

# DECK THE DUNGEONS

HEROICS TO HERALD THE HOLIDAYS

A set of festive character options for the world's greatest roleplaying game







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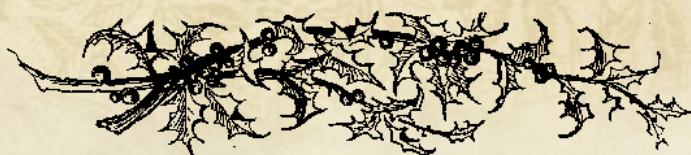
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## WARLOCK: SAINT

Since you have been exceptionally well behaved as of late, a semi-divine figure has taken note of you. You have never seen this figure, but there are legends and stories told among children about his generous exploits. Some say he can give life to inanimate objects, others say that he is able to slow down even time itself to a crawl in order to travel the entirety of the realm in a single night. Whether or not any of this is true, the fact still remains that this man has chosen to give you some of his power.

Beings of this type include the eponymous Saint Nicholas, Kris Kringle, the Yule Lad, Father Christmas, and other benign and ancient entities.

### EXPANDED SPELL LIST

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

#### SAINT EXPANDED SPELLS

Spell Level	Spells
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1st	<i>Animal Friendship, Disguise Self</i>
2nd	<i>Enlarge/Reduce, Invisibility</i>
3rd	<i>Haste, Gaseous Form</i>
4th	<i>Ice Storm, Greater Invisibility</i>
5th	<i>Animate Objects, Legend Lore</i>

### WINTERBORN

Starting at 1st level, you gain a slight physical resemblance to your patron. Your hair, or equivalent, changes to a white color. It also becomes bushier and seems to grow faster than usual. You also gain a resistance to cold damage. Snow- and Ice-based difficult terrain does not give any penalties for movement, neither do harsh slopes. Milk and Cookies are now capable of providing an entire day's rations for you alone

### SPIRIT OF THE CRAFTSMAN

Starting at 6th level, you gain the affinity for crafting items that your patron possesses. Items that you are able to craft can now be created in half the time as normal (this stacks with related feats or abilities). In addition, you gain advantage on strength checks for lifting, dragging, and throwing objects. The amount you can carry is doubled as well.

### NAUGHTY OR NICE

Starting at 10th level, your patron bestows upon you the ability to detect some of the alignment of another creature. As an action, you can cause a creature within 10 feet to make a Charisma Saving Throw against your Warlock save DC. This save cannot intentionally be failed since it happens automatically. On a failed Save, you immediately discern one part of the other creature's alignment (Lawful or Chaotic, Good or Evil, etc.). The creature is then immune to this ability for 24 hours. On a passed Save, you are left with no more information than you had before.

This effect is considered magical.



### PARAMONY

When you reach 14th level, your connection to the Saint increases so that you can tap into a bit more of his reality-warping abilities. As an action, you can stop time in a 100 ft. radius area around you for 1d4 turns.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 100 feet from the location where you originally cast it.

A creature can see the border of the area where Paramony is active and can thus make logical assumptions as to what goes on within. If they choose to enter regardless, the effect immediately applies to them.

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

### PALADIN: OATH OF THE LAMP

The Oath of the Lamp is a quiet oath of remembrance and hallowing of the old ways and of miracles. Paladins who swear this oath are those who have a strong connection to the past and who will fight with their lives on the line to preserve the history of their ancestors and of their righteous path. There is a strict religious and social order which is difficult to join if one is not born into it.

Every year, those of the Oath of the Lamp have an 8 day long celebration about remembering the founding of their order.

### TENETS OF THE LAMP

The tenets of the Oath of the Lamp are numerous, reaching more than 600 in number, though they can easily be simplified into 4 general ideas.

**Faith.** Do not consider the effects of other gods or condone their worship. This includes the repeat acceptance of healing by the magic of other gods.

**Commitment.** Do not turn back on your vows, whether to your god or to your fellow man.

**Justice.** Do not harm those who do not deserve it, but do not show mercy to those who do. Protect the innocent and your comrades.

