

EN WORLD EN5IDER PRESENTS
**THE MASTERCLASS
CODEX**

**SIXTEEN NEW CHARACTER CLASSES
FOR YOUR FIFTH EDITION CAMPAIGN**



FROM THE PAGES OF EN WORLD EN5IDER



EN WORLD EN5IDER PRESENTS

THE MASTERCLASS CODEX

PREFACE

Welcome to the book that combines all the classes EN5IDER has published for the Fifth Edition of the world's oldest fantasy roleplaying game! Within these pages you'll find complete presentations of the EN5IDER products *A Touch of Class* and *A Touch More Class*. This book

contains sixteen new and different character classes that can expand your choices as a player and help take your game in new directions as a GM!

These classes originally appeared in EN5IDER magazine, and are presented here with revisions and expansions based on subscriber feedback.

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EN WORLD EN5IDER PRESENTS

A TOUCH OF CLASS

SEVEN NEW CHARACTER CLASSES
FOR YOUR FIFTH EDITION GAME



FROM THE PAGES OF EN WORLD EN5IDER



EN WORLD EN5IDER PRESENTS

A TOUCH OF CLASS

Welcome to the first compilation from EN5IDER MAGAZINE for the Fifth Edition of the world's oldest fantasy roleplaying game!

Within these pages, you will find the details of seven new character classes designed to enhance the flavor and composition of your adventuring party.

Whether you are drawing cards to produce wondrous effects, delving into diabolical and forbidden secrets, embracing nature and chaos, or concocting fantastic new alchemical substances, you'll find a whole range of exciting and mysterious new character ideas within.



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IN EN5IDER MAGAZINE AND IS PRESENTED
HERE REVISED AND EXPANDED.

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NINE MORE CHARACTER CLASSES
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EN WORLD EN5IDER PRESENTS

A TOUCH MORE CLASS

Welcome to the second compilation from EN5IDER MAGAZINE for the Fifth Edition of the world's oldest fantasy roleplaying game!

Within these pages, you will find the details of nine new character classes designed to enhance the flavor and composition of your adventuring party.

Whether you are blasting away with gunpowder weapons, sending forth beasts to do your fighting for you, or using the power of your own blood to create pseudomagical effects, you'll find a whole new range of exciting and mysterious new character ideas within.



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EN WORLD ENSIDER PRESENTS A TOUCH OF CLASS

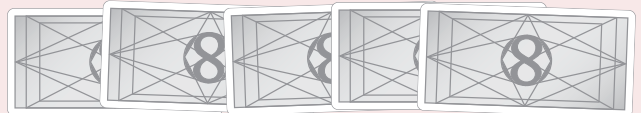
INTRODUCTION

Welcome to the first compilation from the popular ENSIDER magazine for the Fifth Edition of the world's oldest fantasy role-playing game! Within these pages, you will find the details of seven new PC classes for your games, designed to enhance the flavor and composition of your adventuring party. Whether you're drawing cards to produce wondrous effects, delving into diabolical and forbidden secrets, embracing nature and chaos, or concocting fantastic alchemical substances, you'll find a range of exciting and mysterious new character types in the coming pages.

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The Alchemist: Scientific Sorcery

by C. Richard Davies

The alchemist uses an almost scientific approach to magic to make alchemical discoveries. Will your alchemist become immune to poison, or discover the Elixir of Life? Will you delve into the Science of Creation and build a homunculus, research the Science of Destruction and devise explosives, study the esoteric Science of Illumination, or experiment on your own body with the Science of Mutation or the Science of Regeneration? Also included are two new spells.

The Cardcaster: Seer of Fate

by Josh Gentry

The cardcaster uses a tarot deck to release magic, playing cards to cast spells—although she doesn't always have control over what spells are currently made available to her by the winds of fate! Also included are three archetypes: the Knight of Swords, which embodies mental force and determination; the Page of Wands, which embodies the magical power of creation; the Queen of Cups, which embodies the emotions; the King of Pentacles, which pertains to thrift and wealth; and the Jack of Beasts, which unleashes the trapped spirits of monsters.



Open Game Content | The game rule information in this book is designated Open Game Content. All other material in this book, including maps and illustrations (including illustrations in the public domain), narrative and descriptive text (whether in-character or out-of-character), proper names of characters and/or places, trade dress,



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The Diabolist: Student of Darkness

by Mike Myler

Diabolists deal with forbidden secrets and dark entities, grasping for power through dark pacts. While they have things in common with necromancers and warlocks, diabolists are more... diabolical! Also included are two Dark Paths: the Demonic path and the Devilish path.

We also introduce some new fiendish horrors for the fell-minded to conjure, such as the accuser devil, contract devil, and more!

The Feywalker: Taste of Primal Chaos

by Mike Myler

The feywalker is a mysterious warrior with mystical powers. Feywalkers can teleport short distances, breathe in air and water, and enchant others with a glance. They can also choose from three primal spheres: Beasts, Plants, or Entropy.

The Morph: Face Changer, Shape Shifter

by Josh Gentry

The morph is a shapechanging specialist, able to slide between different forms. Morphs have a choice of three essences—the Doppelganger, the Primordial Beast, and the Trickster—and a selection of talents they can choose from and acquire.

The Noble: Chessmaster and Commander

by A. Nova

Leader, tactician, and a source of inspiration, the noble class is able to command and inspire through three paths: the Path of the Heart, the Path of the Brave, the Path of the Tactician, and the Path of the Arcane Noble.

The Occultist: The Monster Within

by Mike Myler

The occultist class allows you to play a monster, choosing from six distinct occult paths: Abomination, Horror, Nightmare, Ooze, Vampire, or Werereature! Partake of the darkness and become a secret creature of the night, cursed to exist as a monstrous being reviled by civilization.

THE ALCHEMIST

BY C. RICHARD DAVIES

Wearing a long coat stained by many substances, a human adds the last reagent to a vat of chemicals—his greatest creation yet. As the vat boils over, it reveals a figure taking form inside: new life under his complete control!

Adjusting her goggles, the dwarf lights the fuse on an apple-sized sphere in her hand. “Stand back,” she says to her allies, “and cover your ears. This one’s the biggun.” Just before the fuse is spent, she hurls it over a nearby wall—a thunderous explosion soon follows, shaking the ground and her teeth alike.

Sizing up the sphinx before her, taking particular notice of the thing’s massive paws, the gnome nodded and in one smooth motion produces a flask from her coat. Opening it she winks, “one swig for courage, you understand.” The monster nods and begins asking its riddle yet before it can finish she answers—correctly with unerring accuracy, once, twice, and a third time. A grin spreads across her face as the party saunters past the temple’s fearsome defender with not a drop of blood spilt.



THERE IS GREAT POWER IN THE understanding of nature especially with the inclusion of science—arts that alchemists utilize to stupendous effect. Whether drinking impossible concoctions, shaking the foundations

of a battlefield with bombs, or carefully analyzing anomalies that defy the supernatural, these canny adventurers overcome obstacles by way of their keen minds rather than resorting to brawn.

SCIENTISTS OF MAGIC

Like all magic users alchemists seek a deeper understanding of the secrets of the universe, but approach that understanding through studies of the material world rather than research into magic itself, pacts with strange beings, or contemplation of one's bloodline. Some might call their researches almost scientific in nature yet they involve as much of the arcane and the occult as the mundane—they also frequently involve obsession and even what some might call madness.

BRIDGING THE GAP

The practice of alchemy is both the rigorous application of magic and science, one part knowledge of the world's components and another the ephemeral energies that mesh them all together. It is for this reason that even more than wizards, alchemists are highly regarded academics, scholars, and sages. A powerful mage might be able to determine the source of curse or other malady whereas an alchemist is likely to deduce what it is by way of their encyclopedic knowledge (and perhaps a touch of enchanted brew).

CREATING AN ALCHEMIST

The first thing to decide when making an alchemist is the drive for your intellectual curiosity. Are you resolute in the desire to know for the joy of knowledge, do you have some great aim or goal that requires a keen mind to achieve, or are you chasing after a remedy to a malady that brought tragedy to your past? Are the answers you seek truly going to bring closure or peace, or will you discover that your thirst for learning cannot be so easily sated?

On the matter of learning, how did you come to the doorsteps of science? Did you have a mentor, study on your own, or attend an academy? Are your techniques codified, complex, and scientific or more chaotic and akin to that of a master brewer? What side projects or interests color your relationship with alchemy? Do you believe it's more a matter of magic than science?

QUICK BUILD

You can make an alchemist quickly by following these suggestions. First, Intelligence should be your

highest ability score. Make Dexterity your next highest if you plan on specializing in ranged combat. Select the cantrips *light*, *produce flame*, and *resistance*. Finally, choose the sage background.

CLASS FEATURES

All alchemists share the following class features.

Hit Points

- ▶ **Hit Dice:** 1d8 per alchemist level
- ▶ **Hit Points at 1st level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per alchemist level after 1st

Proficiencies

- ▶ **Armor:** Light armor
- ▶ **Weapons:** Simple weapons, alchemical items, alchemical bombs
- ▶ **Tools:** Alchemist's supplies
- ▶ **Saving Throws:** Dexterity, Intelligence
- ▶ **Skills:** Choose three from Arcana, Deception, History, Insight, Investigation, Medicine, Nature, Perception, or Stealth

Equipment

- ▶ (a) a dagger, (b) a mace, or (c) a quarterstaff
- ▶ (a) studded leather armor or (b) leather armor
- ▶ (a) a scholar's pack or (b) a diplomat's pack
- ▶ Alchemist's supplies and 20 gp

Alchemy

Not only are you proficient with the ordinary uses of alchemist's supplies, you have trained in extra ordinary ones as well. Whenever a task would require proficiency with an herbalist's kit, you may use your proficiency with alchemist's supplies instead.

Basic Bomb

You know how to craft compact, volatile collections of chemicals in a fragile container—a bomb. As part of the Attack action, you can craft and throw a bomb up to 20 feet (or up to 60 feet with disadvantage) as

THE ALCHEMIST

Level	Proficiency		Cantrips			Spells		
	Bonus	Class Features	Known	1st	2nd	3rd	4th	5th
1	+2	Alchemy, Basic Bomb, Spellcasting	3	—	—	—	—	—
2	+2	Advanced Studies, Prepare Stable Compound	3	2	—	—	—	—
3	+2	Discovery, Swift Alchemy	3	3	—	—	—	—
4	+2	Ability Score Improvement	4	3	—	—	—	—
5	+3	Extra Alchemical Attack	4	4	2	—	—	—
6	+3	Advanced Studies feature	4	4	3	—	—	—
7	+3	Discovery	4	4	3	—	—	—
8	+3	Ability Score Improvement	4	4	3	—	—	—
9	+4	Basic Bomb Improvement	4	4	3	2	—	—
10	+4	Advanced Studies feature	5	4	3	2	—	—
11	+4	Basic Bomb Improvement	5	4	3	3	—	—
12	+4	Ability Score Improvement	5	4	3	3	—	—
13	+5	Greater Discovery	5	4	3	3	1	—
14	+5	Advanced Studies feature	5	4	3	3	1	—
15	+5	Greater Discovery	5	4	3	3	2	—
16	+5	Ability Score Improvement	5	4	3	3	2	—
17	+6	Basic Bomb Improvement	5	4	3	3	3	1
18	+6	Ultimate Discovery	5	4	3	3	3	1
19	+6	Ability Score Improvement	5	4	3	3	3	2
20	+6	Alchemical Genius	5	4	3	3	3	2

Multiclassing Prerequisite: Intelligence 13; **Proficiencies Gained:** alchemist's supplies

a ranged weapon that does 1d10 damage. When you throw a bomb, you choose if the damage it does is acid, fire, or cold damage. You must have your alchemist's supplies in order to create a bomb.

Starting at 9th level, the blast radius of your basic bomb increases: all creatures within 10 feet of the square occupied by your target must make a Dexterity saving throw against your spell save DC or take damage as if they had been also been hit by a basic bomb.

At 11th level, the damage of your basic bomb increases to 2d10. At 17th level, the bomb's blast radius increases to 30 feet.

Spellcasting

Your alchemical studies have allowed you to discover methods to effectively cast spells, in ways similar to yet subtly different from other magic-using classes.

Cantrips

At 1st level, you know three cantrips of your choice from the alchemist spell list. You learn additional alchemist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Alchemist table.

Preparing and Casting Spells

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

You prepare a list of alchemist spells that are available for you to cast, choosing from the alchemist spell list. When you do so, choose a number of alchemist spells equal to your Intelligence modifier plus half your alchemist's level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level alchemist, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using either a 1st-level or a 2nd-level slot.

You can change your list of prepared spells whenever you finish a long rest. Preparing a new list of alchemist spells requires time spent reviewing notes and mixing components: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your alchemist spells, since you learn your spells through patient study and copious note-taking. 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 an alchemist spell and when making an attack roll for one.

- ▶ **Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier
- ▶ **Spell attack modifier** = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast an alchemist spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use alchemist's supplies as your spellcasting focus.

Advanced Studies

Starting at 2nd level, you choose to focus your attention and research on one branch of Advanced Studies detailed herein. Your studies grant you additional class features at 2nd level, and again at 6th, 10th, and 14th level.

Prepare Stable Compound

At 2nd level, choose one abjuration, conjuration, divination, enchantment, transmutation, or necromancy spell you are able to cast. You treat this spell

as though it had the ritual tag, and can cast it as a ritual even if you haven't prepared that spell. When you cast a spell as an alchemical ritual, you can delay selecting a target for the spell by up to 1 minute after the spell is complete, after which time you must select a target and cast the spell, or its power is lost. Every time you gain a higher-level spell slot, select one additional spell that you can cast this way.

Discoveries

Through your research, you achieve mastery of certain processes which have immediate value to you. At 3rd level, and again at 7th level, you can select one of the following discoveries.

Smart Alchemy. The volatile compounds of your bombs always explode exactly how you want them to. Whenever a spell or bomb would deal damage to a creature that is not hostile to you, it takes no damage instead. When a spell or bomb requires that a creature that is not hostile to you make a saving throw, it automatically succeeds.

Extend Potion. You can cause any potion that you drink, other than one with an instantaneous duration, to last twice its normal duration. Once you use this discovery, you must finish a short or a long rest before you can use it again.

Potion of Rejuvenation. During a short rest, you may use your alchemist's kit to concoct a potion that restores one expended spell slot. A spell slot recovered in this way cannot be of a higher level than the creature's or your highest-level spell slot. This potion holds its potency for 1 hour, after which it becomes inert. A creature may only benefit from this potion once per day.

Spontaneous Recovery. You have learned to amplify your body's own natural healing processes through careful dietary choices. You can use an action to expend up to half of your Hit Dice without a short rest.

Swift Alchemy

Also at 3rd level, you can achieve the effect of 5 downtime days of work using your alchemist's supplies in 1 downtime day, making it much simpler to craft acids, alchemist's fire, and so forth.

ALCHEMIST SPELLS

Cantrips

guidance
light
mending
poison spray
produce flame
resistance
spare the dying
true strike

1st Level

color spray
cure wounds
detect magic
disguise self
expeditious retreat
false life
feather fall
fog cloud
grease
inflict wounds
jump
longstrider
purify food and drink
sleep

2nd Level

acid arrow
barkskin
blindness/deafness
darkvision
enhance ability
enlarge/reduce
gust of wind
invisibility
lesser restoration
levitate
protection from poison
putrefy food*
universal potion*

3rd Level

fireball
gaseous form
haste
protection from energy
revivify
slow
stinking cloud
water breathing

4th Level

blight
confusion
freedom of movement
polymorph
stoneskin

5th Level

awaken
cloudkill
creation
insect plague
scrying

* See "New Spells"

Ability Score Improvement

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 Alchemical Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you use the Attack action on your turn. Additionally, you can craft and attack with two basic bombs on your turn.

Greater Discoveries

Your continuing research unveils mysteries of alchemy beyond those you achieved earlier. At 13th and 15th level, you can select one of the following discoveries.

Eternal Potion. You can cause the effect of any potion with a non-instantaneous duration that you drink to last until you take a long rest. Once you use this discovery, you must finish a long rest before you can use it again.

Nauseating Flesh. Because of all the chemicals you have consumed, you have become unappetizing to monsters. Any creature that makes a successful bite attack against you or swallows you whole must make a Constitution save against your spell save DC

or become poisoned for 1 minute.

Poison Immunity. You become immune to poison.

Reanimation. You can use alchemy to duplicate some of the effects of necromancy. Add *animate dead* to your alchemist spell list.

Ultimate Discovery

At 18th level, your research allows you to achieve a discovery only imagined by your peers. Select one of the following discoveries.

Elixir of Life. You can spend one downtime day per year of your actual age to brew a special elixir that affects only you. Once you drink it, you do not age that year.

Perfect Health. Whenever you expend Hit Dice to heal, you recover double the usual hit points and can make an additional saving throw against any one ongoing disease or poison.

Philosopher's Stone. You can spend 10 downtime days to create a stone which grants a single wish (as the spell *wish*) when crushed. You can only make one stone like this at a time. This ability is unaffected by Swift Alchemy. The creature that wishes upon the stone has a 33% chance to lose the ability to make an unrestricted wish, as per the *wish* spell.

Unbound Intellect. Your Intelligence score increases by 2. Your maximum Intelligence score is now 22.

Alchemical Genius

At 20th level, your understanding of the ways of alchemy is now so profound that simple procedures which once confounded you are now second nature. Select any two 1st-level alchemist spells. You cast these spells as though they were cantrips.

ADVANCED STUDIES

The alchemical sciences are the portals to many different kinds of secrets—too many to be mastered in a single lifetime.

SCIENCE OF CREATION

This science trespasses in domains normally reserved for the gods—the creation of life, or at least pseudo-life. Alchemists who study this science gain servants who can be of great assistance in their other endeavors, but they also run the risk of their servants' potential treachery or failure.

Create Homunculus

At 2nd level, on choosing this science, you construct a homunculus. Choose a beast or monstrosity that has a challenge rating of $\frac{1}{4}$ or less to inspire your servant. Modify the inspiring creature in the following ways. The creature is crafted from clay and is a construct. Add your proficiency bonus to its AC, attack rolls, and damage rolls. Its hit point maximum equals half your own, and it possesses a number of Hit Dice equal to half your own. Its alignment is the same as yours, and it has Intelligence and Wisdom scores of 10 (+0). The homunculus also gains the ability to speak any languages you do.

The construct obeys your commands as best as it can. It takes its turn on your initiative, but it doesn't take an action unless you command it to. As a bonus action on your turn, you can mentally (or verbally) command the construct to move, and direct it to take the Attack, Dash, Disengage, Dodge, or Help action. As an action, you can command your construct to take a more complex action such as “defend this room” or “keep attacking that creature,” which it will continue to do until the task appears to be complete or it receives a new command.



If your construct is destroyed, you may create another one by spending 10 downtime days working with your alchemical supplies. If you die, your homunculus becomes inert clay and must be re-created after you are raised or resurrected.

Starting at 6th level and every level thereafter, you can reshape your homunculus. Choose a beast or monstrosity with a challenge rating no greater than $\frac{1}{4}$ your alchemist level to inspire your servant. Modify the creature as described above to craft your new homunculus. This reshaped homunculus possesses the same memories and personality as your old one—unless the GM decides otherwise. Reshaping your homunculus takes the same amount of time as constructing a new one.

Discoveries of Creation

At 6th and 10th levels, your studies of the Science of Creation allow you to discover a new secret that can enhance and augment your creations. You can also select one of these discoveries instead of a regular discovery.

Repair Unliving Flesh. You learn how to cast *cure wounds* in a way that affects constructs and undead.

Disguised Homunculus. As an action, you can mentally command your homunculus to change its size to Small, becoming a small but otherwise unremarkable member of your race (as the *alter self*

Variant: Alchemy Is Different

While this class assumes alchemy is simply a different means to access magical effects, to give alchemy a unique feel you can change how things work when it comes to preparing and casting “spells.” As an option, alchemical spell preparations are actually nonmagical and more unstable than the traditional spells of other classes, and the formulas for those preparations grow more complicated as the alchemist gains experience.

Using this variant, whenever you would cast an alchemist spell, you must make an Intelligence check against

a DC of 10 + level of the spell slot you are using. This check is made as part of the casting of a spell. A failure on this check means that your preparation for this spell was flawed in some way, and you not only waste the spell slot used in the casting, you must also remove the spell from your list of prepared spells. On a natural 1, roll on the Wild Magic table (any effects generated by this roll are nonmagical). To compensate for this, you can change your list of prepared spells whenever you finish a short or a long rest.

spell). This effect ends if the homunculus makes an attack roll or casts a spell. Once you use this discovery, you must finish a short or long rest before you can use it again.

Independent Construct. Your homunculus gains the ability to take the Attack, Dash, Disengage, Dodge, or Help action on your turn without being commanded.

Spellbound Construct. Whenever you cast an alchemist spell that would normally affect you as the target, you can choose to have it affect your construct instead (as long as the spell can affect your construct) regardless of the distance between the two of you, as long as you are on the same plane.

Supreme Homunculus

At 14th level, your homunculus can be based on a creature of the construct, dragon, or humanoid types. Your homunculus can be based off of a specific creature you have seen before. As long as you can spend the required time, you can reshape your homunculus at will, instead of when you gain a level.

SCIENCE OF DESTRUCTION

While the techniques of destruction are most useful for doing injury to one’s opponents, they can nonetheless be used in ways that don’t involve hurting anyone—probably. Explosions can really solve far more problems than they will ever create.

Empowered Bombs

Starting at 2nd level when you choose this science, you learn how to craft bombs that tap into your

repertoire of magical power. When you are creating a basic bomb, you can expend an alchemist spell slot as a bonus action to instead create an empowered bomb. A 1st-level spell slot increases the damage your bomb does to 3d8, and the bomb does your choice of acid, fire, lightning, or poison damage. This damage increases by 2d8 for each spell slot level above 1st.

Discoveries of Destruction

At 6th, 10th, and 14th level, your studies of the Science of Destruction reveal secrets which can enhance and augment your bombs. You can also select one of these discoveries instead of a regular discovery. You cannot apply multiple discoveries to the same bomb.

Destructive Arcana. Choose two evocation spells from any class’s spell list. They now count as alchemist spells for you. This discovery can be chosen twice.

Delay Bomb. Instead of immediately affecting the target, you can cause a bomb to explode on your turn up to 10 rounds later.

Mind Bomb. You can choose to have your bombs inflict psychic damage instead of the standard types of damage your bombs can inflict.

