, choosing to be an Alchemist, Rune Knight, or Wandsmith. Your choice grants you class features at 1st, 2nd, 6th, 9th, 13th, and 18th levels.

CRAFT MINOR WONDER

At 2nd level, you begin to master the arts of forging magical items. During a long rest, you may create a single item from the list of Least Wonders below. If creating a magic weapon or armor, you must provide the base item to be enchanted. At any one time, you may have a maximum number of magic items in existence equal to your Int modifier; however, you can remove the magic from an item you've already enchanted as part of the process of crafting another.

Once created, your Wonders follow all the normal rules for magic items, and others may use and attune to them normally. You have two special abilities with the items you make, however. You may ignore race and class requirements when attuning to them, and you may break someone else's attunement to one of your Wonders as an action, so long as you can see the item.

GRAND TINKER

At 3rd level, you become proficient with all artisans's tools. You may also choose two sets of artisans's tools to specialize in—your proficiency bonus is doubled for any check made using those tools. If you spend at least one minute working with an item, you may repair it as though casting *Mending*.



ABILITY SCORE INCREASE

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

CRAFT LESSER WONDER

At 5th level, you may also create items from the list of Lesser Wonders. Minor Wonders only count as half a magic item for determining how many items you may have simultaneously enchanted—for example, if you have an Intelligence bonus of +3, you could craft six Minor Wonders, four Minor Wonders and one Lesser Wonder, two Lesser Wonders and two Minor, or three Lesser Wonders.

SUPERIOR ATTUNEMENT

At 7th level, you can now attune to up to four, rather than three, magic items at a time. At 14th level, this limit increases to five magic items.

CRAFT GREATER WONDER

At 9th level, you may also create items from the list of Greater Wonders.

SUPPRESS ENCHANTMENT

Beginning at 10th level, you may attempt to temporarily disrupt the functioning of magic items. As a bonus action, you may designate one non-artifact magic item that you can see. For as long as the item is in sight and you maintain concentration, as on a spell, the item does not function. If the item is consumable, you may choose to destroy it; if it has charges, it loses half its charges when it resumes functioning.

CRAFT GRAND WONDER

At 11th level, you may also create items from the list of Grand Wonders. Lesser Wonders only count as half a magic item for determining how many items you may have simultaneously enchanted.

SEIZE ENCHANTMENT

Beginning at 15th level, when you use your Suppress Enchantment ability, you may transfer the magic into a nearby object instead of simply disrupting it. As long as you maintain your concentration, one touched item grants the benefits of the disrupted item. The item you transfer the enchantment to must be of the correct type—you can't make a sheet of paper into a +2 Weapon, though you could make it into a Spell Scroll.

If the suppressed item is consumable, it is destroyed if you use up your copy. If it has charges, charges used by your copy are also consumed from the original.

MASTER CRAFTSMAN

Beginning at 17th level, Greater Wonders only count as half a magic item for determining how many items you may have simultaneously enchanted.

CRAFT LEGENDARY WONDER

At 20th level, you may forge a single Legendary Wonder. This does not count towards your normal limit on how many items you may create at once, but nor can you change it. If your Legendary Wonder is lost or destroyed, you may create a replacement during a long rest, but the previous version loses any powers it once had.

In addition, Grand Wonders only count as half a magic item for determining how many items you may have simultaneously enchanted.

PROFESSION

At 1st level, a Magewright gains the Profession feature. The following options are available to a Magewright: to become an Alchemist, a Rune Knight, or a Wandsmith.

ALCHMIST

An alchemist is an expert at combining exotic reagents to produce a variety of materials, from healing elixirs that can mend a wound in moments to clinging goo that slows creatures down.



ALCHEMICAL ADMIXTURE

You learn three of the following formulas. As long as you have a set of Alchemist's Supplies on hand, you can use any formula you know as an action. Use your Intelligence modifier when setting the saving throw DC and when making attack rolls with your formulas.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

At 5th level, you learn a fourth formula.

- **Acid Flask:** Up to two adjacent creatures within 30ft must make Dexterity saves or take 1d6 acid damage. This damage increases by 1d6 at 5th, 11th, and 17th level.
- **Alchemist's Fire:** Make a ranged spell attack against one creature within 30ft. If you hit, they take 1d8 fire damage. This damage increases by 1d8 at 5th, 11th, and 17th level.
- **Healing Infusion:** You or one adjacent creature regains 2d6 health. This healing increases by 2d6 at 5th, 11th, and 17th level. Once a creature receives a Healing Infusion, they cannot benefit from another until they've taken a Long or Short Rest.
- **Poison Syringe:** Make a melee spell attack. On a hit, the target takes 1d10 poison damage, and must make a Con save or be Poisoned for 1 round. This damage increases by 1d10 at 5th, 11th, and 17th level.
- **Smokestick:** You produce a stick that emits a steady cloud of noxious black smoke. You may either hold onto it or throw it up to 30ft away. Once drawn, the stick fills the air in a 10ft radius with smoke, blocking all vision for 1 minute. A strong wind will clear the smoke in 1 round. At 5th level, you may optionally cause who being their turn in the smoke to make a Constitution save or be Poisoned for as long as they remain in the cloud.
- **Sunrod:** You produce a gold-bound rod that glows with a steady light, twice as bright as a torch, for as long as you desire. You may only have one Sunrod active at a time. Beginning at 5th level, you may use an action to expend the rod's remaining charge all at once. All creatures within 30ft must make Constitution saves or be blinded until the start of your next turn, and the rod no longer sheds light.
- **Tanglefoot Bag:** Make a ranged spell attack against one creature within 30ft. If you hit, the target is restrained for 1 minute. At the end of each of its turns, it may make a Strength saving throw to escape. Beginning at 5th level, the target takes 1d4 bludgeoning damage at the beginning of each of its turn as the bag contracts.
- **Thunderstone:** Pick a point within 30ft. All creatures in a 5ft burst must make a Constitution save or take 1d4 thunder damage and be deafened for 1 round. This damage increases by 1d4 at 5th, 11th, and 17th level.

BREW POTION

You may brew two Least Potions during a short rest. These potions either function as described in the Dungeon Master's Guide, or as though casting the indicated spell, from a first level spell slot, targeting only the creature drinking the potion. If the spell requires concentration, the creature drinking the potion must provide it.

Potions created this way last for 24 hours, or until you attempt to brew potions again.

Beginning at 6th level, you may craft Lesser Potions, and all your potions are cast from a 2nd level slot. At 9th level, you may craft Greater Potions and cast from a 3rd level slot; at 13th, you may craft Grand Potions and cast from a 4th level slot, and at 18th you can craft Legendary Potions and cast from a 5th level slot.

ALCHEMICAL MASTERY

Beginning at 2nd level, you may add your Intelligence modifier to the damage or healing dealt by your potions or Alchemical Admixture ability, and the duration of your potions is increased to one hour (though Concentration must still be maintained, if relevant).

LEAST POTIONS

Bless
Comprehend Languages
Disguise Self
Expeditious Retreat
False Life
Heroism
Longstrider
Mage Armor
Perfume of Bewitching (XGtE)
Potion of Climbing
Potion of Healing
Protection from Evil and Good
Shield of Faith
Speak with Animals

LESSER POTIONS

Aid

Alter Self
Barkskin
Blur
Darkvision
Detect Thoughts
Dragon's Breath
Enhance Ability
Enlarge/Reduce
Invisibility
Lesser Restoration
Oil of Slipperiness
Pass Without Trace
Philter of Love
Potion of Animal Friendship
Potion of Fire Breath
Potion of Greater Healing
Potion of Growth
Potion of Poison
Potion of Resistance
Potion of Water Breathing
Protection from Poison

See Invisibility
Water Walk

GREATER POTIONS

Blink
Elixir of Health
Fly
Gaseous Form
Haste
Nondetection
Oil of Ethereality
Potion of Clairvoyance
Potion of Diminution
Potion of Heroism
Potion of Hill Giant Strength
Potion of Invulnerability
Potion of Mind Reading
Potion of Superior Healing
Tongues
Vampiric Touch
Water Breathing

GRAND POTIONS

Fire Shield
Freedom of Movement
Greater Invisibility
Oil of Sharpness
Polymorph
Potion of Fire Giant Strength
Potion of Speed
Potion of Supreme Healing
Potion of Vitality
Stoneskin

LEGENDARY POTIONS

Far Step
Greater Restoration
Potion of Cloud Giant Strength
Potion of Longevity
Skill Empowerment
Telekinesis

RUNE WARRIOR

A Rune Warrior dedicates themselves to the creation of magic arms and armor. Not only do they master techniques to make their creations more powerful, they learn to use those weapons as efficiently as any Fighter.

SMITH-WARRIOR

You gain proficiency in medium armor, heavy armor, shields, and all martial weapons. In addition, your hit point maximum increases by 1, and by an additional 1 each level thereafter.

RUNEWARK

Beginning at 2nd level, magic armor and weapons you are attuned to do not count against the normal limit on how many magic items you can have simultaneously enchanted.

In addition, during a long rest you may inscribe a single magic weapon or suit of armor with your personal rune. Weapons so inscribed gain a +1 bonus to hit and to damage, while armor so inscribed grants an additional +1 AC and only weighs half as much as normal. You may only have one item marked at a time.

EXTRA ATTACK

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

RUNIC WARD

Beginning at 9th level, when wearing magic armor, you may use a reaction to add 1d4 to your armor class against an attack. You may do so after seeing the roll but before the DM announces the result. If you are still hit, reduce the damage by twice the value of your roll.

RUNIC SMITE

Beginning at 13th level, magic weapons you wield deal an extra 1d6 damage. After striking a foe with a non-artifact magic weapon, you may expend all of its magic in a single burst—the item is instantly disenchanting, but the target takes additional damage.

If the Magewright is one you crafted, this bonus damage is equal to 1d10 per two Magewright levels; if it is a permanent item created by someone else, the bonus damage is instead equal to 1d6 per Magewright level. If the item has a retributive strike ability, such as the Staff of Power, you may choose to activate it in the process.

MASTER RUNE

Beginning at 18th level, the bonus from your Runework ability doubles—marked weapons gain a +2 bonus to hit and damage, and marked armor provides +2 AC.



WANDSMITH

A Wandsmith is a master of evocation, harnessing the destructive power of the elements and storing it in slender shafts of wood, bone, and crystal.

CRAFT WAND

During a long rest, you may craft a number of Least Wands equal to your Intelligence modifier. At any one time, you may have a maximum number of wands in existence equal to your Intelligence modifier; however, you can remove the magic from a wand you've already enchanted as part of the process of crafting another.

When casting a spell from a wand you have crafted, you use your Intelligence whenever the spell refers to your spellcasting ability. You may use your Intelligence modifier when setting the saving DC of a spell and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Your wands are crafted without charges. At the end of a short rest, you gain two charges, which you may expend to cast the spell contained in your wand, as though from a 1st level spell slot. Each wand also gives you the ability to cast a cantrip, which you may cast as often as you wish.

Beginning at 6th level, you may craft Lesser Wands, and your wand spells are cast from a 2nd level slot. At 9th level, you may craft Greater Wands and cast from a 3rd level slot; at 13th, you may craft Grand Wands and cast from a 4th level slot, and at 18th you can craft Legendary Wands and cast from a 5th level slot.

WAND MASTER

Beginning at 2nd level, you may add your Intelligence modifier to the damage dealt by your wands. If casting a spell of 1st level or higher, you may also add half your Magewright level, rounded down.



LEAST WANDS

Burning Hands (Firebolt)
Cause Fear (Vicious Mockery)
Color Spray (Dancing Lights)
Earth Tremor (Thorn Whip)
Guiding Bolt (Sacred Flame)
Ice Knife (Ray of Frost)
Magic Missile (Eldritch Blast)
Ray of Sickness (Poison Spray)
Thunderwave (Thunderclap)

LESSER WANDS

Aganazzar's Scorcher (Firebolt)

Cloud of Daggers (Sword Burst)
Flaming Sphere (Produce Flame)
Gust of Wind (Gust)
Melf's Acid Arrow (Acid Splash)
Mind Spike (Vicious Mockery)
Ray of Enfeeblement (Toll the Dead)
Scorching Ray (Firebolt)
Shatter (Thunderclap)
Snillloc's Snowball Swarm (Frostbite)

GREATER WANDS

Erupting Earth (Thorn Whip)
Fear (Vicious Mockery)
Fireball (Firebolt)
Lightning Bolt (Shocking Grasp)
Sleet Storm (Frostbite)
Tidal Wave (Ray of Frost)

GRAND WANDS

Blight (Toll the Dead)
Ice Storm (Frostbite)
Sickening Radiance (Word of Radiance)
Storm Sphere (Lightning Lure)
Vitriolic Sphere (Acid Splash)

Wall of Fire (Create Bondfire)

LEGENDARY WANDS

Bigby's Hand (Eldritch Blast)
Cone of Cold (Frostbite)
Destructive Wave (Thunderclap)
Enervation (Chill Touch)
Flame Strike (Firebolt)
Immolation (Firebolt)
Negative Energy Flood (Toll the Dead)
Synaptic Static (Vicious Mockery)
Wall of Light (Sacred Flame)

WONDERS

Magewrights may craft the following magic items. Those marked with (A) require attunement.

LEAST WONDERS

- **Boots of Elvenkind:** Advantage on moving silently.
- **Boots of Striding and Springing (A):** +30ft move speed and jump three times as far
- **Bracers of Archery (A):** Grants proficiency and +2 damage with bows.
- **Brooch of Shielding (A):** Grants resistance to force damage and immunity to Magic Missile.
- **Cap of Water Breathing:** Breathe and speak underwater.
- **Chime of Opening:** Open ten unlocked objects at a distance.
- **Cloak of Elvenkind (A):** Advantage on stealth.
- **Deck of Illusions:** Randomly produces illusions when cards are thrown.
- **Driftglobe:** Floating light
- **Everysmoking Bottle:** Continually produces a cloud of smoke.
- **Eyes of Charming (A):** Cast Charm Person up to 3/day
- **Eyes of Minute Seeing:** Grants advantage on Investigation checks.
- **Eyes of the Eagle (A):** Grants advantage on Perception checks and lets you see far away
- **Gloves of Swimming and Climbing:** Move at full speed and +5 to checks while doing so.
- **Goggles of Night:** Gain or improve Darkvision.
- **Hat of Disguise (A):** Cast Disguise Self at will.
- **Helm of Comprehend Languages:** Understand all languages.
- **Horseshoes of Speed:** Increases a mount's speed by 30ft
- **Ioun Stone of Protection (A):** +1 AC
- **Ioun Stone of Sustenance (A):** You don't need to eat or drink
- **Iron Bands of Bilarro:** 1/day, restrain target creature.
- **Javelin of Lightning:** 1/day, turns into 4d6 lightning bolt.
- **Lantern of Revealing:** While burning, reveals invisible things.
- **Mariner's Armor:** Grants you swim speed equal to your land speed, and buoys you to the surface if dying.
- **Medallion of Thoughts (A):** Cast Detect Thoughts up to 3/day
- **Necklace of Adaptation (A):** Breathe in any environment, and Advantage against harmful gas attacks.
- **Periapt of Health:** Grants immunity to disease.
- **Periapt of Proof Against Poison:** Grants immunity to poison
- **Periapt of Wound Closure (A):** Stabilize while dying, and regain more hit points from Hit Dice.
- **Pipes of the Sewers (A):** Summons or controls swarms of rats up to 3/day, if there are enough around.
- **Quaal's Feather Token (Anchor, Fan, Swan Boat, Tree):** Transforms into the indicated item
- **Quiver of Ehlonna:** Holds a large number of arrows, javelins, spears, etc.
- **Ring of Animal Influence:** Cast Animal Friendship, Speak with Animals, or Fear (only against animals) up to 3/day.
- **Ring of Feather Falling (A):** Always fall safely.
- **Ring of Free Action (A):** Ignore difficult terrain and restraining magic.

- **Ring of Jumping:** Cast Jump on yourself at will.
- **Ring of Mind Shielding (A):** Confers immunity against telepathy and lie-detecting magic.
- **Ring of Swimming:** Grants a 40ft swim speed.
- **Ring of the Ram (A):** 3/day, shove a target for 2d10 force damage or try to break an object.
- **Ring of Water Walking:** Walk on water
- **Robe of Useful Items:** Contains a number of random patches that transform into real creatures or objects. (Note**: Cannot produce patches of money, healing potions, or spell scrolls)
- **Rope of Climbing:** Rope ties itself around an object
- **Rope of Entanglement:** Rope knots itself around enemies.
- **Saddle of the Cavalier:** Keeps you on your mount and imposes Disadvantage on attacks against it.
- **Sending Stones:** Send a message to the bearer of the other stone 1/day
- **Sentinel Shield:** Grants Advantage on initiative and Perception
- **Slippers of Spider Climbing (A):** Walk on walls and ceilings.
- **Trident of Fish Command:** Cast Dominate Beast on swimming creatures up to 3/day.
- **Vicious Weapon:** Deals an extra 7 damage on a crit.
- **Wand of Enemy Detection:** Detect the nearest foe up to 7/day.
- **Wand of Magic Detection:** Cast Detect Magic up to 3/day
- **Wand of Secrets:** Detects traps and secret doors 3/day
- **Wind Fan:** Cast Gust of Wind 1/day

LESSER WONDERS

- **+1 Armor, Shield, Weapon, Wand of the War Mage (A), or Rod of the Pact Keeper (A):** +1 to AC or attack and damage
- **Amulet of Proof Against Detection and Location (A):** You can't be seen by divinations.
- **Armor of Resistance (A):** Armor grants resistance to one type of damage.
- **Arrow of Slaying:** Arrow deals +6d10 damage to a specific creature type.
- **Bag of Holding:** Large extradimensional holding space
- **Bag of Tricks:** Summons random animals up to 3/day.
- **Bead of Force:** Explodes for 5d4 damage and traps enemies inside an orb.
- **Boots of Levitation (A):** Cast Levitate on yourself at will.
- **Boots of Speed (A):** +30ft move speed, and opponents have Disadvantage on opportunity attacks, for 10 min/day.
- **Boots of the Wintelands (A):** Resist cold and walk on ice.
- **Circle of Blasting:** Cast Scorching Ray 1/day
- **Cloak of Arachnida (A):** Resist poison, stick to walls, ignore webs and cast Web 1/day.
- **Cloak of Protection (A):** +1 AC and saves
- **Cloak of the Bat (A):** Fly for as long as you flap it, and turn into a bat 1/day.
- **Cloak of the Manta Ray:** Breathe underwater and swim at 60ft/round.
- **Dagger of Venom:** +1 dagger deals 2d10 poison 1/day.
- **Dancing Sword (A):** Sword attacks up to four times by itself, using your stats.
- **Decanter of Endless Water:** Continually produces water in up to geyser strength.

- **Dimensional Shackles:** Chains are almost impossible to remove and prevent planar travel.
 - **Dragon Slayer:** +1 sword deals 3d6 bonus damage to dragons.
 - **Elven Chain:** +1 chain shirt can be used without proficiency.
 - **Folding Boat:** Small cube unfolds into 10ft or 24ft boat.
 - **Frost Brand (A):** Sword deals +1d6 cold damage and grants resistance to cold.
 - **Gem of Brightness:** Glowing gem can blind enemies.
 - **Giant Slayer:** +1 weapon deals bonus damage to giants.
 - **Glamoured Studded Leather:** +1 armor can change its appearance.
 - **Gloves of Missile Snaring (A):** Use reaction to weaken or catch ranged weapons.
 - **Gloves of Thievery:** +5 to slight of hand and lockpicking
 - **Helm of Telepathy (A):** Cast Detect Thoughts at will, and Suggestion 1/day.
 - **Heward's Handy Haversack:** Small extradimensional storage space, but what you want is always on top.
 - **Horn of Blasting:** Deals 5d6 sonic damage, but 20% chance of breaking with each use. (Special**: just breaks, doesn't explode)
 - **Horseshoes of a Zephyr:** Lets a mount hover.
 - **Immovable Rod:** Hangs in place and is almost impossible to move
 - **Ioun Stone of Agility/Fortitude/Insight/Intellect/Leadership/Strength (A):** +2 to a stat, up to 20
 - **Ioun Stone of Awareness (A):** You can't be surprised.
 - **Ioun Stone of Reserve (A):** Stores up to 3 levels of spells to be released later
 - **Mace of Smiting:** +1 mace is +3 against constructs.
 - **Mace of Terror:** Cause fear in nearby creatures up to 3/day.
 - **Pipes of Haunting:** Cause fear in nearby enemies up to 3/day.
 - **Quaal's Feather Token (Bird or Whip):** Transforms into the appropriate item
 - **Ring of Resistance (A):** Resist one type of energy.
 - **Ring of Evasion (A):** Succeed on a failed Dex save up to 3/day.
 - **Ring of Protection (A):** +1 AC and saves
 - **Ring of Shooting Stars:** Cast Fairie Fire, summon spheres of lightning, or shoot small fireballs a few times/day.
 - **Ring of Spell Storing (A):** Store up to 5 levels of spells to be released later.
 - **Ring of Telekinesis:** Move unattended heavy objects
 - **Ring of X-Ray Vision (A):** See through matter ~1/day
 - **Robe of Eyes (A):** See in all directions, see invisible creatures, and Advantage on perception.
 - **Rod of Alertness (A):** Grants Advantage on perception, casts a few Detect spells, and produces an aura of +1 AC 1/day.
 - **Scroll of Protection:** Wards off creatures of a certain type.
 - **Staff of the Adder (A):** Tip becomes a snake head which you can attack with for poison damage.
 - **Staff of the Python (A):** Turns into a giant constrictor snake under your control.
 - **Staff of Withering (A):** Magic quarterstaff deals necrotic damage and weakens foe up to 3/day.
 - **Stone of Good Luck/Luckstone (A):** +1 to ability checks and saves.
 - **Sword of Life Stealing (A):** Steals 10 hp on a crit.
 - **Sword of Wounding (A):** Creatures struck continue to bleed
 - **Tentacle Rod (A):** Three tentacles make melee attacks, and slow anyone hit by all three.
 - **Wand of Wonder:** Causes random effects
 - **Weapon of Warning:** While bearing, you're immune to surprise and have Advantage on initiative.
- ### GREATER WONDERS
- **+2 Armor, Shield, Weapon, Wand of the War Mage (A), or Rod of the Pact Keeper (A):** +2 to AC or attack and damage rolls.
 - **Animated Shield (A):** Shield can be wielded without hands.
 - **Arrow-Catching Shield (A):** +2 AC vs ranged attacks, and can become the target of attacks against adjacent allies.
 - **Belt of Dwarvenkind (A):** +2 Con, advantage on Persuasion checks with dwarves, resistance to poison, darkvision, and a beard.
 - **Cape of the Mountebank:** Cast Dimension Door 1/day
 - **Cloak of Displacement (A):** Attacks have Disadvantage to hit you, but turns off for a turn every time you're damaged.
 - **Elemental Gem:** Conjure a single elemental (Staff of Swarming Insects)
 - **Flame Tongue (A):** Sword deals +2d6 fire damage.
 - **Gem of Seeing:** Cast True Seeing up to 3/day
 - **Ioun Stone of Regeneration (A):** Heal slowly over time.
 - **Mace of Disruption (A):** Deals 2d6 radiant damage to undead and fiends, and can potentially instant-kill weakened ones.
 - **Mantle of Spell Resistance (A):** Grants advantage on saves against spells.
 - **Necklace of Fireballs:** Toss up to nine Fireball spells, or use more charges for more powerful booms.
 - **Portable Hole:** Unfolds into 6ft by 10ft extradimensional hole.
 - **Ring of Invisibility (A):** Turn invisible at will
 - **Ring of Regeneration (A):** Heal slowly over time and regrow body parts.
 - **Robe of Scintillating Colors (A):** Brilliant colors disorient and stun 3/day, imposes Disadvantage on attackers and stuns anyone who can see you.
 - **Scarab of Protection (A):** Grants Advantage on saves against spells, and nullifies necromancy up to 12 times.
 - **Scimitar of Speed (A):** +2 sword lets you attack as a bonus action.
 - **Spellguard Shield:** Shield grants Advantage against magic.
 - **Staff of Thunder and Lightning (A):** +2 quarterstaff produces stunning thunder and lightning bolts.
 - **Sunblade:** +2 finesse longsword deals +1d8 radiant damage to undead.
 - **Sword of Sharpness (A):** Deals 14 bonus damage on a crit, and has a slight chance to cut off a limb.
 - **Winged Boots (A):** Fly at 60ft/round for 4 hours/day

GRAND WONDERS

- **+3 Armor, Shield, Weapon, Wand of the War Mage (A), or Rod of the Pact Keeper (A):** +3 to AC or attack and damage rolls.
- **Amulet of the Planes (A):** 60% chance to travel to a random point on a desired plane, and a 40% chance to wind up on another.
- **Broom of Flying:** Broomstick flies at 50ft/round.
- **Carpet of Flying:** Carpet flies at 30ft/round
- **Crystal Ball (A):** Cast Srying at will
- **Cube of Force (A):** Produces force-fields of various strengths.
- **Defender:** +3 sword can transfer bonuses to AC instead.
- **Dwarven Plate:** +2 platemail reduces the distance you can be forcibly moved.
- **Dwarven Thrower (A):** +3 warhammer can be thrown for bonus damage.
- **Helm of Teleportation (A):** Teleport up to 3/day
- **Ioun Stone of Mastery (A):** +1 Proficiency
- **Oathbow (A):** Swear vengeance on one enemy at a time, ignoring cover and doing 3d6 bonus damage to them.
- **Plate Armor of Etherealness (A):** Turn ethereal for up to 10 min/day.
- **Ring of Spell Storing (A):** Advantage on saves against spells targeting you, and redirect them on natural 20s.
- **Robe of Stars:** Shoots up to six 5th level Magic Missiles, grants +1 saves, and lets you step into the astral plane.
- **Robe of the Archmagi (A):** Boosts AC, save DC and attack bonus by 2, and grants advantage on saves against magic.
- **Rod of Lordly Might (A):** Transforms into a variety of ~+3 magic weapons, and can drains, paralyze, or terrify on a hit once/day.
- **Rod of Rulership (A):** Charms all nearby creatures 1/day
- **Rod of Security:** Creates an extradimensional sanctuary.
- **Staff of Striking (A):** +3 quarterstaff can smite for up to 3d6 bonus damage.
- **Stone of Controlling Earth Elementals:** Summon an elemental 1/day.