**Truth.** Do not condone theft. Do not lie for your own benefit or even for the benefit of others.



## OATH SPELLS

You gain oath spells at the paladin levels listed.

### OATH OF THE LAMP SPELLS

Paladin Level	Spells
3rd	<i>Grease, Purify Food and Drink</i>
5th	<i>Continual Flame, Gentle Repose</i>
9th	<i>Fireball, Water Walk</i>
13th	<i>Control Water, Divination</i>
17th	<i>Awaken, Flame Strike</i>

## CHANNEL DIVINITY

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

**Fiery Weapon.** As an action, you can imbue one weapon that you are holding with searing might using your Channel Divinity. For 1 minute, the weapon deals an additional 1d6 fire damage, emits dim light in a 20-foot radius, and is considered magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer carrying this weapon or if you fall unconscious, the effect ends immediately.

The extra damage increases to 2d6 at 9th level and 3d6 at 17th level.

**Turn the Unclean:** As an action, you present your holy symbol and speak a prayer censuring constructs and undead, using your Channel Divinity. Each construct or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## AURA OF LUCIDITY

Starting at 7th level, the tenets of your Oath bring you closer to your deity. If you did not already speak it, you now understand and speak Celestial. You also understand all languages, but cannot speak them unless you already knew them beforehand or learn them from some other source. In addition, any Religion or Investigation checks made by you or by allies within 10 feet of you gain a bonus equal to your Charisma modifier while you are conscious.

At 18th level, this increases to 30 feet.

## ATTENDANT FLAME

Starting at 15th level, when you are reduced to 0 hit points and not killed outright, you can choose to drop to 1 hit point instead. Immediately, all hostile creatures within 15 feet of you take 1d10 + your Charisma modifier fire damage. In addition, until you are either reduced to 0 hit points again or until 3 turns pass, whichever happens first, you have immunity to fire damage.

Once you use this ability, you can't use it until your next Long Rest.

## SERVANT OF THE ENDLESS ONE

Starting at 20th level, the true name of your deity is formed within the confines of your mind. It is wholly unpronounceable, but you perfectly understand the intricacies of it.

As an action, you can evoke the form of one of his servants. For 1 minute, you gain the following benefits:

- Wings sprout from your back and grant you a flight speed of 60 feet.
- You are wreathed in holy flames. You are under the effects of the Flame Shield spell for the duration of the transformation.
- Any time you make an attack that deals fire damage, add an extra die to the damage roll. If the damage does not normally have a die assigned to it, add 1d6 instead. You gain all the effects of a Short Rest, though you can only use up to 3 hit dice to regain health.

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





## BARBARIAN: PATH OF SAVINGS

For some folk, commoner and warrior alike, rage is a means to an end – that end being mediocre deals on inessential items. The Path of Savings is one wrought with madness and ravenous hunger, characterized by empty wallets and even emptier skulls. As you enter the shopper's rage, you become more than willing to do anything to sate your lust for savings.

### DAYBREAK DELIRIUM

Starting when you choose this path at 3rd level, your resolve begins to manifest. While raging, you gain resistance to cold and psychic damage. In addition, you gain advantage on saving throws against being charmed.

### DEATH GRIP

Beginning at 6th level, your drive to keep everything to yourself is increased to extreme levels. You cannot be disarmed, even while unconscious. You also gain advantage on grappling checks and can continue making grappling checks even while making death saves (though, you do so at disadvantage).

If you fail all your death saves, but were otherwise successful in your grappling checks, your opponent remains grappled because of rigor mortis. To break free, they must make a Strength check against a DC Equal to 15 + your Strength modifier.

### NUMBING DETERMINATION

Beginning at 10th level, whenever you suffer from Exhaustion you experience one level less than normal. For instance, you require 2 levels of exhaustion to feel any difference, and 7 levels to die. You also no longer need to sleep.

### UNSTOPPABLE FORCE

Starting at 14th level you willingly succumb to true discounted madness. While raging, you can enter Hysterics as a bonus action. While in Hysterics, you can pass through the spaces of other creatures and are treated as though you used the disengage action. The creatures you pass by with this feature must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength bonus) or be knocked prone and take bludgeoning damage equal to 1d12 + your Strength modifier.