Snare Bomb. In addition to doing damage, you can cause your bomb to force the target to make a Strength saving throw or be restrained until it is freed by another creature using an action to free it, or until it succeeds in a Strength check. A snare bomb does not affect formless creatures, or those capable of incorporeal movement. You can use this feature three times. You regain all expended uses when you finish a short or long rest.



Emperor Bomb

In the end your studies lead to the perfection of destruction. Starting at 14th level, you gain the ability to create the ultimate explosive. As an action, you can expend a spell slot to craft and throw an emperor bomb. When thrown, this bomb has a short range of 40 feet and a long range of 120 feet. All creatures within a 60-foot radius of the bomb must make a Dexterity saving throw. On a failure, the target is stunned until the end of its next turn and takes 4d6 damage per level of the spell slot expended to craft this bomb. On a successful save, the target takes half damage and is not stunned. You can choose for the emperor bomb to deal acid, fire, lightning, or poison damage. Finally, you can use any number of bomb-related discoveries you possess on an emperor bomb, unless one discovery contradicts another.

SCIENCE OF ILLUMINATION

The study of knowledge itself, the nature of what is known and knowable, is an important part of the alchemical tradition. Some hold that the concept of transforming lead to gold is a metaphor for the development of mind. While alchemists do literally transform lead to gold so as to make money, many also pursue loftier goals through meditation and self-awareness.

Elementary Enlightenment

At 2nd level, your mindfulness allows you to focus all your attention on a certain subject, for good or ill. You can, as a bonus action, enter an enlightened state to gain advantage on all checks and saving throws made with one of your mental ability scores (Intelligence, Wisdom, or Charisma), as well as resistance to psychic damage. However, this focus comes at a cost: you suffer disadvantage on all checks and saving throws made with a different mental ability score (Intelligence, Wisdom, or Charisma). You choose the ability scores which are affected by this feature each time you enter the state.

You remain in this enlightened state for 1 minute, unless you choose to end it early as an action. Once you use this feature, you must finish a short or long rest before you can use it again.

Discoveries of Illumination

At 6th and 10th levels, your studies of the science of illumination reveal secrets of the mind. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level.

Additional Perceptions. When in your enlightened state, you gain advantage with all checks and saving throws made with two of your mental ability scores. You can use this to cancel out the drawback of Enlightened State.

Master of Minds. Add *dominate person* to your alchemist spell list.

Psychic Gifts. Add *detect thoughts* to your alchemist spell list.

Quick Study. When in your enlightened state, as an action you can gain proficiency with any tool for the duration of your enlightened state.



Dawning Omniscience

Your long climb towards universal knowledge is not over, but you have achieved such a height that the true summit is now visible to you. At 14th level, while in your enlightened state you gain temporary proficiency in all skills associated with your enlightened ability score, as well as proficiency with all saving throws (including those in which you have disadvantage) and immunity to being charmed.

SCIENCE OF MUTATION

Anyone who has ever witnessed a raging barbarian or flurrying monk is aware that the body possesses hidden strengths that can be accessed through specialized training or awakened by magic. Alchemists using this knowledge can enhance their own, often less-than-robust physiques to rival their more muscular colleagues. Of course, nothing comes without a cost....

Basic Concoction

At 2nd level, when you choose this science, you learn how to brew a special, personalized potion, called a concoction, that enhances your physical abilities at the cost of slightly diminished mental capacities while it is active. You can create a dose of your concoction at the end of a long rest, or as part of any downtime day activity. The dose remains viable for up to 10 days before it ceases to have any effect.

If any other creature drinks your concoction, it must make a Constitution saving throw against your spell save DC or become poisoned for 1 minute.

When you take an action to drink your concoction, you undergo the following changes until the effects of your concoction end:

- ▶ You become mighty. You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength or unarmed strike, you gain a bonus to your damage roll equal to half your proficiency bonus, rounded down.
- ▶ You become able to endure great pain. You have resistance to bludgeoning, piercing, and slashing damage.
- ▶ You become unable to think as clearly as usual. You have disadvantage on Intelligence checks and Intelligence saving throws, and cannot cast or concentrate on any spell.

The effects of your concoction last for 1 minute. They end early if you are knocked unconscious. You otherwise cannot end the effects of the concoction before the duration's end.

Once you have drunk your concoction, you must take a long rest before you can use it again. Should you drink a second dose of your concoction before you take a long rest, you gain its effects but must make a Constitution saving throw against your spell save DC or become poisoned for the duration.

Discoveries of Mutation

At 6th and 10th levels, your studies of the science of mutation reveal secrets which can enhance and augment your concoctions. You can also select one of these discoveries instead of a regular discovery.

Additional Concoction. You can now drink a second dose of your concoction before you take a long rest without risking becoming poisoned.

Clarity Concoction. You no longer suffer disadvantage on Intelligence checks or Intelligence saving throws while under the effect of your concoction, but you still cannot cast any spells while it is active.

Tooth and Claw. Your concoction-altered form is especially feral. While using your concoction, your unarmed strikes deal 1d6 slashing damage.

Troll Concoction. The effects of your concoction do not end early if you are knocked unconscious. While affected by your concoction, you regain hit points equal to your proficiency bonus at the start of your turn. If you take acid, fire, or psychic damage, this discovery doesn't function at the start of your next turn. You must start making death saving throws only if you start your turn with 0 hit points and don't regenerate.

Grand Concoction

At 14th level, you realize the secret of a superior type of concoction, and can choose to make it instead of the regular kind whenever you create a concoction.

The grand concoction can sometimes be used by others. Any creature other than you who drinks it must make a Constitution saving throw as usual. On a failure, the creature is poisoned for 1 minute, but on a success, they gain the abilities and hindrances of a standard concoction. The creature cannot make use of any concoction-related discoveries you may possess. While this might allow your allies to use your concoction, an enemy could also steal a dose and use it against you.

When you drink a dose of your grand concoction, its effects are greater. You gain these effects in addition to those of your basic concoction:

- ▶ Your skin thickens. You add your Constitution bonus to your AC while wearing no armor or light armor.

- ▶ Your senses sharpen. You gain advantage on Wisdom (Perception) checks, and add your Wisdom bonus to your damage rolls when making a ranged weapon attack.
- ▶ Your intellect shines through the haze. You add your Intelligence bonus to your damage rolls when making a melee weapon attack or an unarmed strike.
- ▶ Your movements accelerate. You can make an additional attack as a bonus action whenever you take the Attack action on your turn.

All other details of the concoction remain the same. You cannot use a standard concoction after using a grand concoction, or vice versa, without taking a long rest in between the uses, unless you have made a discovery which indicates otherwise.

SCIENCE OF REGENERATION

It's believed by some that alchemy has its origins in the study of medicine, and that its original purpose was to ensure longevity and eternal youth for its practitioners. While many discoveries in medical fields have become general knowledge among modern alchemists, other discoveries are still kept secret and sacred by those alchemists who focus on the healing arts.

Basic Regeneration

Starting at 2nd level, your abilities to use medicine improve dramatically. Whenever you use an alchemist spell to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Discoveries of Regeneration

At 6th and 10th levels, your studies of the science of regeneration reveal secrets that improve your ability to heal. You can also select one of these discoveries instead of a regular discovery.

Fortify Patient. You can spend 10 minutes advising another creature on better habits for healthy living. Afterwards, the creature can use a bonus action to regain 1d6 hit points. The creature cannot benefit from this discovery again before finishing a short or a long rest.

Medical Miracle. Add *raise dead* to your alchemist spell list.

Preservation. Add *gentle repose* to your alchemist spell list.

Panacea. Add *greater restoration* to your alchemist spell list.

True Regeneration

At 14th level, you have truly mastered and internalized the secrets of life and death. When you die, 1 minute later your corpse is immediately targeted by a *resurrection* spell that requires no material component.

You can extend this ability to others, temporarily forsaking your ability to resurrect yourself for the ability to cast *raise dead* without a material component or expending a spell slot.

Once you use this feature, you must finish a long rest before you can use it again.



NEW ALCHEMIST SPELLS

The following spells are added to the alchemist spell list. The new spells may be added to other classes' spell lists at the GM's discretion.

Putrefy Food

2nd-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: S, M (a bit of mold)

Duration: Instantaneous

All non-magical food within a 5-foot radius sphere centered on a point of your choice within range is rendered obviously rotten and unwholesome. Creatures who eat it anyway must make a Constitution saving throw or become poisoned for 10 minutes.

Universal Potion

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a potion, which the spell consumes)

Duration: Instantaneous

You drink a potion, affecting it with your own magic, and it takes effect as though you had drunk a different potion. You can produce the effects of any potion of common or uncommon rarity.

At Higher Levels. If you use a 3rd-level spell slot, you produce the effects of any rare potion. If you use a 5th-level spell slot, you produce the effects of any very rare potion. 🍷

SCIENTIFIC SORCERY

BY MATT ROTH

ALCHEMY OCCUPIES A SPECIAL PLACE in the world of fantasy role-playing games. In worlds dominated by magic and dragons and gods that shake the very foundations of reality, alchemy seems but a simple science. In our own world, alchemy was the first step into the far less mystical world of

modern chemistry. In these fantastic worlds of fiction, alchemy can be so much more. Below is a way to define alchemy not as a single class, but rather as a diverse toolkit of possibility. Study in this ambitious science brings new perspective, bridging that vast gap between magic and science.



NEW BACKGROUND

ALCHEMIST'S APPRENTICE

You are an alchemist of some renown, having established yourself in the field after a lengthy apprenticeship to a well-established master. Forgoing the mercantile side of the profession, you've lived your life tinkering, experimenting, and improving upon alchemical concoctions. While lacking the support of a guild, your master's teachings advanced your mastery of the art. You may not have the mercantile success that comes with guild membership, but that's allowed the freedom to ponder new ways to improve each tincture you brew.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Alchemist's supplies

Language: One of your choice

Equipment: A set of alchemist's supplies, one vial of acid, a set of common clothes, and a belt pouch containing four empty vials and 5 gp.

Alchemical Specialization

Alchemists generally dwell in large cities where they can develop and enhance their craft, but it is not unusual to find them even in the smallest of villages. Often eccentric and obsessed with a particular field of study, most alchemists choose a specialty to master. Choose or randomly determine your specialization.

d8 Alchemical Specialization

- 1 Snake oils and "miracle" cures
- 2 Deadly toxins
- 3 Restorative elixirs
- 4 Explosives and inflammables
- 5 Glues, solvents, and similar agents
- 6 Acids, bases, and everything in between
- 7 Cosmetic aids and alterations
- 8 Hangover cures and minor medicinals

Feature: Chemical Exposure

As an alchemist, you've likely been exposed to a wide range of chemicals by design or otherwise. Consequently, you've learned to quickly identify the properties of nonmagical substances—ideally without causing damage to you or your work—by sampling a portion or inhaling the scent. Your experience limits accidental injury from poisons and other reagents during such analyses. At the GM's discretion, this feature may work with magical substances, but accidental exposure is more likely.

Suggested Characteristics

Alchemists are well known for their hard work and obsessive nature. Even non-adventuring alchemists are eccentric at best. They value science and knowledge above almost all else, and are particularly vulnerable to blurring the lines of morality if it means furthering their craft.

d6 Personality Trait

- 1 The past is the greatest teacher, the future the worst student.
- 2 I deal in facts and only facts, though I may often withhold them when speaking to my rivals.
- 3 I'll readily curry favor with others... if I think I can use them later.
- 4 I am a stickler for the fine line between alchemy and magic.
- 5 Through discovery, I discover myself.
- 6 Nature provides for me; I innovate for it.

d6 Ideal

- 1 **Scientific Method.** Structured learning is key to societal and social success. (Lawful)
- 2 **Treatment.** Innumerable people can benefit from my talents. (Good)
- 3 **Experimentation.** Imagination is boundless. The law is not. (Chaotic)
- 4 **Greed.** Wealth is worth any of its consequences. (Evil)
- 5 **Knowledge.** A day's learning is never done. (Neutral)
- 6 **Mastery.** Only in the relentless pursuit of perfection can one achieve excellence. (Any)

d6 Bond

- 1 My master's reputation was falsely ruined. I just need to prove it.
- 2 Alchemy may always be evolving, but I want to revolutionize it.
- 3 The thieves that stole my greatest work don't know that I'm still after them.
- 4 The natural world is the source of my reagents, so my work must help protect it.
- 5 I know my craft can help heal and protect the meek.
- 6 I am a living library of knowledge, and seek an apprentice of my own.

d6 Flaw

- 1 For all my work, I can't save two coppers!
- 2 I'll do whatever it takes to be the best and stay there.
- 3 I need to keep notes for everything, or I'm bound to forget.
- 4 Everything I've learned I stole from someone else.
- 5 Alchemy was not my first love, but it will be my last.
- 6 The accident that caused my master's death wasn't her fault—it was mine.

Variant Alchemist's Apprentice: Self-Made Master

Not every alchemist is fortunate enough to earn an apprenticeship. Instead, you may simply have an innate knack for alchemy or learn it through extensive trial and error. You might never have had someone teaching you the ropes, but you've learned them the hard way—your way. As a result of your unorthodox education in alchemy, however, you tend to approach problems a little differently. Your acids are just as caustic, your poisons as deadly, and your tonics as soothing, but you lack the careful, practiced methodology that apprenticeship teaches.

If you wish to be a self-made master, use the Unorthodox Alchemy feature, below. You may trade your skill proficiency with Medicine for Survival, if you learned your trade in the wilderness, or for Deception, if you practiced it in secret.



Variant Feature: Unorthodox Alchemy

You may select this background feature instead of Chemical Exposure.

Your alchemy is a little different from everyone else's but that's what makes it special. Your unique way of approaching the science grants you an esoteric knowledge of the world. When attempting to recall a piece of Arcana or Nature lore, you often have an idea on how to learn more, even if you don't know anything specific. Usually, this method involves experimental, time-consuming, and potentially dangerous alchemy. At the GM's discretion, there are certain things you cannot know nor further explore via alchemy.

NEW ALCHEMICAL ITEMS

Alchemists are masters of haphazard improvisation and calculated improvement. Even lacking the right tool, the alchemist is almost always working up a new concoction. Here you'll find a few new items to add to the alchemist's arsenal, and a new variant rule for crafting them.

By spending one downtime day, a craftsman produces about 5 gp worth of marketable goods. Alchemy is no different—but oftentimes, alchemists lack the required downtime. To quickly produce alchemical items, you may make a DC 10 Intelligence (alchemist's supplies) check. Your daily progress is doubled for every 5 points by which you exceed this DC. If you fail by 5 or more, you ruin the day's ingredients, losing the day's raw materials and 5 gp of progress. You may attempt to craft during an adventuring day, but various complications and interruptions force you to make your crafting check with disadvantage.

Alchemical Torch

Cost 25 gp; Weight 1 lb.

The rough, sticky tar at the end of this torch traps air, keeping it burning through even the most adverse conditions. An *alchemical torch* burns for 1 hour and continues to smolder in heavy rains, strong winds, and underwater (albeit poorly when submerged, shedding only dim light in a 5-foot radius). Dimmer than a normal torch, it burns for 1 hour and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If you make a melee attack with a burning *alchemical torch* and hit, the tar binds to the target, dealing 1 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Facemold Paste

Cost 50 gp; Weight 1 lb.

This thick clay can be produced in any color and is easily moldable over skin. After it sets, it is almost indistinguishable from the real thing. With 1 minute of work, you can use *facemold paste* to create a convincing disguise, even if you are not proficient

with or lack a disguise kit. When using *facemold paste*, you may add twice your proficiency bonus to any check made to make or maintain the disguise. *Facemold paste* remains convincing for only 3 hours before starting to flake off and is immediately identifiable as fake upon touch.

Glacial Effector

Cost 100 gp; Weight 1 lb.

The shard of porous material within this flask explodes into a violent endothermic reaction upon exposure to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the glacial effector as an improvised weapon. On a hit, the target takes 1d4 cold damage and must make a DC 10 Strength saving throw or be flash-frozen. On a failure, its speed is halved and it can use either an action or a bonus action on its turn, not both. A creature can end this effect by using its action to make a DC 10 Strength check to break free of the ice.

Midnight Dust

Cost 75 gp; Weight 2 lbs.

This powdered substance reacts with natural light, significantly dimming the area around it. As an action, you can throw a pouch of *midnight dust* into the air, creating an area of darkness (as the *darkness* spell) within a 20-foot cube. The dust remains in the air for 1 minute or until a wind of moderate or greater speed disperses it, and has no effect on magical light.

Smoke Bomb

Cost 100 gp; Weight 3 lbs.

This metal sphere's casing is pockmarked with holes and capped with a thick fuse. When lit, it spews suffocating black smoke, heavily obscuring a 10-foot cube for 1 minute. Air-breathing creatures within the smoke must make a DC 10 Constitution saving throw, or have disadvantage on all rolls made while breathing the fumes. A wind of moderate or greater speed suppresses the smoke effect. Rounds where the smoke is suppressed still count against the effect's 1-minute duration.

Sparksprig

Cost 75 gp; Weight 2 lbs.

Wire coiled around this short length of charred wood crackles with electricity, rapidly discharging when snapped. As an action, you can snap a *sparksprig* to create a stroke of lightning 20 feet long and 5 feet wide, arcing out from you in the direction you choose. Each creature in the line must make a DC 10 Dexterity saving throw or take 1d4 lightning damage and be stunned for 1 round.

NEW FEATS

While alchemy is a broad science, not every alchemist displays their prowess in the same way. The following feats represent only a few of the many disparate specialties in alchemy, and offer new and unique bonuses for prospective alchemists.

Alchemical Artillerist

You have specialized in the numerous dangerous chemicals at the alchemist's fingertips, gaining the following benefits:

- ▶ Increase your Dexterity score by 1, to a maximum of 20.
- ▶ You may treat thrown alchemical weapons as simple ranged weapons with the finesse and thrown (range 20/60 ft.) qualities, instead of as improvised weapons.
- ▶ Throwing alchemical weapons at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- ▶ When attacking with alchemical weapons, you deal 1 additional die of damage.

Expeditious Alchemy

You can produce alchemical items much more quickly than normal.

As part of a short or long rest, you can produce a single unstable alchemical item. An unstable alchemical item functions in all ways like its normal

counterpart, except it remains potent for only 24 hours. Items crafted in this way cost no gold pieces, but their volatile nature prevents you from carrying more than one at a time. Crafting a new unstable alchemical item immediately renders the previous one inert. You must be proficient with and have access to a set of alchemist's supplies to benefit from this feat.

Pernicious Poisoner

You have trained in the art of poison, gaining the following benefits:

- ▶ You gain proficiency with poisoner's kits, and may treat alchemist's supplies as a poisoner's kit.
- ▶ You craft poisons twice as quickly as normal, doubling all daily progress made while crafting.
- ▶ You may create concentrated poisons by mixing two doses of the same poison together, imposing disadvantage on all saving throws to resist the poison.
- ▶ You have advantage on saving throws against poison. 🐾



THE CARDCASTER

BY JOSH GENTRY

An elf pulls the Emperor from her tarot deck and fixes the card to her friend's fate. The barbarian charges into battle, and the enemy archers hesitate due to the Hierophant's protective influence. The emboldened warrior smashes them all.

A golden-eyed dragonborn with tarot in spread reads a fellow adventurer's fortune and flips to reveal Death. The adventurer gasps, but the dragonborn raises a hand. "Do not worry, my child," she coos. "This card merely represents change ... inevitable, irrevocable change."

"Well gents, it looks like that's the end of your coffers—and of our evening together." The halfling grins wickedly, stretching out over the table to gather up the coins wagered by his fellow cardplayers. A grisly half-orc bristles at the jibe and reaches an arm out to stop him, but before the thug can grab the little fellow he picks up a card, flicking it with deadly force to strike the ruffian's cheek and draw blood. "Now now," he says, "don't make me play my full hand."

THE WISDOM OF THE TAROT IS WELL known by many a fortune teller but these dabblers in mysticism only scratch the surface of the power contained within the cards of fate. Unlocking the



energies within, cardcasters tease out destiny's strands to work magic upon the world whether to tell the future, defend themselves, subdue foes, or achieve the impossible.

BELIEF IS REALITY

To a cardcaster there is nothing more real than their tarot deck, the symbology on its cards as actual and impactful as the wind in the air or a rushing river. They are both the overseers and agents of destiny, driven to adventure by powers beyond their control—forces most people are not even aware exist. To truly embrace the ways of the cardcaster one must acknowledge and work to understand fate whether to act in accordance with or directly against it in a vibrant struggle to achieve true free will.

SEERS OF FATE

Cardcasters derive their powers from the tarot—a deck of mysterious cards purported to divine the future. By opening their minds to the tarot’s whims, these workers of magic can exert a degree of control over fate. Though cardcasters are sometimes maligned for practicing an inscrutable and unreliable art, their proponents recognize that whatever sacrifices are made in predictability are duly compensated by way of adaptability. By accepting the cards they are dealt, cardcasters can see actions play out as foretold and issue a masterful response.

CREATING A CARDCASTER

As a cardcaster, one of your most important relationships is the one you have with your cards. Did you inherit them from a teacher, or did you uncover the set and its powers on your own? Are your card powers ones you invoke, or are they instead a spontaneous upwelling of fate? When you manifest magic does it appear and feel the same way that a wizard’s spell would or more akin to a cleric’s invocation?

What drove you to become an adventurer rather than a simple fortune teller? Did the cards will it to be so or was it your decision to buck the yoke of destiny? Did you know this was to be from a young age or only just now realizing your lot? Are you beholden to act as an agent of fate or strive against the flow to forge your own unique path rather than what the future might otherwise hold for you?

Additional Materials

To use this class, you—the player—will need your own real-life tarot deck or standard playing card deck.

Clarifying Card Magic

As used herein, the tarot “set” refers to what the character owns in the story, the “deck” refers to the prop owned by the player, and the “hand” and “discard pile” are mechanics for using said prop at the table during a game. Despite the appearance of these mechanics, a cardcaster typically begins play with an complete tarot deck in-universe and uses all the cards of the tarot in regular readings.

QUICK BUILD

It’s simple to quickly build a cardcaster using these suggestions: first, your highest ability score should be Intelligence. Your next highest ability scores should be Dexterity and Constitution. Choose the Knight of Swords as your focus card (gaining several armor and equipment proficiencies, 2 extra hit points, and the mage hand and sacred flame cantrips). When selecting your equipment, choose a longsword, a component pouch, and a priest’s pack. For skills, decide if you want to be keen (Insight, Investigation), knowledgeable (Arcana, History), or tricky (Deception, Insight).