LEGENDARY WONDERS

- **Apparatus of Kwalish:** Ride around in a mecha-lobster.
- **Armor of Invulnerability (A):** Grants resistance to nonmagical damage, and immunity for 10 min/day.
- **Cloak of Invisibility (A):** Be invisible for up to 2 hours/day, and still attack.
- **Crystal Ball of Mind Reading/ Telepathy /True Seeing:** Cast srying and the appropriate spell at will.
- **Cubic Gate:** Opens gates to up to six planes, up to 3/day.
- **Efreeti Chain (A):** +3 chainmail grants immunity to fire and the ability to walk across lava.

- **Ioun Stone of Greater Absorption (A):** <Absorbs up to 50 levels of spells of 8th level or lower.
- **Rod of Absorption (A):** Absorbs up to 50 levels of spells, which a caster can use to cast their own spells.
- **Sphere of Annihilation:** Mobile black hole destroys matter.
- **Well of Many Worlds:** Opens a portal to a random plane





STEELSWORN

There are many paths to magic. Some draw their power from divine beings, some from their own ancestry, some from the majesty of nature itself. Steelsworn...Steelsworn draw their power from iron and steel, from brick and mortar, from the grand arc of civilization and industry itself. They see themselves as agents of progress, defenders of cities and knowledge from the forces of chaos.

Good-aligned Steelsworn emphasize the upward sweep of progress and the potential of the system to improve the lives of all, and frequently find themselves standing in opposition to schemes to enrich the few at the cost of the many; Neutral individuals take a more pragmatic view that favors growth and progress above all, while truly Evil Steelsworn relish the ability of an industrial realm to grind the lower classes into a compliant state.

CREATING AN STEELSWORN

When creating an Artificer character, think about your character's background and motives. What first set them on their path? What kind of vision do they have for society?

QUICK BUILD

You can make an Steelsworn quickly by following these suggestions. First, put your highest ability score in Strength or Dexterity, followed by Intelligence, then Constitution. Second, choose the Sage or Guild Artisan background.

CLASS FEATURES

As a Steelsworn, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Steelsworn level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Steelsworn level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: One set of Artisan's Tools

Saving Throws: Constitution, Intelligence

Skills: Choose two from Athletics, Acrobatics, Arcana, History, Investigation, Perception, Persuasion

EQUIPMENT

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

- (a) scalemail or (b) leather, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

SPELLBOUND ITEM

Over the course of a short rest, you can designate any item containing at least one pound of iron or steel as your Spellbound Item. Once chosen, you may use your Spellbound Iron as a spellcasting focus. In addition, it gains certain properties, depending on the type of item:

- **Weapon/Shield:** A Spellbound Weapon or Shield may be used to to perform the somatic components of spells. As long as the Item is within sight and you have a free hand, you may use a bonus action to cause it to fly into your hand. If something tries to restrain the weapon, you may make an Intelligence check to try to overcome it. While touching it, you may use an action to cast *True Strike*.
- **Armor:** Spellbound Armor only weighs half as much as normal. At your command, buckles fasten themselves and plates lift themselves into place, allowing you to don or doff your armor as an action. While wearing it, you may use an action to cast *Blade Ward*.
- **Talisman:** While wearing a Spellbound Talisman (such as a special gauntlet, a weighty medallion, or a wand), as a bonus action you may cause it to radiate soft light, as a torch, or to stop glowing. While wearing it, you may use an action to cast *Mage Hand*.

URBAN SPECIALIST

You have Advantage on Intelligence checks related to towns and cities, and may use your Intelligence instead of Charisma when making checks made to gather information, find individuals, or spread rumors in an urban area. In addition, you may attempt to find or follow an individual's trail within an urban area with an Intelligence (Persuasion) check. Doing so takes one hour. If they are attempting to avoid being found, they may make an opposed Dexterity (Stealth) or Charisma (Deception) check.

THE STEELSWORN

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Urban Specialist, Spellbound Item	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Steelbound Spell	2	—	—	—	—
3rd	+2	Mastery Style, Urban Awareness	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—
6th	+3	Swiftblade	4	2	—	—	—
7th	+3	Mastery Ability	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Civilized Soul	4	3	2	—	—
11th	+4	Greater Spellbond	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	City Step	4	3	3	1	—
15th	+5	Mastery Ability	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Mastery Ability	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Endless Steel	4	3	3	3	2

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense:** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Protection:** When a creature you can see 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. You must be wielding a shield.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SPELLCASTING

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

YOUR SPELLBOOK

You do not automatically receive a spellbook upon reaching second level. However, you do begin with a number of 1st level Steelbound spells of your choice prepared equal to 2+Intelligence modifier. Once, during a long rest, you may scribe all these spells in a spellbook without paying the usual material cost. Once you do, your spellbook is the repository of the Steelbound spells you know.

ADDING NEW SPELLS

When you find a Steelbound spell of 1st level or higher, you can add it to your spellbook if it is of a level which you can prepare and if you can spare the time to decipher and copy it. You may copy spells from a wizard's spellbook if they also appear on the Steelbound list.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

REPLACING YOUR SPELLBOOK

You can copy a spell from your own spellbook into another book. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal.

PREPARING AND CASTING SPELLS

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

You prepare the list of Steelbound spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest.

SPELLCASTING ABILITY.

Intelligence is your spellcasting ability for your Steelbound spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Steelbound spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use your Spellbound Item as a spellcasting focus for your Steelbound spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a Steelbound level, you can add one Steelbound spell of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Steelbound table. On your adventures, you might find other spells that you can add to your spellbook.

STEELBOUND CASTING

Beginning at 2nd level, when touching your Spellbound Item and casting a spell with a non-instant duration that targets only yourself, you may choose to link your Spellbound Item to the spell. The spell's duration is doubled, and you do not have to concentrate on it. However, if your Spellbound Item ever moves more than 5ft away from you, the spell immediately ends as though you had lost concentration, even if it does not normally require it. You may only have one Steelbound spell at a time.



URBAN AWARENESS

Beginning at 3rd level, you gain an instinctive awareness of threats to civilization. With one minute's concentration, you may detect the presence of any aberrations, fey, or dangerous predatory beasts within one mile, learning their numbers, direction, and general distance from you. If you are within an urban area, you may also detect the presence of a single humanoid whose name you know.

MASTERY STYLE

At 3rd level, you choose a Mastery Style, the ultimate expression of mystic battle prowess you are working towards.

ABILITY SCORE INCREASE

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

EXTRA ATTACK

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

SWIFTBLADE

Beginning at 6th level, when casting a spell with a non-instant duration that targets only yourself, you may make a weapon attack as a bonus action.

CIVILIZED SOUL

Beginning at 10th level, you gain incredible resistance to unnatural threats. This ability functions as a permanent Protection from Evil and Good ability, but instead protects against aberrations, beasts, and fey.

GREATER SPELLBOND

Beginning at 11th level, your bond with your Spellbound Item intensifies, granting you greater powers.

- **Spellbound Weapon:** Your weapon counts as magic and allows you to deal an additional 1d8 force damage on one attack a round.
- **Spellbound Shield:** As a reaction, you may double your shield's AC bonus against one attack. You may do so after seeing the die roll, but before the GM announces the result.
- **Spellbound Armor:** You take 2 less damage from bludgeoning, slashing, and piercing attacks. In addition, you may ignore the stealth penalty from medium or heavy armor.
- **Spellbound Totem:** When taking the Attack action, you may replace one or both of your weapon attacks with a ranged spell attack with a 120ft range that deals 1d10+Int force damage on a hit.

CITY STEP

Beginning at 14th level, as an action you may merge your body with any piece of worked stone, brick, or metal large enough to fully contain your body. You cannot cast spells while merged, but this ability otherwise functions as the *Meld Into Stone* spell.

Once per short rest, you may choose to emerge from any other valid target for this within one mile.

ENDLESS STEEL

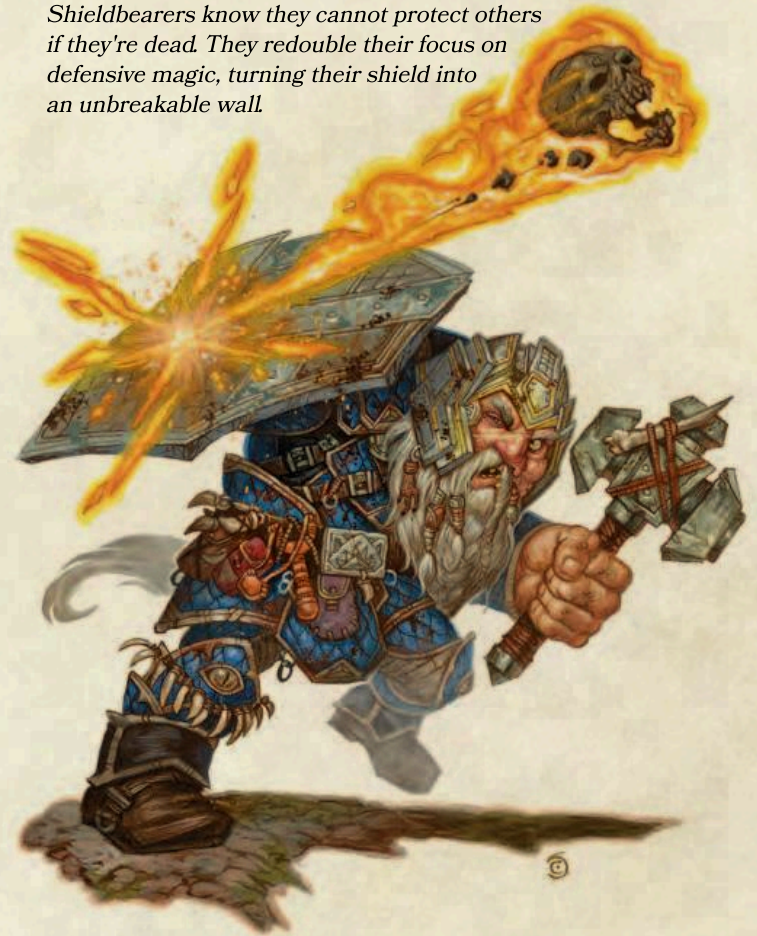
Beginning at 20th level, you may have two simultaneous Steelbound Spells. If you do, you may not concentrate on a third spell normally.

MASTERY STYLES

The ideal of the Steelsworn has three classic expressions: the Shieldbearer, the industrialist, and the Ghost Rider.

SHIELDBEARER

Shieldbearers know they cannot protect others if they're dead. They redouble their focus on defensive magic, turning their shield into an unbreakable wall.



SPELLSHIELD

At 3rd level, as long as you have a hand free, you may use an action to conjure a shield of pure arcane force called a *ward*. Your ward is weightless, and provides a +3 bonus to AC instead of the usual +2 from using a shield. You may use your ward as your Spellbound Item, and for a number of special stunts.

- **Shield Bash:** As a bonus action, you may use your ward to attempt to batter the foe's guard aside. Make an Athletics check, opposed by the target's Acrobatics or Athletics. On a success, the next attack made against them has Advantage.
- **Shared Shield:** As a bonus action, designate an adjacent ally. As long as they remain within your reach, they also benefit from your shield's AC bonus. In addition, they count as "you" for the purpose of reaction abilities which depend on you being targeted, such as Reciprocal Gyre or Greater Spellbond.
- **Sheltering Shield:** If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

MARTIAL ARCANIST

At 3rd level, you gain proficiency in Insight, and you learn *Resistance* and *Shield*. At 5th level, you learn *Warding Bond*, at 9th you learn *Counterspell*, at 13th you learn *Death Ward*, and at 17th you learn *Wall of Force*. These spells always count as being prepared, and do not count towards your usual number of spells prepared.

RECIPROCAL GYRE

Beginning at 7th level, when your Spellshield is active and you are struck by a weapon attack, you may use your reaction to reduce the incoming damage by 1d6 + your Intelligence bonus.

You may choose to expend a spell slot as part of this process to reduce the damage by a further 2d6 points per level of the slot. If this reduces the damage to zero or below, you may redirect its energy into a burst of force that strikes on adjacent creature, pushing them 5ft and dealing damage equal to the original attack.

DEFLECT SPELL

Beginning at 15th level, when your Spellshield is active and you are the target of a spell attack, you may use a reaction to add your Proficiency bonus to your AC against the attack. You may do so after seeing the roll but before the DM announces the result. If the attack misses you, you may reflect it at a new target within its normal range—including the caster—using the original attack roll.

INFINITE WARD

Beginning at 18th level, after casting the *Shield* spell, while under its effects all attacks which miss you by 5 or less trigger your Reciprocal Gyre and Deflect Spell abilities.

INDUSTRIALIST

Industrialists believe that metal-working is the greatest achievement of civilization, setting man apart from barbarian. They bear with them the heat and power of the furnace.

FURNACE STANCE

Beginning at 3rd level, when you use your Steelbound Spell ability, you may choose to radiate the roaring heat of a furnace. For the duration of the spell, you have Resistance to fire damage, and anyone striking you with a melee attack takes fire damage equal to twice the level of the spell. When taking the attack action, you may replace one or both of your attacks with melee or ranged spell attacks dealing 1d8+Int fire damage, with a 60ft range for the ranged option. You may suppress or resume this aura as an action, as long as the spell is still in effect.

GIFT OF THE FORGE

At 3rd level, you gain proficiency in Smith's Tools, and learn *Green Flame Blade* and *Burning Hands*. At 5th level, you learn *Scorching Ray*, at 9th you learn *Fireball*, at 13th you learn *Wall of Fire*, and at 17th you learn *Immolation*. These spells always count as being prepared, and do not count towards your usual number of spells prepared.

ARCANE WRATH

Beginning at 7th level, after casting one of the spells you learned via Gift of the Forge, you may make a weapon attack as a bonus action.

INDUSTRIAL SERVANTS

Beginning at 15th level, you may cast *Animate Objects* as a 5th level spell. When you do, you may choose to make it your Steelbound Spell, even though it does not normally meet the requirements. The animated objects glow with heat, gaining resistance to fire and dealing additional fire damage with their attacks, based on their size: tiny creatures deal 1 damage, small do 1d4, medium deal 1d6, large deal 2d6, and huge deal 3d6. Once you have cast this spell, you may not do so again until you have completed a long rest.

ENDLESS RENEWAL

Just as metal can be reformed, so too may men. As an action you may cast *Reincarnation* to revive an ally who has died within the last minute. You do not need to provide a material component, and you may choose the target's new race.

If you die, you may immediately benefit from a *Reincarnation* spell, choosing your new race, and may cause all creatures within a 20ft radius take 20d6 points of fire damage. Creatures who succeed on a Dexterity save with a DC equal to your spell save DC take half damage.

Once you have used either version of ability, you may not do so again for one week.





GHOST RIDER

Ghost riders defend the boundary of life and death, finding it every bit as important as that between city and forest. To keep their people safe, they take up dark forces of shadow and fear.

PHANTOM MOUNT

Beginning at 3rd level, once per long rest you may conjure a ghostly mount. This functions like the *Find Steed* spell, except that, once initially summoned you may temporarily dismiss it as an action, returning it to a pocket dimension. As another action, you can cause it to reappear in any unoccupied space within 30 feet of you.

While you are riding your mount, you are considered to be adjacent to your Spellbound Item.

Beginning at 7th level, your mount permanently floats one foot above the ground, allowing it to “walk” on water and ignore difficult terrain. At 15th level, it can tread on air as if it were walking on solid ground, effectively granting it a fly speed equal to its base land speed. At 18th level, it—and its rider—may move through solid objects, as long as they end their turn in an open space.

WALK WITH DEATH

At 3rd level, you gain proficiency in Intimidate, and learn *Toll the Dead* and *Command*. At 5th level, you learn *Speak with Dead*, at 9th you learn *Fear*, at 13th you learn *Shadow of Moil*, and at 17th you learn *Phantasmal Killer*. These spells always count as being prepared, and do not count towards your usual number of spells prepared.

In addition, your Urban Awareness and Civilized Soul abilities work against undead as well as their usual targets.

WREATHED IN FEAR

Beginning at 7th level, as a bonus action you may surround yourself with a cloud of dark mist for 1 minute, as the *Fog Cloud* spell, which both you and your mount may see through without penalty. Any enemy beginning their turn in the mist must make a Wisdom save, with a DC equal to your spell save DC, or be frightened for 1 round. On a successful save, they are immune to this ability for the remainder of its duration.

After you have used this ability, you may not do so again until you have completed a short or long rest.

GHOST BLADE

Beginning at 15th level, as a bonus action you may transform your weapon into an ethereal state. While in this state, you do not make attack rolls. Instead, when you make a weapon attack against a creature, they must make a Dexterity save or be hit by the attack, taking psychic damage instead of the normal type. Ranged weapons impart this property on their ammunition. You may return your weapon to normal as a bonus action.

NIGHTMARE RIDER

Beginning at 18th level, while mounted you may use an action to cast *Phantasmal Killer* as though from a 5th level slot. As part of the action, you may make a weapon attack against the target; if you hit, you do not have to concentrate on the spell.

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

STEELSWORN SPELLS

1ST LEVEL

Absorb Elements
Comprehend Languages
Detect Magic
Expeditious Retreat
False Life
Feather Fall
Heroism
Ice Knife
Identify
Jump
Longstrider
Mage Armor
Magic Missile
Protection from Evil and
 Good
Shield of Faith
Thunderous Smite

Zephyr Strike

2ND LEVEL

Alter Self
Blur
Darkvision
Dust Devil
Earthbind
Enhance Ability
Enlarge/Reduce
Flaming Sphere
Invisibility
Levitate
Magic Weapon
Melf's Acid Arrow
Mirror Image
Misty Step
Shadow Blade
Spider Climb

Warding Wind

3RD LEVEL

Blink
Counterspell
Dispel Magic
Elemental Weapon
Flame Arrows
Fly
Haste
Nondetection
Melf's Minute Meteors
Phantom Steed
Protection from Energy
Thunder Step
Tongues
Vampiric Touch

Dimension Door
Freedom of Movement
Fire Shield
Greater Invisibility
Mordenkainen's Faithful
 Hound
Polymorph
Staggering Smite
Stoneskin
Wall of Fire

5TH LEVEL

Bigby's Hand
Conjure Volley
Far Step
Rary's Telepathic Bond
Skill Empowerment
Steel Wind Strike

4TH LEVEL





SUMMONER

There are many who dabble in the art of beckoning monsters from the farthest reaches of the planes, but none are more skilled or dedicated than the Summoner. Rather than accept the short-lived spells of their fellows, a Summoner uses the full extent of his power to create a permanent link to a single creature, known as his Servitor.

CREATING A SUMMONER

Creating a Summoner character demands a backstory dominated by at least one extraordinary event. How did your character first come into contact with extraplanar creatures? Did you discover a natural talent? A long-lost tome, or a mentor? Did you learn from your Servitor itself? And what spurs you on to risk your life in the forgotten parts of the world?

QUICK BUILD

You can make an Summoner quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Dexterity, then Constitution. Select a Monodrone as your initial Servitor.

CLASS FEATURES

As a Summoner, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per summoner level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Saving Throws: Charisma, Intelligence

Skills: Choose two from Religion, Perception, Investigation, Athletics, Stealth

EQUIPMENT

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

- (a) a light crossbow or (b) any simple weapon
- (a) a scholar's pack or (b) a priest's pack
- One set of artisan's tools
- Leather armor, any simple weapon, and two daggers

THE SUMMONER

Level Proficiency Bonus Features			Cantrips Known	Spells Known	1st	2nd	3rd	4th
1st	+2	Bind Servitor, Servitor's Bond,	—	—	—	—	—	—
2nd	+2	Planar Alignment, Planar Mastery	—	—	—	—	—	—
3rd	+2	Spellcasting, Improved Bind Servitor	3	3	2	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—
5th	+3	Improved Bind Servitor	3	4	4	—	—	—
6th	+3	Coordinated Attack	3	4	4	—	—	—
7th	+3	Deny Service	3	5	2	—	—	—
8th	+3	Ability Score Improvement, Improved Bind Servitor	3	6	4	2	—	—
9th	+4	Alignment Ability	3	6	4	3	—	—
10th	+4	Coerce Service	4	7	4	3	—	—
11th	+4	Improved Bind Servitor	4	8	4	3	—	—
12th	+4	Ability Score Improvement	4	8	4	3	—	—
13th	+5	Ride the Astral	4	9	4	3	2	—
14th	+5	Improved Spell Link	4	10	4	3	2	—
15th	+5	Improved Bind Servitor	4	10	4	3	3	—
16th	+5	Ability Score Improvement	4	11	4	3	3	—
17th	+6	Alignment Ability	4	11	4	3	3	—
18th	+6	Improved Bind Servitor	4	11	4	3	3	1
19th	+6	Ability Score Improvement	4	12	4	3	3	1
20th	+6	Genesis	4	13	4	3	3	1

BIND SERVITOR

With a two-hour ritual, which may be conducted as part of a long rest, you may summon forth an extradimensional spirit and bind it to your service. The types of creature you can summon, and the level they require, are listed below. At the end of the two hours, the creature known as your Servitor appears and gains all the benefits of your Servitor's Bond ability.