Once your rage ends you suffer from a level of exhaustion after using this feature.

## FIGHTER: LUMBERJACK

Deep in the forests of the north, a few hardy individuals stake their claim in those savage lands. The cold, unforgiving expanse of snow-coated plantlife has resulted in a unique breed of fighter: one who has learned to utilize the stubbornness of the evergreen. The archetypical Lumberjack is completely at home in the solitude of the woodlands, yet also by a warm fire surrounded by friends and family.

## SPELLCASTING

When you reach 3rd level, you gain a mutual understanding with nature. In further developing this connection, you learn to cast spells.

### LUMBERJACK SPELLCASTING

Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

**Cantrips.** You learn two cantrips of your choice from the Druid spell list. You learn an additional druid cantrip at 10th level.

**Spell Slots.** The Lumberjack Spellcasting 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 Earth Tremor and have a 1st level and a 2nd level spell slot available, you can cast Earth Tremor using either slot.

**Spells Known of 1st-Level and Higher.** You know three 1st level Druid spells of your choice, two of which you must choose from the transmutation and evocation spells on the druid spell list. The Spells Known column of the Lumberjack Spellcasting table shows when you learn more Druid spells of 1st level or higher. Each of these spells must be an transmutation 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 Druid spells you know with another spell of your choice from the Druid spell list. The new spell must be of a level for which you have spell slots, and it must be an transmutation or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.





**Spellcasting Ability.** Wisdom is your spellcasting ability for your Druid spells, since your magic relies on your intuition when dealing with the fickleness of nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Druid spell you cast and when making an attack roll with one.

### TIMBER!

At 3rd level, you gain a new focus in certain weapons. Whenever you score a critical hit with a weapon that deals slashing damage you can add an additional 1d6 + your Wisdom modifier to the damage roll.

### APEX WOODSMAN

Starting at 7th level, your expertise in woodsmanship pushes you on the brink of the supernatural. You can no longer be surprised as long as you are conscious, even if the means are magical.

In addition, you and your allies gain a bonus to hit points regained during a short rest equal to your Wisdom modifier as long as you are in a forest.

### LOG RUNNER

At 10th level your experience with scaling massive, often magical, trees has made climbing second nature. You gain a climbing speed equal to your walking speed. In addition, you have advantage on all checks related to maintaining balance, including any effects that would make you prone.

### GREATER TIMBER!

Starting at 15th level, the damage die you add from Timber! changes to 1d12.

### METHUSELAH

At 18th level, you gain the repertoire, and reputation, of the lumber-legends that came before you. You cannot be aged magically, nor do you suffer from the frailty of old age. In addition you no longer need to sleep.

Most importantly, you can cast Enlarge/Reduce on yourself as an action without using a spell slot or magical components.

## CLERIC: DUALITY DOMAIN

Worshipping Gods of Duality – most often pairs of opposing Gods, though certain exceptions like Janus and Omoteotl do exist – is a task that only the most devout clerics can take up. In some cultures, only the Emperor or the King is allowed to perform duality rites; simultaneously pleasing the multifaceted gods is simply too important a responsibility to give to anyone lesser. Dual Gods claim domain over beginnings, endings, transitions, time, and doorways. Almost all of these deities can be followed by Clerics of other dominions.

Clerics of a God of Duality preside over ceremonies celebrating the New Year, births, funerals, times of war and times of peace, and crownings. When a Duality Cleric is near, everyone knows that a great change is coming on the horizon.

## DUALITY DOMAIN SPELLS

### Cleric Level Spells

1st	<i>Bane, Bless</i>
3rd	<i>Arcane Lock, Knock</i>
5th	<i>Haste, Slow</i>
7th	<i>Banishment, Dimension Door</i>
9th	<i>Passwall, Teleportation Circle</i>

### BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons.

### WARDED GATEWAY

Also at 1st level, you can choose to ward an entryway of your choosing. You learn the spell *Alarm* and can cast it without using material components. This spell is treated as a Domain Spell for you.