CLASS FEATURES

As a cardcaster, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d6 per cardcaster level
- ▶ **Hit Points at 1st Level:** 6 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per cardcaster level after 1st

Proficiencies

- ▶ **Armor:** None
- ▶ **Weapons:** Daggers, darts, slings, quarterstaves, light crossbows
- ▶ **Tools:** Game set (cards)

THE CARDCASTER

Level	Proficiency		Major										
	Bonus	Features	Arcana Available	Hand Size	—Spell Slots per Spell Level—								
					1	2	3	4	5	6	7	8	9
1	+2	Cards of Power, Focus Card	0th–5th	2	2	—	—	—	—	—	—	—	—
2	+2	Focus Card feature	0th–5th	2	3	—	—	—	—	—	—	—	—
3	+2	Card Mastery	0th–7th	3	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	0th–7th	3	4	3	—	—	—	—	—	—	—
5	+3	—	0th–9th	3	4	3	2	—	—	—	—	—	—
6	+3	Focus Card feature	0th–9th	4	4	3	3	—	—	—	—	—	—
7	+3	Mulligan (one use)	0th–11th	4	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	0th–11th	4	4	3	3	2	—	—	—	—	—
9	+4	—	0th–13th	4	4	3	3	3	1	—	—	—	—
10	+4	Focus Card feature	0th–13th	4	4	3	3	3	2	—	—	—	—
11	+4	Mulligan (two uses)	0th–15th	5	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	0th–15th	5	4	3	3	3	2	1	—	—	—
13	+5	—	0th–17th	5	4	3	3	3	2	1	1	—	—
14	+5	Focus Card feature	0th–17th	5	4	3	3	3	2	1	1	—	—
15	+5	Mulligan (three uses)	0th–19th	6	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	0th–19th	6	4	3	3	3	2	1	1	1	—
17	+6	—	0th–21st	6	4	3	3	3	2	1	1	1	1
18	+6	—	0th–21st	6	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement	0th–21st	7	4	3	3	3	3	2	1	1	1
20	+6	Signature Card	0th–21st	7	4	3	3	3	3	2	2	1	1

Multiclassing Prerequisites: Intelligence 13; **Proficiencies Gained:** game set (cards), one skill from the skill list

- ▶ **Saving Throws:** Intelligence, Wisdom
- ▶ **Skills:** Choose two from Arcana, Deception, History, Insight, Investigation, Nature, and Religion

Equipment

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

- ▶ (a) a quarterstaff, (b) a dagger, or (c) a longsword (if proficient)
- ▶ (a) a component pouch, (b) an arcane focus, or (c) a holy symbol
- ▶ (a) a scholar's pack or (b) a priest's pack
- ▶ Leather armor (if proficient)
- ▶ A set of tarot cards

Cards of Power

Your insight into the secrets of the tarot grants you their power and some capacity with spells.

In addition, in your hands even a mundane deck of cards can be positively lethal. You can use your action to throw a playing card, making a spell attack against a target within 40 feet. On a successful hit, you deal 1d6 magical slashing damage. This damage increases by 1d6 at 5th level, and again at 9th, 13th, and 18th level (to a maximum of 5d6).

Cantrips. You know two cantrips, which are determined by your Focus Card (see below).

Playing Your Cards and Casting Spells. The Cardcaster table shows how many spell slots you have to cast your cardcaster spells of 1st level and higher. To cast one of these spells, you must play a major arcana card and expend a slot of the spell's level or higher. Playing a card does not require an action and is part of a spell's activation. You regain all expended spell slots when you finish a long rest.

You do not prepare spells. Instead, you keep a hand of major arcana cards that determine which

spells are available for you to cast. Each card grants access to multiple spells. The spells you cast must be of a level for which you have spell slots.

You begin with magical access to the major arcana cards numbered 0 through 5th, all of which go to form your deck. As you advance in level, you add major arcana cards to your deck as per the Major Arcana Available column on the Cardcaster table.

When you complete a long rest, draw cards from your deck until you have a full hand. When you play a card to cast a spell it is moved to the discard pile. At the end of your turn, if you have less than a full hand, draw until your hand is full. When you complete a long rest, discard whatever cards you wish from your hand, then shuffle the deck and discard pile together and refill your hand. Your hand size improves with your level as per the Cardcaster table.

For example, if you're a 3rd-level cardcaster, you have four 1st level and two 2nd level spell slots, and a hand size of three. When you draw your hand after completing a long rest, you pull The Magician (burning hands, create or destroy water, detect magic, floating disc, unseen servant, or silent image), The Empress (animal friendship, entangle, goodberry, or speak with animals), and The Chariot (blur, enlarge/reduce, magic weapon, or spiritual weapon). You can expend a 1st level spell slot to play The Magician or The Empress and cast one of the spells on that card. Alternatively, you can expend a 2nd level spell slot to cast a spell from The Chariot, or to cast a more powerful version of a spell from The Magician or The Empress. After you cast the spell and play the card, you place it into the discard pile and at the end of your turn, draw a new card to return your hand to its maximum size.

Spellcasting Ability. Intelligence is your key ability for cardcaster features, powers, and spells, since you discern portents through your esoteric knowledge. 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 your cardcaster features, powers, or spells, or when making a spell attack roll.

- ▶ **Spell and feature save DC** = 8 + your proficiency bonus + your Intelligence modifier

- ▶ **Spell attack modifier** = your proficiency bonus + your Intelligence modifier

Ritual Casting. You can cast a divination spell as a ritual if that spell has the ritual tag and you have the spell memorized. Furthermore, if a card in your hand has an optional spell with the ritual tag, you can cast that spell as a ritual without discarding the card.

Memorizing Divination Rituals. When you find a divination ritual spell of 1st level or higher, you can memorize it only if a cleric or wizard of your cardcaster level could prepare it, and you spare the time to practice it.

For each level of the spell, the process takes 2 hours and costs 50 gp, like a wizard copying a spell into their spellbook. The cost represents material components you expend as you experiment with the spell to master it, as well as incense burned to channel your mystical focus. Once you have spent this time and money, you can cast the ritual at will.

If you multiclass into a spellcasting class, you know these spells and may prepare them if such spells appear on the other class's spell list.

Spell Focus. You can use an arcane focus or a holy symbol as a spellcasting focus for your cardcaster spells. While you have your tarot set on your person, you can use any card from it as an arcane focus.

Focus Card

At 1st level, you have chosen a face card of the minor arcana through which to channel your powers: Knight of Swords, Page of Wands, Queen of Cups, King of Pentacles. or Jack of Beasts.

Your choice grants you features at 1st level, and again at 2nd, 6th, 10th, and 14th level.

Card Mastery

At 3rd level, choose a major arcana card numbered 0th through 5th. This card is always in your hand, and it does not count against the number of cards in your hand. You can play it as often as you like without moving it to the discard pile.

By spending 8 hours in contemplation, you can change your card choice.

Mulligan

Starting at 7th level, once per day when you complete a short rest, you can discard as many cards from your hand as you wish and then draw until you have a full hand.

You can use this feature twice per day starting at 11th level and three times per day starting at 15th level.

Signature Card

At 20th level, choose a major arcana card numbered 6th–9th. This card is always in your hand, and it does not count against the number of cards in your hand. You can play this card without moving it to the discard pile.

MAJOR ARCANA

Each card entry lists spell options. When you play the card, you cast one spell from that list of your choice.

0th (1st level)—The Fool (2♣/2♠, 0)

Spell Options: *detect poison and disease, expeditious retreat, hideous laughter, or mage armor.*

1st (1st level)—The Magician (2♦/2♥, I)

Spell Options: *burning hands, create or destroy water, detect magic, floating disc, unseen servant, or silent image.*

2nd (1st level)—The High Priestess (3♣/3♠, II)

Spell Options: *charm person, fog cloud, identify, or sleep.*

3rd (1st level)—The Empress (3♦/3♥, III)

Spell Options: *animal friendship, entangle, goodberry, or speak with animals.*

4th (1st level)—The Emperor (4♣/4♠, IV)

Spell Options: *detect evil and good, hold person, command, or protection from evil and good.*

New Spell

Herculean Force

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a droplet of sweat)

Duration: Concentration, up to 1 minute

Your body surges with superhuman might. For the duration of this spell, you count as Large-sized when determining how much weight you can carry. You can also lift, push, and drag Medium-sized objects, regardless of weight, and throw them up to 5 feet.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, increase both size categories mentioned by one, and the throwing distance by 5 feet, for each two slot levels above 5th.

5th (1st level)—The Hierophant (4♦/4♥, V)

Spell Options: *bane, bless, sanctuary, or shield of faith.*

6th (2nd level)—The Lovers (5♣/5♠, VI)

Spell Options: *detect thoughts, mirror image, suggestion, or zone of truth.*

7th (2nd level)—The Chariot (5♦/5♥, VII)

Spell Options: *blur, enlarge/reduce, magic weapon, or spiritual weapon.*

8th (3rd level)—Justice (6♣/6♠, VIII)

Spell Options: *bestow curse, clairvoyance, lightning bolt, or protection from energy.*

9th (3rd level)—The Hermit (6♦/6♥, IX)

Spell Options: *counterspell, dispel magic, remove curse, or tiny hut.*

10th (4th level)—Wheel of Fortune (7♣/7♠, X)

Spell Options: *confusion, death ward, divination, or freedom of movement.*

11th (4th level)—Strength (7♦/7♥, XI)

Spell Options: *herculean force (see “New Spell” sidebar), resilient sphere, stone shape, or stoneskin.*

12th (5th level)—The Hanged Man (8♣/8♠, XII)

Spell Options: *dominate beast, dominate person, geas, or planar binding.*

13th (5th level)—Death (8♦/8♥, XIII)

Spell Options: *animate dead, cloudkill, contagion, or insect plague.*

14th (6th level)—Temperance (9♣/9♠, XIV)

Spell Options: *contingency, globe of invulnerability, or true seeing.*

15th (6th level)—The Devil (9♦/9♥, XV)

Spell Options: *eyebite, force cage, or mass suggestion.*

16th (7th level)—The Tower (10♣/10♠, XVI)

Spell Options: *disintegrate, divine word, magnificent mansion, or reverse gravity.*

17th (7th level)—The Star (10♦/10♥, XVII)

Spell Options: *conjure celestial, plane shift, prismatic spray, or regenerate.*

18th (8th level)—The Moon (J♣/J♠, XVIII)

Spell Options: *antipathy/sympathy, feeblemind, maze, or mind blank.*

19th (8th level)—The Sun (Q♦/Q♥, XIX)

Spell Options: *demiplane, holy aura, incendiary cloud, or sunburst.*

20th (9th level)—Judgment (K♣/K♠, XX)

Spell Options: *foresight, imprisonment, mass heal, meteor swarm, or power word kill.*

21st (9th level)—The World (A♦/A♥, XXI)

Spell Options: *time stop, true polymorph, true resurrection, or wish.*

FOCUS CARDS

In addition to the major arcana, a tarot set also consists of the minor arcana—the lesser secrets. The cardcaster draws power from these as well, primarily from a face card of their preferred suit.

KNIGHT OF SWORDS

Swords embody mental force and determination—the will envisioned as a blade. Cardcasters who focus on the brave Knight of Swords draw the sword to become warriors in their own right.

Cantrips

You know the cantrips *mage hand* and *sacred flame*.

Bonus Proficiencies

You are proficient with shortswords, longswords, and rapiers. You also gain proficiency with light armor, medium armor, and shields.

Warrior's Fortitude

Your resolve increases the size of your Hit Dice you gain from this class by one step. You gain 2 additional hit points, your hit points per cardcaster level are 1d8 (or 5) + your Constitution modifier, and your cardcaster Hit Dice are d8s.

Resounding Charge

Starting at 2nd level, the wind at your back roars as you charge into battle. As a bonus action, you call up the wind to speed your way. Until the end of your next turn, your movement doesn't provoke opportunity attacks, and hostile creatures you become adjacent to must succeed on a Strength saving throw or fall prone.

Once you use this feature, you must finish a short or long rest before you can use it again.

Setting Up Your Deck

If you're using a standard playing card deck, set aside the jokers, red jacks, black queens, red kings, and black aces. Doing this should leave you with 44 cards (2 each representing ranks 0th through 21st).

Extra Attack

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

Bonus Proficiencies

Also starting at 6th level, you gain proficiency with heavy armor and all martial weapons.

Mark of Fate

Starting at 10th level, the tarot reveals to you the time to strike. As a bonus action, you can use this feature to seize this moment by selecting a creature you can see within 60 feet. For 1 minute, whenever that creature takes damage, it takes extra damage equal to your Intelligence modifier.

Once you use this feature, you must finish a long rest before you can use it again.

Fatesever

Starting at 14th level, when you hit with a melee weapon attack, you gain a bonus to the damage roll equal to your cardcaster level. You can use this feature once, but you regain use of this feature when you are hit by a melee weapon attack or when you finish a long rest.

PAGE OF WANDS

Wands, often depicted as sprouting sticks, embody the magical power of creation. The Page—or Princess—of Wands enthusiastically explores her esoteric power, and those who focus on her develop even greater command of their tarot deck.

Cantrips

You know the cantrips *minor illusion* and *produce flames*.

Seeds of Possibility

Once per day when you finish a short rest, you can choose a used card numbered 0th through 8th to recover. Take the card from the discard pile and put it into your hand. Until you complete a long rest, you

can play that card once more without expending a spell slot.

Sprout of Curiosity

Starting at 2nd level, your proactive inquiries grant you more control over the tarot's power. When you complete a long rest, before refilling your hand, search your deck for one card and put it into your hand. Then shuffle the deck and continue to draw your hand normally.

Backburn

Starting at 6th level, small burnt sacrifices bend chaotic power to your will. Once per day when you finish a short rest, put any number of major arcana cards numbered 0th–8th from your hand and discard pile into the deck. Discard the rest of your hand. Search the deck for any two cards and add them to your hand. Then shuffle the deck and draw until you have a full hand.

Bloom of Revelation

Starting at 10th level, you can use your action to beseech the tarot to reveal themselves.

Roll percentile dice; if the result is equal to or less than your cardcaster level, the tarot reveal themselves. Choose one major arcana card other than those in your hand—even if your level is not high enough to include it in your deck. Play that card immediately, without expending any of your play uses. If your cardcaster level is too low to include the card in your deck, set the card aside instead of putting it in your discard pile.

If the tarot reveal themselves, you cannot use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for insight automatically succeeds, no roll required.

Fruit of Knowledge

Starting at 14th level, whenever you draw cards from your deck, draw an equal amount of extra cards. Then, put that many cards of your choice from your hand back into your deck and shuffle it.

KING of PENTACLES



QUEEN OF CUPS

Cups, also called chalices, represent emotions—particularly love. Guided by the Queen of Cups, the cardcaster's flowing affection rallies their allies and keeps their foes at bay.

Cantrips

You know the cantrips *guidance* and *ray of frost*.

Sincerity

Your open heart easily connects with others. You gain proficiency in Insight and Persuasion, and you gain *message* as a bonus cantrip.

Toast to Friendship

Starting at 2nd level, your affection for others imbues you both with vitality. When you activate a card power (cast a spell) that targets at least one friendly creature you can see, both you and one target of your choice gain temporary hit points equal to your Intelligence modifier + your cardcaster level.

Floweth Over

Starting at 6th level, when you use a card power to cast a spell with the range of self, at your option it instead has a range of 30 feet and targets a friendly creature you can see. If the spell has a duration based on concentration, the target of the spell must maintain that concentration.

Queen's Entourage

Starting at 10th level, you can communicate telepathically with any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

In addition, you can establish simultaneous telepathic communication with up to five other friendly creatures you can see within range. All of the creatures you choose can telepathically communicate with each other as well.

Court of Cups

Starting at 14th level, all the face cards of Cups shield you from malign forces of water and heart. You gain resistance to acid, cold, necrotic, and psychic damage.

KING OF PENTACLES

Pentacles, also called coins, call you to invest in practicality and worldliness. Their powers pertain to thrift, wealth, pragmatism, and taking joy in the here-and-now. Those who strive for the success of the King of Pentacles embrace the safe—and lucrative—options.

Cantrips

You know the cantrips *fire bolt* and *prestidigitation*.

Lucre

You begin play with an additional 50 gp.

Spendthrift

You can leverage your knowledge of low prices for even greater discounts. You can use this feature to receive a 25% discount on any one item you purchase,

up to a discount of 100 gp × your cardcaster level squared. Once you use this feature, you must finish a short or long rest before you can use it again.

Profit Margin

Starting at 2nd level, you develop an almost supernatural talent for finding riches. Whenever you discover a new source of cash—such as by plundering a chest or looting a room—you discover an additional amount of money equal to 10% of the funds discovered. Whenever you obtain cash payout from a job—such as your cut from a group contract or by selling your share of treasure—you mysteriously gain an additional amount of money equal to 10% of the funds secured.

This feature does not increase the amount of non-cash forms of wealth you receive, such as jewelry or trade goods, nor does it affect moneys casually redistributed amongst allies. Whether this feature is simply your preternatural ability to sniff out wealth and haggle, or the King of Pentacles subtly rewriting reality in your favor is anyone's guess.

Insightful Shopper

Starting at 6th level, the tarot reveal to you items which would be fortuitous to buy. When you complete a long rest in an area you can shop, write down three items available at market, each worth 100 gp or less. Once before you complete another long rest, you can use your action to declare the presence of one of the items on your person. You may draw out the item as part of this action.

Since the item you obtain with this feature was “really” on your person the whole time, you must have available storage space for the item. For example, if you become separated from your backpack, the item you obtain with this feature must fit elsewhere on your person.

Once you obtain an item with this feature, you can't do so again until you complete a long rest. You can use this feature up to three times before returning to market, selecting each item on the list no more than once.

Bribe the Fates

Starting at 10th level, you can sacrifice your money to alter luck. Whenever you or a creature you can see within 30 feet makes a d20 roll, you may sacrifice a portion of the wealth on your person to grant advantage or disadvantage on that roll. You can do so even after the roll is revealed, but before you know if it succeeds or fails. The amount of gold you must sacrifice to use this feature is equal to your character level × 10 gp; this money instantly vanishes.

You can use this feature as many times as you like, but each additional time costs 10 times the previous use. This count resets when you complete a long rest.

Mystical Mint

Starting at 14th level, you spontaneously generate wealth. Whenever you roll a d20, percentile dice, or for damage, and a die shows its maximum value, you mysteriously gain that number × 10 gold pieces. This feature is not affected by Profit Margin.

JACK OF BEASTS

In forgotten corners of the world, certain cardcasters practice the forbidden art of monster tarot. Their decks are comprised of strange suits and faces, each of which contain the trapped spirits of monsters. These cardcasters focus on the Jack of Beasts to unleash the creatures within.

Cantrips

You know the cantrips *chill touch* and *dancing lights*.

Bonus Proficiency

You gain proficiency with Animal Handling.

Bonus Ritual

You know the *find familiar* spell and can cast it as a ritual. You do not need to play a card to cast this spell.

Monstrous Arcana

The major arcana each provide you additional spell options.

- ▶ 0th–2nd: *animal friendship*
- ▶ 3rd: *shield of faith*
- ▶ 4th–5th: *speak with animals*
- ▶ 6th: *animal messenger, locate animals or plants*
- ▶ 7th: *enhance ability*
- ▶ 8th: *conjure animals*
- ▶ 9th: *animate dead, speak with dead*
- ▶ 10th: *conjure minor elementals*
- ▶ 11th: *conjure woodland beings*
- ▶ 12th: *hold monster*
- ▶ 13th: *animate objects, conjure elemental*
- ▶ 14th: *conjure fey*
- ▶ 15th: *create undead*
- ▶ 16th: *conjure celestial*
- ▶ 17th: *forcecage*
- ▶ 18th: *animal shapes*
- ▶ 19th: *dominate monster*
- ▶ 20th: *astral projection*
- ▶ 21st: *gate*

Eye of the Cardshark

Starting at 2nd level, your predatory divination grants you insight into creatures' breaking points. As a bonus action, choose one creature you can see within 30 feet. You learn that creature's hit point maximum, present hit point total, and any damage vulnerabilities. Once you use this feature, you must finish a short or long rest before you can use it again.

Empowered Summoner

Starting at 6th level, at your option, creatures you summon or manipulate with card powers, or those you summon with Capture Card (starting at 14th level), receive the following benefits:

- ▶ The creature immediately gains temporary hit points equal to your cardcaster level.
- ▶ The creature adds your proficiency bonus to its weapon damage rolls.

Your familiar gains these benefits when you first summon it or after you complete a long rest.

Voice of the Void

Starting at 10th level, the otherworldly arts of spirit binding empower you to communicate with all creatures. You are constantly under a *tongues* effect. You are also constantly under a *speak with animals* effect that extends to any creature without a language, such as unintelligent undead or constructs. These effects can't be dispelled.

You can also use this feature to cast either *speak with dead* or *speak with plants*. Once you do so, you must finish a short or long rest before you can cast either spell again with this feature.

Capture Card

Starting at 14th level, you can capture a creature within your cards. As an action, choose one creature you can see within 20 feet of you. This creature must have a challenge rating no higher than half your cardcaster level. An unwilling target must make a Charisma saving throw. On a failed save, it disappears into extradimensional space within one of your tarot cards (note that a willing creature can voluntarily fail the save). If it succeeds, you can't use this feature on it again for a year and a day. So long as you have trapped an unwilling creature with this feature, you cannot attempt to capture another unwilling creature.

As an action, you can discard a major arcana card from your hand and expend a major arcana play to summon your bound creature in an unoccupied space you can see within 20 feet. It is friendly to you and obeys your orders as if affected by *dominate monster*. You can release the creature or return it to its tarot card as an action, and it returns automatically after 1 hour. Its hit points are fully restored whenever you complete a long rest.

If the creature is killed, its form and consciousness return to and remain trapped within the card. The dead creature still counts against your limit of only one unwilling trapped creature. You can release the remains as an action, freeing the dead creature. If you have no other unwilling, living captured creatures—or if the creature was willingly

captured—you can also spend 8 hours in isolated meditation to revive the creature at full hit points. This meditation is strenuous spiritual activity, and cannot be completed during a long rest.

Intelligent creatures are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw against capture. If it fails the saving throw and has an Intelligence of 12 or higher, it can also repeat the saving throw whenever you complete a long rest until it succeeds and is freed, appearing in a safe location approximately 5 miles away from your present location.