GENERIC SERVITORS

Summoner Level	Servitor Options
1st	Giant Rat, Monodrone, Pony
2nd	Constrictor Snake, Duodrone, Wolf
3rd	Ape, Tridrone, Warhorse
5th	Animated Armor, Quadrone, Giant Strider
8th	Ankheg, Pentadrone, Ettercap
11th	Phase Spider, Manticore
15th	Girallon, Lamia
18th	Banderhobb, Gorgon, Umber Hulk

You can have only one Servitor at a time. If you repeat this ritual while you already have a Servitor bound, your original Servitor vanishes and the new one takes its place.

If your Servitor's stat block shows it wielding weapons, it is proficient in all simple and martial weapons. If it is presented as wearing armor, it is proficient with all armor of that type and lighter. If it is presented as using a shield or heavy armor, it is also proficient with shields. However, Servitors do not appear with equipment— you must provide any weapons or armor your Servitor uses.

Your Servitor is compelled to be loyal to you as part of the terms of its summoning, and will not knowingly disobey an order or cause you harm. If you are incapacitated, they will do their best to protect you. However, they do have their own minds, and within the terms of their loyalty they will act according to their natures.

Once your Servitor has been bound, you may use your action to temporarily return your Servitor to its native plane, where it awaits your summon. As an action, you may return it to the material plane in any unoccupied space within 30ft of you.

At 2nd, 3rd, 5th, 8th, 11th, 15th, and 18th level, you gain access to more powerful spirits. Additionally, beginning at 2nd level, your Planar Alignment grants additional options for your Servitor. Some of these creatures are new; their stats are available in the Appendix of this book. Otherwise, the DM will provide the stats.

SERVITOR'S BOND

Your Servitor gains a variety of benefits while it is linked to you.

- The Servitor obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.
- Your Servitor adds your proficiency bonus to its AC, attack rolls, save DCs, and to its damage rolls.
- Your Servitor has a number of hit dice equal to your Summoner level, of whatever type the base creature possesses. It gains bonus hit points from a high Constitution as normal; it also gains a one-time bonus to maximum hit points equal to your Intelligence modifier.
- Your Servitor gains proficiency in two skills of your choice, and with all saving throws.
- While your Servitor is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your Servitor's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that it has. During this time, you are deaf and blind with regard to your own senses.

PLANAR ALIGNMENT

Beginning at 2nd level, Summoners must pick one variety of outsider to specialize in summoning: Celestials, Elementals, Fey, or Fiends. Your choice determines grants additional options for your Servitor, and grants you features at 2nd, 9th, and 17th levels.

PLANAR MASTERY

Beginning at 2nd level, you can attune your senses to determine if any extraplanar creatures lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any creatures not native to the material plane are present within 5 miles of you. This feature reveals their types of any eligible creatures within range, their numbers, and the creatures' general direction and distance (in miles) from you. Once you have used this ability, you cannot do so again until you have completed a short or long rest.

SPELLCASTING

When you reach 3rd level, you to support your Servitor with the ability to cast spells. See chapter 10 for the general rules of spellcasting.

CANTRIPS

You learn three cantrips of your choice from the list of Summoner Spells. You learn one additional cantrip at 10th level. Intelligence is your casting ability.

SPELL SLOTS

The Summoner table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level Summoner spells of your choice.

The Spells Known column of the Summoner table shows when you learn more Summoner spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the Summoner spells you know with another spell of your choice from the Summoner spell list. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Summoner spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

COORDINATED BOND

Beginning at 5th level, when use your action to attack or cast a spell, if your Servitor can see you, it can use its reaction to make a melee attack against any creature within range.

SPELL LINK

Beginning at 3rd level, when you cast a spell with a range of Self or Touch, you may cause it to target your Servitor instead of you, so long as your Servitor is within 100ft.



DENY SERVICE

Beginning at 7th level, you may cast *Banishment* as though from a 4th level slot, without providing a material component, targeting only creatures native to different planes of existence. Once you have done so, you cannot use this ability again until you have completed a short or long rest.

COERCE SERVICE

Beginning at 13th level, you may cast *Planar Binding* as though from a 5th level slot, without providing a material component. Once you have done so, you cannot use this ability again until you have completed a long rest.



RIDE THE ASTRAL

Beginning at 10th level, you may cast *Plane Shift* as a ritual, targeting only willing targets. Once you have done so, you cannot use this ability again until you have completed a short or long rest.

IMPROVED SPELL LINK

Beginning at 14th level, your Servitor learns two cantrips and two spells of up to 3rd level. These choices are made at the time your Servitor is first bound; if you bind a new Servitor, you may select new spells. However, your Servitor does not have its own spell slots—instead, when it takes the Cast a Spell action, it must expend one of your spell slots. It uses your Intelligence as its casting ability. If the spell requires Concentration, you must maintain it, rather than your Servitor.

The spells must come from a list based on your Planar Alignment: Celestial Servitors learn spells from the Cleric list, Elementalists from the Druid list, Fey from the Bard list, and Fiends from the Warlock list. Whenever you gain a level of this class, you may replace one of the spells it knows with another spell of your choice from the appropriate list. The new spell must be of a level for which you have spell slots.

GENESIS

By 20th level, a Summoner's understanding of the planes rivals that of the gods. He may perform a special once-in-a-lifetime ritual to create his own demiplane. Doing so takes one week.

Demiplanes created by this power are very small, very minor planes, one square mile in diameter. Once your demiplane is created, you can travel to it using *Plane Shift*.

You determine the environment within the demiplane when you perform the ritual, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. You can't create lingering magical effects on your demiplane.

Similarly, you can't create a demiplane out of esoteric material, such as silver or uranium; you're limited to stone and dirt. You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane.

You may decorate your demiplane with vegetation and simple constructions, such as buildings, roads, and wells. Additionally, the plane forms with 100 inhabitants, drawn from the list of creatures available to serve as your Servitor. These inhabitants are real and persistent—they live and die as normal creatures of their type, but they are fanatically loyal to you and cannot exist outside the demiplane. If any are slain, the plane creates replacements at a rate of one per day.

PLANAR ALIGNMENT

Different Summoners have affinities for different types of extraplanar beings.

CELESTIAL ALIGNMENT

Summoners of a Celestial Alignment are easily mistaken for priests. Their morals and commitment to the cause of Good are every bit as strong as their Servitors'.

CELESTIAL SERVITORS

Summoner Level	Servitor Options
2nd	Blink Dog, Lantern Archon (n), Blink Dog, Pseudodragon
3rd	Celestial Black Bear, Hound Archon (n), Musteval (n)
5th	Asura (n), Celestial Lion, Giant Eagle
8th	Bariaur (n), Pegasus, Warden Archon (n)
11th	Bralani (n), Hound Archon Hero (n)
15th	Bondfire Archon (n), Couatl
18th	Movanic Deva (n), Sword Archon (n), Ursinal (n)

Creatures marked with an (n) may be found in the Appendix of this book.

CELESTIAL LIGHT

Your connection to the Good-aligned planes allows you to learn the *Light* cantrip. You may also cast *Sanctuary* as an action; once you have done so, you may not cast it again until you have finished a short or long rest.

Any Servitor you summon has the Celestial creature type and a good <alignment

LIFE BOND

Beginning at 9th level, your Servitor forms a permanent *Warding Bond* with you. This functions as the spell, except that you may choose whether or not to activate the resistance and damage sharing effects every time you are damaged.

SUMMON SOUL

Beginning at 17th level, you may attempt to call back the soul of any good-aligned creature who died recently. As an action, you may cast *Revivify* without providing a material component, or *True Resurrection* while providing the material component. Once you have done so, you may not use this ability again until you have completed a long rest.

ELEMENTAL ALIGNMENT

Many of those who align themselves with the elements often view the world in a scientific light, thinking of existence itself as being made up of the four elements. Others prefer to place themselves in tune with the natural world.

GENERIC SERVITORS

Summoner Level	Servitor Options
2nd	Mud Mephit, Smoke Mephit, Steam Mephit
3rd	Dust Mephit, Ice Mephit, Magma Mephit
5th	Fire Snake, Ice Toad, Sea Spawn
8th	Azer, Gargoyle, Neriad
11th	Flail Snail, Winter Wolf
15th	Black Pudding, Stonemelder
18th	Air Elemental, Earth Elemental, Fire Elemental, Water Elemental

STIR THE ELEMENTS

Your connection to the elemental planes allows you to learn the *Control Flames*, *Gust*, *Mold Earth*, and *Shape Water* cantrips.

Any Servitor you summon has the Elemental creature type and a neutral alignment.



ELEMENTAL LINK

Beginning at 9th level your Servitor is present, you share any resistance, immunity, or vulnerability it has to acid, cold, fire, or lightning damage.

WAKE THE EARTH

Beginning at 17th level, you may use an action to target a natural source of air, earth, fire, or water of at least Gargantuan size, summoning an Elder Elemental of the matching type. Otherwise, this functions as a Conjure Elemental spell. Once you have used this ability, you cannot do so again until you have completed a long rest.

The statistics for Elder Elementals may be found in the Appendix of this book.

FEY ALIGNMENT

Summoners of a Fey Alignment are often as tricky as their Servitors, prone to lies and tricks—but also prone to great affection for the natural world.

GENERIC SERVITORS

Summoner Level	Servitor Options
2nd	Pseudodragon, Needle Blight, Sprite
3rd	Darkling, Satyr, Vine Blight
5th	Dryad, Faerie Dragon (Orange, Red, or Yellow), Quickling
8th	Darkling Elder, Faerie Dragon (Blue, Green, Indigo, or Violet), Neriad
11th	Redcap, Yeti
15th	Yeth Hound, Etting
18th	Shambling Mound, Unicorn, Wood Woad

FEY CONNECTION

Your connection to the spirits of nature grants you the *Druidcraft* cantrip. You may also cast *Hunter's Mark* from a 1st level spell slot as an action, with both you and your Servitor receiving the benefits of the spell. Once you have done so, you may not cast it again until you have finished a short or long rest.

Any Servitor you summon has the Fey creature type and a neutral alignment.

FAIRY TRICK

Beginning at 9th level, when you or your Servitor are targeted by an attack and your Servitor is within 60ft, you may use your reaction to trade places with it before the attack hits, changing the target.

CALL THE WYLD

Beginning at 17th level, you may take an action to superimpose part of the Feywild over the real world, an effect which functions as the spell *Mirage Arcane*. While in the altered area, you and your Servitor may cast *Invisibility* on yourselves as a bonus action. Once the duration of this ability has expired, you may not use it again until you have finished a long rest.

FIENDISH ALIGNMENT

Summoners who deal in Fiends are after one thing and one thing only—power. They will strike any deal, traffic with any spirit if it will bring them closer to their goal.

GENERIC SERVITORS

Summoner Level	Servitor Options
2nd	Dretch, Giant Poisonous Snake, Slaad Tadpole
3rd	Worg, Fire Bat (n), Lesser Chasme (n)
5th	Palrethee (n), Imp, Maw Demon
8th	Meenlock, Shadow Mastiff, Spined Devil
11th	Bearded Devil, Hell Hound
15th	Babu, Barghest
18th	Barbed Devil, Barlgura, Mezzoloth

Any Servitor you summon has the Fiend creature type and an evil alignment. Creatures marked with an (n) may be found in the Appendix of this book.

FIRE OF HELL

Your closeness to the infernal flames teaches you the *Produce Flame* cantrip. You may also cast *Hex* from a 1st level spell slot as an action, with both you and your Servitor receiving the benefits of the spell. Once you have done so, you may not cast it again until you have finished a short or long rest.

Any Servitor you summon has the Fiend creature type and an evil alignment.

FAUSTIAN BARGAIN

Beginning at 9th level, you learn to strike a bargain with your demonic Servitor. As long as it is present, you do not age. If you would be affected by a condition such as being blinded or poisoned, you may use a reaction to transfer the condition to your Servitor instead.

DAMN TO HELL

Beginning at 17th level, you may attempt to banish a creature to the nether planes. As an action, you may force one creature within 100ft to make a Charisma save. On a failure, it is transported to a location of your choice on a fiendish plane of your choice for as long as you maintain concentration, as on a spell. If you successfully concentrate for three rounds, the banishment becomes permanent. Once you have used this ability, you may not use it again until you have finished a short or long rest.



SUMMONER SPELLS

CANTRIPS (0 LEVEL)

Blade Ward
Guidance
Light
Message
Resistance
Spare the Dying
True Strike

1ST LEVEL

Bless
Command
Comprehend Languages
Cure Wounds
Detect Magic
Detect Poison and Disease
Disguise Self

Divine Favor
Healing Word
Identify
Mage Armor
Sanctuary

2ND LEVEL

Alter Self
Barkskin
Blur
Enhance Ability
Enlarge/Reduce
Hold Person
Invisibility
Magic Fang (*as Magic
Weapon, but for unarmed
strikes*)

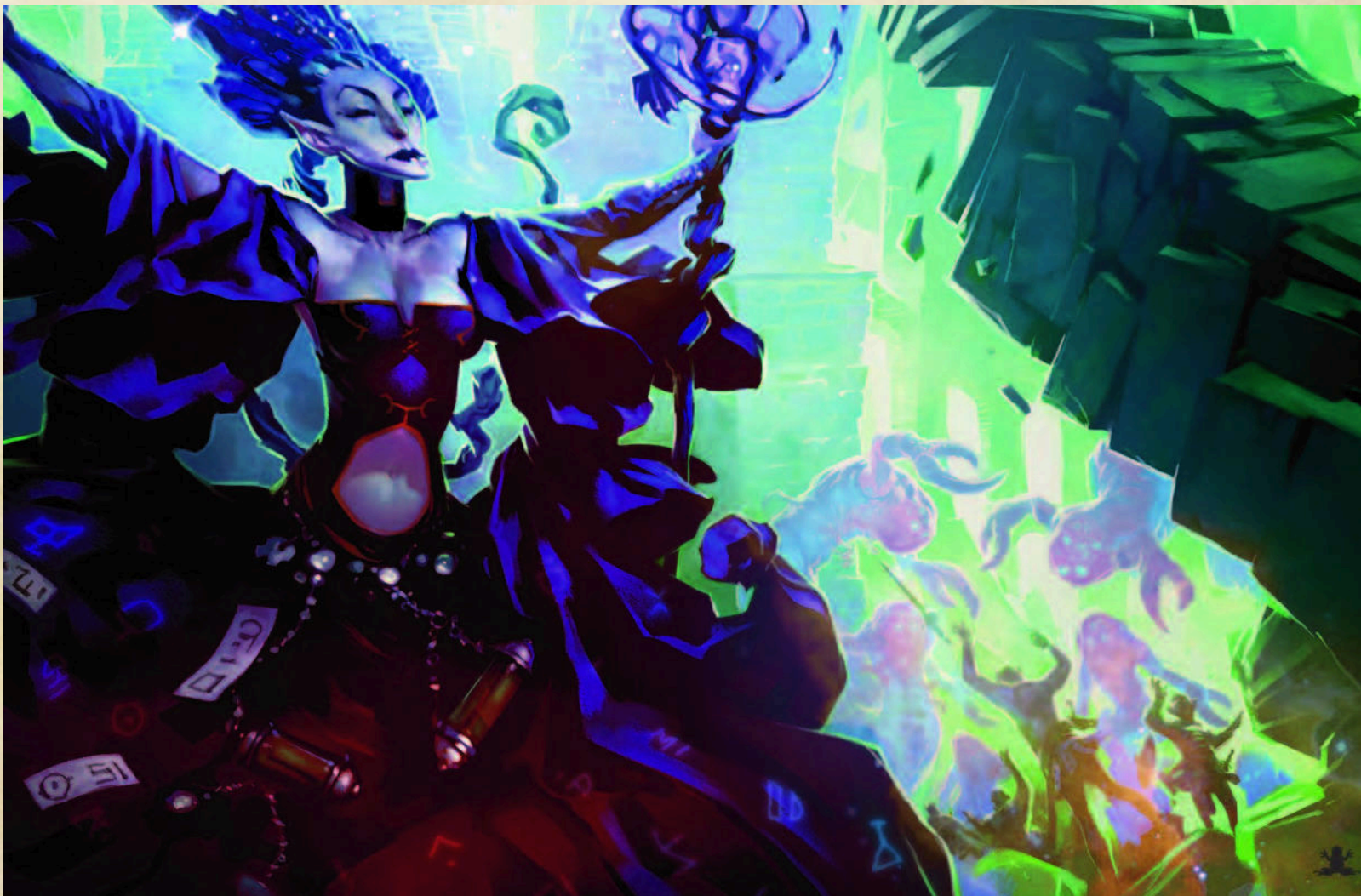
Rope Trick
Warding Wind

3RD LEVEL

Blink
Conjure Animals
Conjure Barrage
Elemental Weapon
Fly
Life Transference
Magic Circle
Nondetection
Protection from Energy
Sending
Summon Lesser Demons
Tongues

4TH LEVEL

Arcane Eye
Banishment
Conjure Minor Elementals
Conjure Woodland Beings
Dimension Door
Freedom of Movement
Greater Invisibility
Leomund's Secret Chest
Mordenkainen's Faithful
Hound
Mordenkainen's Private
Sanctum
Stoneskin
Summon Greater Demon



CHAPTER 2: EXPANDED CLASS OPTIONS

THE MAIN FIGURES IN ANY D&D CAMPAIGN are the characters created by the players. The heroics, folly, righteousness, and potential villainy of your characters are at the heart of the story, and it's important that your character reflect the concept you have for them. One of the primary ways to express this is your *subclass*.

Each class offers a character—defining choice at 1st, 2nd, or 3rd level that unlocks a series of special features, not available to the class as a whole. Each class has a collective term that describes its subclasses: in the fighter, for instance, the subclasses are called martial archetypes, and in the paladin, they're sacred oaths. This book provides a wide range of new options for each class, available in addition to those found in the *Player's Handbook*.

SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Fist	3rd	Punch and wrestle things to death with your bare hands
Barbarian	Path of the Shifting Fury	3rd	Literally transform into a monstrous form while raging
Barbarian	Path of the Spell Eater	3rd	Fling throwing axes and shut down spellcasters, hard
Barbarian	Path of the Sohei	3rd	Turn your rage into a state of hyper focus
Bard	College of Storms	3rd	Strike down your foes with wind, thunder, and lightning magic
Bard	College of the Virtuoso	3rd	Master the arts of performance and inspiration
Cleric	Famine Domain	1st	Drain and starve out your foes
Cleric	Ocean Domain	1st	Command the power of the seas
Druid	Circle of the Avenger	2nd	Fight up close in your own form by infusing your attacks with elemental power
Druid	Circle of Seasons	2nd	Channel the destructive power of nature to blast your foes with elemental spells
Druid	Circle of Vermin	2nd	Turn into a giant bug and eat people
Fighter	Balefire Knight	3rd	Replace your normal attacks with blasts of fire (or another element)
Fighter	Bladebound	3rd	Wield a signature magic weapon with an animating spirit
Fighter	Marshal	3rd	Project auras of inspiration to buff your allies
Fighter	Mutation Warrior	3rd	Brew potions that augment your physical power
Monk	Way of the Bow	3rd	Become an archer of uncanny skill
Monk	Way of the Iron Hand	3rd	Do kung-fu in armor and be a better tank
Paladin	Oath of Freedom	3rd	Fight for liberty with defensive and mobility magic
Ranger	Shooting Star	3rd	Serve the gods of magic by hunting abominations with augmented casting abilities
Ranger	Skinwalker	3rd	Consume the flesh of beasts to assume their powers and, eventually, their shapes
Rogue	Cragtop Archer	3rd	Climb mountains and rain arrows from far away
Rogue	Spellwarp Sniper	3rd	Destroy your foes with precisely aimed magical attacks
Rogue	Surgeon	3rd	Heal people the old-fashioned way, with bandages and knives and a steady hand
Rogue	Thug	3rd	Discard subtlety to dominate the battlefield with sheer strength
Sorcerer	Farie Sorcery	1st	Emulate your fey ancestors by charming and tricking foes
Sorcerer	Fiendish	1st	Make like a demon by stealing life from dying enemies
Sorcerer	Titan Blooded	1st	Draw on the blood of titans to smash faces
Warlock	The Dragon	1st	Pledge your soul to a dragon that imbues you with the power of its breath weapon
Wizard	Arcane Savant	2nd	Dabble in every sort of magic, even that of other classes

PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those offered in the Player's Handbook: the Path of the Fist, the Path of Shifting Fury, the Path of the Sohei, and the Path of the Spell Eater.

PATH OF THE FIST

Who needs weapons? Weapons are for weaklings.

PATH OF THE FIST FEATURES

Barbarian Level	Feature
3rd	Crashing Fists, Crushing Rage
6th	Bare-Chested
10th	Spinebreaker
14th	Countergrab

CRASHING FISTS

Beginning at 3rd level, you gain proficiency in Athletics, if you did not already have it, and your unarmed strikes deal 1d6 damage. After using your Attack action to make an unarmed strike, you may make a second unarmed strike or attempt to start a grab as a bonus action.

CRUSHING RAGE

Beginning at 3rd level, while you're raging, you count as one size category larger when determining what size of creature you can grab or shove, and you may attempt to start a grab as a bonus action.

In addition, and you learn a variety of special techniques you may use while raging and grappling a foe. You may use one of these techniques as an action. Your opponent must make an opposed grapple check or suffer its effects.

- **Crush:** You crush your foe, dealing 3d6 + Strength bonus damage. At 5th level, this increases to 6d6.
- **Disarm:** You rip away your opponent's weapon or shield and either begin wielding it yourself, or throw it up to 50ft in any direction.
- **Pin:** You pin your foe, causing them to be restrained until they escape your grab.
- **Throw:** You hurl your foe 10ft, plus an additional 5ft for every size category larger you are.

BARE-CHESTED

Beginning at 6th level, while you are wearing no armor and not wielding a shield, your unarmed strikes deal an additional 2 damage and you reduce the damage you take from non-magical bludgeoning, piercing, and slashing weapons by 2.

SPINEBREAKER

Beginning at 10th level, while grappling a foe, you may attempt to break their back. As an action, you may force them to make a Strength save, with a DC of 8 + your proficiency Bonus + your Strength modifier. If they fail, they gain three levels of exhaustion. After using this ability, you may not do so again until you have completed a long rest.

A creature is immune to this effect if it is immune to bludgeoning damage, doesn't have or need a back, or has legendary actions..

COUNTERGRAB

Beginning at 14th level, when a foe hits you with an melee attack, you may attempt to grab them as a reaction. If you succeed, any further attacks they make before the beginning of your next turn are at disadvantage.

PATH OF SHIFTING FURY

Some men and women's rage is too great to be confined to mortal frames. Followers of the Path of Shifting Fury warp and transform their very bodies as they rage.



PATH OF THE SHIFTING FURY FEATURES

Barbarian Level	Feature
3rd	Emblem of Rage, Shifting Rage
6th	Raging Regeneration
10th	Greater Emblem
14th	Shifting Frenzy

EMBLEM OF RAGE

At 3rd level, you choose one of three forms your rage will take: Bestial, Demonic, or Titanic. One you have selected your emblem, it applies to all further Shifting Rage abilities. You may select a different emblem when you gain a barbarian level.