In addition to the normal effects of the spell, the warded entry also forces the intruder to make a Constitution saving throw against your spell save DC or be stunned for a round.

### CHANNEL DIVINITY: INVERSION OF FATE

Starting at 2nd level, you can use your Channel Divinity to alter the nature of events around you. When any creature makes an attack roll, saving throw, or skill check, you can use your reaction to bestow advantage or apply disadvantage to the roll. This application supercedes any other advantages or disadvantages on the roll, including circumstances that would lead to the advantage or disadvantage being cancelled out.

### FORESIGHT/HINDSIGHT

Starting at 6th, you gain a bonus to initiative checks equal to your Wisdom modifier. Should you place last on the initiative order, you gain temporary hit points equal to your wisdom modifier that last until your next round.

### DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with two opposing forces. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant or necrotic damage (your choice) to the target.

When you reach 14th level, the extra damage increases to 2d8.

### MOTION AND STILLNESS

At 17th level, you are constantly under the effects of the *Freedom of Movement* spell. As an action, you are able to bestow this effect onto another creature for a number of rounds equal to your Wisdom modifier. While the other creature possesses this abjuration, you do not. *Dispel Magic* can remove this effect from you. To regain it, you must spend at least 10 minutes performing sacred rites to your deity.

In addition, you learn the 9th level spell *Time Stop*. It is treated as a Domain Spell.



## RANGER: REINDEER RIDER

The Reindeer. The second-most popular representative of Christmas. It would make sense, of course, that any good Ranger would seek to tame such a legendary beast for their own purposes. The abilities of a gravity defying mount would provide any Ranger the edge needed to succeed in the world at large. The only issue is training the rowdy creature itself.

### FLIGHT PREPARATION

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Acrobatics, Animal Handling, Insight, or Persuasion. You also learn the spell *Featherfall*. It is treated as a Ranger spell for you.

### STEADY RIDER

At 3rd level, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

### EXTRA ATTACK

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

### NATURAL POSITIONING SYSTEM

At 7th level, you learn to deeply trust your mount's instincts. While mounted, you always know which direction is north. In addition, you can find fresh food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

### DANCING AND PRANCING

At 11th level, your steed learns how to most efficiently maneuver through danger. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. This only applies while mounted.

## CUSTOMIZING THE REINDEER RIDER

This class can be repurposed for other animals, as opposed to only Reindeer. Any mountable animal can work, though it should only be one type per setting. Horses are the most common.

A reskin of the archetype still uses the Pegasus statblock for its 15th level feature. Should you choose to alter it, you can choose a different spell other than Light. Whether the spell takes an action or can be cast at will is up to the GM's discretion. The other benefits are the same.

## CHILD OF RUDOLPH

By 15th level your hard work has finally paid off. Whenever you find and successfully tame a deer, you can spend a long rest bestowing it with myriad enchantments in preparation for its apotheosis.

After the rest, the deer magically becomes a Flying Reindeer. The Flying Reindeer is mechanically identical to the Pegasus, though it gains the ability to cast the Light spell at will. It is Fey instead of Celestial.

The Reindeer has your Armor class as opposed to that of the Pegasus. It also gains three more hit dice, and gains one extra hit die for each of your Ranger levels above 15.

A reskin of the archetype still uses the Pegasus statblock, but you can choose a different spell other than Light. Whether the spell takes an action or can be cast at will is up to the GM's discretion. The other benefits are the same.

## ROGUE: FROSTY SPRITE

Tales speak of a legendary rogue who would fly around on cold winter nights, sneaking into homes and nipping away at even the strongest of men. His calling card was the beautiful frosting that coated windows in the morning, as well as the blackened frostbitten fingers of the inattentive.

This legend, Jack Frost, is in fact a title passed down through generations of rogues. There is an ill-explained fey magic that turns compatible rogues into the chilly tricksters of winter. Sprite rogues aren't too keen on explaining, since they're fond of the allure the mystery, and their unique appearance, brings.