A creature that voluntarily failed its saving throw against capture never attempts to escape and does not count against your ability to capture with this feature again.

NEW FEATS

Cardshark

Prerequisite: Wisdom 13 or higher

You are an expert at playing cards, odds, and people.

- ▶ You gain proficiency with game sets (cards)
- ▶ You gain proficiency with Deception or Insight (your choice)
- ▶ You gain your proficiency bonus to all ability checks related to determining odds, placing bets, and acting on chance.
- ▶ Once you have played a card game with a creature, you double your proficiency bonus on Charisma (Deception) and Wisdom (Insight) checks against that creature.

Cartomancy

Prerequisite: Intelligence 13 or higher, and proficiency with game set (cards)

Your supernatural insights and card-cunning are one and the same.

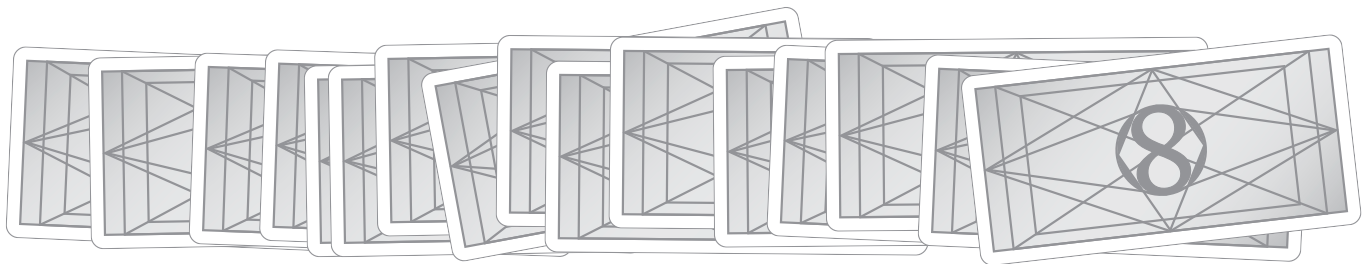
- ▶ When you draw a card—in-universe as your character or at the table as a player—you can use this feat to look at the top card of the deck before drawing. You can choose to keep that card on the top of the deck, or to place the card on the bottom of the deck. Once you use this feature, you must finish a short or long rest before you can use it again.
- ▶ Whenever you complete a game of cards or a tarot reading, you learn certain information about one other creature involved. The GM tells you two of the creature's qualities or scores from the following list: Intelligence, Wisdom, Charisma, any proficient skills related to one such ability, Personality Trait, Ideal, or Bond.

Chosen of Fortune

Prerequisite: Intelligence 13 or higher

Your shrewd mind for money quickly turns profits.

- ▶ You have advantage on ability checks made to negotiate economic transactions.
- ▶ You gain proficiency with Deception, Persuasion, or Insight (your choice).
- ▶ Whenever you roll a d20, percentile dice, or for damage, and a die shows its maximum value, you mysteriously gain that number of gold pieces. This feature does not stack with any other features that spontaneously generate wealth.





Intuitive Diviner

Prerequisite: Wisdom 13 or higher

Your supernal insight originates from the hidden depths of your mind—and reaches into secret realities.

- ▶ You learn any two divination spells of 1st level or higher from the wizard or cleric lists, even if you do not possess spell slots to cast spells. The spells you choose must be of a spell level available to a wizard or cleric of your character level. These spells do not count against your spells known, if you have such a feature. If you do not have spell slots from a class, you can cast each of these spells once between long rests (using Wisdom as your spellcasting ability).
- ▶ At every odd character level, learn one more such spell. If you obtain this feat after 1st level, you gain these spells retroactively.
- ▶ You can cast any divination spell you know as a ritual, even if you are otherwise unable to cast spells.
- ▶ Once you cast a divination spell of 6th level or higher with this feat, you cannot use this feat to cast another divination spell of 6th level or higher until you finish a long rest. 🍷

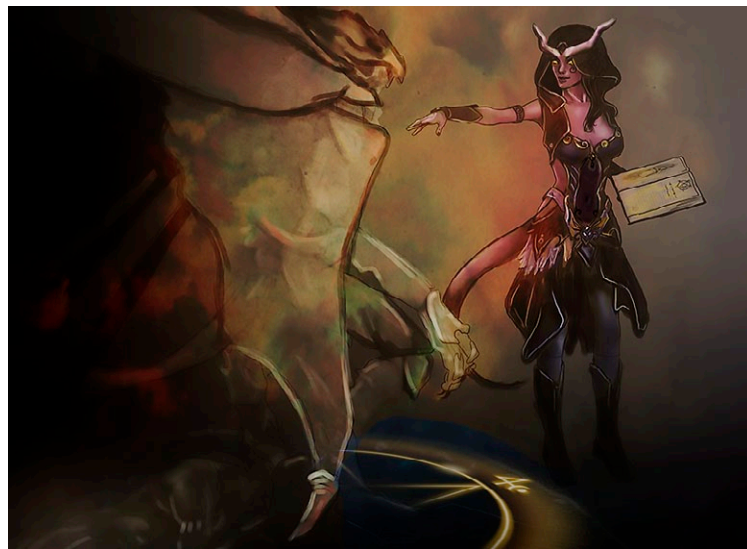
THE DIABOLIST

BY MIKE MYLER

Cackling with glee as the villagers fled from her terrifying servants, the tiefling commanded her ghoul and lemure to hold down the town's priest and drew forth her sickle. She grabbed him by the hair and savagely cut it away, nicking his scalp and washing his face in red blood, blinding him as she retreated before the shouting of the local guards—this was only the beginning of the holy man's torment and path to corruption before her infernal allies claimed his soul.

As expected, the allure of the succubus the dwarf summoned was more than enough to entice the merchant quarry to drop his guard, leaving the tavern like a fool. The man's bodyguards followed, but the will-o'-wisps bent to the spellcaster's will distracted their simple minds; by the time the swords of any defenders could react to the dying trader's screams, the dwarf and his abyssal servant were long gone.

Crouching in the belltower above the public square, the dragonborn waits for just the right moment to strike. In her hands is a crude doll of hay and scraps of cloth, a simple figurine unremarkable save for two things—the tuft of blonde hair at its top and the primitive crown on its head. She rises into a kneeling position as the crowd begins to applaud at the approach of their king, unsheathing an obsidian-tipped blade that she drags across the effigy. An insane smile spreads across her face as the royal fool below falls to the ground, clutching a wound in his side. It takes all of the dragonborn's willpower not to cackle as his audience begins to panic and his guards rise up to fend off the attack, an assault none of them have any chance of seeing.



DIABOLISTS ARE NOT TYPICAL MAGES or priests, devoting themselves not to study or prayer, only to finding and taking the fastest pursuits to power—through dark pacts with evil creatures hungry for the foolish souls of bargainers. These greedy and despicable individuals wager their very souls to make fell bargains with not just one creature from the beyond the Material Plane but many entities, calling on the malevolent powers of the Abyss or Hell to do their bidding.

Any and all dark arts are the purview of diabolists and there is no depth to which they will not sink as they seek to conjure ever more powerful allies. The deals one must strike in order to summon evil entities with a whim are dire indeed however, and the further along the corrupted path one travels the greater one finds the demands of their otherworldly partners.

FORBIDDEN SECRETS

The path of the diabolist is rarely lauded or promoted within society and the very nature of their art requires one to have a taste for taboo knowledge. Only the strong of will and spirit can endure the trials required to learn the secrets of diabolism, and though master summoners frequently take on many apprentices most of these deluded fools are merely pawns used for sacrifice. Devious, foul, and wily as they might be, diabolists are always keen to acquire relics, tokens of power, or forbidden lore whenever the opportunity arises and they can be trusted to do whatever they must in their relentless pursuits.

UNYIELDING AVARICE

Greed is what inspires most diabolists to take up the darkest arts of conjuration but they are never sated—the need for more power and wealth drives them ever forward the further they fall toward depravity in a vicious cycle that ends in eternal torment. The aid of demons and devils does not come without a cost however and either divine relics, great treasures, or the souls of the living must be sacrificed in order for diabolists to forge new unholy alliances.

CREATING A DIABOLIST

The first thing to decide when making a diabolist are the circumstances that led your character to seek out unholy alliances: are they destined to bring balance to the forces of good and evil, driven to do whatever they must to become rich, or tricked to stray into the depths of depravity? Have they any

remorse for the horrendous acts they perform in exchange for power? While your diabolist is undoubtedly evil, is there any good still within the corruption overtaking their soul?

Is your character a force of chaos that imposes their will on lawful servants, a slave master of chaotic entities, or devoted only to their goals and working with whatever allies they can conjure? Do they seek to inspire fear or attempt to blend in with the sheep of society? Perhaps most importantly, how do they plan to save their soul from the ultimate end of their bargains with the powerful creatures that act as their lackeys—or have they fallen too far to care?

QUICK BUILD

Quickly building a diabolist is easy to do using these suggestions: first, your alignment is either chaotic evil, neutral evil, or lawful evil (the latter being the easiest to roleplay if you are not familiar with playing diabolical characters). Your highest ability scores should be Wisdom and Charisma. Select chill touch, fire bolt, and sacred flame as your known cantrips. When selecting your equipment, choose a dagger, an arcane focus, and a priest's pack. For skills, choose Deception, Insight, and Persuasion. Keep the statistics for Skeletons and Zombies handy.

CLASS FEATURES

Alignment Restriction

Diabolists cannot be of Good alignment. If your group uses alignment, a Diabolist whose alignment becomes Good cannot gain a level in this class until their alignment changes from Good.

Hit Points

- ▶ **Hit Dice:** 1d8 per diabolist level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution modifier.
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per diabolist level after 1st.

THE DIABOLIST

Level	Proficiency Bonus	Conjuring Points	Necromantic Touch	Features
1	+2	1	1d8	Spellcasting, Masterful Presence, Necromantic Touch
2	+2	2	1d8	Diabolic Resistance, Diabolic Strike
3	+2	2	1d8	Summoning, Unholy Familiar
4	+2	3	1d8	Ability Score Improvement
5	+3	4	2d8	Telepathic
6	+3	4	2d8	Dark Path
7	+3	5	2d8	Banisher, Voodoo
8	+3	6	2d8	Ability Score Improvement
9	+4	6	3d8	Dark Path feature
10	+4	7	3d8	Breathless, Diabolic Blood
11	+4	8	3d8	Expanded Mind
12	+4	8	3d8	Ability Score Improvement, Dark Path feature
13	+5	9	4d8	Scion of Evil
14	+5	10	4d8	Diabolic Essence
15	+5	10	4d8	Dark Path feature
16	+5	11	4d8	Ability Score Improvement
17	+6	12	5d8	Unbound Soul
18	+6	12	5d8	Dark Path feature
19	+6	13	5d8	Ability Score Improvement
20	+6	14	5d8	Master of Evil

Multiclassing Prerequisite: Wisdom 15; **Proficiencies Gained:** ceremonial relics, Religion

Proficiencies

- ▶ **Armor:** None
- ▶ **Weapons:** Simple weapons
- ▶ **Tools:** Ceremonial relics
- ▶ **Saving Throws:** Wisdom, Charisma
- ▶ **Skills:** Choose three from Arcana, Deception, Insight, Intimidation, Perception, Persuasion, and Religion.

Equipment

You begin play with the following equipment, in addition to any gear acquired through your background.

- ▶ (a) a dagger or (b) a sickle
- ▶ a light crossbow and 20 bolts
- ▶ (a) an arcane focus or (b) a holy symbol
- ▶ (a) a priest's pack or (b) a scholar's pack

Spellcasting

At 1st level, you know three cantrips of your choice

from the cleric and wizard spell lists or the vile school of magic. You learn one additional cantrip at 5th level, 10th level, 15th level, and 20th level.

Conjuring Points. You receive a number of conjuring points determined by your diabolist level. You are able to cast the *find familiar* spell as an action by expending one conjuring point. Conjuring points are restored at the end of a short or long rest.

Spellcasting Ability. Wisdom is your spellcasting ability for your diabolist spells, since you draw your spells from a dark connection in your soul with things from the beyond. 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 diabolist spell you cast and when making an attack roll with one.

- ▶ **Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier
- ▶ **Spell attack modifier** = your proficiency bonus + your Wisdom modifier

Masterful Presence

While you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

Necromantic Touch

Starting at 1st level, the fell pacts you've made have garnered you a measure of power that lets you manifest energy antithetical to life but one that revitalizes the forces of evil. As an action, you may make a melee spell attack, dealing 1d8 necrotic damage to a living creature on a hit. If you kill a creature using your necromantic touch, you gain a number of temporary hit points equal to the damage you dealt with the killing blow. Unlike normal temporary hit points these stack and you may gain a maximum number of temporary hit points this way equal to twice your diabolist level. When you target one of your diaboli with this feature, you restore the creature's hit points instead.

At 5th, 9th, 13th, and 17th level this feature increases by 1d8.

Diabolic Resistance

Beginning at 2nd level, you gain resistance to poison damage and advantage on saving throws to resist being poisoned.

Diabolic Strike

At 2nd level you channel more unholy power into your strikes, adding your Wisdom or Charisma modifier (whichever is higher) to your necromantic touch.

You may choose not to add your Charisma modifier to your necromantic touch to instead inflict a condition on your target, forcing them to make a Constitution saving throw against DC 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target gains the blinded or deafened condition for a number of rounds equal to your diabolist level. The target may repeat this saving throw at the end of each of its turns, ending the condition on a success. You may attempt to inflict a condition a number of times equal to your proficiency bonus, after which you must complete a long rest before you can do so again.

Summoning

Starting at 3rd level, you learn to summon lesser creatures to do your bidding. At first these minor diaboli are undead creatures as all diabolists dabble in necromancy, but inevitably acquaintances are made with daemons, demons, and devils.

Summoning a diabolus takes an entire turn during which you do not take any movement or other actions (including reactions) and expend conjuring points equal to the amount listed for the creature. If you take damage while summoning a diabolus, a concentration check is required or the diabolus dies in transition.

Diaboli you summon appear in unoccupied spaces that you can see within range. Once summoned a diabolus remains on the Material Plane until it has taken an amount of damage equal to its hit points, you dismiss it as a reaction, or the diabolus travels more than 500 feet from you. If a diabolus suffers a critical hit you must succeed on a concentration check to maintain your connection to it or you lose control of the creature (at the GM's discretion it may attack an ally, but never you). You may only have a number of summoned diaboli equal to your proficiency bonus.

Diaboli are friendly to you but not necessarily your companions—the further removed an ally's alignment is from a diabolus, the less likely the diabolus is to be friendly when interacting with that companion. Roll initiative for your diaboli as a group, which has its own turns. They obey any verbal (or telepathic) commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Diaboli with innate spellcasting can cast a number of spells equal to the conjuring points you spent to summon the diabolus but afterward you must expend 1 conjuring point to have a diabolus use its innate spellcasting.

In addition, you are able to cast any spell with the ritual tag so long as the spell level is equal to or less than half your diabolist level. You may only cast a number of ritual spells equal to your proficiency bonus before requiring a long rest to cast more

ritual spells. You may use either an arcane focus or a divine focus as a spellcasting focus for your diabolist spells.

► **Minor Diaboli (1 Conjuring Point):**

cacodaemon (CR ½, page 40), **skeleton** (CR ¼), **zombie** (CR ¼)

Unholy Familiar

Beginning at 3rd level, the familiar you summon is undead. It gains darkvision 60 feet, resistance to bludgeoning, piercing, and slashing from nonmagical attacks, immunity to necrotic and poison damage, and immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, poisoned.

Ability Score Improvement

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.

Dark Psyche

Starting at 5th level, you gain telepathy to a range of 30 feet and darkvision 60 feet. When using telepathy with your diaboli, the range increases to 60 feet.

Dark Path

The evil pacts you've made with lesser creatures have their limitations and eventually you find their gifts lacking, leaving your lust for power to drive you to find darker entities to make your allies. At 6th level, you choose to focus your studies on either the summoning of ephemeral undead and demons or corporeal unlife and devils.

At 9th, 12th, 15th, and 18th level you learn to summon more creatures determined by your Dark Path.

Banisher

Starting at 7th level you can cast *banishment* or *hallow* (evil options only) by expending 2 conjuring points.

New Feat

Voodoo

Prerequisites: Arcana, Religion, Proficiency Bonus +3

You learn how to beseech and entreat loa, lesser spirits of life. By presenting offerings, creating personal altars or objects of devotion, and participating in rituals (ranging from dancing and music to allowing loa to briefly possess your body), you convince loa to use their otherworldly powers in service to you.

- After a long rest choose either Investigation or Perception. The passive score for the skill you choose increases by 5.
- After collecting at least 1 ounce of hair, skin, blood, or other part of another creature's body you are able to fashion it into a small simulacra that loa tie to the creature's life force. So long as the creature you make the simulacra from is within 100 feet and you are able to see it, you may cast cantrips or use the class features with a range of touch (like a diabolist's necromantic touch) against the creature by targeting its simulacra. After damaging a creature through the simulacra a number of times equal to its hit dice, the simulacra is destroyed if you do not make a Wisdom saving throw (DC 10 + hit dice of target creature).

Voodoo

At 7th level you gain the Voodoo feat.

Breathless

Starting at 10th level, you no longer need to breathe. You gain advantage on saving throws against spells and effects that come from dangerous gases.



Diabolic Blood

At 10th level, you gain immunity to poison damage and the poisoned condition.

Expanded Mind

Beginning at 11th level, the range of your telepathy increases to 60 feet, or 120 feet if communicating with your diaboli. The range of your darkvision increases to 120 feet.

Scion of Evil

Starting at 13th level, you gain advantage on saving throws made to resist the spells and effects of undead. You also gain advantage to saving throws made to resist the spells and effects of the type of fiends you can summon via your Dark Path (daemons and either demons or devils).



Diabolic Essence

At 14th level you gain resistance to necrotic damage.

Unbound Soul

Beginning at 17th level, the range of your telepathy increases to 120 feet. As long as you have at least one diaboli on the same plane of existence, you can communicate with them using your telepathy. Your darkvision can also see through magical darkness. You can cast plane shift or teleport by expending four conjuring points.

Planar Master of Evil

At 20th level you gain immunity to necrotic damage. You learn the true name of an extraplanar creature determined by your dark path, forcing it to become one of your diaboli: either a Hezrou demon (CR 8) or a Chain Devil (CR 8). You may spend 100 gp in materials throughout an hour long ritual to summon this diaboli, or you may expend 10 conjuring points to summon it.

Once per month you can perform a ritual requiring 500 gp and 1d4 + 1 hours to summon a more powerful demon or devil, but this may be met with a celestial response by the powers of good (at the GM's discretion).

In addition, for a number of rounds equal to your proficiency bonus you do not take energy damage from an environmental effect of a plane that is not your own (usually the Material Plane). You may spend a conjuring point to increase the duration of this feature to a number of minutes equal to your proficiency bonus. Afterward it can be extended by 1 hour per additional spent conjuring point.

DARK PATHS

DEMONIC

Your research into the entities of the beyond led you to the denizens of the Abyss, forging a pact with evil as rife with chaos as malevolence. As though you were one among them, you can call on demons to grant you aid, slay your enemies, and obey your every command.

At 6th level your unholy familiar becomes a demonic undead familiar. It gains resistance to cold, fire, lightning, and truesight to a range of 2 feet per diabolist level (round down to the nearest multiple of 5 feet).

You learn Abyssal and how to summon demons to do your bidding. At 9th, 12th, 15th, and 18th level you can use your conjuring points (CP) to summon more potent demons to serve as your diaboli.

6th Level—Lesser Diaboli (2 CP)

- ▶ **Dretch** (CR ¼)
- ▶ **Shadow** (CR ½)
- ▶ **Quasit** (CR 1)
- ▶ **Specter** (CR 1)

9th Level—Moderate Diaboli (3 CP)

- ▶ **Coloxus** (CR 3; page 41)
- ▶ **Ghast** (CR 2)
- ▶ **Imp-Erosi** (CR 2; page 43)
- ▶ **Will-o'-Wisp** (CR 2)
- ▶ **Wight** (CR 3)

12th Level—Dire Diaboli (4 CP)

- ▶ **Ghost** (CR 4)
- ▶ **Incubus/Succubus** (CR 4)

15th Level—Greater Diaboli (5 CP)

- ▶ **Abrikandilu** (CR 5; page 38)
- ▶ **Wraith** (CR 5)

18th Level—Epic Diaboli (6 CP)

- ▶ **Hydrodaemon** (CR 6; page 42)
- ▶ **Vrock** (CR 6)

DEVILISH

Thinking it unwise to strike bargains with unfettered evil, you sought out the devils in Hell in your pursuit to power. Your agreement with infernal creatures allow you to call on them to do battle, practice guile, and otherwise serve you.

At 6th level your unholy familiar becomes a devilish undead familiar. It gains resistance to cold, resistance to bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered, immunity to fire damage, and blindsight to a range of 5 feet per two diabolist levels.

You learn Infernal and how to summon devils to do your bidding. At 9th, 12th, 15th, and 18th level you can use your conjuring points (CP) to summon more potent devils to serve as your diaboli.

6th Level—Lesser Diaboli (2 CP)

- ▶ **Lemure** (CR 0)
- ▶ **Warhorse Skeleton** (CR ½)
- ▶ **Ghoul** (CR 1)
- ▶ **Imp** (CR 1)

9th Level—Moderate Diaboli (3 CP)

- ▶ **Minotaur Skeleton** (CR 2)
- ▶ **Ogre Zombie** (CR 2)
- ▶ **Bearded Devil** (CR 3)
- ▶ **Cambion** (CR 3; page 40)

12th Level—Dire Diaboli (4 CP)

- ▶ **Accuser Devil** (CR 4; page 38)
- ▶ **Contract Devil** (CR 4; page 42)

15th Level—Greater Diaboli (5 CP)

- ▶ **Barbed Devil** (CR 5)
- ▶ **Vampire Spawn** (CR 5)

18th Level—Epic Diaboli (6 CP)

- ▶ **Bestiola Devil** (CR 6; page 39)
- ▶ **Thanadaemon** (CR 6, page 43)
- ▶ **Warmonger Devil** (CR 6; page 44)

NEW CREATURES

Abrikandilu

This enormous fiend reeks of sulfur and brimstone, its furry lower body, arms, and torso rank with the iron smell of damp blood. An impressive flare of blue fur makes a mane around the monster's grotesque horned, crimson head and furious avian glare.

