

Heroes of the Blade

HOKEY RELIGIONS AND ANCIENT MAGIC are no match for a good longsword at your side. Below are new options for those who rely on their training with martial weaponry, from the blade-wielding battlemage to the adaptable scout. New Fighting Styles, maneuvers, and a new druid circle are accompanied by alternate class kits, an all-new way to customize your character.

ALTERNATE CLASS KITS

The battlemage, commander, and scout are alternate class kits: packages of alternate class features (ACFs) that fundamentally alter a core class's role in the adventuring party. Distinct from the features granted by a subclass, an ACF is a class option that replaces core class features normally gained when taking new levels in a class. Alternate classes still draw from the same pool of subclasses as their parent classes; a scout still chooses from the list of ranger archetypes at 3rd level, for instance.

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Characters may not pick and choose ACFs from their alternate class kit, and GMs should exercise caution if they allow their players to do so. The character still receives all of the class features granted by the base class that aren't replaced by alternate class features and their selection of subclasses are not restricted.

BATLEMAGE (WIZARD ALTERNATE CLASS)

Not all wizards concern themselves solely with scholastic matters. Some take an interdisciplinary approach to combat, forgoing certain magical studies to train extensively with martial weapons.

Arcane Weapon Training (Alternate Class Feature)

You know only one cantrip of your choice from the wizard list at 1st level, and do not gain additional cantrips at 4th and 10th level. Choose three one-handed martial weapons. You gain proficiency in these weapons, and they function as a spellcasting focus for your wizard spells. This modifies the Cantrips class feature.

Arcane Edge (Additional Class Feature)

Starting at 10th level, you deal extra damage equal to your Intelligence modifier when you damage a creature with a weapon attack.



COMMANDER (FIGHTER ALTERNATE CLASS)

Commanders are courageous leaders whose words inspire valor and ferocity in their allies. Their bolstering words and selfless leadership help terrified infantry stand tall against the forces of evil.

Warning Shout (Alternate Class Feature)

When an ally you can see takes damage, you may reduce the damage taken by 1d10 + your fighter level as a reaction. Once you use this feature, you must complete a short or long rest before you can use it again.

This replaces the Second Wind class feature.

Indomitable Ally (Alternate Class Feature)

At 9th level, you can use your reaction to allow an ally within 30 feet who can see or hear you to reroll a failed saving throw. Once you use this feature, you must complete a long rest before you can use it again. Starting at 13th level, you can use this feature twice between long rests; starting at 17th level, you can use this feature three times between long rests.

This replaces the Indomitable class feature.

SCOUT (RANGER ALTERNATE CLASS)

Rangers and scouts are both warriors at home in the wilderness, but the scout does not possess the mystical bond the archetypal ranger has with the natural world. Scouts are often members of military or vigilante groups, and are trained in pack tactics, stealth, and reconnaissance.

Fighting Style (Modified Class Feature)

You may choose a Fighting Style available to the ranger at 1st level instead of 2nd level.

This modifies the Fighting Style class feature.

Favored Enemy (Modified Class Feature)

You gain the Favored Enemy class feature at 2nd level instead of 1st level.

This modifies the Favored Enemy class feature.

Coordination (Alternate Class Feature)

Starting at 2nd level, you and your allies act as parts of a cohesive whole. When you attack a creature, a creature of your choice that can see or hear you may make a single attack against the same creature as a reaction. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use this feature twice between rests.

At 20th level, instead of attacking, your ally may move up to their Speed or cast a spell with a casting time of one action as a reaction. This spell must target the same creature you attacked.

This replaces the Spellcasting and Foe Slayer class features.

Adaptable (Alternate Class Feature)

You lack the supernatural bond to the land other rangers have, but you make up for it in adaptability. Starting at 3rd level, you may spend a short rest studying your surroundings, as if attuning to a magic item, in order to change your favored terrain to your current environment. You may only use this ability once between long rests.

This replaces the Primeval Awareness feature.

Keen Senses (Additional Class Feature)

Beginning at 9th level, when you are attacked, you may add your Wisdom modifier to your Armor Class until the beginning of your next turn as a reaction. You must complete a long rest before you can use this feature again. Starting at 13th level, you can use this feature twice between long rests; starting at 17th level, you can use this feature three times between long rests.