In addition to determining the nature of your rage, you gain the following benefit at all times:

- **Bestial:** You may take the Dash action as a bonus action.
- **Demonic:** You gain resistance to fire damage.
- **Titanic:** You count as one size category larger for all purposes, though your weapons do not deal extra damage and you do not have extra reach.

SHIFTING RAGE

At 3rd level, you may use a bonus action and expend one of use of your rage to enter a Shifting Rage. This functions in all ways as a normal rage, save that Your body takes on some of the physical attributes of your emblem, granting additional benefits. However, you are even more lost to rage than normal, imposing disadvantage on Intelligence checks and saves.

- **Bestial:** You sprout claws, fangs, fur, scales, and other animalistic features. Your unarmed strikes deal 1d6 damage, and you can make an unarmed strike as a bonus action after taking the Attack action. You can choose what sort of natural weapons you grow— if you use claws, this damage is slashing; if you use a horn or make a bite attack, this damage is piercing.
- **Demonic:** Your skin turns to a dark, leathery red, spiraling horns sprout from your brow, a barbed tail from the base of your back, and so on. Spines jutting from your body deal 1d4 piercing damage to any creature who strikes you with a non-reach melee attack; you may also use the spines to make unarmed strikes which deal 1d4 damage.
- **Titantic:** Your height and weight almost double, muscles straining at the bounds of your armor. Your reach increases by 5ft, and your weapon attacks deal an additional 1d4 damage.

RAGING REGENERATION

At 6th level, the effects of your rage continue to grow, granting still more benefits while in a Shifting Rage.

- **Bestial:** You regain hit points equal to your Constitution modifier at the start of each of your turns.
- **Demonic:** Bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by an amount equal to your Constitution modifier. Apply this reduction before Resistance.
- **Titantic:** When you begin your Shifting Rage, you gain temporary hit points equal to twice your Barbarian level. Remaining temporary hit points are lost at the end of the rage.

GREATER EMBLEM

At 10th level, your body continues to evolve towards your emblem even when not raging.

- **Bestial:** You gain a climb speed and a swim speed equal to your base land speed, and may jump twice as far as normal.
- **Demonic:** You gain immunity to poison, and resistance to cold and lightning damage.
- **Titantic:** You gain a +5 bonus to Strength checks.

SHIFTING FRENZY

At 14th level, the effects of your Shifting Rage grow still more.

- **Bestial:** When a creature strikes you with a melee attack, you may use your reaction to make an unarmed strike against them.
- **Demonic:** You sprout a pair of bat-like wings, granting you a fly speed equal to your land speed.

- **Titantic:** You may move through the squares of enemies of your size or smaller. Creatures may attempt to dive out of the way with a Dexterity save (DC 8+Prof+Str), or to stop you with an opposed Strength (Athletics) check. If they fail either check, they are knocked prone and take 1d8+Str damage. Creatures who succeed on their Dexterity save must move 5ft in any direction, and take no damage. If a creature succeeds on their Strength (Athletics) check, they do not take damage and you lose all remaining movement for the turn.



PATH OF THE SPELL EATER

Most barbarians distrust magic, preferring to rely on cold steel and skill. Some, though, turn that distrust into hate, and that hate into power.

PATH OF THE SPELL EATER FEATURES

Barbarian Level	Feature
3rd	Iron Counterspell, Snap Throw
6th	Spell Eater, Dire Throw
10th	Pierce Magic
14th	Devour Magic

IRON COUNTERSPELL

If a creature within 30ft casts a spell, you may draw and throw a light weapon at them as a reaction. If damaged, they must make a Constitution save with a DC of 10 or half the damage, whichever is higher. If they fail, they do not cast the spell, though they also do not expend the spell slot.

Beginning at 6th level, you may use this ability when a creature within 60ft casts a spell.

SNAP THROW

Beginning at 3rd level, while raging, you gain advantage on saves against spells, and you may draw and throw a light throwing weapon as a bonus action. You do not suffer from Disadvantage for making these attacks while within melee range of an enemy, and you may do so even when wielding a weapon in two hands, letting go just long enough to make a single-handed throw.

SPELL EATER

Beginning at 6th level, when you successfully save against a spell, your current and maximum hit points increase by the level of the spell until you take a long rest. If you successfully save against multiple spells, your hit point maximum continues to increase. If the spell affects other targets, they gain advantage on their saves as you absorb some of the spell's power.

DIRE THROW

Beginning at 6th level, your Snap Throw ability improves: you may draw and throw any thrown weapon as a bonus action, not just a light weapon. In addition, thrown weapon attacks made using Strength count as melee weapon attacks for the purpose of your Rage Damage bonus and Reckless Attack ability.

PIERCE MAGIC

Beginning at 10th level, you are considered to be permanently under the effects of a *Detect Magic* spell, with no action required to see magical auras. If a creature you can see is capable of casting spells, you recognize its power and know the highest level of spell it can cast.

DEVOUR MAGIC

Beginning at 14th level, when you touch an ally or strike a target with a weapon attack while raging, you may subject it to the effects of a *Dispel Magic* spell, as though cast from a spell slot of one-half your Barbarian level (round down) and using your Strength modifier in place of your spellcasting ability. Once you have done used this ability, you cannot do so again for the duration of your rage.

PATH OF THE SOHEI

Not all Barbarians lose their minds to rage. Some harness their anger, using it to sharpen their reflexes and harden their wills.

PATH OF THE SOHEI FEATURES

Barbarian Level	Feature
3rd	Zen Rage
6th	Diamond Will
10th	Flow of Battle
14th	Emerald Slice

ZEN RAGE

At 3rd level, you learned something utterly foreign to most Barbarians— self control. You no longer rage as normal Barbarians do. Instead, you enter a state of hyper-aware focus. While you're raging, you gain advantage on Wisdom checks and saves, and your damage bonus applies to all weapon attacks, not merely attacks made using Strength. Finally, your rage does not end prematurely if you are not attacked or attacking.

DIAMOND WILL

Beginning at 6th level, after you fail an Intelligence, Wisdom, or Charisma saving throw, you may use your reaction to succeed on it instead. Once you have done so, you cannot use this ability again until you've completed a short or long rest.

FLOW OF BATTLE

Beginning at 10th level, you may take two reactions per turn while raging.

EMERALD SLICE

Beginning at 14th level, your power and precision is a terror to behold. While raging, you may choose to not make an attack roll with a melee weapon— instead, the foe must make a Dexterity save, with a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If they fail, they take normal damage; if they succeed, they take damage equal to your rage damage. Effects which apply only on a hit, such as the extra damage from Hunter's Mark, only apply if the target fails their save.



BARD COLLEGES

At 3rd level, a Bard gains the Bardic College feature. The following options are available to a barbarian, in addition to those offered in the Player's Handbook: the College of Storms and the College of the Virtuoso.

COLLEGE OF STORMS

You have learned the secret methods of harnessing the magic powers of music to influence and control the weather.

COLLEGE OF STORMS FEATURES

Bard Level	Feature
3rd	Stormsong, Cloak of Winds
6th	Thundercall, Ballad of the Sky
14th	Aria of Destruction

STORMSONG

At 3rd level, you learn three cantrips: *Gust*, *Shocking Grasp*, and *Thunderclap*. These count as Bard cantrips for you, and do not count against the total number of cantrips you know. All three cantrips are particularly effective in your hands.

- *Gust* can affect large creatures, and may push them in any direction or knock them prone. The distance it can shove a creature or object increases by 5ft at 5th, 11th, and 17th levels.
- *Shocking Grasp* deals additional lightning damage equal to your Charisma modifier, and has a range of 10ft.
- *Thunderclap's* point of origin may be any point you can see within 30ft.

CLOAK OF WINDS

Beginning at 3rd level, creatures who have been granted a bardic inspiration die may jump twice as far as normal and only take half damage from falls.

THUNDERCALL

Beginning at 6th level, after casting one of the cantrips you learned via Stormsong, you may expend two bardic inspiration dice as a bonus action to cast *Call Lightning* as a spell of one-half your bard level (round up). If you cast one of the cantrips while already concentrating on *Call Lightning*, you may instead draw down a bolt of lightning as a bonus action.

BALLAD OF THE SKY

Beginning at 6th level, you gain the ability to subtly control the weather around you. If it is raining, you can use an action to cause the rain to stop falling in a 20-foot radius centered on you. You can end this effect as a bonus action. If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot radius sphere around you. The wind blows in that direction until the end of your next turn. This feature does not alter the speed of the wind.

ARIA OF DESTRUCTION

Beginning at 14th level, you learn some of the most powerful weather magics in existence. The following spells count as bard spells for you, and you may learn two of them without counting against the total number of bard spells you know.

STORMS EXPANDED SPELLS

Spell Level Spells

3rd	<i>Lightning Bolt</i> , <i>Wind Wall</i>
4th	<i>Sleet Storm</i> , <i>Storm Sphere</i>
5th	<i>Conjure Elemental</i> (air only), <i>Control Winds</i>
6th	<i>Chain Lightning</i> , <i>Wind Walk</i>
7th	<i>Whirlwind</i>
8th	<i>Control Weather</i>
9th	<i>Storm of Vengeance</i>

COLLEGE OF THE VIRTUOSO

Bravely bold Sir Robin, rode forth from Camelot...

COLLEGE OF THE VIRTUOSO FEATURES

Bard Level	Feature
3rd	Virtuoso, Inspire Courage
6th	Inspire Greatness
14th	Inspire Heroics

VIRTUOSO

Beginning at 3rd level, you gain proficiency in Performance, if you did not already have it, and with all musical instruments. You may add twice your Proficiency bonus to Performance checks, and to checks made using three instruments of your choice.

INSPIRE COURAGE

Beginning at 3rd level, after an ally spends a Bardic Inspiration die, they may select another ally within 30ft (other than you) to receive an Echo. Echos function the same way as Bardic Inspiration dice, but are one die size smaller. For example, if you receive a 1d6 Bardic Inspiration die, your Echo die would be a 1d4. You cannot receive an Echo if you already have a Bardic Inspiration die or another Echo. Echos are lost at the end of their possessor's next turn.

INSPIRE GREATNESS

Beginning at 6th level, you may expend one use of your Bardic Inspiration as an action. All allies within 60ft who can hear you gain a Bardic Inspiration die, if they did not already have one.

INSPIRE HEROICS

Beginning at 14th level, when an ally spends a Bardic Inspiration die, they may add half the result (round up) to all ability checks, attack rolls, and saving throws they make until the beginning of their next turn.

DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The following domain options are available to a cleric, in addition to those offered in the Player's Handbook: the Famine Domain and the Ocean domain.

FAMINE DOMAIN

Gods of famine are cruel and capricious, striking down low and high alike. Their followers beg for mercy for themselves, and for the downfall of their enemies.

FAMINE DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Plague Glance
2nd	Hunger of the Ages
6th	Gaspng Jaws
8th	Potent Spellcasting
17th	Devour Life

DOMAIN SPELLS

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

FAMINE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Bane, Ray of Sickness</i>
3rd	<i>Locate Animals or Plants, Ray of Enfeeblement</i>
5th	<i>Bestow Curse, Vampiric Touch</i>
7th	<i>Blight, Giant Insect</i>
9th	<i>Contagion, Insect Plague</i>

PLAGUE GLANCE

You learn the *Infestation* cantrip, which counts as a cleric spell for you, and does not count against the number of cantrips you may know. When you cast it, the range is 60ft, and you may choose which direction the target moves.

In addition, as an action you may cause one plant within 60ft to wither and die, or one plant creature to make a Constitution save or take 2d6 necrotic damage. This damage increases by 2d6 at 5th, 11th, and 17th level.

CHANNEL DIVINITY: HUNGER OF THE AGES

Beginning at 2nd level, you may curse nearby creatures with a mighty hunger. All creatures within 30ft must make Wisdom saves or be consumed by hunger pangs, imposing Disadvantage on attack rolls and ability checks for one minute. They may make a new save at the end of each of their turns to overcome this effect.

GASPING JAWS

Beginning at 6th level, creatures affected by your Hunger of the Ages ability are maddened beyond belief. They lose the ability to distinguish friend from foe, as the spell *Enemies Abound*. The only action they can take is to attempt to bite the nearest creature, an unarmed strike dealing 1d4 + their Strength modifier damage.

POTENT SPELLCASTING

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

DEVOUR LIFE

Beginning at 17th level, you may use an action to attempt to consume the life of every nearby plant and creature. All plants and creatures with less than 50 hit points in a 30ft radius instantly die, and creatures with more than 50 hit points must make Constitution saves or gain a level of exhaustion. You recover 10 hit points for every creature who dies or fails their save. If this healing would take you above your normal hit point maximum, you gain the remaining amount as temporary hit points.

Once you have used this ability, you may not do so again until you have completed a long rest.



OCEAN DOMAIN

From the dawn of time, races of all types have been drawn to the sea. Gods of the ocean are often feared as much as they are loved, but no sailor would dare venture onto the ocean without offering up a few prayers.

OCEAN DOMAIN FEATURES

Cleric Level	Feature
1st	Gift of the Sea, Shipboard Combat
2nd	Embrace the Deep
6th	Spirit of the Sea
8th	Divine Strike
17th	Call the Waves

DOMAIN SPELLS

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

OCEAN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Create or Destroy Water, Fog Cloud</i>
3rd	<i>Blur, Gust of Wind</i>
5th	<i>Tidal Wave, Water Walk</i>
7th	<i>Control Water, Watery Sphere</i>
9th	<i>Control Winds, Maelstrom</i>

GIFT OF THE SEA

You gain a swim speed equal to your land speed, and you learn the *Shape Water* cantrip.

SHIPBOARD COMBATANT

You gain proficiency in scimitars, tridents, and whips, as well as with water vehicles. When wearing light or no armor, you gain a +1 bonus to armor class.

CHANNEL DIVINITY: EMBRACE THE DEEPS

Beginning at 2nd level, as an action, you may grant yourself and up to six willing creatures the ability to breathe water for eight hours. Affected creatures also gain swim speeds equal to their land speeds, immunity to environmental cold and pressure effects, and darkvision to 60ft, if they did not possess it already.

If cast on an aquatic creature, your magic instead grants them the ability to breathe air for eight hours and improves their land speed to 25ft, unless it was already greater.

SPIRIT OF THE SEA

Beginning at 6th level, you may cast *Animal Friendship*, *Beast Bond*, and *Locate Animals or Plants* without expending a spell slot, targeting only beasts and plants native to aquatic environments.

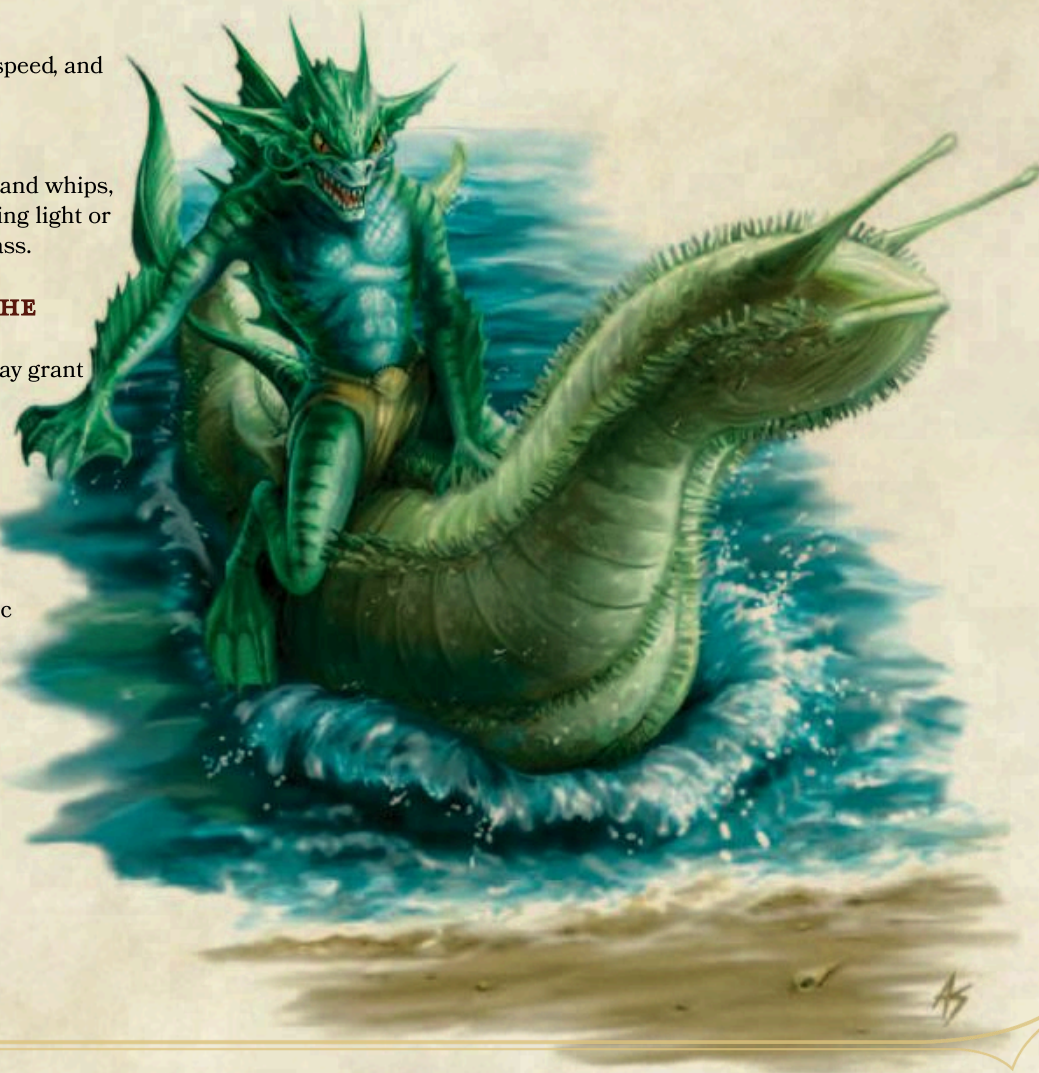
DIVINE STRIKE

At 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 bludgeoning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

CALL THE WAVES

Beginning at 17th level, you may use an action to call an elder water elemental to your service for one hour. The stats for this creature may be found in the Appendix of this book. It is friendly towards you and your companions, and will obey your verbal commands.

Once you have used this ability, you cannot do so again until you have completed a long rest.



DRUID CIRCLES

At 2nd level, a druid gains the Druid Circle feature. The following options are available to a druid, in addition to those offered in the Player's Handbook: the Circle of the Avenger, the Circle of Seasons, and the Circle of Vermin.

CIRCLE OF THE AVENGER

The druidic avenger channels her inner fury to wreak vengeance upon those who injure the natural world.

CIRCLE OF THE AVENGER FEATURES

Druid Level	Feature
2nd	Way of the Hunt, Primeval Rage
6th	Extra Attack
10th	Primordial Transformation
14th	Primordial Rage

WAY OF THE HUNT

When you choose this circle at second level, you gain increased prowess with Druid equipment. When wearing leather or hide armor, you gain a +2 bonus to AC, and when wielding one of the weapons which the Druid class normally grants proficiency in, you may use your Wisdom instead instead of Strength or Dexterity for the attack and damage rolls

PRIMEVAL RAGE

Beginning at 2nd level, you learn how to augment your physical skill with the raw power of the elements. As a bonus action, you may expend one use of your Wild Shape ability to gain one of the following benefits for one minute:

- **Burning Rage:** Your weapon erupts with fire, allowing you to deal an extra 1d4 points of fire damage with melee weapons and melee spell attacks.
- **Earthen Rage:** You call the upon the strength of the earth to enfold you. Once per turn after being damaged by an attack, you may use your reaction to halve the incoming damage (rounding down).
- **Frigid Rage:** You wrap your weapon in deepest winter. Creatures you strike with a melee weapon or melee spell attack have their speed halved and cannot take reactions until the end of their next turn.
- **Roaring Rage:** Once per turn, you may push a target ten feet in a straight line after hitting them with a melee weapon or melee spell attack. They do not provoke an opportunity attack for leaving your reach.

While raging, you may add your Proficiency bonus to Constitution saving throws that you make to maintain your concentration on a spell, and you gain temporary hit points equal to your Druid level.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. In addition, you may add your Wisdom modifier to the damage you inflict with melee spell attacks.

PRIMORDIAL TRANSFORMATION

Beginning at 10th level, you have internalized many of the Druids' trademark transformation magics. As an action, you may change your body in one of the following ways:

- **Claws:** You grow a set of vicious claws and/or fangs. Your unarmed strikes now deal 1d8 damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and as Druid weapons for the purposes of your Way of the Hunt ability. After taking the Attack action, you may make one unarmed strike as a bonus action.
- **Ears:** You grow a set of bat-like ears, gaining blindsight out to 60ft and advantage on any Wisdom (Perception) checks based on hearing.
- **Gills:** You grow webbed feet and gills, gaining the ability to breathe underwater and a swim speed equal to your base land speed.
- **Scales:** You grow a set of tough scales. When you aren't wearing armor, your AC is 18. You can use your scales to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal.
- **Wings:** You grow a set of powerful wings, gaining a fly speed equal to your base land speed.

You may only ever have one transformation in effect at a time. If you begin a second transformation, your first one ends. Transformations remain in effect until you are either incapacitated or return to normal as a bonus action.

PRIMORDIAL RAGE

Beginning at 14th level, your rage grows ever fiercer. When using your Primeval Rage ability and casting a spell with a matching damage type, you may make a melee attack as a bonus action. In addition, you do not suffer Disadvantage on ranged spell attacks from being in melee combat.

- **Burning Rage:** Any spell which deals fire damage, or which has a term like "Fire" or "Heat" in its name.
- **Earthen Rage:** Any spell which targets only plants or beasts, or which has a term like "Earth" or "Stone" in its name.
- **Frigid Rage:** Any spell which deals cold damage, or which has a term like "Water" or "Ice" in its name.
- **Roaring Rage:** Any spell which deals lightning or thunder damage, or which has a term like "Wind" or "Sky" in its name.



CIRCLE OF SEASONS

The world turns, and the seasons turn with it. Druids of the Circle of Seasons seek attunement with that change, safeguarding the progression of life.

CIRCLE OF SEASONS FEATURES

Druid Level	Feature
2nd	Seasonal Magic, Seasonal Reserve
6th	Nature's Wrath
10th	Shield of Seasons
14th	Elemental Rage

SEASONAL MAGIC

Beginning at 2nd level, you form a special connection with a particular season: Spring, Summer, Autumn, or Winter. You may choose to change your season at the end of a long rest. When connected to a particular season, you gain access to that season's unique spells—one cantrip and one first-level spell at 2nd level, with additional spells being gained at 3rd, 5th, 7th, and 9th levels.

While you have access to a season spell, 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. Spells marked with an (n) are described at the end of this section.

As a special case, on the first day of each season, you must connect to that season.