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 65 (10d10+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	13 (+1)

Saving Throws STR +6, DEX +3, CON +4, WIS +3

Skills Athletics +6, Perception +3

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from attacks that aren't cold iron

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Celestial, Common, Draconic, telepathy 100 ft.

Challenge 5 (1,800 XP)

Hatred of Mirrors. When adjacent to a mirror or creature wielding a polished metal shield, the abrikandilu makes a DC 15 Wisdom saving throw at the start of its turn or focuses on destroying the mirror.

Innate Spellcasting. The abrikandilu's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The abrikandilu can innately cast the following spells, requiring no material components:

3/day each: fear, shatter

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

ACTIONS

Multiattack. The abrikandilu makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) magical piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) magical slashing damage.

Wrecker demons frequently filling out the infantry of Abyssal armies, abrikandilu were destroyers of beauty in life that continue their envious vandalism for eternity. These fiends are driven to madness by the sight of their own mutated reflections and they do whatever is necessary to destroy it, enraged by the reminder of what they've become.

Accuser Devil

Cloven hooves, crimson legs, and tufts of black and brown hair cover this fiend's body, the torso a playpen for slithering snakes with no tails. Its ugly face is a mixture of expressions and in but a moment changes from hatred to joy to sadness and back again.

Small fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	9 (-1)	15 (+2)	12 (+1)

Saving Throws DEX +6, CON +4, INT +1, CHA +3

Skills Deception +3, Perception +4, Stealth +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Infernal, telepathy 100 ft.

Challenge 4 (1,100 XP)

Infernal Informant. The accuser devils records everything it witnesses and can pass this information onto another creature through visions. The accuser devil can replay up to 24 hours of events it has seen to a willing creature, taking 1 round per hour of recorded images. After replaying a vision, the accuser devil cannot replay it again.

Innate Spellcasting. The accuser devil's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The accuser devil can innately cast the following spells, requiring no material components:

3/day each: grease, invisibility, sending, teleport (self only)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage. A target hit by this attack makes a DC 12 Strength saving throw or gains the poisoned condition until the damage is healed.

Accuser devils are the souls of children that have been cast down to Hell, warped into stealthy sentries that can garner valuable secrets and share them with their masters without deception or guile.

Bestiola Devil

Weaving through the air on sickly spotted wings is a beaked fiend, barbs sprouting from beneath its beastly arms to cover a kaleidoscope of iridescent insectile scales that end in a wicked two-pronged stinger. The creature's tail drips with venom and it hefts a decrepit piece of wood in one hand, a club that radiates dark energy.

Large fiend (devil), lawful evil

Armor Class 16 (natural)

Hit Points 84 (8d10+40)

Speed fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	20 (+5)	16 (+3)	15 (+2)	18 (+4)

Skills Deception +7, Insight +5, Perception +5, Planes +6, Stealth +6

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the bestiola's darkvision.

Innate Spellcasting. The bestiola devil's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The bestiola devil can innately cast the following spells, requiring no material components:

3/day each: *invisibility* (self only), *major image*, *teleport* (self only)

Magic Resistance. The bestiola devil gains advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The bestiola devil makes two foul club and one stinger attack.

Foul Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) magical bludgeoning damage plus 7 (2d6) necrotic damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (1d12+3) piercing damage. A target hit by this attack makes a DC 16 Constitution saving throw or gains the poisoned condition until the damage is healed.

These officers of Hell's infantry command legions of lesser fiends, torture prisoners, and carry the potent secrets of their evil masters until an opportunity for profit or revenge reveals itself.



Cacodaemon

Pale yellow-white hair bats against this fiend's deep red skin, its wings carrying it aloft and its body protected by armor made from the bones of the dead.

Tiny fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 7 (2d4+2)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	8 (-1)	13 (+1)	12 (+1)

Saving Throws DEX +2, WIS +3

Skills Deception +3, Perception +3, Stealth +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Infernal

Challenge ½ (100 XP)

Regeneration. The cacodaemon regains 2 hit points at the start of its turn if it has at least 1 hit point. If the cacodaemon takes radiant damage or damage from holy water, this trait doesn't function at the start of the cacodaemon's next turn.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d2+1) piercing damage.

Impish cacodaemons are the weakest of their kin and seek to inflict pain whenever possible in attempts to sate their unending appetite for mortal souls. Those who dally too long on the shores of the River Styx are harried by these warped creatures in hosts that grow all the larger the more a victim resists.

Daemons

All souls travel the River Styx before their final judgment, but some become lost in this transitory realm. Those who make deals with fiends along the river become daemons, lost souls in services of both chaotic and lawful forces in their pursuit to bring souls to the Abyss or Hell.

Cambion (Half-Fiend)

The statuesque and sublime features of this horned humanoid would be pleasing to look upon but their red-orange skin is cracked and misshapen in places, the scent of brimstone marking them out as something fiendish.

Medium fiend, neutral evil

Armor Class 14 (natural)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	13 (+2)	12 (+1)	16 (+3)

Saving Throws STR +4, CON +4, WIS +3

Skills Athletics +4, Deception +5, Insight +3, Intimidation +4, Perception +3, Stealth +4

Damage Resistances acid, cold, fire, lightning, poison

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, telepathy 30 ft.

Challenge 3 (700 XP)

Innate Spellcasting. The cambion's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The cambion can innately cast the following spells, requiring no material components:

3/day: *command*

2/day each: *charm person, false life, enthrall*

Sadistic Strike. The cambion scores a critical hit on a roll of 19 or 20 when making a weapon attack.

ACTIONS

Multiattack. The cambion attacks twice.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

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

When an incubus (or in more grisly occurrences, a succubus) mates with a creature while in the Abyss, their doomed paramour (whether female or male) gives birth to a half-breed: the cambion. These outcasts are hated by their kin and live exiled lives, whatever semblance of good that might have been in them snuffed out by the cruelties they suffer for the basic circumstances of their cursed existence.

Coloxus

Robed as though it were a noble, this insectile fiend's disgusting head is topped by two enormous multifaceted red eyes, the translucent wings sprouting from its neck reaching nearly to the floor.

Medium fiend (demon), chaotic evil

Armor Class 15

Hit Points 42 (5d8+20)

Speed 25 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	19 (+4)	19 (+4)	10 (+0)	15 (+2)

Saving Throws CON +6

Skills Arcana +6, Deception +4, Perception +2

Damage Resistances acid, cold, fire, lightning

Damage Immunities poison

Condition Immunities disease, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages all; telepathy 100 ft.

Challenge 3 (700 XP)

Fiendish Brilliance. The coloxus has advantage on Intelligence ability checks.

Fiendish Tongue. The coloxus is under the constant effects of a *tongues* spell.

Spellcasting. The coloxus is a 6th level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The coloxus has the following spells prepared from the wizard's spell list:

Cantrips: *acid splash, fire bolt, mage hand, minor illusion, poison spray, prestidigitation, true strike*

1st-level (6 slots): *detect magic, disguise self, identify, illusory script, silent image*

2nd-level (6 slots): *blur, detect thoughts, invisibility, locate object, see invisibility, mirror image*

3rd-level (5 slots): *clairvoyance, fear, haste (self only), hypnotic pattern, major image*

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Droning Wings. As an action, the coloxus can flutter its wings to conjure a kaleidoscope of color and a drone that dampens other sounds. The coloxus gains immunity to thunder damage and creatures within a 30-foot radius have disadvantage on concentration checks made to maintain spells that have verbal components.

Many mages have looked too deeply into forbidden lore, forever staining their souls with failed attempts to grasp at powers beyond mortal ken. When the cursed finally perishes they may be drawn down into the Abyss, the finality of their demise reinterpreted by demon handlers to be seen as an ascension instead. Thus coloxus are incredibly confident in their power, overwhelmingly certain that they are truly masters of the arcane without peer. The illusion that they reside within is so whole and encompassing that nothing in existence can convince them otherwise—and they keep any mortal foolish enough to believe the charade in bondage as servants, the fear the coloxus' "terrible power" bearing down on them at all times.



Contract Devil

Spikes jut out from this crimson fiend's skull and above its brimming jade eyes, scripts and papers covered in a host of languages—contracts—wrapped about its arms.

Large fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 57 (6d10+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	20 (+5)	19 (+4)	20 (+5)

Skills Arcane +7, Deception +7, Insight +6, Persuasion +7, Religion +7

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Infernal, telepathy 100 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The contract devil's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The contract devil can innately cast the following spells, requiring no material components:

At will: *detect thoughts, produce flame, tongues*

3/day each: *dimension door* (self only), *identify, major image, sending*

1/day each: *arcane eye, bestow curse, contact other plane, hold person, locate creature, scorching ray, silence, plane shift* (evil planes only), *teleport* (self only)

Magic Resistance. The contract devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The contract devil makes two whipping contract attacks.

Whipping Contract. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) magical slashing damage. A creature that has made any kind of agreement with the contract devil and takes damage from this attack makes a DC 15 Charisma saving throw or gains the charmed condition for 1 minute.

When powerful mages beseech dark powers, contract devils use their acumen with words and understanding of fell agreements to entrap all but the cleverest bargainers. These fiends frequently goad fools into making deals without realizing their error—a mistake that proves severe indeed.

Hydrodaemon

Horrendous crimson runes that are difficult to look upon writhe on the lumpy, muscular flesh of this winged toad-like creature and from its fanged maw slathers a tongue covered in saliva a multitude of colors.

Large fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., fly 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	9 (-1)	15 (+2)	14 (+2)

Saving Throws CON +7, DEX +5, WIS +5

Skills Athletics +7, Perception +5, Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't cold iron or silvered

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The hydrodaemon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) magical piercing damage and sleep spittle.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) magical slashing damage.

Sleep Spittle. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. *Hit:* A target hit by this attack makes a DC 15 Wisdom saving throw. On a failed saving throw the target falls unconscious for 1d4 rounds, or until they either take damage or someone uses an action to shake or slap the sleeper awake.

Frog-like horrors that swim the River Styx, hydro-daemons eat souls that dare to dip their hands into the supernatural waters before their drop into the Abyss or arrival in Hell.

Imp-Erosi

Gray hairs make a savage beard around the fanged mouth of this aged imp, its horns long since broken off near their base and its decayed wings bearing it aloft by the power of magic—while it is undoubtedly a detestable and wicked creature, it is hard not to find its tiny glasses appealing.

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 16 (mage armor)

Hit Points 15 (6d4)

Speed 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	13 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5, Stealth +5

Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Infernal, Common

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the imp-erosi's darkvision.

Invisibility (Recharge 5-6). As a bonus action, the imp-erosi magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it. The imp-erosi can recharge this feature by spending its action.

Magic Resistance. The imp-erosi has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must make on a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Shapechanger. The imp-erosi can use its action to polymorph into a Small beast or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

It isn't safe to attempt to escape Hell but what can be done in the realm of devils that does not result in harsh and severe punishment? Some imps take the risk of and cross over into the Abyss, becoming thralls to demons. Once removed from their home, age takes its toll and withers their bodies, but not without expanding the fiend's mind. Gradually it transforms into an imp-erosi demon, mastering its innate magics and always seeking to steal power (be it arcane or divine) from others.

Thanadaemon

Faces of races long dead swim in the regal red cloak of this black-and-blue skeleton, its armor as fiendish as the diabolically twisting energy vortex in its right eye socket.

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	20 (+5)	17 (+3)	17 (+3)	18 (+4)

Saving Throws DEX +6, INT +6, WIS +6

Skills Deception +7, Insight +6, Perception +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't cold iron or silvered

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, Draconic, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The thanadaemon uses its frightening gaze then makes two evil staff attacks or two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 5 (1d10) necrotic damage.

Evil Staff. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 5 (1d10) necrotic damage.

Paralyzing Gaze. The thanadaemon fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 15 Wisdom saving throw against this magic or become paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the thanadaemon's gaze for the next 24 hours.

These empowered skeletons ply the River Styx after dying of old age and run ferries across its waters, transporting the newly dead to the Abyss or Hell on ferries made from bones stripped clean of flesh by cacodaemons.

Warmonger Devil

With a flaming blade in one hand and a net in the other, this feather-winged devil glares out with crimson eyes in search of a target to subjugate and capture.

Large fiend (devil), chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	18 (+4)	17 (+3)	15 (+2)

Saving Throws STR +8, DEX +6, CHA +5

Skills Athletics +8, Insight +6, Perception +6

Damage Resistances acid, cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Evil Presence. All devils and diaboli adjacent to the warmonger devil gains a +1 bonus to attack rolls, weapon damage rolls, and AC.

Freedom of Movement. The warmonger devil ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.


ACTIONS

Multiattack. The warmonger devil makes one net attack and two trident attacks.

Flaming Longsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) magical piercing damage plus 3 (1d6) fire damage. When the warmonger devil is attacking a creature restrained by an infernal net, it deals 9 (2d8) extra damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Infernal Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one target. *Hit:* A Huge or smaller creature hit by the infernal net is restrained until it is freed. A creature can use its action to make a DC 16 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the infernal net (AC 13) also frees the creature without harming it, ending the effect and destroying the infernal net.

Most of Hell's legions are compelled to battle when called upon but not every soldier does as they should and warmonger devils are responsible for enforcing morale in the weak of arm. Even without a phalanx of troops around them however the fiends are terrors in combat, capturing foes before mercilessly stabbing them to death. They are sometimes mistaken for erinyes—one of their many tactics to better implement command through fear. 

THE FEYWALKER

BY MIKE MYLER

One of her birds let out a low and quiet call, and the feywalker responded with a muffled hoot that stopped the rest of her diminutive companions from spreading further throughout the treetops. Focusing her mind on the bird, she left her body and saw through its eyes, spotting her quarry in a grove not far ahead before returning to her form and directing her humanoid allies to flank their nearby target.

Sneaking into the castle at night was simple enough without the need for subtlety—the feywalker’s vine had easily muffled the cries of the guards watching the walls. They would not stir for some time. He dashed down into the royal dining room, feeling under the table for where the bribed servant left his plantwatchers. The feywalker listened to the plantwatcher in horror, shocked by the traitorous words it recorded only hours ago.

The feywalker appeared from thin air and slammed her blade into her startled opponent, the weapon unleashing a skein of kaleidoscopic energy. The multihued spark leapt from her sword washed over her enemy in a blinding yellow hue, stripping them of their sight and rendering them vulnerable.



MYSTERIOUS WARRIORS WHO DRINK deeply in the mysticism of the Fey Realm to access unbelievable powers, feywalkers flit around the battlefield in a terrifying evasive

barrage that baffles their foes as they wage war alongside friends drawn from nature. Whether inspired by a chance meeting with the otherworldly folk or through the providence of chaos, only one thing holds true for these strange adventurers—they are free spirits to their core.

TASTING CHAOS

Rumors among feywalkers claim that no two find this path in quite the same way, their origins wide and varied. Diverse as their origins may be, these warriors are all at home in the wilderness, as wieldy with intrigue as they are a blade, and savage fighters not to be underestimated. Despite their irreverence, feywalkers can be powerful allies to those who earn their trust and relied upon to achieve their goals (though how exactly they might do that is rarely as one expects).

UNPREDICTABLE ADVENTURERS

Feywalkers are shackled to nothing more than belief and desire, prone to a whimsy that many serious combatants find both frustrating and hard to comprehend. This makes their actions extremely difficult to predict—with no reliance on rhyme or reason, there is no telling from which direction or even how a feywalker will strike next. A prevailing tendency towards entropy make the nature-bound warriors less prone to taking sides in such broad terms as good and evil, but when a feywalker chooses to champion one of this restricted moral understanding's didactic positions their accomplishments are legendary.

CREATING A FEYWALKER

The first thing to decide when making a feywalker is how your character came to this chaotic path: were they approached by a powerful fey, drawn into the Fey Realm through dreams, randomly chosen by the powers behind nature, or taught the path of the feywalker through even more obscure means?

What makes them so anarchic? What inspired them to embrace their wild side?

Do they favor animals, plants, or an indulgence in nature that changes their fancy on any given day? Are they aloof and mysterious or brazen in their actions, displaying their deeds for all to see? What role do they have in the natural cycle of life—does their presence forebode chaotic malevolence or benign liberty?

QUICK BUILD

It's simple to quickly build a feywalker using these suggestions: first, your highest ability score should be Dexterity. Your next highest ability scores should be Charisma and Constitution. Choose the Beasts primal sphere (gaining proficiency in Animal Handling as well as the *mage hand*, *magic stone*, and *spare the dying* cantrips). When selecting your equipment, choose a scimitar, a longbow and 20 arrows, studded leather, and an explorer's pack. For skills, pick Athletics, Perception, and Survival.

CLASS FEATURES

Alignment Restriction

Feywalkers cannot be of Lawful alignment. If your group uses alignment, a feywalker whose alignment becomes Lawful cannot gain a level in this class until their alignment changes from Lawful.

Hit Points

- ▶ **Hit Dice:** 1d10 per feywalker level
- ▶ **Hit Points at 1st Level:** 10 + your Constitution modifier.
- ▶ **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per feywalker level after 1st.

Proficiencies

- ▶ **Armor:** Light armor, medium armor, and shields
- ▶ **Weapons:** Simple weapons and martial weapons



- ▶ **Tools:** Dice, playing cards, and two musical instruments
- ▶ **Saving Throws:** Dexterity, Charisma
- ▶ **Skills:** Choose three from Athletics, Deception, Perception, Performance, Persuasion, and Survival.

Equipment

You begin play with the following equipment, in addition to any gear acquired through your background:

- ▶ (a) a scimitar or (b) a greataxe
- ▶ (a) a longbow and 20 arrows or (b) ten darts
- ▶ (a) studded leather or (b) breastplate
- ▶ (a) an entertainer's pack or (b) an explorer's pack

Feytalker

Beginning at 1st level, you know how to speak, read, and write Sylvan.

Additionally, you can grant a number of creatures equal to your proficiency bonus the ability to understand Sylvan. These creatures must be the same type of creature as your Fey Companion (determined by your choice of Primal Sphere). Creatures do not need to be re-taught Sylvan but teaching any more creatures than your maximum causes previous creatures to forget the language. You cannot use this feature again until you complete a long rest.

Primal Sphere

Also at 1st level, you bind your soul to feykind and choose whether to be more acclimated to beasts, plants, or primal chaos. At 5th level and again at 10th and 20th level, you gain an ability granted by your Primal Sphere.

Feystep

Starting at 2nd level, you can draw upon the power of the Fey Realm to exploit the chaotic connections of reality, folding space and stepping between it. As part of your movement, you can teleport to an unoccupied space you can see that is within 5 feet times your feywalker level.

THE FEYWALKER

Proficiency		
Level	Bonus	Features
1	+2	Feytalker, Primal Sphere
2	+2	Feystep, Feytouch
3	+2	Fey Companion
4	+2	Ability Score Increase
5	+3	Primal Sphere Feature
6	+3	Fey Charm, Fey Nature
7	+3	Extra Attack, Feytrick
8	+3	Ability Score Increase
9	+4	Greater Fey Companion
10	+4	Primal Sphere Feature
11	+4	Magic Cap, Magic Resistance
12	+4	Ability Score Increase
13	+5	Feydash
14	+5	Extra Attack, Feystride
15	+5	Superior Fey Companion
16	+5	Ability Score Increase
17	+6	Fey Resistance
18	+6	Feywalker
19	+6	Ability Score Increase
20	+6	Primal Sphere Feature

Multiclassing Prerequisite: Wisdom or Charisma 13;
Proficiencies Gained: light armor, medium armor, simple weapons, and one skill

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you complete a short rest. You cannot use this feature if you are blinded, grappled, prone, restrained, or stunned.

Feytouch

Beginning at 2nd level, you can touch a creature as a bonus action to magically know the creature's current emotional state. If the target fails a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier, you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Fey Companion

At 3rd level, your Primal Sphere grants you a Fey Companion willing to fight alongside you. You must spend 4 hours in meditation calling to your companion before it passes into your plane from the Fey Realm. Your fey companion is of the fey type, and gains a bonus to its Armor Class, attack rolls, damage rolls, and any saving throws and skills it has proficiency in equal to your proficiency bonus. Your fey companion's maximum hit points equal its normal maximum or four times your feywalker level (whichever is higher). Your fey companion may also make use of your Feystep feature by expending one of your uses.

You can use your bonus action to verbally command your fey companion to take the Attack, Dash, Disengage, Dodge, or Help action (no action is required to tell the companion how and where to move). Unless commanded, on your initiative your fey companion takes no hostile actions and acts as it normally would (usually to Disengage or Dodge). When you have multiple fey companions, you may spend your action giving all of them different commands or a bonus action to command one of them.

If your fey companion dies, you can obtain another one by spending 8 hours meditating to call another creature.

Ability Score Improvement

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.

Fey Nature

Beginning at 5th level, you are able to breathe both air and water and you gain darkvision 60 feet. If you already have darkvision its range increases by 30 feet. In addition, you gain immunity to the charmed condition and you may use your Feytouch ability to grant a creature with the charmed condition a new saving throw against whatever effect caused it to gain the charmed condition.

Fey Charm

Starting at 6th level, you are able to enchant other creatures with just a glance. You target one humanoid (or the same type of creature as your Fey Companion) that you can see within 30 feet. If the target can see you, it must succeed on a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + Charisma or be magically charmed. The charmed creature regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can. Each time you or your allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you die, are on a different plane of existence from the target, or end the effect as a bonus action. If a target's saving throw is successful, the target is immune to your Fey Charm for the next 24 hours. You can affect no more targets with this ability than your proficiency bonus.

Extra Attack

Beginning at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You can make one weapon attack yourself when you command your fey companion to take the Attack action.

The number of attacks increases to three at 14th level in this class and you are able to instead make two attacks and command your fey companion to take the Attack action.

At 20th level you can use a bonus action to command your fey companion to take the Attack action.

Feytrick

At 7th level, you can spend your action attempting to take over the mind of a creature you have charmed with your Fey Charm ability. You must be able to see the charmed creature and it must be within 30 feet. The creature receives a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, your body becomes listless (gaining the incapacitated condition) and your mind takes over the body of

the charmed creature. The charmed creature's mind goes dark and it has no memory of the actions you take with its body, which remains under your control until you end the effect, it travels to another plane of existence, or it succeeds on a new Charisma saving throw triggered by taking damage.

You may use this feature for a number of minutes equal to your feywalker level. You regain the ability to use this feature after you complete a long rest.

Greater Fey Companion

At 9th level, you gain more fey companions or a more powerful fey companion based on your Primal Sphere.

