

A PRESENT FOR EVERY CLASS SPELLCASTERS

PREVIOUSLY, “A PRESENT FOR EVERY Class: Warriors”* introduced the Signature Regalia feat (reprinted below). This spellcaster edition includes specific items for bards, clerics, druids, sorcerers, warlocks, and wizards.

NEW FEAT

SIGNATURE REGALIA

You find, are gifted, or miraculously possess a signature regalia—a tailored magic item specific to a class that you have levels in (see below).

You gain one of the following magic items when you take this feat, with its flavor determined by your Game Master. This item is bound to you; it becomes a mundane item in the hands of anyone but you. You treat your signature regalia item with the same reverence you would a holy book or symbol, and if you cast spells you are able to use it as an arcane or divine focus.

The item grants you certain features while you have it in your possession that are based on your level in the related class, not your total character level, except if no class is specified in the item’s name, you gain its features based on your character level.

You can take this feat multiple times, but only once for each class you have levels in. Each time you take this feat, you gain a second signature regalia item that you do not already possess.



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* Mike Myler, “A Present for Every Class: Warriors,” *EN World EnSider*, <https://www.patreon.com/posts/7478080>

Bard's Lute

You have a magical instrument that adds a bonus to Charisma (Performance) checks equal to half your proficiency bonus.

Virtuoso. Your *bard's lute* also makes it possible to subtly cast spells in such a way that only the most astute observers notice your magical trickery. When casting a spell from the bard's spell list, you may choose to make a Charisma (Performance) check. You have advantage on this ability check. Creatures observing you do not notice you are casting a spell unless they succeed on a Wisdom (Insight) check with a DC equal to the result of your Charisma check. After using this ability to cast a number of spell levels equal to your Charisma modifier and proficiency bonus, you require a long rest before it can be used again.

Berceuse. Starting at 10th level, creatures fooled by your Virtuoso feature have disadvantage on saving throws against your Enchantment and Illusion spells.

Prestissimo. Beginning at 15th level, you only require a short rest to recharge your uses of the *bard's lute*.



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Restricting Access

If PCs are allowed to take the Signature Regalia feat whenever they choose, it may appear to be a "feat tax," or a feat they have to take in order to keep up with the expected power level of the game. Additionally, PCs suddenly gaining access to a powerful magic item just by taking a feat, with no in-universe explanation, may strain the credibility of your game world. As a GM, you have several options available:

- ▶ Allow PCs to take this feat as part of their usual progression, but create an in-universe explanation. Perhaps these artifacts are provided by a wealthy benefactor of the heroes, or it is a weapon that appears to chosen heroes in times of great need. In this method, it is expected that all PCs will take this feat, since it is generally more powerful than other feats.
- ▶ Make this feat a bonus feat that a PC gains when they find their regalia or complete a specific ritual. In this way, the character encounters no "feat tax" and only gains a power increase over their fellows insofar as they found a powerful magic item.

Cleric's Holy Symbol

You have a consecrated holy symbol that strengthens your faith and the connection you have to your deity.

Divine Conduit. So long as the *cleric's holy symbol* remains in your possession, you are able to gain vitality when you channel divine energy from your deity. Whenever you use your Channel Divinity class feature, you can expend Hit Dice to regain hit points as if you had just completed a short rest.

Divine Favor. Beginning at 10th level, when you use your Divine Intervention class feature while presenting your *cleric's holy symbol*, you may roll the percentile dice twice instead of once.



Miracle. Starting at 15th level, your *cleric's holy symbol* can call you back from the brink of death. When you are reduced to 0 hit points while in possession of the *cleric's holy symbol*, you are instead reduced to 1 hit point and are immune to damage until the beginning of your next turn. You must complete a long rest before you can use this feature again.

Druid's Pouch

You have a special leather pouch that hangs around your hip, fastened by a strap of leather slung around your shoulder. Each day at dawn, a goodberry (as the spell but with no duration) appears in your *druid's pouch*. The *druid's pouch* can hold up to 8 goodberries but it cannot hold any other object, including goodberries created by casting the *goodberry* spell.

Your *druid's pouch* changes in size and shape when you wild shape but it cannot be merged into your form. While using wild shape you are always able to access your *druid's pouch*, even if your form does not have limbs. Creatures observing you receive a Wisdom (Perception) check against a DC equal to 10 + your druid level to see that you are wearing the *druid's pouch* while in wild shape.

Regrowth. You may plant a goodberry from your pouch in soil. It instantly grows into a green, leafy tree. Any creature that takes a short rest under this tree regains additional hit points equal to twice your druid level.

Plant Form. Starting at 10th level, you are able to transform into creatures of the plant type with a maximum challenge rating of 3.

Poison Seeds. Beginning at 15th level, you may plant a goodberry in the corpse of a creature that died within the past hour. This creature's corpse is consumed and a treant grows from the seed. This treant is loyal to you and follows your orders to the best of its abilities, but withers and dies after 1 hour. Once you use this feature, you cannot use it again until you complete a long rest.

Sorcerer's Stone

You have an enchanted gemstone brimming with magical power. When you use an action to toss the *sorcerer's stone* into the air, it settles into orbit around your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against the sorcerer's stone or a successful Dexterity (Acrobatics) check against a DC equal to its AC. You can use an action to seize and stow the sorcerer's stone, ending its effect.