### COLD SHOULDER

Starting at 3rd level you unconsciously gain an affinity for the cold. You gain a resistance to cold damage and your hair turns white. In addition, your Sneak Attacks can now deal cold damage at your discretion instead of the damage type they would deal normally.

### COLOR OF AUTUMN / HANDMADE SNOWFLAKE

Also at 3rd level, you gain proficiency in your choice of Painter's tools or Glassblower's tools. You have expertise in using these tools.



### RIME AND REASON

At 6th level, you gain the ability to pass between snowbanks. When you are on ice, water, or snow, as a bonus action you can teleport up to 60 feet to an unoccupied area of ice, water, or snow. If you teleport into water, it freezes over. Immediately after teleporting you gain advantage on Stealth checks.

Also, your breath is no longer visible in cold weather.

### COLDER SHOULDER

By 13th level you have thoroughly explored your affinity for the cold. You gain an immunity to cold damage. Whenever you successfully make a Sneak Attack on an enemy, that enemy is treated as though it were under the effects of the Slow spell.

In addition, your skin gains a slight blue tint. If your skin was already blue, it instead deepens in shade.

### ICE ROAD

When you reach 17th level, you learn to embrace the chill winds of Winter. You gain a fly speed equal to your current walking speed, and leave a path of ice behind you as you do so. Others may attempt to climb this path, but they have to make continuous DC 18 Athletics checks to hang on. The path disappears after a number of turns equal to your proficiency bonus, and cause them to automatically succeed on this save.

Your extremities and the edges of your clothing constantly have a thin layer of frost coating them.

### MONK: WAY OF REVELRY

Monks of the Way of Revelry are invariably looked down upon by other monks. Their order is not one of rigorous practice or of memorizing techniques. In fact, it's barely even a tradition.

The Way of Revelry doesn't have a monastery or a well-defined set of tenets or katas. It attracts membership through a series of pamphlets written by the mad monk "Andre Wukei" that are often handed out at festivals (big ones, like Saturnalia). Most of them are thrown away, but those that are not instruct their readers in how to become a true reveler.

### THE PRE-AFTER-PARTY

Starting when you choose this tradition at 3rd level, improvised weapons count as monk weapons for you. In addition, you gain proficiency with brewer's supplies or alchemist's supplies.

### LIGHT SHOW

At 6th level, you gain the ability to dazzle your foes with a manifestation of your Ki. As an action, you can force people within 15 feet of you to make a Constitution Save or be blinded until your next turn. You can also use 2 Ki to cast Faerie fire or Chromatic Orb. Additionally, you learn the Dancing Lights cantrip if you did not already know it.

### WINDMILL

By 11th level you learn to attack in a much flashier way. Whenever you would make a melee attack using your monk weapons, you can instead make melee attacks against any number of creatures within five feet of you. You do not make a separate attack roll for each target. This stacks with every monk feature that could let you make more melee attacks.

You also no longer have disadvantage on attack rolls while prone.

### AND IT DON'T STOP

At 17th level you finally realize the truth in the phrase "the Night must go on." Your Constitution score increases by 2 and your maximum for that score is now 22. As a result of this enhanced vitality, you no longer need to sleep.

In addition, you can't be blinded or deafened. When you are targeted by an effect that would blind you or deafen you, you instead gain temporary hit points equal to half your monk level rounded down from a rush of adrenaline. Temporary hit points gained in this way disappear after one round.

The spell Darkness counts as a "blinding" effect in this case.

### WIZARD: SCHOOL OF KINGMAKING

A Wizard's School from the Deserts in the Far East. Kingmaker wizards are those who decide who rules and who is ruled over. They support the warriors of their countries with their magic and do not shy away from the face of danger. Wizards of this school often find work as royal advisors or as members of an army's support team, thus they are equally found on the front lines and in the planning room. Theirs is an art of war, but violence is not their direct calling.

Of course, it's not unheard of for Kingmaker wizards to become their own monarch, but most legends speak of wizards who went off on a fantastic journey to find a long-prophesized legendary ruler.