Magic Cap

When you reach 11th level, you gain the Tailored Magic Item feat (page 53). Your tailored magic item is a *feywalker's cap*. If you already possess this feat, you may select a different feat instead.

Magic Resistance

Also at 11th level, you gain advantage on saving throws against spells and other magical effects.

Feydash

At 13th level, when in a forest or in the Fey Realm, you can spend an action to *teleport* yourself and your fey companions to another area of the same forest. You cannot use this feature again until you complete a short or long rest.

Fey Stride

At 14th level, you may spend 10 minutes performing a ritual that teleports you and a number of willing creatures equal to double your proficiency bonus (as the *teleport* spell, with no chance of error) from one forest to another forest. Once you have used this feature, you cannot use it again until one week has passed.

Superior Fey Companion

Starting at 15th level, you gain more fey companions or a more powerful fey companion based on your Primal Sphere.



Fey Resistance

Starting at 17th level, when you finish a short rest choose two of the following types of energy: force, necrotic, radiant, or psychic. You gain resistance to those two types of energy but you gain vulnerability to one of the other types of energy (randomly determined).

Feywalker

Beginning at 18th level you and your fey companions have unlimited uses of the Feystep ability.

PRIMAL SPHERES

SPHERE OF BEASTS

Cantrips and Skill

At 1st level when you choose this Primal Sphere, you know three of the following cantrips: *mage hand*, *magic stone*, *message*, *minor illusion* (illusions of beasts only), *poison spray*, *resistance*, *shillelagh*, *spare the dying*, *true strike*. You use Charisma as your spellcasting attribute and never require material components to cast these cantrips.

Additionally, you gain proficiency in Animal Handling.

Fey Companion: Beast

Your fey companion is one of the following beasts: baboon, badger, bat, black bear, blood hawk, boar, camel, cat, crab, deer, draft horse, eagle, flying snake, frog, giant centipede, giant fire beetle, goat, hawk, jackal, lizard, mastiff, mule, owl, poisonous snake, pony, rat, raven, scorpion, spider, vulture, weasel.

At 9th level, you may have two options from the previous list or one of the following: ape, axe beak, brown bear, constrictor snake, crocodile, elk, giant badger, giant bat, giant crab, giant frog, giant goat, giant lizard, giant owl, giant poisonous snake, giant rat, giant spider, giant toad, giant vulture, giant wasp, giant weasel, giant wolf spider, hyena, octopus, panther, pteranodon, riding horse, tiger, warhorse, wolf. You add your proficiency bonus to your fey companion's Intelligence score.

At 15th level, you may have three options from the first list, two from the previous list, or one of the following: allosaurus, dire wolf, giant boar, giant constrictor snake, giant crocodile, giant eagle, giant elk, giant hyena, giant octopus, lion, plesiosaurus, polar bear, rhinoceros, saber-toothed tiger.

Mimicry

At 5th level, you can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check against a DC equal to 8 + your proficiency bonus + Charisma modifier.

Animal Feytrick

At 10th level when using your Feytrick ability on a beast, you may do so for a number of hours equal to your feywalker level instead of minutes.

Fey Sovereign

At 20th level, your Strength, Dexterity, and Constitution scores each increase their maximum possible totals to 22 and each increases by 2.

SPHERE OF PLANTS

Cantrips and Skill

Choose three of the following cantrips: *acid splash*, *chill touch*, *control flames*, *fire bolt*, *gust*, *prestidigitation*, *produce flame*, *ray of frost*, *shocking grasp*. You use Charisma as your spellcasting attribute and never require material components to cast these cantrips. Additionally, you gain proficiency in Nature.

Fey Companion: Plant

Your fey companion might be a bush, sapling, vine, or other type of plant, but it uses the statistics for an awakened shrub with an Intelligence score equal to double your proficiency bonus.

At 9th level, you may have two awakened shrubs or one awakened tree.

At 15th level, you may have three awakened shrubs or two awakened trees.

Plantwatchers

At 5th level, you can spent 10 minutes performing a ritual that grows plants able to record the goings on



around them. A plantwatcher's Armor Class is equal to 10 + your proficiency bonus, and has hit points equal to your proficiency bonus. Once planted, a plantwatcher roots into the earth or a crevice and a creature must have a passive Perception higher than 8 + your proficiency bonus + your Charisma modifier to notice it. Once uprooted, a plantwatcher is destroyed.

A plantwatcher has a bonus to Wisdom (Perception) checks equal to yours and activates 1 round after it hears something, shutting off a round after noise around it ceases. After recording sounds for a number of minutes equal to your feywalker level a plantwatcher ceases to record (though if planted together, plantwatchers can pool their recording durations). You can absorb everything that a plantwatcher recorded by touching it. You may only have a number of plantwatchers (active or not) equal to your proficiency bonus.

Plant Feytrick

At 10th level, when using your Feytrick ability on a plant you may do so for a number of hours equal to feywalker level instead of minutes.

Fey Verdance

At 20th level, you gain immunity to poison damage and immunity to the blinded, deafened, poisoned, prone, and stunned conditions. You gain advantage on saving throws to resist effects that cause the exhaustion, frightened, paralyzed, and petrified conditions.

SPHERE OF ENTROPY

Cantrips and Skills

You know three randomly determined cantrips from the Entropy Cantrips table (reroll if you get identical results). You use Charisma as your spellcasting attribute and never require material components to cast these cantrips. Whenever you gain a new character level you may randomly re-determine what cantrips you know.

Additionally, you gain proficiency in Acrobatics and Insight.



ENTROPY CANTRIPS

d20	Cantrip	d20	Cantrip
1	<i>acid splash</i>	11	<i>message</i>
2	<i>chill touch</i>	12	<i>minor illusion</i>
3	<i>control flames</i>	13	<i>prestidigitation</i>
4	<i>eldritch blast</i>	14	<i>produce flame</i>
5	<i>fire bolt</i>	15	<i>ray of frost</i>
6	<i>guidance</i>	16	<i>resistance</i>
7	<i>gust</i>	17	<i>shillelagh</i>
8	<i>light</i>	18	<i>shocking grasp</i>
9	<i>mage hand</i>	19	<i>spare the dying</i>
10	<i>magic stone</i>	20	<i>true strike</i>

Fey Companion

Your fey companion is randomly determined and changes whenever you take a long rest. At 9th level, you may have two lesser fey companions or one greater fey companion (see the tables below). At 15th level, you may have both (for a total of three randomly determined fey companions).



LESSER FEY COMPANION

d6	Companion
1-2	blink dog
3-4	satyr
5-6	sprite

GREATER FEY COMPANION

d6	Companion
1-3	dryad
4-6	pixie

Feystrike

Beginning at 5th level, when you successfully hit with a weapon attack immediately after using Feystep, you deal extra damage equal to 1d6 damage times your proficiency bonus. You cannot use this feature more than once per round.

Improved Feystrike

At 10th level, your Feystrike can give a creature one of the conditions on the Improved Feystrike table. This condition persists for a number of rounds equal to half your proficiency bonus. On its turn, the creature can use a bonus action to overcome the condition by succeeding on a Charisma saving throw (DC = 8 + your proficiency bonus + your Charisma bonus).

Epic Feystrike

At 20th level, the dice you use with your Feystrike ability increase to d8s instead of d6s, and you can use Feystrike twice per round. In addition, your Feystrike can inflict more conditions.

IMPROVED FEYSTRIKE

d8	Condition
1	invisible
2-3	blinded
4-5	charmed
6-7	deafened
8	grappled

EPIC FEYSTRIKE

d8	Condition
1	invisible
2	blinded
3	charmed
4	deafened
5	frightened
6	grappled
7	poisoned
8	stunned



TAILORED MAGIC ITEMS

BY MIKE MYLER

MAGIC ITEMS ARE AN ESSENTIAL PART of high-fantasy roleplaying games—in Fifth Edition, for example, *bags of holding*, *flame tongues*, and *holy avengers* come part and parcel with majestic winged serpents, fallen angels, corrupt monarchs, and many-eyed monsters. Acquiring new enchanted equipment (or even forging your own) is often a major part of playing a heroic adventurer in a magical world.

Many fantasy stories revolve around heroes that gradually unlock the power of an arcane sword or magic suit of chainmail, their treasured item gaining potency as they themselves accrue experience and power. In these instances tailored magic items might be more appropriate for a PC, as important a part of their arsenal and repertoire as a wizard's spellbook.

ACQUIRING TAILORED MAGIC ITEMS

PCs need the Tailored Magic Item feat to benefit fully from a tailored magic item (see the sidebar), but these items can be found beforehand. In that case

New Feat

Tailored Magic Item

You find, are given, or in some other way come to possess a tailored magic item specific to a class that you have levels in or one that can be used by any class (see “New Magic Items”).

Your tailored magic item is bound to you and it becomes a mundane item in the hands of anyone but you. You treat your tailored magic item with the same reverence you would a holy book or symbol, and if you cast spells you are able to use it as both an arcane or divine focus. Accordingly, you gain the following bond: “I will never willingly part with my tailored magic item.” With regard to your tailored magic item, this bond keeps you from selling it, lending it to others, or otherwise abandoning it.

If for any reason your tailored magic item is lost or taken from you, you gain the following flaw: “I will do everything in my power to recover my tailored magic item.”

You can take this feat multiple times. Each time you take this feat, you receive a second tailored magic item that you do not already possess, unless the item states you can own more than one of them when you take this feat multiple times.

the tailored magic item grants only its first ability (usually a bonus to AC, attack and damage, or a skill) until the character takes the feat; it does not provide any abilities that require the character to reach 10th or 15th level. More generally, the acquisition of a tailored magic item should be a quest in itself. These are heirlooms or treasured relics and thus well defended by those who currently own it or locked away in dungeons too deadly for any but the bravest explorers to traverse.

Included below are examples of tailored magic items that fit the character classes in the core rules and in this book. Tailored magic items you design as GM should reflect a similar level of power as the items herein based on the idea that a tailored magic item can be had for the “price” of one feat.

NEW MAGIC ITEMS

Tailored magic items only provide the functions listed in the first paragraph of the description unless the owner has the Tailored Magic Item feat and the required number of class levels in the associated class. Tailored magic items that can be used by characters of any class require the character to have a certain number of levels in a single class, regardless of how many classes the character has.

Alchemist’s Toolbox

You have a specialized set of high quality tools you use in addition to the alchemist’s supplies of your trade. While you have your *alchemist’s toolbox*, you have advantage on any ability check you make that uses alchemist’s supplies, and you know one additional discovery.

Starting at 10th level, you learn how to use your superior tools to construct lighter, deadlier bombs. The range for your bombs increases to 40/80 ft., and the damage dice of your bombs increases by one step (from d10s to d12s).

Beginning at 15th level, your mastery of these tools becomes so great that you can squeeze additional magic out of your reagents. Your spell save DC and spell attack bonus both increase by +2.

Barbarian’s Greataxe

You have a magical greataxe that adds a bonus to attack and damage rolls equal to half your proficiency bonus. When you drop a creature to 0 hit points while you are raging, you may spend a bonus action to make a Charisma (Intimidation) check against creatures within 30 feet of you. You have advantage on this ability check. Creatures must make a Wisdom saving

throw (DC equal to your Charisma check result) or gain the frightened condition for 1 round. After successfully saving against this feature, a creature is immune to its effects for 24 hours.

Beginning at 10th level, while you are raging you may declare an attack that you do not have disadvantage on to be a critical hit before making your attack roll. If your attack roll is a success, the attack results in a critical hit. Once you have used this feature, you must finish a long rest before you can do so again.

Starting at 15th level, when you are raging you may use the *barbarian greataxe’s* frightening ability to affect creatures within 50 feet and you may also activate it after scoring a critical hit. The duration of the frightened condition increases to 2 rounds and if you activate it after scoring a critical hit that killed a creature, saving throws against the ability are made with disadvantage.

Bard’s Lute

You have a magical instrument that adds a bonus to Charisma (Performance) checks equal to half your proficiency bonus. 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 must make a Wisdom (Insight) check with a DC equal to the results of your Charisma check or they do not notice you are casting a spell (though at the GM’s discretion, they may realize it depending on the effects of the spell). Once you have used this feature to cast a number of spell levels equal to your Charisma modifier plus your proficiency bonus, you must finish a long rest before you can do so again.

Starting at 10th level, creatures observing you using the *bard’s lute* are at disadvantage when making Wisdom (Insight) checks to notice you using it to cast spells.

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

Cleric's Holy Symbol

You have a particularly impressive holy symbol that strengthens your faith and the connection you have to your deity. So long as the *cleric's holy symbol* remains in your possession, you are able to use your Channel Divinity feature an additional time before requiring a rest to recharge it. Anyone that shares your faith or has similar beliefs recognizes your *cleric's holy symbol* and are emboldened by your devotion, giving you advantage on Charisma (Persuasion) checks made against these creatures.

Beginning at 10th level, when using your Divine Intervention feature while presenting your *cleric's holy symbol*, you can roll the percentile dice twice and take the best result. In addition, when you have advantage on a Charisma (Persuasion) check against someone with beliefs similar to yours, you also gain a bonus to the check equal to half your proficiency bonus.

Starting at 15th level, your *cleric's holy symbol* can call you back from the brink of death. When you are at 0 hit points, the *cleric's holy symbol* activates your Channel Divinity feature to heal you as if you were targeting only yourself. If you have no remaining uses of Channel Divinity, this feature does not activate. Once you have used this feature, you must finish a long rest before you can do so again.

Diabolist's Whip

You inadvertently grin or cackle when your hand touches the handle of this fell weapon, its leather as black as the Abyss itself. The *diabolist's whip* adds a bonus to attack and damage rolls equal to half your proficiency bonus. In addition, your conjuring points increase by 1.

Starting at 10th level, you deal an extra 1d4 necrotic damage when you successfully hit using your *diabolist's whip*, and your conjuring points increase by a total of 2.

Beginning at 10th level, the extra damage increases to 2d4 necrotic and your conjuring points increase by a total of 3.

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 *goodberry* but with no duration) appears in your *druid's pouch*. The *druid's pouch* can hold up to 8 of these goodberries but it cannot hold any other object, including goodberries created by casting the *goodberry* spell. In addition, your *druid's pouch* changes in size and shape when you transform into your wild shape but it cannot be merged into your form. While transformed into your 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. Also, while wearing your *druid's pouch* you are able to wild shape into creatures with a fly speed and the maximum CR of beasts you can transform into is 2.

Starting at 10th level, you are able to transform into creatures of the plant type and the maximum CR of creatures you can transform into is 3.

Beginning at 15th level, you are able to transform into creatures of the elemental type and the maximum CR of creatures you can transform into is 6. In addition, your *druid's pouch* magically feeds you a goodberry from its contents when you are dropped to 0 hit points and succeed on a DC 15 Wisdom saving throw. This consumes 3 goodberries.

Feywalker's Cap

You have a jaunty, whimsical leather cap that fits perfectly on your head. Your cap never flies off in heavy winds, while you are falling, while you are upside down, or even while you are underwater, remaining on your head unless you or another creature physically removes it. So long as you are wearing your *feywalker's cap*, you gain 2 additional uses of your Feystep feature between short rests.

Starting at 10th level, your additional uses of Feystep increase to 4. In addition, you recharge your Feytrick feature when you finish the first short rest you take after finishing a long rest. Afterward, you must finish another long rest to recharge your Feytrick feature.

Beginning at 15th level, you regain the use of your Fey Stride feature after completing a long rest.

Fighter's Longsword

You have a magical longsword that adds a bonus to attack and damage rolls equal to half your proficiency bonus. So long as the *fighter's longsword* remains in your possession, you are able to use your Action Surge feature an additional time before requiring a rest to recharge it (but only once per turn).

Beginning at 10th level, when you critically hit a living creature with the *fighter's longsword* you deliver a terrible wound. At the end of each of its turns, the creature takes an amount of damage equal to your proficiency bonus until it is healed magically (by a potion or spell), regenerates hit points, or receives a Wisdom (Medicine) check against a DC equal to the damage from your attack.

Starting at 15th level, when taking the Dodge action your AC increases by an amount equal to your melee attack bonus with the *fighter's longsword*.

Monk's Staff

You have a magical quarterstaff that adds a bonus to attack and damage rolls equal to half your proficiency bonus. The *monk's staff* counts as a monk weapon and deals the regular damage for a quarterstaff even when wielded in only one hand. In addition, when you attack with the *monk's staff* your reach increases by 5 feet. When you make an ability check to jump, you gain a bonus to that check equal to half your proficiency bonus.

Starting at 10th level, you may spend a bonus action to increase your reach by 10 feet instead of 5 feet. When you make an ability check to jump, you have advantage on that check.

Beginning at 15th level, you may spend a bonus action to cause the *monk's staff* to momentarily extend great distances. If you do, until the end of your turn, you may treat the *monk's staff* as though it were a ranged weapon with a range of 50/100 (though it never leaves your hands).

Morph's Piercing

This stunning gemstone and gold jewelry always remains on the part of your body it is placed into (or nearest equivalent), even when you assume different forms. While the *morph's piercing* is equipped, your

natural weapons gain a bonus to attack and damage rolls equal to half your proficiency bonus. In addition, you have advantage on initiative checks.

Beginning at 10th level, while you have your *morph's piercing* you know one additional morph talent, and your natural weapon attacks score a critical hit on a roll of 19 or 20.

Starting at 15th level, you double the number of uses of your Shapeshift feature, and your natural weapon attacks score a critical hit on a roll of 18–20.

Noble's Ring

This resplendent work of art is proudly emblazoned with the regal symbol of your noble bloodline. While such trinkets are common, this piece of jewelry was designed with an enchantment to ensure that your ancestors always survived to bring it back home. While wearing your *noble's ring*, your Rallying Word feature recharges on a short rest, and it heals 1d12 + your noble level. In addition, you have advantage on Charisma (Persuasion) checks where your higher social status is viewed as a boon (such as at a palace social function) instead of an impediment (such as at a dockside tavern).

Starting at 10th level, you can use your Spur Ally and Noble Renown features twice each between rests.

Beginning at 15th level, the range of your Rallying Word feature increases to 60 feet and it heals a number of hit points equal to 1d12 + your noble level + your proficiency bonus. In addition, when you are adjacent to an ally, you can use your bonus action to take cover behind them. While taking cover behind an ally, attacks against you have disadvantage and attacks against the ally have advantage.

Occultist's Ceremonial Relics

All of the religious tools of this ilk are grim and macabre, but your set positively seethes with unholy energies. While you have your *occultist's ceremonial relics* on your person, your Dark Strike adds a bonus to attack and damage rolls equal to half your proficiency bonus, and your AC increases by the same amount.

Beginning at 10th level, the range of your darkvision increases by 60 feet, and you have advantage on

saving throws against any spell or effect that deals radiant damage. Spell attacks targeting you are made with disadvantage if they deal radiant damage.

Starting at 15th level, your Dark Strike scores a critical hit on a roll of 18–20. In addition, when you score a critical hit with an attack, you deal an extra 2d8 necrotic damage.

Paladin's Shield

You have a magical shield that adds a bonus to AC equal to half your proficiency bonus. When you take the Dodge action, this magical bonus to AC doubles. The *paladin's shield* is emblazoned with the symbol of your faith. Anyone that shares your faith or has similar beliefs recognize the symbol and are emboldened by your devotion, giving you advantage on Charisma (Persuasion) checks made against these creatures.

Beginning at 10th level, your shield sings your praises or accompanies your words with inspiring music appropriate to your beliefs. While wielding the *paladin's shield*, you gain an additional number of hit points you can heal with your Lay on Hands feature as long as the shield is allowed to make noise while you do so. It is a free action to quiet your *paladin's shield*.

Starting at 15th level, your *paladin's shield* becomes a beacon of your faith and when you have advantage on a Charisma (Persuasion) check against someone with beliefs similar to yours, you also gain a bonus to the check equal to the shield's magical bonus to AC. In addition, you may use your Lay on Hands feature to deal extra damage with your Divine Smite feature: for each point spent dealing extra damage (up to a maximum half your level), reduce the number of hit points in your Lay on Hands pool by 2.

Ranger's Longbow

You have a magical longbow that adds a bonus to attack and damage rolls equal to half your proficiency bonus. When fighting one of your favored enemies, you may spend a bonus action to make a ranged attack with the *ranger's longbow*. In addition, while the *ranger's longbow* is in your possession you gain a bonus to Wisdom (Survival) checks made to track creatures equal to your proficiency bonus.



Starting at 10th level, your attacks with the *ranger's longbow* score a critical hit on a roll of 19 or 20. In addition, the *ranger's longbow* increases its normal range by 5 feet per ranger level.

Beginning at 15th level, you can create camouflage and use your Hide in Plain Sight feature after a full turn of preparation (you use your action, bonus action, movement, and reaction) instead of 1 minute. When you do so you have disadvantage on the Stealth (Dexterity) check. In addition, your attacks with the *ranger's longbow* score a critical hit on a roll of 18–20.

Rogue's Kukri

You have a magical dagger that adds a bonus to attack and damage rolls equal to half your proficiency bonus. In addition, while in an area of dim light or darkness you gain a bonus to Stealth (Dexterity) checks equal to the *rogue's kukri's* bonus to attack and damage.

Beginning at 10th level, when you deal sneak attack damage with the *rogue's kukri* you deal an amount of poison damage equal to your proficiency bonus. When you critically hit with a sneak attack, the target gains the poisoned condition until it takes a short rest or receives a Wisdom (Medicine) check against a DC equal to the damage from your attack.

Starting at 15th level, you may use your Cunning Action feature to make a melee weapon attack or ranged weapon attack with the *rogue's kukri* so long as you are able to deal sneak attack damage. If you are unable to deal sneak attack damage for any reason you can't use your Cunning Action feature to make this attack.

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 orbits 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 it 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* automatically, ending its effect. While it orbits your head, the *sorcerer's stone* is

considered to be an object you are wearing. It has an AC equal to your sorcerer level plus your proficiency bonus plus your Intelligence modifier, and it has a number of hit points equal to twice your sorcerer level and resistance to all damage. In addition, it surrounds you with a protective magical force. Your base AC becomes 10 + your proficiency bonus + your Dexterity modifier. Also, you gain a bonus to checks made to concentrate on spells equal to half your proficiency bonus. These effects end if you don armor.

Starting at 10th level, while the *sorcerer's stone* orbits your head, your maximum number of sorcery points increases by an amount equal to your proficiency bonus. In addition, you may expend a sorcery point and spend a bonus action to succeed on a concentration check.