SPRING

Druid Level	Spells
2nd	<i>Static Snap (n)</i> , <i>Thunderwave</i>
3rd	<i>Shatter</i>
5th	<i>Lightning Bolt</i>
7th	<i>Storm Sphere</i>
9th	<i>Destructive Wave</i>

SUMMER

Druid Level	Spells
2nd	<i>Firebolt</i> , <i>Burning Hands</i>
3rd	<i>Scorching Ray</i>
5th	<i>Fireball</i>
7th	<i>Wall of Fire</i>
9th	<i>Immolation</i>

AUTUMN

Druid Level	Spells
2nd	<i>Acid Splash</i> , <i>Grease</i>
3rd	<i>Snilloc's Acid Bath (n)</i>
5th	<i>Tidal Wave</i>
7th	<i>Vitriolic Sphere</i>
9th	<i>Maelstrom</i>

WINTER

Druid Level	Spells
2nd	<i>Ray of Frost</i> , <i>Ice Knife</i>
3rd	<i>Icicle Storm (n)</i>
5th	<i>Melf's Frost Barrage (n)</i>
7th	<i>Ice Storm</i>
9th	<i>Cone of Cold</i>



SEASONAL RESERVE

As an action, you may cast one of your Seasonal Magic spells, as though from a 1st level slot, without expending a spell slot. Once you have used this ability, you cannot do so again until you've finished a long rest.

At 3rd level, you may cast the spell as though from a 2nd level slot. At 5th level, this improves to a 3rd level slot, a 7th level to a 4th level slot, and at 9th level to a 5th level slot.

NATURE'S WRATH

Beginning at 6th level, whenever one of your Seasonal Magic spells deals damage, you may add your Wisdom modifier to the damage dealt.

SHIELD OF SEASONS

Beginning at 10th level, you gain immunity to the energy type most commonly associated with the season you're currently connected to.

- **Spring:** Lightning
- **Summer:** Fire
- **Autumn:** Acid
- **Winter:** Cold

ELEMENTAL RAGE

Beginning at 14th level, after casting a spell of 1st level or higher, you may cast your Seasonal Magic cantrip as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

VARIANT SPELLS

- **Static Snap:** As *Sacred Flame*, but dealing lightning damage. *Shocking Grasp* or *Lightning Lure* is an alternative.
- **Snilloc's Acid Bath:** As *Snilloc's Snowball Swarm*, but dealing Acid damage. *Melf's Acid Arrow* is an alternative.
- **Icicle Storm:** as *Scorching Ray*, but each beam deals 1d6 cold and 1d6 piercing; *Snilloc's Snowball Swarm* is an alternative.
- **Melf's Frost Barrage:** as *Melf's Minute Meteors*, but dealing Cold damage; *Sleet Storm* is an alternative.



CIRCLE OF VERMIN

While Druids recognize the importance of all types of life, few spare much thought for the smallest inhabitants of the world. Druids of the Circle of Vermin, however, know in their hearts that without insects, life as we know it would not exist.

CIRCLE OF VERMIN FEATURES

Druid Level Feature

2nd	A Bug's Life, Vermin Shape
6th	Insect Strike, Improved Vermin Shape
10th	Venom Veins
14th	Plaguebringer

A BUG'S LIFE

Beginning at 2nd level, you have advantage on Nature checks to recall information about insects and other vermin, and you may attempt to influence their behavior with a Wisdom (Animal Handling) check.

In addition, you learn the *Infestation* cantrip, which does not count towards your total number of cantrips known. When you cast it, you may choose to have it deal either acid or poison damage.

VERMIN SHAPE

Beginning at 2nd level, you can use your Wild Shape as a bonus action, rather than an action, in order to assume one of the following shapes: Giant Centipede, Giant Crab, Giant Fire Beetle, Giant Spider, Giant Strider, Giant Wolf Spider, Rust Monster, Scorpion, Spider, Stirge, Swarm of Beetles, Swarm of Centipedes, Swarm of Insects, Swarm of Rot Grubs, Swarm of Spiders, or Swarm of Wasps.

While in one of your Vermin Forms, you may cast *Infestation* without having to provide the normal components.

INSECT STRIKE

Beginning at 6th level, your attacks and cantrips while in Vermin form deal an additional 1d6 acid or poison damage. As a bonus action, you may expend a spell slot to cause your natural weapons to count as magical for one minute per level of the expended slot.

IMPROVED VERMIN SHAPE

Beginning at 6th level, and at every third level thereafter, you may take more powerful forms using your Vermin Shape ability.

- **6th:** Ankheg, Carrion Crawler, Ettercap, Giant Crayfish, Giant Fly, Giant Wasp
- **9th:** Cave Fisher, Choldrith, "Giant Mantis" (using the stats of a Hook Horror, but a beast), Giant Scorpion, Phase Spider
- **12th:** Chuul, "Titan Beetle" (using the stats of a Stegasaurus)
- **15th:** Hulking Crab, Otyugh, Roper, Umber Hulk, or Young Remorhaz
- **18th:** Chasme, Drider, "Siege Beetle" (using the stats of a Mammoth)

VENOM VEINS

Beginning at 10th level, you gain immunity to acid, poison, and disease.

PLAGUEBRINGER

Beginning at 14th level, you learn the spells *Contagion* and *Insect Plague*—you always have them prepared, and they don't count against the number of spells you can prepare each day. You may cast them normally while in Vermin form, and may make a melee attack as a bonus action after doing so.



MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in the Player's Handbook: the Balefire Knight, the Bladebound, the Marshal, and the Mutation Warrior.

BALEFIRE KNIGHT

Not every mage is interested in learning formal spells. For some, raw elemental power is more than enough to get the job done.

BALEFIRE KNIGHT FEATURES

Fighter Level	Feature
3rd	Mystic Fire
7th	Fire Spray
10th	Mystic Force
15th	Fire Burst
18th	Dire Flame

MYSTIC FIRE

Beginning at 3rd level, you learn to harness elemental flames in your fighting style. You learn the *Control Flames* and *Produce Flames* cantrips, as well as the following special abilities. Your spell attack bonus is equal to your proficiency bonus + your Constitution bonus, and save DCs are equal to 8 + your Proficiency bonus + your Constitution bonus.

- **Flame Bolt:** When taking the Attack action, you may use a bonus action to launch a bolt of flame at a foe. You may also replace any number of weapon attacks with bolts of flame. These attacks are either melee spell attacks or ranged spell attacks with a range of 60ft, and deal 1d6 + Constitution bonus fire damage on a hit.
- **Burning Vigor:** When you use your Second Wind ability, all adjacent targets take fire damage equal to the amount of health you would recover. A successful Dexterity halves this damage.
- **Scorching Passion:** When you use your Action Surge ability, increase all fire damage you deal by 2 until the end of your turn.

FIRE SPRAY

Beginning at 7th level, when taking the Attack action, you may replace any number of weapon attacks with sprays of fire. If you do, all targets in a 15ft cone must make Dexterity saves or take 2d6 fire damage per attack you give up. For example, a 7th level Balefire Knight can normally make two weapon attacks when taking the Attack action. If he makes one weapon attack, he deals 2d6 with his fire spray. If he makes no weapon attacks, he deals 4d6.

To use this ability, you must have at least one hand that is either empty or wielding a weapon.

MYSTIC FORCE

Beginning at 10th level, you may replace half the damage your subclass abilities deal with force damage. You also learn the *Mage Hand* cantrip.

FIRE BURST

Beginning at 15th level, when taking the Attack action, you may replace any number of weapon attacks with bursts of flame. If you do, all creatures in a 5ft radius centered anywhere within 60ft must make Dexterity saves or take 2d6 fire damage per attack you give up.

To use this ability, you must have at least one hand that is either empty or wielding a weapon.

DIRE FLAME

Beginning at 18th level, the damage of your Mystic Bolt increases to 2d6 + your Constitution bonus, and your Fire Spray and Fire Burst abilities increases to 3d6 per attack you give up.

OPTIONAL: ELEMENTAL VARIANTS

The Balefire Knight is centered around fire damage, but there's no reason it has to be. You can substitute other elements with just a few adjustments— you just have to change the damage type of your abilities, replace the cantrips with more appropriate ones, and— if necessary— change the damage die of your Flame Bolt, Fire Spray, and Fire Burst abilities. See the table below for details.

Variant	Element	Cantrips	Damage Die
Corrosion Knight	Acid	<i>Acid Splash, Infestation</i>	d4
Death Knight	Necrotic	<i>Chill Touch, Spare the Dying</i>	d4
Frostfell Knight	Cold	<i>Shape Water, Frostbite</i>	d6
Thunderbolt Knight	Lightning	<i>Dancing Lights, Shocking Grasp</i>	d6
Soul Knight	Psychic	<i>Message, Vicious Mockery</i>	d4
Toxic Knight	Poison	<i>Poison Spray, Infestation</i>	d8
Sunfire Knight	Radiant	<i>Sacred Flame, Light</i>	d4
Thunderclap Knight	Thunder	<i>Gust, Thunderclap</i>	d4



BLADEBOUND

King Arthur and Excalibur. Elric of Melniboné and Stormbringer. There have been many warriors throughout the ages famous for wielding legendary weapons. Now you, too, are lucky enough to be among them.

BLADEBOUND FEATURES

Fighter Level	Feature
3rd	Signature Weapon, Spirit in the Steel
7th	Awaken the Steel
10th	Spirit of the Blade
15th	Potent Spirit
18th	Weapon of Legend



SIGNATURE WEAPON

Beginning at 3rd level, you conduct an eight-hour ceremony to designate one weapon as your Signature Weapon. You may only have one Signature Weapon at a time. If you conduct the ritual a second time, you may designate a different weapon—the magic leaves the original item and settles in the new one.

Once designated, your Signature Weapon becomes an unbreakable magic weapon with a +1 bonus to attack and damage rolls, and cannot be removed from your grip unless you wish it—even in unconsciousness, it will not leave your hand. If you are separated for whatever reason, your Signature Weapon will somehow find its way back to you by the end of your next short rest. These bonuses stack with any existing magic properties your Signature Weapon might have possessed.

SPIRIT IN THE STEEL

Beginning at 3rd level, a subtle intelligence begins to stir in your Signature Weapon. While not fully sentient yet, the weapon can hear and remember, and communicate its emotions to you telepathically. While the weapon is within your possession, it grants you advantage on Insight checks and on checks made to recall things you have heard in the weapon's presence.

If you replace your Signature Weapon, the intelligence transfers to the new weapon.

AWAKEN THE STEEL

Beginning at 7th level, your weapon awakens to full sentience. It has an Intelligence, Wisdom, and Charisma score of 6, blindsense to a range of 30ft, and it can communicate with you telepathically. While within your possession, it also grants you advantage on Initiative rolls and Perception checks.

SPIRIT OF THE BLADE

Beginning at 10th level, your signature weapon's bonus to attack and damage increases to +2. In addition, at the end of any creature's turn, the weapon may use your reaction to cast one of the following spells on you, as though from a second level spell slot:

- *Aid*
- *Cure Wounds*
- *Lesser Restoration*

Because your weapon is a separate intelligence, it can cast these spells regardless of your status, as long as you're still alive—it can act to heal you while you're unconscious, or cure you of your paralysis. Once it has cast one of these spells, it cannot cast another again until you have completed a short or long rest.

POTENT SPIRIT

Beginning at 15th level, your weapon's mental ability scores increase to 12, and it gains proficiency in two Intelligence, Wisdom, or Charisma-based skills. It can communicate telepathically with any creature within 60ft, and its blindsense range increases to 60ft.

In addition, the spells it may cast on you count as being cast from a third level spell slot.

WEAPON OF LEGEND

Beginning at 18th level, your weapon's bonus to attack and damage increases to +3, its mental ability scores increase to 15, and the range of its telepathy and blindsense increase to 120ft.

In addition, at the end of any creature's turn, the weapon may use your reaction to cast *Greater Restoration* or *Heal* on you, as though from a fifth level spell slot. It may do so even if you are incapacitated. Once it has done so, it may not do so again until you have completed a long rest.

MARSHAL

The greatest generals lead from the front, inspiring their troops with their own prowess and raw presence.

MARSHAL FEATURES

Fighter Level	Feature
3rd	Art of War, Aura of Battle
7th	Motivate Hustle
10th	Greater Aura
15th	Inspiring Speech
18th	Motivate Rush

ART OF WAR

Beginning at 3rd level, you gain proficiency in two of the following skills: History, Insight, Intimidation, or Persuasion.

AURA OF BATTLE

Beginning at 3rd level, you can draw on your raw charisma to project an aura, affecting yourself and all allies within 30ft. Projecting an aura is a bonus action; you may stop projecting it as a free action. An aura must be concentrated on, as with a spell, and lasts for up to 1 minute.

At 3rd level, you learn three auras from the following list. You learn one additional aura at 7th, 10th, 15th, and 18th level.

- **Art of War:** When making attack rolls, allies may roll 1d4 and add it to their roll.
- **Back to Back:** When an adjacent creature is attacked, allies affected by your aura can use their reaction to impose disadvantage on the attack roll.
- **Demand Fortitude:** When making Constitution saves, allies may roll 1d4 and add it to their roll.
- **Force of Will:** When making Wisdom and Charisma saves, allies may roll 1d4 and add it to their roll.
- **Hold the Line:** Allies may take one additional reaction each round, which can only be used to make opportunity attacks.
- **Motivate Arcana:** When making spell attack or damage rolls, allies may roll 1d4 and add it to their result.
- **Nimble Hustle:** When making Dexterity checks and saves, allies may roll 1d4 and add it to their roll.
- **Over the Top:** Allies may move half again as fast each round, and opportunity attacks against them have disadvantage.
- **Stand Fast:** At the beginning of their turn, allies gain temporary hit points equal to your Proficiency bonus.
- **Surge of Might:** When making Str checks, saves, and damage rolls with Str-based weapon attacks, allies may roll 1d4 and add it to their roll.
- **Watch Your Back:** When an ally is attacked, they can use their reaction to roll 1d4 and add it to their armor class against that attack. They may do so after seeing their roll but before the DM announces the result.
- **Watchful Eye:** When making Perception checks and Intelligence checks and saves, allies may roll 1d4 and add it to their roll.

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

MOTIVATE HUSTLE

Beginning at 7th level, you may use a bonus action to rally an ally within your aura. They may use their reaction to move up to half their speed without provoking opportunity attacks.

GREATER AURA

Beginning at 10th level, the range of your aura extends to 60ft, and the bonuses they provide to 1d6.

INSPIRING SPEECH

Beginning at 15th level, you may use your action to grant yourself and all allies in your aura temporary hit points equal to twice your level. These temporary hit points last for 1 minute. Once you have done so, you may not use this ability again until you have completed a long rest.

MOTIVATE RUSH

Beginning at 18th level, when you use your Motivate Hustle ability, you may target any number of allies within range.



MUTATION WARRIOR

While most fighters rely on physical fitness and rigorous training to achieve martial superiority, a few prefer to create and imbibe dangerous concoctions to augment their bodies far beyond their normal limits.

MUTATION WARRIOR FEATURES

Fighter Level	Feature
3rd	Mutagen, Brew Potion
7th	Rapid Swig
10th	Greater Mutagen
15th	Double Dose
18th	Grand Mutagen

MUTAGEN

At 3rd level, you learn how to create a powerful potion that heightens your physical power at the cost of your mind. During a short rest, you may brew one dose of mutagen, which remains viable for 24 hours or until you attempt to brew a new dose. Your mutagen only works for you.

As an action, you may drink your mutagen, gaining its benefits for 1 hour. Mutagens may have one of three effects, chosen at the time you brew them:

- **Bulk:** You deal an additional 2 damage with Strength-based weapon attacks and have advantage on Strength checks and saves, but disadvantage on Intelligence checks and saves. In addition, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, and you may shove targets 10ft instead of 5ft.
- **Endurance:** Your current and maximum hit points increase by 1 point per Fighter level and you have advantage on Constitution checks and saves, but disadvantage on Charisma checks and saves. In addition, you gain a +1 bonus to AC.

- **Speed:** You deal an additional 2 damage with Dexterity-based weapon attacks and have advantage on Dexterity checks and saves, but disadvantage on Wisdom checks and saves. In addition, you may Dash as a bonus action.

BREW POTION

Beginning at 3rd level, you may brew one Least Potion during a short rest. These potions either function as described in the Dungeon Master's Guide, or as though casting the indicated spell from a first level spell slot, targeting only the creature drinking the potion. If the spell requires concentration, the creature drinking the potion must provide it.

Potions created this way last for 24 hours, or until you attempt to brew potions again.

Beginning at 7th level, you may craft Lesser Potions, and all your potions are cast from a 2nd level slot. At 13th level, you may craft Greater Potions and cast from a 3rd level slot; and at 19th, you may craft Grand Potions and cast from a 4th level slot.

RAPID SWIG

Beginning at 7th level, you may drink a potion or mutagen as a bonus action.

GREATER MUTAGEN

Beginning at 10th level, the benefits of your mutagen increase. Bulk and Speed mutagens grant an additional 4 points of damage to appropriate attacks, and Endurance Mutagens increase your current and maximum hit points by 2 points per Fighter level. These new values replace the original, rather than stacking.

DOUBLE DOSE

Beginning at 15th level, you may brew one additional potion or mutagen during a short rest, for a total of three doses of alchemical magic.

GRAND MUTAGEN

Beginning at 18th level, your mutagens no longer impose penalties to mental checks or saves.

LEAST POTIONS

Bless
Comprehend Languages
Disguise Self
Expeditious Retreat
False Life
Heroism
Longstrider
Mage Armor
Perfume of Bewitching (XGtE)
Potion of Climbing
Potion of Healing
Protection from Evil and Good
Shield of Faith
Speak with Animals

LESSER POTIONS

Aid
Alter Self
Barkskin
Blur
Darkvision
Detect Thoughts
Dragon's Breath
Enhance Ability
Enlarge/Reduce
Invisibility
Lesser Restoration
Oil of Slipperiness
Pass Without Trace
Philter of Love
Potion of Animal Friendship
Potion of Fire Breath
Potion of Greater Healing
Potion of Growth

Potion of Poison
Potion of Resistance
Potion of Water Breathing
Protection from Poison
See Invisibility
Water Walk

GREATER POTIONS

Blink
Elixir of Health
Fly
Gaseous Form
Haste
Nondetection
Oil of Etherealness
Potion of Clairvoyance
Potion of Diminution
Potion of Heroism
Potion of Hill Giant Strength

Potion of Invulnerability
Potion of Mind Reading
Potion of Superior Healing
Tongues
Vampiric Touch
Water Breathing

GRAND POTIONS

Fire Shield
Freedom of Movement
Greater Invisibility
Oil of Sharpness
Polymorph
Potion of Fire Giant Strength
Potion of Speed
Potion of Supreme Healing
Potion of Vitality
Stoneskin

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in the Player's Handbook: the Way of the Bow and the Way of the Iron Hand.

WAY OF THE BOW

Some monks seek to become one with another weapon entirely—the bow. Followers of the Way of the Bow seek perfection in the pull of a taut bowstring, the flex of a bow's limbs, and the flight of an arrow fired true.

WAY OF THE BOW FEATURES

Monk Level	Feature
3rd	Bonus Proficiencies, Zen Archery
6th	One with the Bow
11th	Song of Endless Flight
17th	Oneness of Space

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with longbows, heavy crossbows, and hand crossbows, as well as woodcarver's tools.

ZEN ARCHERY

Beginning at 3rd level, all ranged weapons count as Monk weapons for you, and you do not have disadvantage on the attack roll when making a ranged attack while you are within 5 feet of a hostile creature. In addition, you learn the following special archery techniques:

- **Meditative Aim:** As a bonus action, you may add your Wisdom modifier to the damage rolls of your ranged weapon attacks until the end of your turn.
- **Reflexive Speed:** You may spend 1 ki as a bonus action to make a ranged weapon attack, adding your Wisdom Modifier to the attack and damage rolls.
- **Curving Flight:** As you may spend 1 ki as a bonus action to induce your arrows to bend in mid-flight. Until the beginning of your next turn, your attacks with ranged weapons can turn up to ninety degrees in flight, allowing them to travel around corners and ignore cover.

ONE WITH THE BOW

Beginning at 6th level, your arrows count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and as melee weapon attacks for the purposes of your Stunning Strike ability.

SONG OF ENDLESS FLIGHT

Beginning at 11th level, you may spend 1 ki as an action and make a ranged weapon attack against a single foe. If you hit, your arrow deals its normal damage and continues on. Make a second attack roll against another target within 30ft of the original target. If you hit, your arrow deals its normal damage and continues on. You may continue dealing damage and making fresh attack rolls until you miss or run out of new targets.



ONENESS OF SPACE

What is distance, but a construction of the mind? All places are one place, and all targets are one target. Beginning at 17th level, you may take an action to make a single ranged attack against any creature you are familiar with, regardless of the distance between you, intervening walls, or any other such obstacle short of planar boundaries. If it hits, the target takes an additional 5d10 damage.

If you do not know their approximate location of your target (to within 500ft), you have disadvantage on this roll; if you can see them at the time you make the shot, either visually or through a scrying ability, you have advantage. Once you have used this ability, you cannot use it again until you have completed a long rest.

WAY OF THE IRON HAND

Armor does not have to be a limitation, not truly. Those who follow the Way of the Iron Hand practice and train until their armor is practically a part of their body.

WAY OF THE IRON HAND FEATURES

Monk Level	Feature
3rd	Iron Stance, Weight Training
6th	Steel Fist
11th	Mithril Heart
17th	Adamantine Soul



IRON STANCE

At 3rd level, you gain proficiency in light and medium armor, and with shields. While wearing armor or a shield, you gain the following benefits:

- You may use your Martial Arts and Unarmored Movement abilities
- You may use your Strength modifier in place of Wisdom when determining the save DC of Monk abilities such as Stunning Strike.
- You may use your shield as a melee weapon dealing 1d6 bludgeoning damage and the throwing property, with a 10ft range. It counts as a Monk weapon.

- When wearing armor or using a shield, you may spend 1 ki as a bonus action to gain resistance to all slashing, bludgeoning, and piercing damage for 1 round.

WEIGHT TRAINING

Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks. Beginning at 6th level, neither does heavy armor.

OPTIONAL: ADVANCED WEIGHT TRAINING

Upon gaining this subclass, you may spend one week of downtime performing intensive training to switch your Strength and Dexterity scores, not including racial bonuses. For example, if an Elf Monk with a Strength of 12 and a Dex of 17 used this feature, they would wind up with 15 Strength and 14 Dex.

STEEL FIST

Beginning at 6th level, when you strike a foe with an unarmed strike while wearing armor, or with a melee weapon attack using your shield, you may push them 5ft. If you do, you may choose to immediately move 5ft to remain adjacent to them.

In addition, strikes with your shield counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

MITHRIL HEART

Beginning at 11th level, when you are wearing armor or using a shield and are damaged by a melee weapon attack, you may spend 1 ki as a reaction to reduce the damage by 1d10 + your monk level + your Strength bonus. If you reduce the damage to zero, the attacker must make a Strength save or drop their weapon. You may catch it if you have a free hand.

ADAMANTINE SOUL

Beginning at 17th level, when a creature misses you with a melee attack, you may make an unarmed strike against them as a reaction. You may also make an unarmed strike against your attacker as part of your Mithril Heart reaction ability.

SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The following Oath of Freedom option is available to a paladin, in addition to those offered in the Player's Handbook.

OATH OF FREEDOM

Those who take the Oath of Freedom dedicate themselves to the cause of liberty and free thought.