### IMPROVED TRUE STRIKE

Beginning when you select this school at 2nd level, you learn the *True Strike* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast *True Strike* you can select one other creature to benefit from this effect. You both gain advantage on your first attack roll against the target and the effect ends after both of you have made your attacks, provided that the spell hasn't already ended.

### GUIDING STAR

Starting at 2nd level when you choose this school, you learn to read the flow of magic in the heavens. Once per short rest you can select a destination and begin reading the sky. By observing the stars or the position of the sun, you are able to determine the direction and distance to a stated destination. You can't become directionally disoriented or lose track of the destination unless by magical means.

You also gain proficiency in the Animal Handling skill if you didn't have it already.



## POLYMATH

At 6th level, choose any three of your skill or tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses any of the chosen proficiencies. In addition, you learn two languages of your choice.

## MENTAL RESILIENCE

Beginning at 10th level, you learn to remain steady for your allies, no matter the odds. After you lose concentration on a spell, you can roll an Intelligence save with a DC equal to the spell level + 15. If you succeed this Intelligence Save, you regain concentration as long as the spell hasn't exceeded its maximum duration.

## SHARED BLESSING

When you cast a spell with a range of Self you can choose to duplicate the effect on another creature within your line of sight. If the original effect required concentration, the duplicate does not. The duplicate ends as soon as the original does, however.

This feature can also be used with beneficial effects that target other creatures. In that case, the effect is duplicated onto yourself but still functions as normal.

You can make use of this feature twice per long rest.

## SORCERER: NEPHILIM GENESIS

Your innate magic comes from the mingling of mortal and celestial blood. When the gods meddled more directly in the affairs of mortals, nephilim were common and often possessed supernatural strength or extraordinary wisdom. Their legendary exploits were lost to time, however, and tales of nephilim became corrupted. Soon, the general consensus was that the bastard heritage of these sorcerers made them predisposed towards chaos and evil, that they were massive in size, and that they were in league with demons.

Nowadays, sorcerers of this bloodline are exceedingly rare. Angels no longer come down from the heavens as often and even when they do they do not take mortal companions anymore. Instead, Nephilim sorcerers are most often born from two individuals who have Nephil ancestors.

## CELESTIAL BLOODLINE

At 1st level you choose one type of angel as your ancestor. The angel type you choose is used by features you gain later.

### HEAVENLY ANCESTOR

Angel	Dominant Skill
Seraph	Insight
Cherub	Animal Handling
Throne	Perception
Dominion	Arcana
Virtue	Stealth
Power	Athletics
Principality	History
Archangel	Investigation
Angel	Religion

You can speak, read, and write Celestial. In addition, you are proficient with the skill associated with the Angel you chose and can add your Charisma modifier to checks using that skill.

## ANGELIC TRAINING

Generally speaking, Angels from the same Choir receive nearly identical training regimens, but the Choirs themselves learn different techniques. You've supernaturally inherited the basics of divine war through your angelic blood. At 1st level, you gain the proficiencies associated with your previously selected angel.

### CHOIR TRAINING

Choir	Angel	Proficiencies
First Choir	Seraph, Cherub, Throne	Light Armor, Medium Armor, Simple Weapons
Second Choir	Dominion, Virtue, Power	Light Armor, Simple Weapons, Martial Weapons
Third Choir	Principality, Archangel, Angel	Light Armor, Shields, Simple Weapons

## SUBLIME COMBAT MEMORY

Starting at 6th level, you gain a greater portion of your ancestor's battle-knowledge; You learn a fighting style from the choices presented to the Fighter. You can't take a fighting style more than once, even if you get to choose again.

In addition, when you make a melee attack you can spend a sorcery point to add radiant damage to the damage roll equal to your Charisma modifier. This point must be spent prior to making the roll. In case of a critical hit, the radiant damage is doubled.

## BLESSING OF THE SPHERES

At 14th level you gain a token of power related to your ancestor's place in heaven. You gain the ability associated with your previously selected type of angel. Reference the table above to determine which Choir contains your ancestor.