Beginning at 15th level, while the *sorcerer's stone* orbits your head, you can create spell slots of up to 6th level using your Flexible Casting feature. In addition, when making a spell attack, you may expend a number of sorcery points equal to the level of the spell to gain advantage on the attack roll. For spells that allow you to make multiple attack rolls, you must spend an additional sorcery point to gain advantage on each attack roll after the first.

Warlock's Pendant

You have a magical pendant that draws additional strength from your pact with otherworldly powers. While wearing your *warlock's pendant*, you gain the ability to use one of the following eldritch invocations of your choice, so long as you would otherwise qualify to learn 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*. You may select a different eldritch invocation whenever you finish a long rest.

Beginning at 10th level, your *warlock's pendant* grants you two eldritch invocations. In addition, you gain advantage on concentration checks for spells.

Starting at 15th level, your *warlock's pendant* grants you the use of three eldritch invocations instead of one, and you are able to change any or all of them when you finish a long rest.

Warrior's Breastplate

Characters of any class who take the Tailored Magic Item feat may choose this item. You have a magical shield that adds a bonus to AC equal to half your proficiency bonus. By spending your reaction, you can turn a critical hit into a regular hit. Each time you do so, the *warrior's breastplate's* magical bonus to AC is reduced by 1. The *warrior's breastplate* returns to its original magical bonus to AC after you finish a long rest. In addition, the *warrior's breastplate* grants you resistance to one type of randomly determined damage (as *armor of resistance*) that changes each time you finish a long rest (the GM should make this roll in secret).

Starting at 10th level, the *warrior's breastplate* grants you resistance to one type of randomly determined weapon damage that changes each time you finish a short rest (the GM should secretly roll 1d6: on a 1–2 the damage type is bludgeoning, on a 3–4 it is piercing, and on a 5–6 it is slashing) in addition to its normal damage resistance.

Beginning at 15th level, you are able to speak a command word to don or remove the *warrior's breastplate* as an action. In addition, while wearing the *warrior's breastplate*, you can speak its command word as an action to gain the effect of the *fire shield* spell, which last for 10 minutes or until you remove the armor or use an action to speak the command word again. Unlike the normal *fire shield* spell, the *warrior's breastplate* deals 3d8 damage of the type of energy it is granting you resistance against. This property of the armor can't be used again until you finish a long rest.

Warrior's Crossbow

Characters of any class who take the Tailored Magic Item feat may choose this item. You have a magical light crossbow that adds a bonus to attack and damage rolls equal to half your proficiency bonus. The *warrior's crossbow* does not have the loading

property. When you take the Aim action before firing the *warrior's crossbow*, you deal extra damage equal to your proficiency bonus.

Beginning at 10th level, the *warrior's crossbow* loses the two-handed property. When you have advantage on an attack roll made with the *warrior's crossbow*, your attack scores a critical hit on a roll of 18–20.

Starting at 15th level, the *warrior's crossbow* loses the ammunition property. In addition, both the normal range and long range of the *warrior's crossbow* doubles.

Note: You may possess two *warrior's crossbows* if you take the Tailored Magic Item feat twice.

Warrior's Maul

Characters of any class who take the Tailored Magic Item feat may choose this item. You have a magical maul that adds a bonus to attack and damage rolls equal to half your proficiency bonus. You can use your reaction to deflect a missile with the *warrior's maul* when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 2d6 + your Strength modifier + your level.

Starting at 10th level, you are able to deflect spell attacks using the *warrior's maul*. You can use your reaction to make a melee weapon attack roll with disadvantage opposed by the spell attack roll. On a success, you deflect the spell into a random adjacent square. If a creature is in that square, they are the new target of the spell attack (which uses your melee weapon attack roll).

Beginning at 15th level, when using the *warrior's maul* to deflect spell attacks you no longer have disadvantage on the attack roll. In addition, you are able to reflect spell attacks using the *warrior's maul*. You can use your reaction to make a melee weapon attack roll with disadvantage opposed by the spell attack roll. On a success, you reflect the spell back at the creature that originally cast it.

Wizard's Hat

You have an enchanted hat connected directly to a plane brimming with magic. 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*. The object must be small enough to fit inside the hat. 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 a creature or object with a bonus action.
 - ▶ **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. The energy deals 1d12 force damage per point of your proficiency bonus to creatures that fail this save, or half as much damage to creatures who succeed. The explosion spreads around corners. Your *wizard's hat* holds a number of explosive balls equal to your proficiency bonus; the number of explosive balls the hat contains returns to this number each time you complete a long rest.
 - ▶ **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. By casting a necromancy spell as one level higher than normal, creatures targeted by the spell are at disadvantage on any saving throws to resist it. If the spell has a spell attack, you have advantage on the attack roll. Once you have used this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can do so again.
 - ▶ **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 function of *alter self* 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 function of *alter self* doubles your swim speed instead and any natural weapons you grow using *alter self* deal 2d6 damage.
- 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.
- Beginning at 15th level, so long as your *wizard's hat* is in your possession when using your 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. 

THE MORPH

BY JOSH GENTRY

An elf silently makes her way through a dark corridor barricaded by steel bars, and so as not to leave a mark, she dissolves into slime to slip through the obstacle and slides, as a puddle, under an adjoining door.

An eagle soars over the bridge guards, and as it passes the sun its shadow grows immensely, and a rampaging gorilla crashes to the earth to make short work of the obstacles.

A halfling, squeezed at the waist and lifted off his feet by a burly half-orc, giggles and assumes the shape of a dragon, readying a breath weapon attack so as to lick his captor's face with flames.

MORPHS ARE THE EMBODIMENT OF transformation. Whereas a druid looks at the power of beasts as just one weapon in their arsenal, the forms that morphs take are the core of their being. Each morph has an exceptional degree of versatility in adventuring, because they could as easily become a rat, wolf, or monkey to resolve the situation at hand. Furthermore, each



morph has forms—and problem-solving strategies—they prefer.

Why hide when you can become a rat?

Why cast *spider climb* when you can become a spider?

Why don a disguise when you can simply assume a new identity?

MASTERFUL CONTROL

To walk this path means an utter and complete devotion to mastery of oneself in both body and mind. More brutal warriors may know the best way to land a kick and mages can make better use of magics when they have a disciplined intellect, but to a morph these are two sides of the same coin. Every day their knowledge over themselves grows and with each iota of greater understanding their limitations diminish—adventuring is an excellent way to accelerate the process while exposing themselves to as many new creatures as possible.

NATURE PERSONIFIED

Transforming into one beast and the next or altering their body is more than a tactic of survival for a morph, their connection to the natural world truly deep. At their core these shapechangers' souls are in tune with nature and they have intrinsic understandings that motivate, guide, or even hinder them as they take on the role of adventurers. For a dwarven morph keen to their subterranean village leaving the hearth can be difficult indeed, half-elven morphs with a penchant for avians don't have an easy time settling down, and the halfling morph that prefers to shapechange only into predators can get anxious if too much time passes without a touch of violence.

CREATING A MORPH

Morphs universally originate from an incredible experience which bestows them with the power to change form.

For example, shapeshifting is a specialty of the fey, and many morphs obtain their shapechanger essence from the “blessing” of a faerie or a confluence of sylvan magic.

Other morphs began training as a druid but determined to pursue their own exploration of that power before full initiation.

In rare cases, morphs may even originate from horrifying events, such as an arcane experiment gone wrong, the shattering of one's identity, or the touch of an aberration.

QUICK BUILD

Quickly building a morph is easy to do using these suggestions: first, your highest ability scores should be Dexterity and Constitution. Select Primordial Beast as your shapechanger essence, choosing Hybrid Brawler and Natural Armor as your Morph Talents. When selecting your equipment, choose a quarterstaff, two javelins, an explorer's pack, and a game set. For skills, choose Athletics, Perception, and Stealth.

CLASS FEATURES

As a morph, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d8 per morph level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per morph level after 1st

Proficiencies

- ▶ **Armor:** Light armor, medium armor
- ▶ **Weapons:** Simple weapons
- ▶ **Tools:** None
- ▶ **Saving Throws:** Dexterity, Constitution
- ▶ **Skills:** Choose three from Acrobatics, Athletics, Arcana, Animal Handling, Deception, Insight, Investigation, Nature, Perception, Stealth, and Survival.

Equipment

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

- ▶ (a) a quarterstaff or (b) a rapier (if proficient)
- ▶ (a) two javelins or (b) a hand crossbow and 20 bolts (if proficient)
- ▶ (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- ▶ (a) a game set of your choice, (b) a spell component pouch, or (c) a set of thieves' tools (if proficient)
- ▶ Leather armor, a dagger, a sling, and a pouch with 20 sling bullets.

THE MORPH

Level	Proficiency		Shapeshift Uses	Talents Known
	Bonus	Features		
1st	+2	Morph Talents, Shapechanger Essence	2	—
2nd	+2	Shapeshift	2	2
3rd	+2	Identity Coherence, Essence Feature	2	2
4th	+2	Ability Score Improvement	2	2
5th	+3	Refreshed Shifting	2	3
6th	+3	Enchanted Strike	2	3
7th	+3	—	2	4
8th	+3	Ability Score Improvement	3	4
9th	+4	—	3	5
10th	+4	—	3	5
11th	+4	Reactive Shifting	3	5
12th	+4	Ability Score Improvement	3	6
13th	+5	Reiteration	3	6
14th	+5	—	3	6
15th	+5	Shapechanger's Youth	4	7
16th	+5	Ability Score Improvement	4	7
17th	+6	Essence Feature	4	7
18th	+6	—	—	8
19th	+6	Ability Score Improvement	4	8
20th	+6	Supernal Vitality	Unlimited	8

Multiclassing Prerequisites: Dexterity 13, Constitution 13; **Proficiencies Gained:** none

Shapechanger Essence

At 1st level, you are imbued with the essence of a shapeshifting archetype of your choice: the Doppelganger, the Primordial Beast, or the Trickster. Each is detailed at the end of the class description. Your choice determines the Morph Talents you have access to and grants you features at 1st level and then again at 3rd and 17th level.

Morph Talents

No two morphs look or act the same. This is reflected in your repertoire of special talents.

Starting at 1st level, you gain two morph talents of your choice. Your options are detailed at the end of the class description. When you gain certain morph levels, you gain additional talents of your choice, as shown in the Talents Known column of the Morph table.

Additionally, when you gain a level in this class, you can choose one of the talents you know and

replace it with another talent that you could learn at that level.

Shapeshift

Starting at 2nd level, you're able to slide between forms as easily as average mortals change clothes. You gain the shapechanger creature subtype.

You can use a bonus action to magically assume the shape of a beast you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. You gain additional uses of this feature at higher levels, as per the Shapeshift Uses column on the Morph table. At 20th level, you can use your Shapeshift an unlimited number of times.

Your morph level determines the beasts you can transform into, as shown in the Shapeshifting table. At 2nd level, for example, you can transform into any beast that has a challenge rating of ½ or lower that doesn't have a flying or swim speed.

You can stay in this form for a number of hours equal to your morph level. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn or your reaction. When you fall unconscious, drop to 0 hit points, or die, roll 1d20. On an 11 or above, you revert to your normal form.

SHAPESHIFTING

Level	Max. CR	Limitations
2nd	1	No swimming or flying speed
4th	2	No flying speed
6th	3	—
8th	4	—
10th	5	—
12th	6	—
15th	7	—
18th	8	—
20th	9	—

While you are transformed, the following rules apply:

- ▶ Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any lair actions, you can't use them.
- ▶ When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- ▶ You can't cast spells, and your ability to speak or take any action that requires hands is

limited to the capabilities of your beast form. You are still able to speak. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.

- ▶ You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. You are able to use your special senses, such as darkvision, even if your new form doesn't have that sense.
- ▶ You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Identity Coherence

Starting at 3rd level, you carry additional portions of your persona into your shapeshifted form. While shapeshifted, you can speak any language you know, and you can use any class features gained from levels taken in other classes, except for Spellcasting or features that replicate spells.

Additionally, when you Shapeshift you can alter your superficial appearance to more closely reflect your true nature. For example, if you have a signature hairstyle, pointy ears, wear an eye patch, etc., your shapeshifted forms can take on similar traits.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 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.

Refreshed Shifting

Starting at 5th level, you gain an extra use of your Shapeshift feature whenever you end your Shapeshift at that form's hit point maximum.

Enchanted Strike

Starting at 6th level, attacks you make while shapeshifted or with natural weapons gained from the Primordial Beast essence count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Reactive Shifting

Starting at 11th level, you learn to alter your form defensively. When you are subjected to an effect that requires a Strength, Dexterity, or Constitution saving throw, you can Shapeshift as a reaction and make the saving throw in your new form.

Reiteration

Starting at 13th level, you learn to recoil into another form instead of reverting to your true shape. If you drop to 0 hit points while you're shapeshifted, the attack didn't kill you, and you have a Shapeshift use available, you can make a DC 10 Constitution saving throw. On a success, you Shapeshift instead of reverting to your normal form. Your new form takes any damage past that which reduced you to 0.

Each time you use this feature after the first, the DC increases by 5. When you finish a long rest, the DC resets to 10.

Shapechanger's Youth

At 15th level, your amorphous nature protects you from the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, when you complete a long rest, you can alter your appearance to that of any age.

Supernal Vitality

Starting at 20th level, when you use Shapeshift with less than half your hit point maximum, you gain that number of hit points as temporary hit points in your new form. These temporary hit points disappear when you change forms.

MORPH TALENTS

If a morph talent has prerequisites, you must meet them to learn it. You can learn the talent at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class, unless character level is specified.

All-Terrain Physiology

Prerequisite: 12th level

You can cast *alter self* at will, without expending a spell slot. Unlike normal, you do not have to concentrate on this spell.

Ancestral Beast

Prerequisite: Primordial Beast essence

You can use your Natural Weapons feature while shapeshifted. There is no limit to how many Natural Weapons you can manifest at once, and you can use an action to manifest them all at once.

Bestial Senses

You have advantage on Wisdom (Perception) checks that rely on hearing or smell, and your passive Perception score increases by 5.

Changeling Charge

You can use Shapeshift as part of your movement. When you do so, you benefit from both form's sizes, skills, saves, movement speeds, and moment-related features until the end of your turn. If there is an obstacle or conflict, you choose which creature's statistics you use (you can change this choice for other obstacles and conflicts in the same turn). Multiple instances of the same movement-related feature do not stack.

Deceptive After-Image

Prerequisite: Trickster essence

As an action, you can use this talent to cast *mirror image* on yourself, without expending material components. Once you use this talent, you must finish a short or long rest before you can use it again.

Door Scratcher

While you have claws, such as when shapeshifted or using Natural Weapons, you gain proficiency with thieves' tools, and you can treat your claws as though they were thieves' tools.

Doppelganger's Mask

Prerequisite: Doppelganger essence

You can cast *disguise self* at will, without expending a spell slot.

Draconic Ascension

Prerequisite: 9th level

You can expend 2 uses of Shapeshift at the same time to transform into a dragon of an appropriate challenge rating.

Elemental Ascension

Prerequisite: 7th level

You can expend 2 uses of Shapeshift at the same time to transform into an elemental of an appropriate challenge rating.

Embody the Elements

When you Shapeshift into a beast, you can choose to expend an additional use of Shapeshift to enter that creature's form with the composition of one of the elements. If you do, choose one of the following options. The creature's type becomes elemental and you add the characteristics of the element you chose to your new form.

- ▶ **Earth.** Resistance to non-magical piercing and slashing damage. Vulnerability to acid and thunder damage.
- ▶ **Fire.** Resistance to fire damage. Vulnerability to cold damage.
- ▶ **Ice.** Resistance to cold damage. Vulnerability to fire damage.
- ▶ **Lightning.** Resistance to lightning damage. You take necrotic damage equal to this creature's Hit Die's highest value when you begins your turn in or enter a square filled by at least 6 inches of water.

Fleet

Your speed increases by 5 feet. When you select this talent a second time, your speed increases by 10 feet, or while using Shapeshift your speeds are increased by 5 feet. The effects of this talent are cumulative.

Form of Artifice

Prerequisite: 5th level

You can use your Shapeshift to turn into a construct, or into a seemingly inanimate object up to one size larger or smaller than you. Once you do so, you can't do so again until you complete a long rest.

As an object, you retain your normal statistics and cannot attack or cast spells. As long as you remain still and take no actions, you cannot be distinguished from a normal object of your type.

Hybrid Brawler

Prerequisite: Primordial Beast essence, 5th level

Increase the damage dice of your Natural Weapons attacks by one step (e.g., 1d4 to 1d6). The bonus action claw attack now adds the better of your Strength or Dexterity modifiers to its damage roll. The tail attack now deals 1d4 damage and uses the better of your Strength or Dexterity modifiers on damage rolls.

Liquid Form

Prerequisite: 7th level

You can expend 2 uses of Shapeshift at the same time to transform into an ooze of an appropriate challenge rating.

Any time you would activate an ooze form's Split reaction, you control each ooze formed. Your Shapeshift ends when the last ooze you control is reduced to 0 hit points. Any other ooze you control that reaches 0 or fewer hit points or becomes separated from any other by more than 50 feet dissipates into inert fluid.

Morphed Spells

Prerequisite: 12th level

You are able to cast spells while using Shapeshift. You still require any material components a spell calls for.

Mutable Identity

Prerequisite: Doppelganger essence, 5th level

When you complete a long rest, you can change your race or subrace, replacing all your racial traits with that of your new race. Once you do, you cannot use this talent again until you complete 2 more long rests.

Mutual Transformation

Prerequisite: 5th level

You can use this talent to cast *polymorph* on another creature, without expending material components. Your spellcasting ability for this spell is your choice of Intelligence, Wisdom, or Charisma.

If you are 17th level or higher, you instead cast *true polymorph*.

Once you use this talent, you must finish a long rest before you can use it again.

Natural Armor

Prerequisite: Primordial Beast essence

Your AC equals 13 + your Dexterity modifier.

Perpetual Mischief

Prerequisite: Trickster essence

You can cast spells obtained through your Trickster essence features or various morph talents even while using Shapeshift. You can perform the somatic and verbal components of a spell while in an alternate shape, but any material components melded into your form cannot be provided for the spell.

You can also use this talent to cast *silent image*. Once you do so, you must finish a short or long rest before you can do it again.





Reach

You can use a bonus action to increase your reach by 5 feet until the start of your next turn.

Tiny Changeling

You can use your Shapeshift to turn into a creature of any creature type with a CR less than 1. If that creature is humanoid, you do not gain its equipment; instead your equipment re-sizes to fit your new form.

Thin as Air

Prerequisite: 5th level

As a bonus action, you can use this talent to cast *gaseous form* on yourself, without expending material components. Once you use this feature, you can't use it again until you complete a long rest.

Secrete Venom

As an action, you can secrete a poison to coat one of your natural weapons or your fur. The poison may be any injury or contact poison that costs 100 gp or less, such as drow poison or serpent venom. The poison's DC is equal to 8 + your Intelligence modifier + your proficiency bonus. The poison loses potency after 1 hour.

At every odd morph level, the value of the poison you secrete increases by 100 gp. For example, at 5th level you can secrete a poison worth 300 gp or less.

Once you use this talent, you must finish a long rest before you can use it again.

Size Appropriate

As a bonus action, you can use this talent to cast *enlarge/reduce* on yourself, without expending material components. Once you use this talent, you must finish a long rest before you can use it again.

SHAPESHIFTER ESSENCES

When the mysterious events converge to create a morph, the character is imbued with the essence of a significant shapeshifting entity. These entities vary from monsters to deities, and a morph under their influence extend their mythic tradition. To the untrained eye, there is little difference between the original being and a morph that carries its essence.

THE DOPPELGANGER

Doppelgangers are monsters notorious for stalking, impersonating, and baby-snatching. While many morphs are drawn to the power and utility of beasts, those who embody the essence of the doppelganger instead use their forms in large part to deceive, infiltrate, and assassinate. Their victims should be much more wary of household pests and friendly strangers.

Friends of Iron

Starting when you take this essence at 1st level, you gain proficiency with hand crossbows, longswords, rapiers, shortswords.

You also gain proficiency with thieves' tools.

Silver-Tongued

At 3rd level, you've definitely attained a certain way with words.

You gain proficiency with Persuasion. Your proficiency bonus is doubled when making Charisma (Persuasion) checks.

Shifter's Surprise

At 17th level, you can Shapeshift as part of an attack against a surprised creature.

When you Shapeshift as part of an attack against a surprised creature, you can roll one of the weapon's damage dice three additional times and add it to the damage your attack deals.

THE PRIMORDIAL BEAST

The Primordial Beast is the mythical ancestor of life in all its forms. Its presence is felt in the dominance of the wolf, the eminence of the elephant, and the

sovereignty of the sequoia. Morphs who inherit this essence obtain even more flexibility of their form, and can contort into beast amalgamations never seen before.

Natural Weapons

Starting when you take this essence at 1st level, you don't need steel to be dangerous. As a bonus action, you can reshape a portion of your body to mimic an animal's natural weapons. When you do so, choose one of the below attacks to manifest. For 10 minutes or until you Shapeshift, you can emulate that attack with your Unarmed Strike.

- ▶ **Bite.** 1d6 piercing damage.
- ▶ **Claws.** 1d4 slashing damage. Your attack and damage rolls are based on Dexterity instead of Strength. If you hit with this attack, you can use your bonus action to attack with it again (add your ability modifier to the damage of the second attack).
- ▶ **Hooves.** 1d6 bludgeoning damage, or 1d8 damage if the target is prone.
- ▶ **Horns.** 1d6 bludgeoning or piercing damage. When you move at least 10 feet in a straight line before attacking, on a successful hit you deal 5 extra damage.
- ▶ **Tail.** Reach 10 feet. You can use the better of your Strength or Dexterity modifiers for this attack. This attack deals no damage; instead, if the target is Large-sized or smaller it must succeed on a Strength or Dexterity saving throw, or fall prone. The DC is equal to 8 + your proficiency bonus + either your Strength or Dexterity modifier.

You can use this feature as many times as you like, but you can have a maximum of 2 natural weapons at any time (any new natural weapons replace the oldest natural weapon).

Primordial Survivor

At 3rd level, you are exceptional at following tracks and hunting.

You gain proficiency with Survival. Your proficiency bonus is doubled when making Wisdom (Survival) checks.