Sudden Insight (Additional Class Feature)

Starting at 14th level, when you are in your favored terrain and make an Intelligence check to recall information about a creature you can see, you may temporarily designate the creature as your favored enemy (no action required) for the next minute. You must complete a short or long rest before you use this ability again.

CIRCLE OF THE WORLD (DRUID SUBCLASS)

Druids who belong to the Circle of the World are inexorably linked to the life force of the world. More militant than most druidic orders, Druids of the World focus their ire on those who harm the world in the pursuit of wealth and power.

Advanced Weapon Training

At 2nd level, you gain proficiency in two martial weapons of your choice.

Forms of the World

Starting at 2nd level when you use your Wild Shape feature, you may draw upon the energy of the world to adopt a magically-infused martial stance instead of taking animal shape. When you enter a form from the list below you retain the ability to speak, use your equipment, and cast spells. Drawing upon such primordial power is taxing, and each minute you spend in one of the following forms expends an hour of your Wild Shape feature. If a form grants you a power that requires a creature to make a saving throw, use your spell save DC. While using the Form of the World feature, your weapon attacks count as magical for the purpose of overcoming a creature's damage resistance or immunity.

Form of the Desert. Your ranged weapon attacks ignore half cover and three-quarters cover. When you hit a creature with a ranged weapon attack, you may force the target to make a Dexterity saving throw or become blinded until the end of their next turn.

Form of the Mountain. You gain resistance to bludgeoning, slashing and piercing damage. When you hit a creature with a weapon attack, their movement is reduced by 10 feet until the end of their next turn.

Form of the Thunderstorm. Your weapon deals thunder damage instead of its usual damage type. When you hit a creature with a ranged weapon attack, they must succeed on a Strength saving throw or fall prone.

Form of the Volcano. Your weapon deals fire damage instead of its usual damage type. When you hit a creature with a melee weapon attack, you may use a bonus action to deal fire damage equal to your druid level.

Form of Winterfrost. Your weapon deals cold damage instead of its usual damage type. While wielding a melee weapon, any space you move through becomes difficult terrain until the end of your next turn.

Nature's Vengeance

Starting at 10th level, when you are reduced to 0 hit points, you may cast a spell with a casting time of one action as a reaction. You may only use this feature once per long rest.

Dual Form

Starting at 14th level, when you assume a Form of the World, you may gain the benefits of two Forms at the same time. This doubles the expenditure of time spent in Wild Shape.

Hibernating Form

Also at 14th level, when you die while in a Form of the World, you may assume an easily-identifiable natural form such as a boulder or a mighty oak. Your conscious mind hibernates, as if dead, but your physical form cannot be destroyed or animated as undead, and days spent in this form don't count against the time limit of resurrection spells (see *raise dead*). You still must consent to being raised from the dead.

NEW FIGHTING STYLES

When a character would select a fighting style they can instead choose one of the following:

- ▶ **Charge Leader.** When you roll initiative, all allies who can see or hear you gain advantage on their initiative roll so long as you are not surprised.

- ▶ **Phalanx.** When holding a shield and wielding a versatile weapon in one hand you deal damage as if you were wielding the weapon in two hands.

NEW MANEUVERS

When a character selects a maneuver to learn from the Battle Master's list of maneuvers, they may choose one of the following:

- ▶ **Glancing Blow.** When you miss an enemy with an attack, you may expend a superiority die to make a second attack. On a hit, roll the superiority die and deal damage equal to the result.
- ▶ **Hamstringing Cut.** When you deal slashing damage to a creature, you may expend a superiority die to slow its movement. You add the superiority die to the attack's damage roll and the target must make a Constitution saving throw. On a failure, the target's speed is reduced by 10 feet until the end of your next turn.

NEW FEAT

TACTICAL MANEUVER

Prerequisite: You know at least one maneuver available to the Battle Master fighter archetype.

You gain the following benefits:

- ▶ Your Strength or Dexterity score increases by 1, to a maximum of 20.
- ▶ You learn one additional maneuver of your choice from those available to the Battle Master fighter archetype.
- ▶ When you take the Attack action, you can use a maneuver without expending a superiority die by forgoing dealing damage on an attack. If the maneuver requires you to roll your superiority die and use the result, treat it as if you had rolled a 0.