**First Choir.** You can see invisible creatures and objects within 15 feet of you that are within line of sight. You can also see through magical darkness.

**Second Choir.** You learn the spells Fabricate and Stone Shape. These spells count as Sorcerer spells for you, but do not count against your spells known. You can cast these spells using three sorcery points instead of spending a spell slot.

**Third Choir.** As a bonus action, you can cause glowing wings to appear floating gently behind you. You gain a flight speed equal to your movement speed.

## APKALLU TRIGGER

Beginning at 18th level, you can invoke the divine presence of your ancestor, thus further awakening your own angelic blood. As an action, you can spend 5 sorcery points to gain the benefits of the *Haste* spell without concentration. In this form you gain resistance to all damage types except force. You also emit sunlight for 30 feet and dim light for 30 feet beyond that.

You gain temporary hit points equal to double your Sorcerer level. Once those hit points are exhausted, or one minute passes, you lose this form and gain one level of exhaustion.





## BARD: COLLEGE OF DECORATION

While most bards are known to be musicians, there are a few who express their artistic talent through other means. Bards of the College of Decoration focus more on the visual than the auditory.

At any major festival, whether as a result of a momentous victory or of a noble tradition, you will certainly find one of these bards. While the catastrophic arrangement of streamers and baubles may seem chaotic to some, to the distinguished patrician it is a subtle and evocative masterpiece. Certain types of tinsel evoke the gentle snowfall of mid-winter, others represent the starry sky of the solstice.

While normally their techniques are performed with the very objects with which they furnish the town, the College of Decoration has recently opened their doors to the less-visually inclined. They have taken mercy on those poor souls and allowed them to use whips instead of streamer rolls.

### BONUS PROFICIENCIES

When you join the College of Decoration at 3rd level, you gain proficiency with Whips and Improvised Weapons. You also have proficiency in Painter's Supplies and the Acrobatics skill. If you are already proficient with painter's supplies or the Acrobatics skill, choose another skill proficiency for each proficiency you already have.

### ORNAMENTAL TACTICS

At 3rd level you learn the combat opportunities that the skillful use of whips (or streamers, or tinsel) can offer. Whenever you make an attack with a Whip on your turn, you can attempt one of the following Tactics. In order to facilitate the use of these abilities, Whips are treated as light weapons for you.

**Sweep You Off Your Feet.** You whirl your whip around, making sure to catch your foes by the legs. When you hit a creature with a whip attack, you can expend one Bardic Inspiration die to attempt to knock the target down. You add the Bardic Inspiration die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

**All Together Now!** You don't care if they're in a hurry; they need to take time to appreciate your work. When you hit a creature with a whip attack, you can expend one Bardic Inspiration die to attempt to pull them towards you. You add the Bardic Inspiration Die to the damage roll. The target must make a Strength saving throw to resist with a DC equal to your spellcasting DC. If it fails, it is moved a distance up to your whip's reach.

**Just Enough.** Even when you don't have enough material, you still find a way to make it work no matter what. When you make a weapon attack with a whip, you can spend one Bardic Inspiration die to increase its reach. The new reach of the whip equals the number rolled on the die multiplied by 5 feet. If the target of the attack is an unattended, inanimate object, you can choose to securely wrap the end of the whip around it. What you do with it afterwards is up to you.

At 10th level, you can use two Tactics per attack and must spend one Bardic Inspiration die for each one.

### TANTALIZING TCHOTCHKE

Starting at 6th level, you learn to force the world to see your flawless aesthetic. Whenever you grant a Bardic Inspiration as a bonus action, you also weave in a subtle glamour. If the Bardic Inspiration die is used on a Charisma check or saving throw, your proficiency bonus is added to the roll. In addition, the recipient of your Inspiration looks noticeably more attractive than they did prior to receiving your boon, albeit significantly more gaudy.