OATH OF CONQUEST FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Freedom (10ft)
15th	Emancipation
18th	Aura of Freedom (30ft)
20th	Spirit of Freedom

OATH OF CONQUEST SPELLS

Paladin Level	Spells
3rd	<i>Grease, Longstrider</i>
5th	<i>Invisibility, Misty Step</i>
9th	<i>Beacon of Hope, Fly</i>
13th	<i>Dimension Door, Freedom of Movement</i>
17th	<i>Far Step, Teleportation Circle</i>

CHANNEL DIVINITY

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

- **Ye Shall Be Free:** Your touch opens all bonds. As a bonus action, you may touch a creature and remove any of the following conditions: charmed, grappled, paralyzed, or restrained. Alternately, you may touch an object being held shut by a mundane lock or bar and have it become unlocked, unstuck, or unbarred. If you choose a target that is held shut with Arcane Lock, that spell is dispelled.
- **Rush to Freedom:** As an action, you may touch an adjacent ally. Both of you gain advantage on Dexterity saving throws and do not provoke opportunity attacks for 1 minute. When you do so, your ally may use a reaction to move up to their speed.

AURA OF FREEDOM

Beginning at 7th level, you and friendly creatures within 10ft of you have advantage on saves and checks to resist being charmed, grappled, or restrained. Friendly creatures (including yourself) that begin a turn within your Aura of Freedom gain a 10 ft increase in speed until the beginning of their next turn. At 18th level, the range of this aura increases to 30 feet.

EMANCIPATION

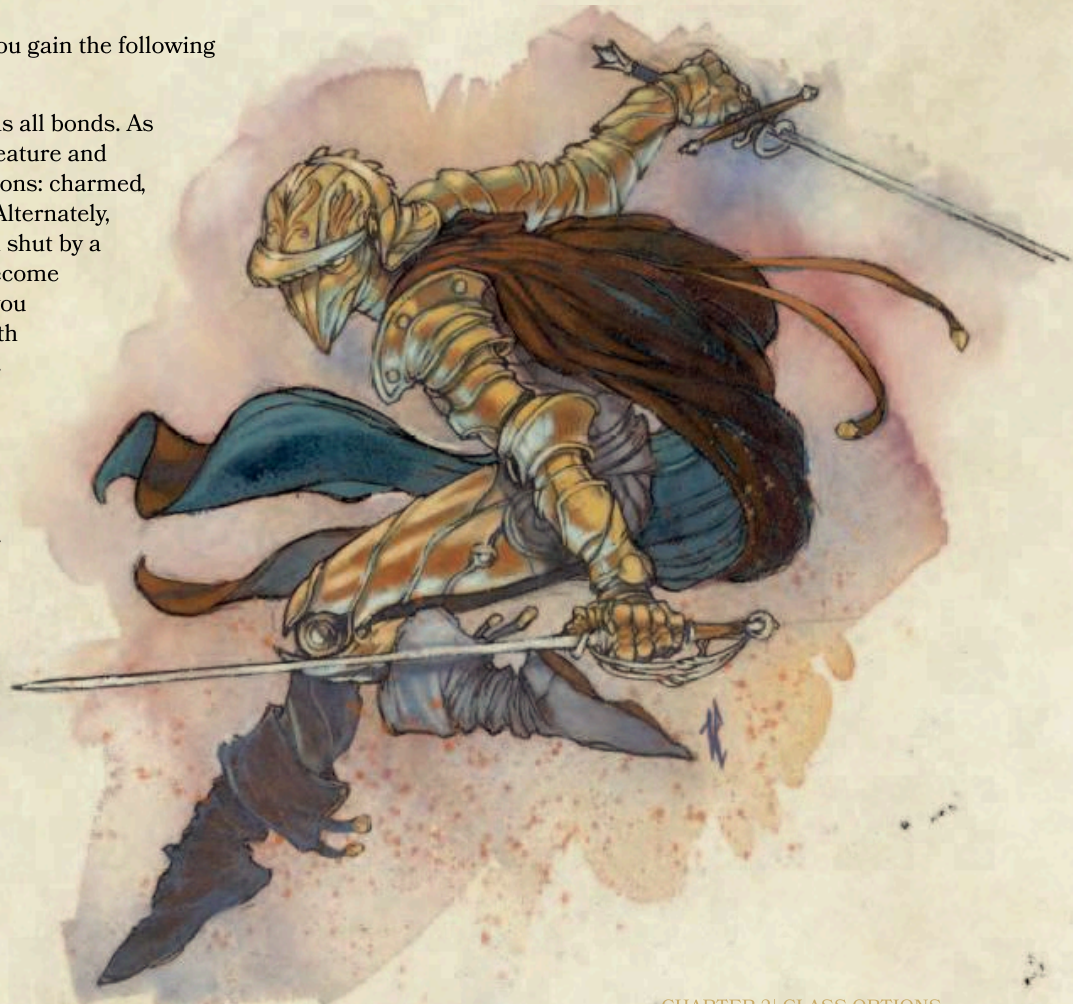
Beginning at 15th level, you may use a reaction to cast *Remove Curse* or *Greater Restoration* on yourself without providing any components, even if you are subject to a condition that would normally prevent you from doing so. Once you have used this ability, you may not do so again until you have completed a long rest.

SPIRIT OF FREEDOM

Beginning at 20th level, you can use your action to gain the following benefits for 1 hour:

- Wings sprout from your back and grant you a flying speed of 60ft
- You gain a +2 bonus to AC, advantage on Dexterity saving throws, and do not provoke opportunity attacks.
- You may take one additional action on each turn, which can be used only to take the Attack (one weapon attack only), Dash, Disengage, or Use an Object action.

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



RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those offered in the Player's Handbook: the Shooting Star Ranger and the Skinwalker.

SHOOTING STAR RANGER

Shooting Star Rangers serve the gods of magic by scouting, spying, and dealing with fiends and monstrosities created by magical experimentation.

SHOOTING STAR RANGER FEATURES

Ranger Level	Feature
3rd	Shooting Star Magic, Magic's Touch, Improved Spellcasting
7th	Spellbreaker
11th	Shooting Star Strike
15th	Word of Recall

SHOOTING STAR MAGIC

Beginning at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Shooting Star Ranger Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.



SHOOTING STAR RANGER SPELLS

Ranger Level	Feature
3rd	<i>Detect Magic</i>
5th	<i>See Invisibility</i>
9th	<i>Counterspell</i>
13th	<i>Greater Invisibility</i>
17th	<i>Banishing Smite</i>

MAGIC'S TOUCH

At 3rd level, you learn *Message*, as well as two other Wizard or Druid cantrips of your choice. Wisdom is your casting ability. You also gain proficiency in Arcana, if you did not already have it.

IMPROVED SPELLCASTING

At 3rd level, you gain an additional 1st level spell slot. You gain an additional 2nd level slot at 5th, a 3rd level slot at 9th, a 4th level slot at 13th, and a 5th level slot at 17th. During a long rest, you may choose one Ranger spell you know and replace it with another spell from the Ranger list, which must be of a level for which you have spell slots.

SPELLBREAKER

Beginning at 7th level, when you are targeted by a spell, you may use a reaction to grant yourself and all other targets a bonus to their armor class or saving throw (whichever is relevant) equal to your Wisdom modifier.

SHOOTING STAR STRIKE

Beginning at 11th level, after casting a Ranger spell or cantrip, you may make a weapon attack as a bonus action.

WORD OF RECALL

Beginning at 15th level, when you are targeted by an attack, you may use your reaction to teleport 10ft, adding your Wisdom modifier to your AC against that attack and potentially causing it to miss. Once per long rest, you may cast Word of Recall.

SKINWALKER

SKINWALKER FEATURES

Ranger Level	Feature
3rd	Skinwalker Magic, Skinhunter
7th	Skinwalk
11th	Greater Skinhunter
15th	Greater Skinshift

SKINWALKER MAGIC

Beginning at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Skinwalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

SKINWALKER SPELLS

Ranger Level	Feature
3rd	<i>Beast Bond</i>
5th	<i>Enhance Ability</i>
9th	<i>Gaseous Form</i>
13th	<i>Polymorph</i>
17th	<i>Commune with Nature</i>

SKINHUNTER

Beginning at 3rd level, you learn the secrets of tapping into the powers and abilities of animals. As an action, you may consumed the body parts of an animals in order to assume one of its powers. You may gain any one ability on the following list which is also possessed by the animal you consumed. If the ability requires a saving throw, the DC is 8+Proficiency+Wisdom modifier.

Powers last for one hour once acquired, and you may use this ability a number of times per Short Rest equal to your Constitution modifier. You may use it again before the first power has worn off, but doing so instantly ends the first effect.

Most Skinwalkers keep a pouch well stocked with preserved bits of the meat, fur, and other bits they use to fuel their abilities. You may assemble such a pouch with one week of downtime to hunt, or by spending 25 gp to purchase replacement parts from local hunters and merchants. As long as you have your pouch, you are assumed to have all the components you need to use your abilities, much like a spell component pouch.

However, fresher parts have more potent effects. During a long rest, you may collect three random body parts by hunting—roll a d12 to determine which sorts you obtain. You may also obtain one fresh body part from the corpse of a Beast who meets the appropriate requirements. When you consume a fresh body part, you gain temporary hit points equal to your Ranger level in addition to the piece's normal effects. Parts remain fresh for 24 hours, or until you complete a long rest.

- **1: Natural Attacks (Requirements: none):** Your unarmed strikes deal 1d6 slashing damage and have the finesse quality. Even if you do not have the Two-Weapon Fighting Style, you can make an attack with a natural weapon as a bonus action and add your ability modifier to the damage.

- **2: Special Senses (Requirements: Any animal with special senses):** You gain any of the following senses which the consumed animal also possessed: Darkvision, any Keen ____ ability.
- **3: Alternate Movement (Requirements: Any animal with a special movement):** You gain one special movement mode normally possessed by the animal: a climb speed equal to your move speed, a swim speed equal to your move speed, a 10ft burrow speed, or a 10ft bonus to your base land speed (if the animal has a base speed of 40ft or higher).
- **4: Pounce (Requirements: Pounce, Charge, Trampling Charge ability):** If you move at least 20ft straight towards a target and hit with a melee attack, that creature takes an additional 1d8 damage and must make a Strength save or be knocked prone.
- **5: Animalistic Leaping (Requirement: Standing Leap or Running Leap ability):** You may jump up to 30ft as a long jump or 15ft as a high jump, with or without a running start.
- **6: Natural Armor (Requirements: Any animal whose AC entry specifies natural armor):** When you aren't wearing armor, your AC is 13 + your Dexterity modifier. When wearing armor, you may either use that value or your normal armor bonus +1.
- **7: Constrict (Requirement: any snake or octopus):** If you hit with an unarmed strike, you may attempt to start a grapple as a bonus action. Once you have grappled a target, they are restrained, and you may use your reaction to deal 1d8+Str damage to them.
- **8: Rampage (Requirement: Hyena):** If you reduce a creature to zero hit points, you may take a bonus action to move up to half your speed and make a melee attack.
- **9: Poison ((Requirements: Sting ability, or a natural weapon capable of dealing poison damage):** Your unarmed strikes deal 1d4 piercing damage, and any target struck must make a Constitution save or take an additional 2d6 poison damage or gain the Poisoned condition for 1 minute.
- **10: Webs (Requirement: any spider):** Once per minute, you may make a ranged weapon attack against a creature within 30ft. If you hit, they are restrained by the webbing until they succeed on a Strength save as an action to escape.
- **11: Powerful Build (Requirement: any animal larger than you, or with the Beast of Burden ability):** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. You have Advantage on Strength checks.
- **12: Mimicry (Requirements: Raven or parrot):** You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check, with a DC of 8+Prof+Wis.

SKINWALK

Beginning at 7th level, you gain the ability to assume the forms of animals. This ability works as a Moon Druid's Wild Shape, including the improved CR limits, but with the following changes: Assuming an alternate form requires a fresh or preserved pelt of the new form and takes ten minutes, but may be done any number of times per day. You retain your original hit points and hit dice, and your new form remains in place until you choose to shuck it as an action. You may talk while in your new form, though your words are garbled enough to impose Disadvantage on any checks requiring precise or persuasive speech.

Pelts can typically be purchased for between 1 and 25 gp, depending on the rarity of the animal, or may be acquired with a day's downtime in an appropriate environment. Pelts may be reused as many times as you like.

GREATER SKINHUNTER

Beginning at 11th level, you can gain greater benefits from your Skinhunter ability.

- **Multiattack (Requirement: Multiattack):** Your unarmed strikes deal 1d6 damage and have the finesse quality. As an action, you may make three unarmed strikes. This counts as an attack action for the purposes of two-weapon fighting and similar abilities, but does not stack with Extra Attack.
- **Blindsight (Requirement: Blindsight):** You gain blindsight out to 30ft.
- **Pack Tactics (Requirement: Pack Tactics):** You have advantages on attack rolls against a creature if one of your allies is adjacent to it.
- **Fly Speed (Requirement: Fly speed):** You grow wings and gain a fly speed equal to your walk speed.
- **Blood Frenzy (Requirement: Any shark or quipper):** You have advantage on unarmed strikes against a target that doesn't have all its hit points.

GREATER SKINSHIFT

Beginning at 14th level, you may use your Skinwalk ability to assume the forms of Humanoids and Giants, though you must obey the normal limits on your new form's Challenge Rating. If a Humanoid or Giant form is the same size as your original one, you may keep your equipment.



ROGUSH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in the Player's Handbook: the Cragtop Archer, the Spellwarp Sniper, the Surgeon, and the Thug.

Cragtop Archer

Cragtop archers train their eyes and minds to find targets at great distances, and to quickly compensate for wind, movement, and other factors that affect shots of such difficulty.

Cragtop Archer Features

Rogue Level	Feature
3rd	Arcing Shot, Adept Climber
9th	Farsight
13th	Mountain Skin
17th	Horizon Shot

Arcing Shot

Beginning at 3rd level, while wielding a two-handed ranged weapon, you may use your action to make a ranged weapon attack with triple its normal range. If the target is struck, they must make a Dexterity save, with a DC of 8 + your proficiency bonus + your Dexterity bonus. If they fail, they are affected by your Sneak Attack, unless you have already benefited from it this turn.

Adept Climber

Beginning at 3rd level, you gain a climb speed equal to your base land speed. While climbing, you can brace yourself with your legs alone long enough to use your hands to take an action such as attacking or casting a spell.

Farsight

Beginning at 9th level, you can see up to 1 mile away with no difficulty. You are able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Mountain Skin

Beginning at 13th level, you gain resistance to cold damage and fall damage.

Horizon Shot

Beginning at 17th level, when you use your Arcing Shot ability, you may target any creature you can see, regardless of distance. You must still have line of effect, and cover still applies.



Spellwarp Sniper

The spellwarp sniper contorts spells, changing area effects into rays that deliver precise, devastating attacks.

Spellwarp Sniper Features

Rogue Level	Feature
3rd	Spellcasting, Raystrike
9th	Unconventional Ray
13th	Spellwarp
17th	Ray Mastery

Spellcasting

Cantrips. You learn three cantrip of your choice from the wizard spell list. At 10th level you learn another cantrip from the wizard spell list.

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

You start with two 1st-level spell slots at Rogue level 3, and gain more as you gain more Rogue levels.

Spells Known of 1st Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the conjuration and evocation spells on the wizard spell list. The third can be from any school of magic.

SPELLWARP SNIPER SPELLCASTING

Rogue Level	Cantrips	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
16th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

The Spells Known column of the Spellwarp Sniper Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a conjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RAYSTRIKE

Beginning at 3rd level, you gain an additional way to use your Sneak Attack. When you cast a spell that targets only one creature, deals damage, and doesn't have a range of self, you can deliver a Sneak Attack with that spell casting as though it were an attack with a ranged or finesse weapon. Your Sneak Attack damage dice are the same type of damage as the spell's damage dice.

All the other rules for Sneak Attack still apply— the spell must require a melee or ranged spell attack, and you must have advantage on the attack roll, unless another enemy of the target is within 5 feet of it, provided that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

UNCONVENTIONAL RAY

Beginning at 9th level, when you cast a spell that targets only one creature, you may replace the spell's initial saving throw (if applicable) with a ranged spell attack— if you hit, the target is affected by the spell as though they had failed their saving throw. If the spell allows the target to make saving throws on subsequent rounds, they do so against your normal spell save DC.

In addition, you learn one Wizard spell that targets only one creature and doesn't have a range of self. This spell may be from any school, and does not count against the number of spells you know.

SPELLWARP

Beginning at 13th level, when casting a spell with a duration of instantaneous which affects an area, you may transform it into a single beam of energy. Make a ranged spell attack against one target in range of the original spell. If you hit, they are affected by the spell, and automatically fail any saving throws involved.

RAY MASTERY

Beginning at 17th level, when you strike a target with a spell attack, you may choose to treat the spell's damage dice as if they all rolled the maximum value. Your sneak attack damage, if applicable, is not maximized. Once you have done so, you may not use this ability again until you have finished a short or long rest.



SURGEON

Not all precise knife-wielders are shadowy criminals. Those with training in medicine know all about how to use a scalpel to heal you... or to kill you.

SURGEON FEATURES

Rogue Level	Feature
3rd	School of Medicine, Scalpel Mastery, Optional Retraining
9th	Diagnosis
13th	Plague Needle, Emergency Surgery
17th	Mastery of Life and Death

SCHOOL OF MEDICINE

Beginning at 3rd level, you gain Proficiency in Medicine, if you did not already have it, and may add twice your Proficiency bonus to such checks.

SCALPEL MASTERY

Beginning at 3rd level, daggers you wield do 1d6 damage instead of 1d4. You may draw a dagger as part of the same action you use to attack with it.



BATTLEFIELD MEDICINE

You know the secrets of medicine, enabling you to treat wounds in the blink of an eye. Beginning at 3rd level, you may expend a charge from a healer's kit as an action to allow an adjacent creature to expend their own hit dice to regain hit points, as though taking a Short Rest.

In addition, once per Long Rest, you may spend one hour preparing special healing packs. You may create and carry a number of such packs equal to your Intelligence modifier (minimum 1). Once prepared, unused packs lose their potency after 24 hours.

Anyone may use one of your packs as though it was a charge from a healing kit, but they have special potential in your hands: if you spend an action to apply one to an adjacent creature (or yourself), that creature regains hit points equal to your Sneak Attack damage plus your Intelligence modifier.

Alternatively, you may use a pack to cure a disease, heal one condition (either blinded, deafened, paralyzed, or poisoned), and undo any other effect that can be ended by a *Lesser Restoration* spell.

Beginning at 9th level, you may also remove the charmed or petrified condition from a creature, to undo a reduction of an ability score or hit point total, or any other effect (apart from exhaustion) that can be ended by a *Greater Restoration* spell.

Beginning at 13th level, you may also expend a healing pack to reattach a severed limb, as the *Regenerate* spell.

OPTIONAL RETRAINING

Upon choosing this archetype, you may trade your proficiency in Thieves' Tools for proficiency in herbalism kits, and your ability to speak Thieves' Cant for the ability to speak another language.

DIAGNOSIS

Beginning at 9th level, as a bonus action you may pick a creature you can see and learn its current hit points, proficiency bonus, and any conditions it is currently being affected by.

PLAGUE NEEDLE

Beginning at 13th level, you have learned the darker side to your craft. As a bonus action, you can expend a healing pack to coat a melee weapon or piece of ammunition with infectious agents. The next target you strike with that weapon must make a Constitution save or be affected as though by a Contagion spell. Treated weapons lose their potency after 1 hour.

EMERGENCY SURGERY

Beginning at 13th level, once per long rest you may use a healing pack to restore life to a creature who died in the last minute. This functions as the Revivify spell, but restores the creature to zero hit points but stable. Using this ability provokes opportunity attacks.

MASTERY OF LIFE AND DEATH

Biology bows its head to you in shame, while scalpel and needle fly under your fingers. You may apply healing packs using your Battlefield Medicine ability as a bonus action. In addition, you have discovered a way to defy the grave itself. As part of a twenty-four-hour procedure requiring 1000 gold worth of alchemical reagents and medical supplies, you may restore life to a single corpse that still has its brain intact. You cannot regenerate missing flesh or body parts, but you can replace them with those of another body that has been dead for no more than one day. This ability otherwise functions as the Resurrection spell.

THUG

Screw finesse. Some people just want to hit you with a big stick.

THUG FEATURES

Rogue Level	Feature
3rd	Brutal Combat, Rough 'Em Up
9th	Harbinger of Fear
13th	Armbreaker
17th	Brutal Stab

BRUTAL COMBAT

At 3rd level, you gain proficiency in medium armor, shields, and with all martial melee weapons. You may apply your Sneak Attack damage while wielding any melee weapon, not just ones with the finesse tag.

In addition, you may use the bonus action granted by your Cunning Action to attempt to grab a foe or shove them 5ft. If you successfully shove a target, you may move 5ft to remain adjacent to them without provoking opportunity attacks, and you may apply your Sneak Attack damage to them until the end of your turn.

At 9th level, you may shove targets up to 10ft, and move up to 10ft to remain adjacent to them.

ROUGH 'EM UP

Beginning at 3rd level, you gain proficiency in Intimidate, if you did not already have it, and may use your Strength score in place of Charisma modifier when making Intimidate checks.

HARBINGER OF FEAR

Beginning at 9th level, targets you successfully intimidate remain afraid of you for 24 hours. Afterwards their attitude towards you worsens by one step (indifferent to unfriendly, and unfriendly to hostile), but a lingering fear remains. You have advantage on any checks to intimidate them again, and they have disadvantage on checks to persuade or lie to you.

ARMBREAKER

Beginning at 13th level, if you have successfully grabbed a foe, your attacks against them qualify for Sneak Attack damage even if you do not have a advantage or an adjacent ally. In addition, if you are grabbing a foe, you may use your action to attempt to cripple them. They must make a Strength save, with a DC of 8 + your proficiency bonus + your Strength bonus. If they fail, they suffer one of the following conditions until they recover hit points:

- **Broken Arm:** The creature cannot use one of its arms. It suffers from disadvantage on Strength checks, can only wield a single one-handed weapon, and spells with somatic components have a 25% chance of failure.
- **Broken Leg:** The creature cannot use one of its legs. It moves at half speed, has disadvantage on Dexterity saves, and attacks against it have Advantage.
- **Broken Rib:** The creature suffers internal injuries and gains two levels of fatigue.

Once you have used this ability, you cannot do so again until you have completed a short or long rest.



BRUTAL STAB

Beginning at 17th level, a creature you successfully sneak attack must make a Wisdom saving throw, against the same DC as your Armbreaker ability. If they fail, they are frightened of you for 1 minute, during which time you have advantage on attacks against them. If they succeed, they cannot be affected by this ability again until you have completed a short or long rest.

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those offered in the Player's Handbook: Fairie Sorcery, Fiendish Origin, and Titan Blooded.

FAIRIE SORCERERY

The descendants of fey receive few gifts from their fickle ancestors, save for the powers of illusion and trickery.

FAIRIE SORCERERY FEATURES

Sorcerer Level	Feature
1st	Nature Magic, Fey Trickery
6th	Beguiling Spell
14th	Elusive Laughter
18th	Dreams of Delirium

NATURE MAGIC

Your connection to the forces of nature allows you to learn spells normally associated with the Druid class. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

FEY TRICKERY

You learn the *Minor Illusion* and *Friends* cantrips, which do not count against the number of Sorcerer cantrips you know.

BEGUILING SPELL

Beginning at 6th level, if a target fails their save against one of your Enchantment or Illusion spells, they are unaware that it was cast on them—they assume that anything they see or feel as a result of the spell is a natural response.

In addition, being in combat does not grant advantage on saves against your charm spells, such as *Charm Person*.

ELUSIVE LAUGHTER

Beginning at 14th level, when an enemy attacks you, you may use your reaction to teleport up to 30ft in any direction, leaving behind an illusory copy of yourself until the beginning of your next turn. This imposes disadvantage on the attack roll.