The sorcerer's stone has an AC equal to your sorcerer level + your proficiency bonus + your Intelligence modifier. It has a number of hit points equal to double your sorcerer level and resistance to all damage. The sorcerer's stone is considered to be an object that is being worn while it orbits your head.

Eternal Life. While the sorcerer's stone orbits your head, your spells' residual energy feed your own vitality. Whenever you cast a sorcerer spell, you regain hit points equal to the spell level.

Leaden Focus. Starting at 10th level, you may expend a sorcery point as a bonus action to succeed on a concentration check. Additionally, you regain 2d6 hit points whenever you spend a sorcery point on this feature or on the Metamagic class feature.

Arcane Blood. Beginning at 15th level, you can expend hit points in order to gain sorcery points. As an action, you can expend 2d6 hit points to regain 1 sorcery point, 4d6 hit points to regain 2 sorcery points, and so on. Additionally, you can create 6th-level spell slots with your Flexible Casting class feature by expending 9 sorcery points.



Warlock's Pendant

You have a magical pendant that draws additional strength from your pact with otherworldly powers.

Gift of the Invoker. While wearing your *warlock's pendant*, you gain the benefits of one of the following eldritch invocations so long as you qualify to take it: *armor of shadows*, *ascendant step*, *beast speech*, *bewitching whispers*, *chains of Carceri*, *dreadful word*, *eldritch sight*, *fiendish vigor*, *mask of many faces*, *master of myriad forms*, *minions of chaos*, *mire the mind*, *misty visions*, *otherworldly leap*, *sculptor of flesh*, *sign of ill omen*, *thief of five fates*, *visions of distant realms*, *whispers of the grave*. Upon finishing a long rest, you may change your eldritch invocation.

Greater Gift of the Invoker. Beginning at 10th level, your *warlock's pendant* grants you an additional eldritch invocation from the above list.

Supreme Gift of the Invoker. Starting at 15th level, your *warlock's pendant* grants you three eldritch invocations from the above list, and you can change them after taking a short rest.



Wizard's Hat

You have an enchanted hat connected directly to a plane brimming with magic.

Tradition Bonus. Your *wizard's hat* grants you different bonuses depending on what your arcane tradition is.

- ▶ **Abjuration.** Your *wizard's hat* has a number of charges equal to your proficiency bonus. By spending your reaction, you gain resistance to all types of damage until the beginning of your next turn. These charges return after you finish a long rest.
- ▶ **Conjuration.** Your *wizard's hat* operates like a *gray bag of tricks*. When you reach 10th level, it operates like a *rust bag of tricks*. When you reach 15th level, it operates like a *tan bag of tricks*.
- ▶ **Divination.** By placing an object inside of your *wizard's hat* as an action, you learn everything that any of the following spells would teach you: *detect evil and good*, *detect magic*, *detect poison and disease*, and *identify*. When you reach 10th level, you can analyze a creature or object bigger than your wizard's hat by placing it on top. When you reach 15th level, you can use your *wizard's hat* to analyze any creature or object within 30 feet.
- ▶ **Enchantment.** Your *wizard's hat* grants you advantage on saving throws made to resist the charmed and frightened conditions. When you reach 10th level, you gain immunity to the charmed condition. When you reach 15th level, you gain immunity to the frightened condition.
- ▶ **Evocation.** Your *wizard's hat* contains explosive energy. By spending an action, you can reach into your *wizard's hat*, draw out a ball of explosive energy, and throw it at a square within 50 feet. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 1d12 force damage per point of your proficiency bonus on a failed save, or half as much damage on a successful one. The explosion spreads around corners. Your

wizard's hat holds a number of explosive balls equal to your proficiency bonus.

- ▶ **Illusion.** Your *wizard's hat* acts like a *hat of disguise*. When you reach 10th level, you have advantage on Charisma (Deception) checks made to maintain your disguises. When you reach 15th level, you perfectly mimic sounds and voices, giving creatures discerning your mimicry disadvantage on their Insight (Wisdom) checks.
- ▶ **Necromancy.** Your *wizard's hat* sucks the life out of creatures you target with necromancy. When you cast a necromancy spell that deals damage, you gain temporary hit points equal to half the damage dealt. After using this ability a number of times equal to your proficiency bonus, you cannot use it again until you complete a long rest.
- ▶ **Transmutation.** While wearing your *wizard's hat*, you can use an action to cast *alter self* from it at will. The spell ends if the hat is

removed. When you reach 10th level, using the aquatic adaptation of the *alter self* spell increases your swim speed by 50% and any natural weapons you grow using *alter self* deal 1d10 damage. When you reach 15th level, using the aquatic adaptation of the *alter self* spell doubles your swim speed instead and any natural weapons you grow using *alter self* deal 2d6 damage.

Ease of Mind. Starting at 10th level, you may spend a bonus action to have your *wizard's hat* maintain concentration on a spell you have cast. Whenever you take damage, you still require a concentration check to maintain a spell your *wizard's hat* is concentrating on.

Ease of Recall. Beginning at 15th level, so long as your *wizard's hat* is in your possession when using the arcane recovery feature, you regain a number of spell levels equal to your wizard level. In addition, you are able to recover spell slots of up to 7th level.