### INVOCATION OF THE STARRY SKY

Starting at 14th level, you can use your action to light up the night with your radiance. During that time, you emit bright light in a 15 foot radius and dim light 15 feet beyond that. You and all allies within the light add your Charisma modifier to their AC for the duration of your performance. This feature continues for as long as you use your Bonus Action to continue it, for a maximum of 10 rounds. The brilliance ends early if you are incapacitated or restrained.

The light created by this feature overcomes the effects of the *Darkness* spell. This feature can only be used once per long rest.



## DRUID: CIRCLE OF THE SOLSTICE

Druids of the Solstice unanimously declare themselves as being from two separate Druidic Circles. This statement is so thoroughly believed that the mere mention of similarity between the two circles is met with indignation. Despite this, most have noted that the abilities and teachings of both Circles are nearly identical. Druids of these sects, as the two paths of the Solstice have come to be known, are adamant that such generalizations are nothing more than arrogant ignorance without even a basic understanding of the intricacies of their lore.

What is known is that the rivalry between these two sects has turned the Circle of the Solstice into an exceedingly warlike organization. These druids can be cordial with one another up the slightest opportunity for conflict strikes and leads into immediate bloodshed. Even in this barbarity, the two sects keep each other in check and thus maintain the balance with nature that is integral to basic druidic tradition.

Solstice Druids do not often speak of their history, but what has been said leads scholars to agree that the two sects were once one until a great schism irrevocably split the two. While these druids were once known as paragons of the arts of divination, that knowledge has almost all been lost to time. What remains is solely devoted to gaining the upper hand against their fellow druids.

### BONUS CANTRIP

When you choose this Circle at 2nd level, you add the *Create Bonfire* cantrip to your list of known cantrips.

### MANTLE OF SUNLIGHT

Starting at 2nd level, you learn to shroud yourself in a glimmering shroud that makes you more difficult to hit. While you are not wearing armor, your Armor Class equals 10 + your Wisdom modifier + your Constitution modifier. You can use a shield and still gain this benefit.

In addition, you can choose to shed bright light from this cloak for 15 feet as a bonus action, with an additional 15 feet of dim light beyond that. Turning off the light requires another bonus action.

### SECT SPELLS

Your spirit begins to attune to astronomical phenomena. This connection grows as you do. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the sect you joined upon once you matured somewhat as a druid. Choose that sect, Estival or Hibernial, and consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. 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.

### EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn. This does not persist while you are in Wild Shape. Instead, while in Wild Shape, you can use your bonus action after taking the attack action in order to add 1d4 damage of the same type to your attack damage roll.

## AESTIVAL SECT

### Druid Level Circle Spells

3rd	<i>Continual Flame, Enlarge/Reduce</i>
5th	<i>Haste, Gaseous Form</i>
7th	<i>Arcane Eye, Fire Shield</i>
9th	<i>Flame Strike, Dream</i>

## HIBERNAL SECT

### Druid Level Circle Spells

3rd	<i>Darkness, Enlarge/Reduce</i>
5th	<i>Slow, Spirit Guardians</i>
7th	<i>Private Sanctum, Ice Storm</i>
9th	<i>Cone of Cold, Telepathic Bond</i>

### FOCUSED FORESIGHT

At 10th level, you learn one of the ancient arts of your Circle and a remnant of better days when divination was your specialty. As a bonus action, you can spend a spell slot to begin simultaneously concentrating on an enemy within 30 feet of you and opening your mind to the charted path of the heavens. You gain advantage with spell attack rolls made against the creature for 1 minute or until it drops to 0 hit points or falls unconscious. In addition, it has disadvantage on nonmagical melee and ranged attacks made against you.

You can only use this feature against one creature at a time and it cannot be ended early unless by the previously mentioned conditions.

### DRUIDIC APSIS

By 14th level, you have proven yourself as a true member of your sect and are gifted with some of its more closely guarded wards.

If you are in the **Aestival Sect**, you gain resistance to cold damage and immunity to necrotic damage. You can also choose to have your weapons deal fire damage instead of the type they would deal normally.

If you are in the **Hibernial Sect**, you gain resistance to fire damage and immunity to radiant damage. You can also choose to have your weapons deal cold damage instead of the type they would deal normally.