DREAMS OF DELIRIUM

Beginning at 18th level, when a Humanoid damages you with a melee attack, you may use your reaction to cast *Charm Person* on them without expending a spell slot. They receive no bonus on their save for being in combat, but if they succeed, they cannot be affected by this ability again until you have completed a long rest.

FIENDISH ORIGIN

Both the magic and the cruelty of fiends are often hereditary.

FIENDISH ORIGIN FEATURES

Sorcerer Level	Feature
1st	Harvest Pain, Expanded Spell List
6th	Harvest Life
14th	Fiendskin
18th	Harvest Soul

HARVEST PAIN

When you damage a creature with a spell of first level or higher, you may use your reaction to gain temporary hit points equal to your Charisma modifier.

EXPANDED SPELL LIST

The Fiendish Origin lets you choose from an expanded list of spells when you learn a sorcerer spell. The following spells are added to the sorcerer spell list for you.

FIENDISH ORIGIN EXPANDED SPELLS

Spell Level	Spells
Cantrips	<i>Thaumaturgy, Toll the Dead</i>
1st	<i>Inflict Wounds, Hellish Rebuke</i>
2nd	<i>Enthrall, Ray of Enfeeblement</i>
3rd	<i>Bestow Curse, Summon Lesser Demons</i>
4th	<i>Evard's Black Tentacles, Summon Greater Demon</i>
5th	<i>Contact Other Plane, Infernal Calling</i>

HARVEST LIFE

Beginning at 6th level, when you reduce a creature of CR 1 or higher to zero hit points, you may use your reaction to gain one sorcery point. You can never have more sorcery points than shown on the table for your level.



FIENDSKIN

Beginning at 14th level, you may spend one sorcery point as a bonus action to gain resistance to cold, fire, lightning, and poison damage for one hour.

HARVEST SOUL

Beginning at 18th level, when a creature of CR 1 or higher within 60ft is reduced to zero hit points, you may use your reaction to devour its soul. The creature immediately dies and cannot be resurrected by anything short of divine intervention, and you gain one additional sixth level spell slot, which lasts until you take a long rest. Once you have used this ability, you cannot do so again until you have completed a long rest.

TITAN BLOODED

Titans are among the finest warriors in the cosmos; even diluted, their blood carries with it the memories of a thousand battles.

TITAN BLOODED FEATURES

Sorcerer Level	Feature
1st	Martial Instinct, Shoulders of Atlas
6th	Unflinching Pursuit
14th	Aftershock
18th	Statue of Chronos

MARTIAL INSTINCT

You gain proficiency in light and medium armor, shields, and with all simple and martial weapons. Your hit point maximum increases by 1, and increases by 1 again whenever you gain a level in this class

SHOULDERS OF ATLAS

At 1st level, you learn the *Titan Strike* cantrip (right), which does not count against the number of Sorcerer cantrips you know. You also count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

UNFLINCHING PURSUIT

Beginning at 6th level, after casting a cantrip which requires you to make a melee weapon attack, your movement speed for the round increases by 10ft and you may make a melee weapon attack as a bonus action. At 11th level, your movement speed is increased by 15ft, and at 17th level by 20ft.

AFTERSHOCK

Beginning at 14th level, when you cast a spell of 1st level or higher, you may cause the ground around your feet to shake. All creatures in a 30ft radius must make Strength saves (with a DC as normal for your spells) or be knocked prone and take 1d6 damage per level of the spell.

STATUE OF CHRONOS

Beginning at 18th level, you may spend 1 Sorcery Point as a bonus action to increase your size up to two categories. You may return to your normal size as another bonus action.

- If you increase your size by one category, this functions as the Enlarge function of the *Enlarge/Reduce* spell, but it lasts for one hour and does not require concentration.
- If you increase your size by two categories, you gain an additional +5 bonus to Strength checks and saves, and your weapon attacks deal one extra die of their damage when you hit with them. These bonuses stack with the normal benefits of the *Enlarge/Reduce* spell, and also last for one hour.

TITAN STRIKE

Evocation Cantrip

Casting Time: 1 action

Range: 5 ft

Components: M, V (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and is pushed 5ft in a direction of your choice.

This spell's effect increases when you reach higher levels. At 5th level, the target is pushed 10ft and takes an additional 1d8 force damage. At 11th level, they are pushed 15ft and take an additional 2d8 damage, and at 17th level they are pushed 20ft and take an additional 4d8 force damage.



OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. The following Dragon options is available to a warlock, in addition to those offered in the Pfyfer's Handbook.

THE DRAGON

You've made a pact with one of the great scaled ones, vowing to work towards your patron's goals in exchange for a mere sliver of their arcane might.

DRAGON FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Dragonbreath, Dragonouched
6th	Roaring Breath
10th	Dragonkin
14th	Dragon Wings



EXPANDED SPELL LIST

The Dragon lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DRAGON EXPANDED SPELLS

Spell Level	Spells
1st	<i>Charm Person, Identify</i>
2nd	<i>Alter Self, Enlarge/Reduce</i>
3rd	<i>Fear, Fly</i>
4th	<i>Charm Monster, Stoneskin</i>
5th	<i>Control Winds, Dominate Person</i>

DRAGONBREATH

At 1st level, you learn *Draconic Breath* (below), which does not count against the number of Warlock cantrips you know. However, you may not learn *Eldritch Blast* under any circumstances.

DRAGONTOUCHED

At 1st level, your skin becomes thick and scaly, granting you a base AC of 16 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

In addition, you learn to read and speak Draconic, if you did not already, and have Advantage on Charisma checks to interact with dragons and Intelligence checks to recall information about them.

ROARING BREATH

At 6th level, you gain the ability to drastically increase the power of your breath weapon, at the cost of temporarily burning it out. When casting *Draconic Breath* as a cantrip, you may choose to double the number of damage dice the cantrip deals. However, after doing so, you cannot use it again for a short time. At the start of each turn, roll 1d6. If you roll a 5 or a 6, you may resume using the cantrip as normal.

DRAGONKIN

At 10th level, the AC granted by your scales improves to 18, and you gain advantage on saves against the breath weapons and frightful presence abilities of dragons.

DRAGON WINGS

At 14th level, you sprout a pair of leathery wings, allowing you to fly at a speed of 40ft per round.

DRACONIC BREATH

Evocation Cantrip

Casting Time: 1 action

Range: *varies, see text*

Components: V

Duration: Instant

You exhale a cloud of elemental energies. Upon casting this spell, choose one of the following effects:

- **Acid**—All creatures in a 30ft line must make a Constitution save or take 1d8 acid damage.
- **Fire**—All creatures in a 15ft cone must make a Dexterity save or take 1d8 fire damage.
- **Frost**—All creatures in a 15ft cone must make a Constitution save or take 1d8 cold damage.
- **Lightning**—All creatures in a 30ft line must make a Dexterity save or take 1d8 lightning damage.
- **Poison**—All creatures in a 5ft radius must make Constitution saves or take 1d8 poison damage.

At 5th level, the spell's range increases to 30ft (for a cone), 60ft (for a line), or 10ft (for a radius), and its damage increases to 2d8. At 11th, the range increases to a 60ft cone, 120ft line, or 20ft radius, and its damage increases to 3d8. At 17th its damage increases to 4d8.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the Player's Handbook. If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

BALEFUL GEAS

Prerequisite: 9th level

You learn *Geas* and may cast it using Warlock spell slots. At the end of each day a creature is affected by your *Geas*, their hit point maximum is reduced by 5. If reduced to zero, the target dies.

DISCORPORATING BREATH OF BAHAMUT

Prerequisite: 18th level, the Dragon patron, good alignment

You gain a new damage option for your *Draconic Breath* cantrip—Radiant. All creatures in a 120ft line must make Constitution saves or take 4d8 radiant damage. If you have the Unrelenting Breath invocation, they are also blinded for one round.

In addition, you may cast *Draconic Breath* to unleash a bolt of pure energy. All creatures in a 120ft line must make Constitution saves. On a failure, they take 10d6+40 damage; on a success, they take half that. If this damage reduces the target to 0 hit points, it is disintegrated, as the spell. This ability affects nonmagical objects and magical constructs as the spell does. Once you have done so, you cannot use this ability again until you have completed a long rest.

DRACONIC BLADE

Prerequisite: 5th level, the Dragon patron, Pact of the Blade

After casting *Draconic Breath*, your pact weapon retains some of the energy. For one minute, or until you cast it again, your attacks with your pact weapon deal an additional 1d6 points of damage of the same type as the breath effect you just used.

DRACONIC KNOWLEDGE

Prerequisite: The Dragon patron

You may add half your proficiency bonus to Intelligence checks (round up). In addition, you may cast *Identify* without using a spell slot. If you do, you may not use this ability again until you have completed a short or long rest.

ELDRITCH BREATH

Prerequisite: The Dragon patron

When you cast *Draconic Breath*, you may expend a spell slot to increase its power. Instead of the usual number of d8s of damage, your breath deals 2d6 damage per level of the slot expended. This damage is not doubled by your Roaring Breath ability; instead, you may reroll and 1s and 2s on the damage dice. You must use the new results, even if they are lower.

ENTANGLING BREATH

Prerequisite: The Dragon patron

When casting *Draconic Breath*, you may choose to do half damage. If you do, enemies who fail their save against your *Draconic Breath* cantrip are also restrained for one round.

FIVEFOLD BREATH OF TIAMAT

Prerequisite: 18th level, the Dragon patron, evil alignment

You gain a new damage option for your *Draconic Breath* cantrip—Thunder. All creatures in a 60ft cone must make Constitution saves or take 4d8 thunder damage. If you have the Unrelenting Breath invocation, they are also deafened for one round.

In addition, you may cast *Draconic Breath* five times as part of a single action, choosing a different breath effect each time. Creatures caught in one or more of the affected areas make a single Dexterity save; on a failure they take full damage from each effect that hit them, and on a success they take half. Once you have done so, you cannot use this ability again until you have completed a long rest.

FRIGHTFUL PRESENCE

Prerequisite: 7th level, the Dragon patron

Your voice is one of fire and terror. When you use your Roaring Breath feature, all enemies within 60ft must make Wisdom saves or be Frightened for 1 minute. They may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours.

HUMANOID SHAPE

Prerequisite: 5th level, the Dragon patron

You may cast *Alter Self* on yourself at will, without expending a spell slot.

MASTERFUL BREATH

Prerequisite: The Dragon patron

When you cast *Draconic Breath*, you may exclude any number of targets within the affected area, and you may add your Constitution modifier to the damage dealt.

SLEEP BREATH

Prerequisite: The Dragon patron

You gain a new option for your *Draconic Breath* cantrip—Sleep. This functions as the *Sleep* spell, cast using one of your normal pact magic slots, but affecting a 15ft cone. At 5th level this range increases to a 30ft cone, and at 11th level to a 60ft cone.



SLOW BREATH

Prerequisite: 5th level, the Dragon patron

You gain a new option for your *Draconic Breath* cantrip—*Slowness*. This functions as the *Slow* spell, cast using one of your normal pact magic slots, but affecting all targets in a 30ft cone. At 11th level this range increases to a 60ft cone.

UNRELENTING BREATH

Prerequisite: 9th level, the Dragon patron

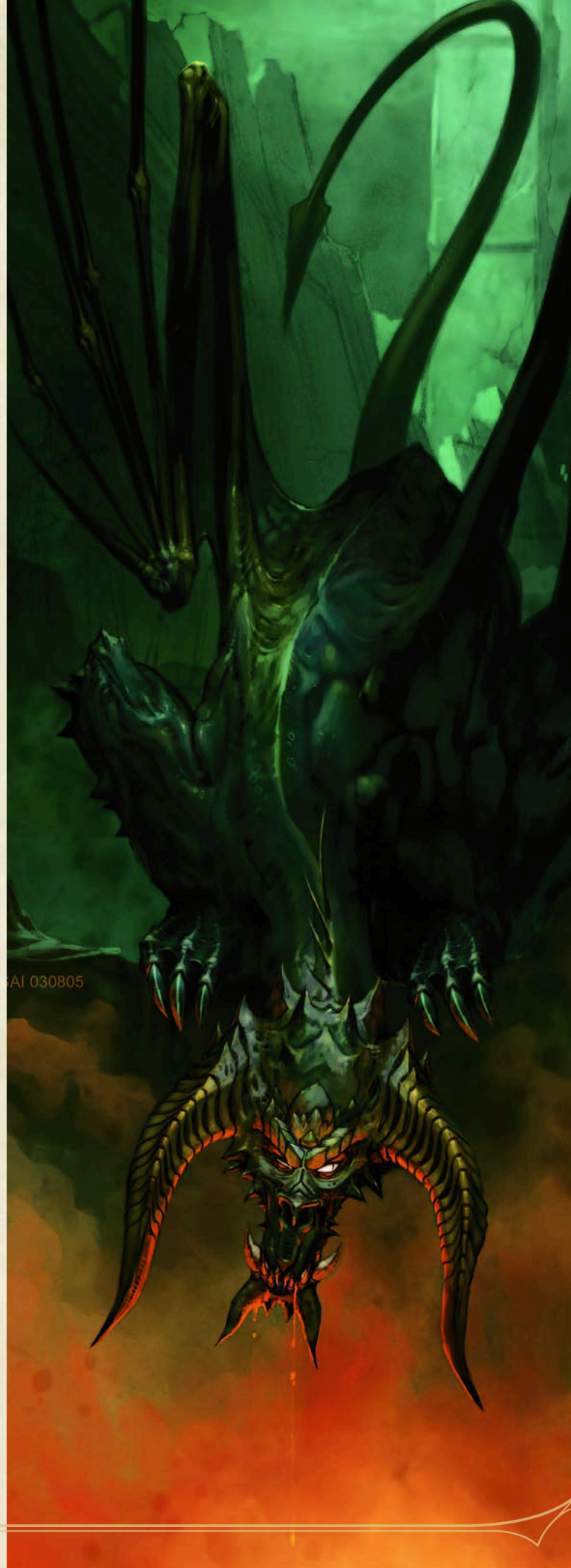
When you cast *Draconic Breath*, creatures who fail their save suffer an additional effect. This effect depends on what breath weapon you use:

- **Acid:** The target takes acid damage equal to half your breath weapon damage at the start of your next turn.
- **Fire:** The target catches aflame, taking 1d6 fire damage at the start of each of your turns until it or another creature takes an action to extinguish the flames.
- **Frost:** The target cannot move or take reactions for 1 round.
- **Lightning:** The target suffers Disadvantage on Dexterity checks and saves for 1 round.
- **Poison:** Your poison breath weapon ignores poison resistance and immunity.
- **Sleep:** The target cannot be woken during their first round of sleep.
- **Slow:** As long as it is slowed, the target suffers 1d6 psychic damage at the start of each of your turns.

VORACIOUS DISPELLING

Prerequisite: 5th level

You learn *Dispel Magic* and *Counterspell* and may cast them using Warlock spell slots. When you cast *Dispel Magic*, you may cause the target to suffer 2 damage per spell level successfully removed; when you successfully cast *Counterspell*, the caster suffers 2 damage per level of the spell they were attempting.



ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature. The following Arcane Savant option is available to a wizard, in addition to the options offered in the Player's Handbook.

ARCANE SAVANT

Arcane Savants are the most academic of mages, focusing on understanding the underlying fundamentals of magic. Followers of this tradition are a bookish lot who see beauty and mystery in the application of magic. The results of a spell are less interesting to them than the process that creates it.

ARCANE SAVANT FEATURES

Wizard Level Feature

2nd	Magical Intuition, Mystic Rediscovery
6th	Magical Analysis, Mystic Rediscovery
10th	Flexible Mind
14th	Arcane Sight, Mystic Rediscovery

MAGICAL INTUITION

Beginning at 2nd level, you gain proficiency in Arcana, if you did not already have it, and may add twice your Proficiency bonus to such checks.

In addition, you may cast *Detect Magic* and *Identify* without expending a spell slot. You do not need to provide any somatic, verbal, or material components. Once you have cast each spell using this ability, you cannot do so again until you have completed a short or long rest. You may still cast the spells using the normal spellcasting and ritual casting rules.

MYSTIC REDISCOVERY

As part of your quest to understand the essence of magic, you've mastered spells outside the range of conventional arcane magic. At 2nd level, and again at 6th and 14th level, you may choose two new spells from any class, of any level you can cast, and either learn them (in the case of cantrips) or add them to your spellbook.

The chosen spells count as Wizard spells for you, and are gained in addition to the usual two Wizard spells you learn when gaining a new level. Cantrips learned using this ability do not count against your number of Wizard cantrips known.

MAGICAL ANALYSIS

Beginning at 6th level, you can automatically identify the school of any magical effect you see, as well as its level (if relevant).

FLEXIBLE MIND

Beginning at 10th level, you can replace one spell you have prepared with another spell from your spellbook as a bonus action. Once you have done so, you can't do so again until you have completed a short or long rest.

ARCANE SIGHT

Beginning at 14th level, you are considered to be permanently under the effects of a *Detect Magic* spell, with no concentration required, and no action required to see magical auras. If a creature you can see is capable of casting spells, you recognize its power and know the highest level of spell it can cast. As a bonus action, you may see what spells are currently affecting a creature or object, and what their remaining duration is.



CHAPTER 3: NEW FEATS

Leveling up in a class is the main way a character evolves during a campaign. Some DMs also allow the use of feats to customize a character. Feats are an optional rule in chapter 6, “Customization Options,” of the Player’s Handbook. The DM decides whether they’re used and may also decide that some feats are available in a campaign and others aren’t. take one!

AGILE FISTFIGHTER

You are a master of fighting without armor or weapons. You gain the following benefits.

- Increase your Dexterity score by 1, to a maximum of 20
- Your unarmed attacks gain the Finesse tag, and deal 1d4 damage
- When not wearing armor or carrying a shield, your base AC becomes 13+Dex.

BLADE MASTERY

You’re an expert duelist. When wielding a shortsword, longsword, scimitar, greatsword, or rapier, you may take one of the following stances each turn:

- **Parrying Stance:** When you are hit by a melee attack, you may use your reaction to roll 1d4 and add it to your AC against that attack, potentially turning the hit into a miss.
- **Aggressive Stance:** Your first attack each round deals an extra 1d4 damage.
- **Opportunistic Stance:** When making opportunity attacks, you may roll 1d4 and add it to your attack roll



BLIGHTER

Prerequisite: The ability to cast at least one spell

When you cast a spell that deals damage, you may choose to have it deal necrotic or poison damage in place of its usual damage type.

Once per turn, when an enemy is affected by one of your spells of first level or higher that deals necrotic or poison damage, their hit point maximum is reduced by half the damage dealt until they complete a short or long rest. This reduction takes place after they are damaged—for example a creature with 30 maximum hit points who takes 10 necrotic damage would be left 20 hit points out of a maximum of 25.

BOWMAN

When wielding a long or shortbow, you may use your bow as an improvised melee weapon with the Finesse tag, dealing 1d4 damage (for a shortbow) or 1d6 (for a longbow). In addition, you may use the following abilities as bonus actions:

- **Far Shot:** You may over-draw your bow. The next bow attack you make before the end of your turn ignores disadvantage for firing at long range.
- **Manyshot:** You may notch an extra arrow. The next bow attack you make before the end of your turn deals an extra die of weapon damage.
- **Precise Shot:** You may take an extra second to aim. The next bow attack you make before the end of your turn ignores half and three-quarters cover.

CLEAVE

In battle you’re a blur of motion, cutting down foes left and right. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20
- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- If you hit an opponent with a melee weapon, you may use a bonus action to make a second melee attack against a creature who is both within your reach and adjacent to the original target. If you hit, you deal damage equal to your Strength modifier.

CRUSHING STRIKES

You strike down foes with incredible power. When wielding an axe or a bludgeoning weapon, you gain the following benefits:

- If you reduce an enemy’s hit points to zero, you may make an additional melee attack as a bonus action.
- Whenever you have Advantage on a melee attack roll and hit with both dice, you can knock the target prone if it is no more than one size larger than you.
- Whenever you have Disadvantage on a melee attack roll and hit with just one die, the target takes damage equal to your Strength modifier.

FIGHTING STYLE

You've trained and practiced the combat arts extensively. You gain the following benefits.

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20
- Choose one Fighting Style from the Fighter list. You can't take a Fighting Style option more than once.

FLAMEBRINGER

Prerequisite: The ability to cast at least one spell

When you cast a spell that deals damage, you may choose to have it deal fire damage in place of its usual damage type.

Once per turn, when an enemy is affected by one of your spells of first level or higher that deals fire damage, they catch on fire, taking 1d6+spell level damage at the beginning of your next turn.

ICE MAGE

Prerequisite: The ability to cast at least one spell

When you cast a spell that deals damage, you may choose to have it deal cold damage in place of its usual damage type.

Once per turn, when an enemy is affected by one of your spells of first level or higher that deals cold damage, their speed is halved until the beginning of your next turn.

ILLUSIONARY TELL

Prerequisite: The ability to cast at least one spell

When you cast an Illusion spell, you may choose to clue in your allies. They automatically know that the effect is illusory, and both you and your allies can see through your illusions as though they were transparent. Clued in allies automatically succeed on saves against your Illusion spells.

LIGHT OF LIFE

Prerequisite: The ability to cast at least one spell

When you cast a spell that deals damage, you may choose to have it deal radiant damage in place of its usual damage type. If you do, its damage dice are reduced one step in size— from d12s to d10s, d10s to d8s, and so on. Spells that deal d4s of damage instead deal 1 damage per die.

Once per turn, when a creature is affected by one of your spells of first level or higher that deals radiant damage or restores hit points, one ally within 30ft gains temporary hit points equal to the level of the spell.

LINGERING TRANSMUTATION

Prerequisite: The ability to cast at least one spell

When you cast a Transmutation spell with a duration, its effects remain for one round after the spell ends. This benefit applies even if the spell ends prematurely due to being dispelled or losing concentration.

PRACTICED DIVINER

Prerequisite: The ability to cast at least one spell

You may cast a Divination spell of 5th level or lower as a ritual, even if it does not normally have the Ritual tag. Once you have done so, you may not use this ability again until you have completed a short or long rest.

SPEAR SAVANT

You're an artist with a pointy stick. When wielding a spear, glaive, or pike, you gain the following benefits

- Your target provokes attacks of opportunity for entering your threatened range. If they took a Dash action or moved at least 20ft before doing so, they take an extra die of weapon damage
- When wielding a spear, its damage die increases by one step— 1d8 if being wielded in one hand, and 1d10 if being wielded in two.
- After taking the Attack action, you may use a bonus action to attack with the butt of your weapon, dealing 1d4+Str damage.



SCOURGE MASTERY

In your hands, whips seem to come alive. When wielding a flail or whip, you gain the following benefits:

- As a bonus action, you may extend your reach by 5 feet until the start of your next turn.
- If you use a Shove action and knock the target prone, you may immediately make a melee attack against them as a free action.
- You may treat whips as though they were Light weapons dealing 1d6 damage, and flails as though they were Versatile weapons dealing 1d8 (1d10) damage.
- You can use a whip or flail almost like a third hand. You cannot perform finely controlled motions like unscrewing a bottle or fastening a pouch, but you can move objects weighing less than 10 pounds anywhere within your reach, trip foes, pull open doors, grapple onto a secure perch, and so on.

STORMCASTER

Prerequisite: The ability to cast at least one spell

When you cast a spell that deals damage, you may choose to have it deal thunder or lightning damage in place of its usual damage type.

Once per turn, when an enemy is affected by one of your spells of first level or higher that deals lightning damage, they cannot take reactions until the start of their next turn. If the spell deals thunder damage, they are pushed five feet in a direction of your choice.

TELEKINE

Prerequisite: The ability to cast at least one spell

When you cast a spell that deals damage, you may choose to have it deal force damage in place of its usual damage type. If you do, its damage dice are reduced one step in size— from d12s to d10s, d10s to d8s, and so on. Spells that deal d4s of damage instead deal 1 damage per die.

Once per turn, when an enemy is affected by one of your spells of first level or higher that deals force damage, they are pushed 5ft in a direction of your choice.

THROWING MASTERY

You've mastered the art of throwing knives, axes, and anything else you can imagine. When using a thrown weapon, you gain the following benefits

- Double the range of thrown weapons
- Do not take Disadvantage for attacking with a thrown weapon when an enemy is within 5ft.
- You may draw a thrown weapon as part of the same action you use to attack with it.
- You may draw and throw a light thrown weapon as a bonus action, so long as you have at least one free hand

TRUE CONJURATION

Prerequisite: The ability to cast at least one spell

When you cast a Conjuraton spell, the effect manifested is fully real. As such, your Conjuraton spells are unaffected by resistance to magic damage, advantage on saves against spells, antimagic fields, and so on.

VERSATILE CASTER

Prerequisite: The ability to cast at least one spell

Upon choosing this feat, you learn one cantrip from your class list (or the Cleric list in the case of Paladins, or the Druid list in the case of Rangers). If you prepare spells, you may prepare an additional two spells at once; if you have a list of spells known, you may immediately learn two additional spells of first level or higher from your class list, which do not count towards your total number of spells known.

VITRIOLIC SAGE

Prerequisite: The ability to cast at least one spell

When you cast a spell that deals damage, you may choose to have it deal acid damage in place of its usual damage type.

Once per turn, when an enemy is affected by one of your spells of first level or higher that deals acid damage, their armor class is reduced by 1 until the beginning of your next turn.



WAR SLINGER

You've learned to fell giants with a single stone. When wielding a sling, you gain the following benefits:

- Increase the sling's damage die to 1d6
- You may load and fire a sling without needing a free hand.
- After successfully striking a target with your sling, you may cause the stone to ricochet. Make a second attack against a target within 10ft of the original; on a hit, you deal damage equal to your Dexterity modifier.

RACIAL FEATS

Xanathar's Guide to Everything introduced a collection of special feats that allowed you to explore your character's race further. These racial feats represent either a deepening connection to your race's culture or a physical transformation that brings you closer to an aspect of your race's lineage. *Xanathar's* included feats for the nine races in the *Player's Handbook*; these feats are intended to be used with the additional race options found in *Volo's Guide to Monsters* and the *Elemental Evil Player's Companion*.

ANGELIC ATTUNEMENT

Prerequisite: Aasimar

You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20
- You may use your Radiant Soul, Radiant Consumption, or Necrotic Shroud ability again after completing a short or long rest.
- Once per turn when you damage a foe you may deal additional radiant damage equal to your proficiency bonus.

BLACKSCALE LIZARDFOLK

Prerequisite: Lizardfolk

You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20
- Your Natural Armor trait now provides a base AC of 13+Con.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- If you successfully damage a target with your bite attack, you may attempt to start a grab as a bonus action.

EMBRACE THE ELEMENTS

Prerequisite: Genasi

You gain the following benefits:

- Increase your Constitution score or the score increased by your subrace by 1, to a maximum of 20
- You learn an additional cantrip and a spell which you may cast once as a 2nd level spell. You learn a second spell once you reach 5th level, which you may cast once as a 3rd level spell. You regain the ability to cast these spells when you finish a long rest. Constitution is your spellcasting ability for these spells.
 - **Air:** *Gust* and *Dust Devil*. At 5th level, you learn *Fly*.
 - **Earth:** *Mold Earth* and *Earthbind*. At 5th level, you learn *Meld Into Stone*.
 - **Fire:** *Control Flames* and *Enlarge/Reduce*. At 5th level, you learn *Haste*.
 - **Water:** *Frostbite* and *Invisibility*. At 5th level, you learn *Water Walk*.

FRIEND OF THE FOREST

Prerequisite: Firbolg

You gain the following benefits:

- Increase your Strength or Wisdom score by 1, to a maximum of 20
- You may comprehend and verbally communicate with beasts as though you shared a language.
- You may cast *Disguise Self* at will. You may also cast *Speak with Plants*. Once you have done so, you cannot cast it again until you have completed a long rest.

HUNTER'S POUNCE

Prerequisite: Taxabi

You gain the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20
- Your unarmed strikes attack gains the Finesse quality, allowing you to use your Dexterity bonus to make attack and damage rolls with it
- If you move at least 20ft straight towards a foe, you may make an unarmed strike against them as a bonus action
- You may use your reaction when you fall to reduce any falling damage you take by 20.



MIMIC MAGIC

Prerequisite: Kenku

You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20
- As a reaction, you may memorize a cantrip you see being cast. You learn that cantrip yourself for 24 hours, or until you use this ability again. Once you have used this ability, you may not use it again until you have completed a long rest.
- As a reaction, you may memorize a spell you see being cast. At any point in the next hour, you may cast that spell if you have the appropriate spell level slots available. If you do not have spell slots from your class, you are considered to have a single level 1 spell slot. At eight level, you are considered to have a single level 2 spell slot; at 12th, a level 3 slot, and at 16th a level 4 slot. Once you have used this ability, you may not use it again until you have completed a long rest.

POISON DUSK LIZARDFOLK

Prerequisite: Lizardfolk

You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20
- Your bite attack gains the Finesse quality, allowing you to use your Dexterity bonus to make attack and damage rolls with it.
- You gain resistance to poison damage.
- As a bonus action, you can adjust the color of your skin to match your surroundings. As long as you not wearing armor, robes or other covering clothing, you gain advantage on Stealth checks for one minute, and do not need cover to attempt to hide. After using this ability, you may not do so again until you've completed a short or long rest.

STONE RAGE

Prerequisite: Goliath

You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20
- Once per turn, when making a weapon attack against a target who damaged you in the last round, you deal an additional 1d4 damage.
- When you use your Stone's Endurance ability, you have resistance to all damage until the beginning of your next turn

TURTLE GUARDIAN

Prerequisite: Turtle

You gain the following benefits:

- Increase your Strength or Wisdom score by 1, to a maximum of 20
- Your Natural Armor trait now provides a base AC of 18.
- You may use your Shell Defense trait as a bonus action. While withdrawn, you may use reactions, but doing so causes you to emerge from your shell.

WIND WARDEN

Prerequisite: Aarakocra

You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20
- You gain proficiency in Perception, if you did not already have it, and may add twice your proficiency bonus to such checks.
- If you are flying and dive at least 20ft straight towards a target, you may make an unarmed strike against them as a bonus action, using your Dexterity modifier for the attack and damage rolls.



LEGENDARY FEATS

This section introduces six Legendary feats, only available to characters who have already raised one of their Abilities to 20. These feats let you emphasize just how incredible you are, but at a cost— you may only ever take one!

LEGENDARY STRENGTH

Prerequisite: Strength 20, no other Legendary feat

You're a paragon of physical might. You gain the following benefits:

- When you make a Strength check, you can treat a d20 roll of 7 or lower as an 8
- You count as one size category larger when determining your carrying capacity and how large a foe you can grab or shove.
- You gain a +5 bonus on Strength checks made to lift, push, break, or otherwise manhandle an object.

LEGENDARY DEXTERITY

Prerequisite: Dexterity 20, no other Legendary feat

You're a paragon of speed and agility. You gain the following benefits:

- When you make a Dexterity check, you can treat a d20 roll of 7 or lower as an 8
- You may use your Dexterity score to determine how far you can jump, and for ability checks based on climbing or jumping.
- You gain a climb speed equal to your land speed, and you may balance on objects as narrow as one inch without having to make a check. When determining if an object can support your weight, you are counted as only half as heavy as you actually are.

LEGENDARY CONSTITUTION

Prerequisite: Constitution 20, no other Legendary feat

You're a paragon of health and endurance. You gain the following benefits:

- When you make a Constitution check, you can treat a d20 roll of 7 or lower as an 8
- When you would have a condition or level of exhaustion imposed on you, you may use a reaction to choose to ignore it until the end of your next turn. You cannot use this ability more than once against the same effect.

LEGENDARY INTELLIGENCE

Prerequisite: Intelligence 20, no other Legendary feat

You're a paragon of logic and reason. You gain the following benefits:

- When you make an Intelligence check, you can treat a d20 roll of 7 or lower as an 8
- When making an ability check to which one could apply a proficiency bonus, you may add your Intelligence bonus to your roll. You may choose to do so after you have seen the result of your roll but before the DM announces the result. Once you have used this ability three times, you cannot do so again until you complete a long rest.

LEGENDARY WISDOM

Prerequisite: Wisdom 20, no other Legendary feat

You're a paragon of stillness and insight. You gain the following benefits:

- When you make a Wisdom check, you can treat a d20 roll of 7 or lower as an 8
- You gain blindsense out to a range of 10ft.
- As a bonus action, you may meditate on a specific course of action, learning whether its results will be good, bad, mixed, or neither. This ability does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. Once you have used this ability, you cannot do so again until you complete a short or long rest.

LEGENDARY CHARISMA

Prerequisite: Charisma 20, no other Legendary feat

You're a paragon of grace and charm. You gain the following benefits:

- When you make a Charisma check, you can treat a d20 roll of 7 or lower as an 8
- As long as you are able to speak, you may use the Help action as a bonus action to aid an ally within 50ft who can hear you.



APPENDIX: NEW OUTSIDERS



The outer planes are vast, inhabited by more creatures than are dreamt of in any single philosophy. Entire orders of angels and demons exist beyond the material plane, known only in obscure texts and long-lost spells.

ASURA

Asura are messenger spirits in service to deities of goodness and light. They take the form of slender, blue-skinned humanoids with flaming wings and avian talons.

ASURA

Medium Celestial, Chaotic Good

Armor Class 12
Hit Points 38 (7d8+7)
Speed 20ft, fly 40fy

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (0)	10 (0)	13 (+1)

Condition Immunities none
Senses darkvision 60ft., passive Perception 10
Languages Celestial
Challenge 1 (200xp)

Innate Spellcasting. The Asura's innate spellcasting ability is Charisma. The Asura can innately cast Zone of Truth 1/day, requiring no components.

Actions

Multiattack. The Asura makes two attacks with its sword

Scimitar. Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) slashing damage.

Calming Song. The Asura sings a magical melody. Every humanoid and giant within 300 ft. of the Asura that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The Asura must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the Asura is incapacitated.

ARCHONS

Archons are elite celestials, warrior-servants of the gods of law and good. They never strike the first blow, but lash out like vengeance itself when provoked by acts of evil and lawlessness.

BONDFIRE ARCHON

More powerful cousins of lantern archons, Bondfire Archons are charged with the protection of the recently deceased from all manner of astral and demonic predators. They resemble elaborately decorated golden lanterns, filled with blinding white light.

BONDFIRE ARCHON

Tiny Celestial, Lawful Good

Armor Class 13
Hit Points 40 (9d4+18)
Speed 0 ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	10 (0)	10 (0)	16 (+3)

Skills Insight +2, Persuasion +5
Damage Resistances lightning
Damage Immunities radiant, poison
Condition Immunities grappled, paralyzed, poisoned, prone, restrained
Senses darkvision 60ft, passive perception 10
Languages Celestial
Challenge 4 (1180 XP)

Illumination. The Bondfire Archon sheds bright light in a 30-foot radius and dim light for an additional 30 ft.

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

Spellcasting. The Bondfire Archon is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrips (At will): *control flames, mage hand*

1st level (3 slots): *guiding bolt, shield*

2nd level (2 slots): *calm emotions, spiritual weapon*

3rd level (1 slot): *fireball*

Actions

Multiattack. The Bondfire Archon uses its Light Ray twice.

Light Ray. Ranged Spell Attack: +5 to hit, range 30ft., one target. *Hit* 10 (3d6) radiant damage.

HOUND ARCHON

The soldiers and servants of Celestia, Hound Archons are skilled and loyal warriors. They resemble muscular men and women with canine heads.

HOUND ARCHON

Medium celestial, lawful good

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8+2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (0)	10 (0)	12 (+1)

Condition Immunities

Senses darkvision 60ft., passive perception 10

Languages Celestial

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hound archon can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the archon that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 1) slashing damage, or 6 (d10+1) slashing damage if used with two hands.

Longbow. *Melee Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit* 5 (1d8 + 1) piercing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3 (1d4 + 1) piercing damage.

HOUND ARCHON HERO

Hound Archon Heroes are the captains of Celestia, commanders of angelic armies.

HOUND ARCHON HERO

Medium celestial, lawful good

Armor Class 18 (plate)

Hit Points 52 (8d8+16)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (0)	12 (+1)	15 (+2)

Saving Throws Con +4, Wis +3

Senses darkvision 60ft., passive perception 11

Languages Celestial

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the archon can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the archon that isn't incapacitated.

Actions

Multiaction. The Hound Archon Hero makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) slashing damage.

Longbow. *Melee Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit* 5 (1d10) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (d4+3) slashing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the archon can utter a special command or warning whenever a non-hostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.



LANTERN ARCHON

Appearing as nothing but a floating ball of light, Lantern Archons serve as guides to the souls of the newly dead upon their arrival in the heavens.

LANTERN ARCHON

Tiny celestial, lawful good

Armor Class 12

Hit Points 22 (5d6+5)

Speed Oft., fly 30ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (0)	10 (0)	14 (+2)

Damage Immunities radiant

Senses darkvision 60ft., passive perception 10

Languages Celestial

Challenge 1/4 (50 XP)

Illumination. The Bondfire Archon sheds bright light in a 15-foot radius and dim light for an additional 15 ft.

Innate Spellcasting (at-will). The lantern archon can innately cast dancing lights, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Light Rays. *Ranged Spell Attack:* +4 to hit, range 60ft., one target. *Hit* 4 (1d8) radiant damage.

Luminous Burst (Recharge 6). The archon exhales a 15-foot burst of light. Each creature in that area must succeed on a DC 10 Constitution saving throw or be blinded until the end of the archon's next turn.



SWORD ARCHON

Princes of heaven, Sword Archons rule their cities with justice and generosity for all. They resemble perfectly sculpted men and women of supernatural beauty, borne aloft on two sets of feathered wings.

SWORD ARCHON

Medium celestial, Lawful Good

Armor Class 18 (plate)

Hit Points 65 (10d8+20)

Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (0)	11 (0)	10 (0)

Saving Throws Con +4, Cha +2

Senses blindsight 10ft., darkvision 60ft., passive perception 10

Languages Celestial

Challenge 5 (1,800 XP)

Flaming Swords. As a bonus action, the archon can transform its hands and forearms into blades burning with holy fire. As another bonus action, it may return them to normal.

Actions

Multiattack. The sword archon makes three attacks with its flaming swords.

Flaming Sword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) slashing damage and 3 (1d6) fire damage.

Holy Scourge (Recharge 5-6). The archon unleashes a blast of holy fire. All creatures in a 15ft cone must make DC 15 Dexterity saving throws, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

WARDEN ARCHON

The ever-vigilant guardians of Celestia, Warden Archons are gentle by nature but deadly when roused. They resemble large, white-furred bears, clad in elaborately decorated plate mail.

WARDEN ARCHON

Medium celestial, Lawful good

Armor Class 18 (plate)
Hit Points 39 (6d8+12)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	14 (+2)	12 (+1)	10 (0)	9 (-1)

Condition Immunities

Senses darkvision 60ft., passive perception 10

Languages Celestial

Challenge 2 (450 XP)

Keen sight. The archon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack The warden archon makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d4 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) piercing damage.

BARIAUR

Bariaur are fierce, wild inhabitants of the plane of Ysgard. They resemble centaurs, but with bronze skin, curling goat horns, and shaggy fur covering their horse body.

BARIAUR

Large Celestial, Chaotic Good

Armor Class 12
Hit Points 45 (6d10+12)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	14 (+2)

Condition Immunities groggy, melancholy, buzzed

Senses darkvision 60ft., passive Perception 11

Languages Pottymouth

Challenge

Charge. If the Bariaur moves at least 30 ft. straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack The Bariaur makes two attacks with its pike and one with its hooves, or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 9 (1d10 + 4) piercing damage.

Attack. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) bludgeoning damage.

Attack. *Melee Weapon Attack:* +4 to hit, range 150/600ft., one target. *Hit* 6 (1d8 + 2) piercing damage.



BRALANI

The fiercest and wildest of all celestials, Bralani Eladrin love to compete with others in challenges of physical and mental skill. They resemble elves with light blue skin and hair the color of new-fallen snow.

BRALANI

Size type, Alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8+8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	11 (0)	10 (0)	16 (+3)

Skills Athletics +5, Persuasion +5

Senses darkvision 60ft, passive perception 10

Languages Celestial

Challenge 3 (700 xp)

Spellcasting. A Bralani is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following spells:

Cantrips (At will): *blade ward*, *light*, *gust*, *sacred flame*, *shocking grasp**

1st level (4 slots): *feather fall*, *fog cloud*, *guiding bolt*

2nd level (3 slots): *gust of wind*, *enhance ability*

3rd level (3 slots): *fly*, *lightning bolt*

Actions

Attack. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)



ELDER ELEMENTALS

Exceptionally large and powerful elementals, Elder Elementals are the ultimate expression of their kind.

ELDER ELEMENTAL, AIR

Gargantuan elemental, neutral

Armor Class 14

Hit Points 200 (16d12+96)

Speed 0 ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	22 (+6)	6 (-2)	16 (+3)	6 (-2)

Saving Throws Con +10, Wis +7

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft., passive perception 13

Languages Auran

Challenge 9 (5,000 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack The elemental makes two slam attacks or uses its Toss Lightning ability twice.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit* 21 (3d8+8) bludgeoning damage.

Toss Lightning. *Ranged Spell Attack:* +7, range 100ft., one target. *Hit:* 28 (5d10) lightning damage.

ELDER ELEMENTAL, EARTH

Gargantuan elemental, neutral

Armor Class 14 (natural armor)

Hit Points 200 (16d12+96)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	22 (+6)	6 (-2)	16 (+3)	6 (-2)

Saving Throws Con +10, Wis +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60ft., tremorsense 60ft., passive perception 13

Languages Terran

Challenge 9 (5,000 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit* 21 (3d8+8) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +12, range 60/240 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

ELDER ELEMENTAL, FIRE

Gargantuan elemental, neutral

Armor Class 14
Hit Points 200 (16d12+96)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	22 (+6)	6 (-2)	16 (+3)	6 (-2)

Saving Throws Con +10, Wis +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60ft., passive perception 13
Languages Ignan
Challenge 9 (5,000 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 11 (2d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 11 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 11 (2d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 60-foot radius and dim light in an additional 60 ft.

Actions

Multiattack The elemental makes two touch attacks or uses its Throw Fire ability twice.

Touch. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit* 16 (3d10) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

Throw Fire. *Ranged Spell Attack:* +7, range 100ft., one target. *Hit:* 28 (5d10) lightning damage.

ELDER ELEMENTAL, WATER

Gargantuan elemental, neutral

Armor Class 14 (natural armor)
Hit Points 200 (16d12+96)
Speed 0 ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (0)	22 (+6)	6 (-2)	16 (+3)	6 (-2)

Saving Throws Con +10, Wis +7
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60ft., passive perception 13
Languages Aquan
Challenge 9 (5,000 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Actions

Multiattack The elemental makes two slam attacks or uses its Water Whip ability once.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit* 21 (3d8+8) bludgeoning damage.

Water Whip. *Melee Weapon Attack:* +12, range 60 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.



FIREBAT

Feral creatures that darken the skies of the Abyss, Firebats will devour anything in their path. They resemble huge skeletal bats, flesh replaced by hellfire that streams out behind them when they fly.

FIREBAT

Medium fiend, neutral evil

Armor Class 13

Hit Points 22 (4d8+4)

Speed 10ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)	7 (-2)	11 (0)	8 (-1)

Damage Immunities Fire

Senses darkvision 60ft., passive perception 10

Languages understands Abyssal but can't speak it
Challenge 1/2 (100 XP)

Actions

Spire Fire. The firebat spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one

Talon. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (d4+3) slashing damage

CHASME, LESSER

Chasme hatch in great swarms, and not all grow to full size.

CHASME, LESSER

Medium fiend (demon), chaotic evil

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	1 (-5)	10 (0)	3 (-4)

Condition Immunities

Senses darkvision 60ft., passive perception 10

Languages understands Abyssal but can't speak it
Challenge 1/2 (100 XP)

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the lesser chasme gains 5 temporary hit points



MOVANIC DEVA

The least and most numerous of the devas, Movanic Devas serve as infantry in battles with the forces of darkness. They resemble pale, supernaturally beautiful men and women with white feathered wings.

MOVANIC DEVA

Medium celestial, Lawful good

Armor Class 16 (shield)
Hit Points 112 (15d8+45)
Speed 30ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Condition Immunities fear
Senses darkvision 60ft., passive perception 10
Languages Celestial
Challenge 5 (1,800 XP)

Shapechanger. The deva can use its action to polymorph into a Small or Medium humanoid or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deva reverts to its true form if it dies.

Actions

Attack. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (d8 + 4) piercing damage and 3 (d6) radiant damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The deva adds 3 to its AC against one melee attack that would hit it. To do so, the deva must see the attacker and be wielding a melee weapon.



MUSTEVAL

The smallest of the guardinals, Mustevals are celestial spies and saboteurs. They resemble small, white-furred halflings with the heads and tails of rodents.

MUSTEVAL

Small celestial, Neutral good

Armor Class 13 (leather armor)

Hit Points 16 (3d8+3)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	12 (+1)	11 (0)	13 (+1)	11 (0)

Skills Perception +5, Stealth +6,

Senses darkvision 60ft., passive perception 16

Languages Celestial

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The scout has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The musteval makes two melee or ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit* 5 (1d6 + 2)



PALRETHEE

Demons who failed at their attempt to become Balors and were plunged into bitterness, Palrethee would burn the world if given the excuse. They resemble gaunt, red-skinned humanoids with torn wings, eternally burning with thin flames.

PALRETHEE

Medium fiend, chaotic evil

Armor Class 14 (natural)

Hit Points 33 (6d8+6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	9 (-1)	11 (0)	14 (+2)

Damage Immunities fire

Senses darkvision 60ft., passive perception 10

Languages Abyssal

Challenge 1 (200 XP)

Spellcasting. The Palrethee is a 3rd level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +2 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrips (At will): *fire bolt, chill touch, mage hand, thaumaturgy*

1st level (4 slots): *burning hands, cause fear, hex*

2nd level (2 slots): *darkness, scorching ray*

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d6 + 1) slashing damage

URSINAL

The scholars and philosophers of Elysium, Ursinals are nevertheless devastating warriors when pushed. They resemble bears, but with the upright posture and nimble hands of a man.

URSINAL

Medium celestial, neutral good

Armor Class 11 (natural)
Hit Points 135 (18d8+54)
Speed 40ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	17 (+3)	16 (+3)	16 (+3)	12 (+1)

Skills History +6, Religion +6
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Senses darkvision 60ft., passive perception 13
Languages Celestial
Challenge 5 (1,800 XP)

Spellcasting. The Palrethee is a 3rd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrips (At will): *guidance, mending, message, true strike*

1st level (4 slots): *alarm, magic Missile, identify*

2nd level (2 slots): *detect thoughts, enhance ability*

Actions

Attack. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