Roar of Life

At 17th level, your voice resonates with the ancestral forces of creation. You can use this feature to cast either *power word kill* or *power word heal*, even if you are shapeshifted. Your spellcasting ability for these spells is Wisdom. Once you use this feature, you cannot use it again until you complete a long rest.

THE TRICKSTER

Tricksters from folktales break all the rules; they are not even bound by rules of species or gender, and often change their appearance to suit their whims. Their antics—clever or base—defy conventions and create new possibilities for everyone. Particularly jovial, clever, or foolish morphs tend to extend the trickster legacy—even if unwittingly so.

Scoundrel's Cantrips

Starting when you take this essence at 1st level, you learn two bard cantrips of your choice. Your spellcasting ability for these spells is Charisma.

Natural Deceiver


At 3rd level, you're so good at lying you sometimes fool yourself.

You gain proficiency with Deception. Your proficiency bonus is doubled when making Charisma (Deception) checks.

It Wasn't Me

At 17th level, with so many antics up your sleeve, causing several more deceptions is like waving your fingers. You learn the *minor illusion* cantrip. If you already know this cantrip, creatures have disadvantage on saving throws made to see through it.

In addition, you can use this feature to cast *major image* as a 3rd-level spell. Once you do, you can't do so again until you complete a short rest or a long rest.

You can also use this feature to cast *project image*. Once you do, you can't do so again until you complete a long rest. 

THE NOBLE

BY A. NOVA

Concern flashes across the halfling duchess' face as her paladin ally shoulders into his shield to withstand another rain of blows from the hulking orc warlord. She calls out to the party's rogue and then shouts a perplexing phrase at their brutish foe, confusing it long enough for their half-elf companion to slip in and land a devastating strike! Suddenly the greenskin is stumbling backwards and the tide of the battle begins to turn!

The dwarven prince looks across the battlefield, grimacing at the death of so many of the kingdom's bravest citizens, and tears begin to stream down his face as the need for vengeance takes hold. He strides forward and calls out at one of the huge invaders, bravely and madly hefting his family's beloved axe. His enormous enemy bellows back and the two begin dashing toward one another until, only a few feet away, the royal warrior leaps up into the air and slams his weapon into the giant's skull. There's a resounding crack as his foe snaps backwards, stunned, and then its cacophonous death throes as he hacks away into his defenseless target.

Despite the urgent cries of her allies the elven baroness takes care of what is most important to her first—producing a pristine handkerchief from a pocket in her stately travel dress, she gracefully wipes it across her garment and perfectly cleans it of the filth that spread all over it from stumbling down into these caves. An anxious yell from ahead snaps her back to the moment and she carefully treads further into the goblin lair, imparting a touch of her family's magic to protect herself in case any of the monsters have slipped past her allies valiantly fighting ahead.



SOME ADVENTURERS WORK THEIR whole lives to become great rulers, but to others, nobility is just the beginning of the adventure. Of course this makes them no less aristocratic—most nobles prefer to achieve victory by empowering and strengthening comrades rather than doing any of the dirty work themselves.

ROYAL BEARING

They say it's good to be king but that doesn't mean it's easy. Far more is expected of a noble adventurer than the average warrior or spellsworn because they have reputations to live up to, their very names as valuable as the contents of the family vault. Failure to uphold the public image of their honored lineage (whether that be for weal or woe) can have terrible consequences both abroad and back home so a noble only takes up a quest when the cause is truly worthy or the reward too great to pass up.

EVERYONE'S ALLY

While most nobles prefer to avoid the fore of battle this isn't a matter of cowardice and in times of war they're never far from the most dangerous fronts. More than anything else their tactics are efficient and practical—others are more talented with a sword or wand, and it is the place of the noble to make the most out of what these allies can contribute. With the right mindset, good timing, and a bit of luck, an experienced noble can make any group of adventurers into a well-oiled machine.

CREATING A NOBLE

The first thing to decide when making a noble is the bent of the kingdom from which they hail. Are you part of a hated and feared aristocracy, a bumbling bureaucratic monarchy, or a respected and beloved sovereignty? What grandiose achievements of your ancestors do you have to live up to and be inspired by? Are you on good terms with your fellow nobility or at odds?

With these things in mind, why are you taking up the mantle of adventuring? What motivates you to leave the comfortable confines of your estate? Are you out to refill the family coffers or attain glory all your own? Do you have something to prove to someone or only yourself?

QUICK BUILD

It's simple to quickly build a noble using these suggestions: first, your highest ability score should

THE NOBLE

Proficiency		
Level	Bonus	Features
1st	+2	Noble Path, Rallying Word
2nd	+2	Path Feature, Direct Ally
3rd	+2	Spur Ally, Rallying Word (2 allies)
4th	+2	Ability Score Improvement
5th	+3	Coordinated Attack
6th	+3	Path Feature
7th	+3	Rallying Word (short rest)
8th	+3	Ability Score Improvement
9th	+4	Direct Ally (extra action)
10th	+4	Noble Renown
11th	+4	Path Feature
12th	+4	Ability Score Improvement
13th	+5	Spur Ally (short rest)
14th	+5	Path Feature
15th	+5	Expertise
16th	+5	Ability Score Improvement
17th	+6	Direct Ally (bonus action)
18th	+6	Path Feature
19th	+6	Ability Score Improvement
20th	+6	Devoted Commander

Multiclassing Prerequisite: Strength, Intelligence, or Charisma 13; **Proficiencies Gained:** none

be Charisma. Your next highest ability scores should be Dexterity and Constitution. Choose the Path of the Brave as your noble path (gaining proficiency with martial weapons, heavy armor, and shields, as well as 2 additional hit points). When selecting your equipment, choose a diplomat's pack. For skills, pick Insight and Persuasion.

CLASS FEATURES

As a noble, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d6 per noble level
- ▶ **Hit Points at 1st Level:** 6 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per noble level after 1st

Proficiencies

- ▶ **Weapons:** Simple weapons
- ▶ **Armor:** Light armor, medium armor
- ▶ **Tools:** None
- ▶ **Saving Throws:** Wisdom, Charisma
- ▶ **Skills:** Choose two from: Deception, Insight, Medicine, Performance, and Persuasion

Equipment

Nobles start with the following equipment in addition to the equipment granted by their background. Alternatively, use 5d4×10 gp to buy equipment.

- ▶ a set of fine clothes
- ▶ (a) a diplomat's pack, (b) a priest's pack, or (c) a scholar's pack
- ▶ a simple martial weapon and a light crossbow with 20 bolts
- ▶ scale armor
- ▶ two sets of artisan's tools

Noble Path

Your noble path defines what kind of noble you are. You can choose Path of the Brave, Path of the Heart, Path of the Mystic Royal, or Path of the Tactician. Your noble path gives you access to unique features and characteristics at 1st level, and more at 2nd, 6th, 11th, 14th, and 17th level.

Rallying Word

At 1st level, you can use a bonus action to make an ally within 30 feet of you to regain hit points. The amount healed is equal to 1d8 + your noble level. Once you use this feature, you must finish a long rest before you can use it again.

Starting at 3rd level, you can simultaneously target 2 allies with this feature.

Starting at 7th level, you can use this feature again after you complete a short rest.

Direct Ally

You are better at guiding allies than engaging the enemy personally. Starting at 2nd level, you can use your action to allow an ally that can hear or see you to make a single weapon attack, cast a cantrip, or move up to half their movement on your turn as a

reaction. Once you use this feature, you must finish a short or long rest before you can use it again.

At 9th level, your ally may instead choose to take the Attack action or cast a spell with a casting time of 1 action as a reaction.

Starting at 17th level, you may use this feature as a bonus action.

Spur Ally

Beginning at 3rd level, you can use your reaction to allow an ally to re-roll a failed saving throw or ability check. Once you use this feature, you must finish a long rest before you can use it again.

Starting at 13th level, you can use this feature again after you complete a short rest.

Ability Score Improvement

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.

Coordinated Attack

Starting at 5th level, your leadership allows you and your allies to strike in unison. Once per turn when you take the Attack action, one ally within 30 feet of you can use their reaction to make a single weapon attack against a creature or object you choose within reach of your ally.

Noble Renown

By 10th level, tales of your fame (or infamy) have taken root in the hearts of the people. Your reputation precedes you in any civilized settlement. By revealing your identity, you gain advantage on all Charisma (Persuasion or Intimidation) checks in that settlement for the next hour. Once you use this feature, you must finish a long rest before you can use it again.

Expertise

At 15th level, you may double your proficiency bonus to three of your skills or tool proficiencies.

Devoted Commander

When you reach 20th level, your connection to your party runs so deep that you can find and exploit the precise moment for a final attack. Once per long rest, Direct Ally targets up to 5 allies simultaneously.

NOBLE PATHS

PATH OF THE BRAVE

Few nobles possess the courage and selflessness to walk the Path of the Brave. Those who do often won their rank through deeds of valor, or are descended from someone who did.

When you first choose the Path of the Brave you gain the following features:

Bonus Proficiencies

You gain proficiency with martial weapons, heavy armor, and shields.

Resilient Leader

Your hit point maximum increases by 2, and you gain 2 additional hit points whenever you gain a noble level.

Dauntless

Starting at 2nd level, you have advantage on saving throws against spells and effects that would cause you to become frightened.

Fighting Style

At 6th level, 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.

Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee



weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

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.

Extra Attack

Starting 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Overwhelming Blow

At 14th level, you learn to focus all of your heroic strength into a single blow. When you declare an Overwhelming Blow, make a single weapon attack against a creature you can see as an action. If this attack hits, the target must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, the target is knocked prone and stunned until the end of your

next turn. This feature may be used three times, and uses are regained after a short or long rest. If your Overwhelming Blow misses, it still counts against your three uses of this feature.

Lionheart

Beginning at 17th level, you cannot be frightened and allies who can see or hear you have advantage on saving throws made to resist becoming frightened.

PATH OF THE HEART

Nobles who follow the Path of the Heart lead in subtle ways. They inspire loyalty through their own empathy, kindness, and ingenuity. A noble who follows the Path of the Heart may lack ambition, but they make up for it in honesty and charm.

Noncombatant

You are the heart of your group, and you never draw a weapon except in dire circumstances. You have disadvantage on melee attack rolls, and while wearing medium or heavy armor or holding a shield, you have disadvantage on all Strength and Dexterity checks. When you cast a spell that requires its target to make a saving throw, it has advantage.

Aura of Innocence

When unarmored and not wielding a shield, you reflect an air of vulnerability and innocence that makes even the most heartless monster hesitate to attack you. Your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Vicarious Attack

When you take the Attack action, you can choose not to make any attack. If you do this, one of your allies can choose an enemy and make a single melee weapon attack or cast a cantrip against that enemy.

Bonus Proficiencies

You gain proficiency with a set of artisan's tools of your choice and two skills. These skills can be from the noble class list or from the following: Animal Handling, History, Investigation, Nature, and Religion.

Abandoning Path of the Heart

A noble can abandon the Path of the Heart at any time. You lose all Path of the Heart features and can choose a different Noble Path, or a different character class, at the GM's discretion. These changes can be made at different speeds depending of the needs of the campaign. About 250 days of training during downtime is enough for more open-world campaigns, but in more cinematic campaigns, a particularly dramatic moment could inspire a Path of the Heart noble to instantly retrain noble levels into fighter levels.

Cry Out

Starting at 2nd level, you can cry out to influence enemies and allies.

- ▶ **Cry for Attention.** As a bonus action, you may select a hostile creature. Until your next turn, that enemy has advantage on attacks against you and disadvantage to attack anybody else.
- ▶ **Cry for Help.** When an enemy attacks you, you may cry for help as a reaction. An ally can use their reaction to move up to 30 feet towards you and make a single melee weapon attack or cast a cantrip against that enemy.
- ▶ **Cry for Life.** When an ally is reduced to 0 hit points, you may use your reaction to allow your ally to spend a number of Hit Dice equal to half your noble level.
- ▶ **Distracting Cry.** As a reaction when an ally is about to be attacked, you may impose disadvantage on the attacker on all attacks made against that ally this turn.

Once you use this feature twice, you must finish a short or long rest before you can use it again. You can use it only once on the same turn.

Starting at 14th level, you can use your cries three times between short or long rests.

Force of Personality

At 6th level, you gain proficiency with Persuasion. In addition, you add your Charisma bonus (minimum 1) to the hit points recovered by your Rallying Word.

Tears of the Pure-Hearted

The gentleness of your heart and the strength of your love infuses your tears with magical power. Starting at 6th level, you can use your action to shed tears so they touch a friendly creature next to you. The creature can spend Hit Dice to recover hit points, and if they are blinded, charmed, deafened, paralyzed, or poisoned; the condition ends. Once you use this feature, you must finish a long rest before you can use it again.

Stirring Words

Starting at 11th level, your allies add your Charisma bonus to their attack rolls when they are granted attacks through your Vicarious Attack, Cry for Help, Coordinated Attack, or Direct Ally features.

Loved by the People

Starting at 14th level wherever you go people are charmed by your love and compassion; they put grudges aside and go out of the way to help you and your allies to achieve peaceful goals.

As long as you are within a settlement, you and your allies only need a tenth of the time needed for downtime activities.

Heart's Redemption

Starting at 17th level, your words gain the ability to turn even the darkest of monsters to your cause. As an action, you may select a single hostile creature that can hear you and shares a language with you. That creature makes a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target can't attack or cast spells targeting your allies that turn. On a success, the target acts normally.

At the beginning of your turn, you may use your action to sustain the effect, requiring the target creature to make a Charisma saving throw at the end of each of its turns. After three failed saves, the target stops being hostile to you and your allies, and may flee or fight by your side at the GM's discretion. Once you use this feature, you must finish a long rest before you can use it again.

PATH OF THE MYSTIC ROYAL

In some lands the rights of a sovereign bloodline are truly touched with a bit of unique arcana or genuine divinity that bestows magical talent onto the descendants—but only a little. This element of the supernatural colors and informs their development as adventurers, leading to a basic understanding of spells and a few other incredible tricks that sets them apart from their mundane peers.

Always Beautiful

Starting at 1st level when you choose this noble path, you no longer sweat or emanate unpleasant odors. In addition, when you are dirtied, so long as you have a handkerchief or other small piece of cloth you can use an action to immaculately clean yourself and your clothing.

Spellcasting

Cantrips. At 1st level, you know two cantrips of your choice from the mystic royal spell list. You learn additional mystic royal cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Mystic Royal Spellcasting table.

Spell Slots. The Mystic Royal Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these mystic royal 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 *bleed* and have a 1st-level and a 2nd-level spell slot available, you can cast *bleed* using either slot.

Spells Known of 1st Level and Higher. Starting at 2nd level, you know two 1st-level spells of your choice from the mystic royal spell list.

The Spells Known column of the Mystic Royal Spellcasting table shows when you learn more mystic royal spells of your choice. Each of these spells 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.

Additionally, when you gain a level in this class, you can choose one of the mystic royal spells you know and replace it with another spell from the

MYSTIC ROYAL SPELLCASTING

Noble Level	Cantrips Known	Spells Known	— Spell Slots —			
			1st	2nd	3rd	4th
1st	2	—	—	—	—	—
2nd	2	2	2	—	—	—
3rd	2	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	5	10	4	3	2	—
16th	5	11	4	3	3	—
19th	5	12	4	3	3	1
20th	6	13	4	3	3	1

mystic royal spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your mystic royal spells, since the power of your magic relies on your ability to project your sovereign will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a mystic royal spell you cast and when making an attack roll with one.

- ▶ **Spell save DC** = 8 + your proficiency bonus + your Charisma modifier
- ▶ **Spell attack modifier** = your proficiency bonus + your Intelligence modifier

Spellcasting Focus. You can use an arcane focus or divine focus as a spellcasting focus for your mystic royal spells.

Royal Insight

Starting at 6th level, a life among the elite has made you savvy. You gain proficiency with Intelligence saving throws.

Slow Fall

Also at 6th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your noble level.

Mystic Royal Spell List

0th—*dancing lights, druidcraft, guidance, light, mage hand, mending, message, minor illusion, prestidigitation, produce flame, resistance, spare the dying, thaumaturgy, true strike, vicious mockery*

1st—*animal friendship, bane, bless, charm person, command, comprehend languages, create or destroy water, cure wounds, detect evil and good, detect magic, detect poison and disease, entangle, expeditious retreat, faerie fire, false life, feather fall, find familiar, floating disk, fog cloud, goodberry, grease, healing word, heroism, illusory script, jump, longstrider, mage armor, protection from evil and good, purify food and drink, sanctuary, shield, shield of faith, silent image, sleep, speak with animals, unseen servant*

2nd—*aid, animal messenger, arcane lock, arcanist's magic aura, augury, blindness/deafness, blur, calm emotions, continual flame, darkvision, detect thoughts, enhance ability, enthrall, find steed, find traps, gentle repose, gust of wind, hold person, knock, lesser restoration, levitate, locate animals or plants, locate object, magic mouth, magic weapon, mirror image, misty step, pass without trace, prayer of healing, protection from poison, rope trick, see invisibility, shatter, silence, spike growth, suggestion, warding bond, web, zone of truth*

3rd—*beacon of hope, bestow curse, blink, clairvoyance, conjure animals, counterspell, create food and water, daylight, dispel magic, fly, gaseous form, glyph of warding, haste, hypnotic pattern, magic circle, major image, mass healing word, nondetection, phantom steed, plant growth, protection from energy, remove curse, revivify, sending, slow, speak with plants, tiny hut, tongues, water breathing, water walk, wind wall*

4th—*arcane eye, banishment, compulsion, confusion, conjure minor elementals, conjure woodland beings, control water, death ward, dimension door, divination, dominate beast, fabricate, faithful hound, fire shield, freedom of movement, giant insect, hallucinatory terrain, locate creature, polymorph, private sanctum, resilient sphere, secret chest, stone shape, stonewalk, wall of fire*

Mystic Charge

Beginning at 11th level, when you cast a mystic royal spell that requires concentration on an ally, you can choose for your ally to maintain concentration on the spell. Once you use this feature, you must finish a short or long rest before you can use it again.

You can use this feature twice between rests when you reach 20th level.

Royal Rival

Also at 11th level, another noble of equal standing becomes your nemesis. The statistics of your nemesis are entirely at the GM's discretion but should be for an NPC with a challenge rating of at least 2 or higher (although depending on circumstances your rival may be a monster in hiding instead).

For Crown & Country

At 14th level, you can call on an ally to sacrifice their own safety to save you from a devastating blow. When you are targeted by an attack or spell but before you take damage, use your reaction to choose an ally you can see that is able to hear or see you. The target can use its reaction to rush over to you, placing themselves between you and the attack or spell so instead of you taking damage, the target takes damage. Once you use this feature, you must finish a short or long rest before you can use it again.

Royal Heirlooms

Starting at 17th level, you gain access to the vaults of your kingdom and even the treasure hoards of friendly ally nations. Once per week, you are able to borrow one Rare magic item that cannot be consumed. You are only able to borrow one magic item at a time. When you reach 20th level, you are able to borrow a Very Rare magic item. At the GM's discretion, some magic items may not be available to be borrowed.

Royal Resurrection

Also at 17th level, you are of such importance that your death is only temporary. Should you die and remain dead for 1d4 days, you are the target of a *raise dead* spell paid for by your kingdom.

PATH OF THE TACTICIAN

Nobles who follow the Path of the Tactician are often seen as entitled, lazy warlords, reaping the benefits of their allies' labor. This couldn't be farther from the truth. Tacticians lead from the sidelines, analyzing the battle and guiding others with erudition and strategy while keeping their distance from danger.

Tactical Adaptability

When you roll for initiative, you can switch your initiative roll with that of any ally you can see.

Bonus Proficiencies

You gain proficiency with martial weapons, with heavy armor, and with shields.

Maneuvering Command

Starting at 2nd level, you gain knowledge of tactical maneuvers that you can direct your allies to use in combat.

Maneuvers. You know two maneuvers. You learn one additional maneuver at 6th, 11th, 14th and 17th level. You cannot use these maneuvers yourself. If the maneuver requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

Maneuver Dice. You have four maneuver dice, which are d6s. As a bonus action, you can expend a maneuver die to cause an ally to use a maneuver that you know. If the ally has maneuver dice or a similar resource, increase the size of your maneuver die to match your ally's die (from d6 to d8 for example). If the maneuver is not used in a number of rounds equal to your Intelligence modifier, the maneuver is lost.

You regain all spent maneuver dice when you finish a long rest. You gain another maneuver die at 6th level and again at 14th level.

- ▶ **Disarm.** A creature your ally has hit with a melee attack takes 1d6 extra damage and makes a Strength saving throw or drops one held item of your ally's choice
- ▶ **Distract.** On a successful hit with a melee weapon, your ally deals 1d6 extra damage. The next attack roll made by another creature against the same target before the start of your ally's next turn has advantage.

- ▶ **Evade.** When your ally starts moving they add +1d6 to their AC until they stop.
- ▶ **Feint.** Your ally can use their bonus action to feint against one creature within 5 feet. Your ally has advantage on their next attack roll against that creature as long as it before the end of their turn. On a hit they deal 1d6 extra damage.
- ▶ **Goad.** On a successful hit with a melee weapon, your ally deals 1d6 extra damage and the target makes a Wisdom saving throw or has disadvantage on targets other than your ally until the end your ally's next turn.
- ▶ **Home In.** Your ally adds 1d6 to a weapon attack roll.
- ▶ **Lunge.** Your ally increases their reach by 5 feet for one attack, dealing 1d6 extra damage on a hit.
- ▶ **Maneuver.** On a successful hit with a weapon attack, your ally deals 1d6 extra damage and chooses a friendly creature that can see and hear them. That creature can move half its speed by using its reaction. This movement does not provoke opportunity attacks from the target of your ally's attack.
- ▶ **Menace.** On a successful hit with a melee weapon, your ally deals 1d6 extra damage and the target makes a Wisdom saving throw or is frightened of them until the end of your ally's next turn.
- ▶ **Push.** On a successful hit with a melee weapon, your ally deals 1d6 extra damage and a target of Large size or smaller makes a Strength saving throw or is pushed 15 feet away.

- ▶ **Sweep.** Your ally chooses a creature adjacent to their target and within their reach and on a hit, the adjacent creature takes 1d6 extra damage (of the same type as the weapon attack).
- ▶ **Trip.** Your ally deals 1d6 extra damage and if the target is a creature of Large size or smaller, it makes a Strength saving throw or is knocked prone.

Rules of Engagement

Starting at 6th level, you and all of your allies within 30 feet of you add your Intelligence modifier to their initiative.


Focused Fire

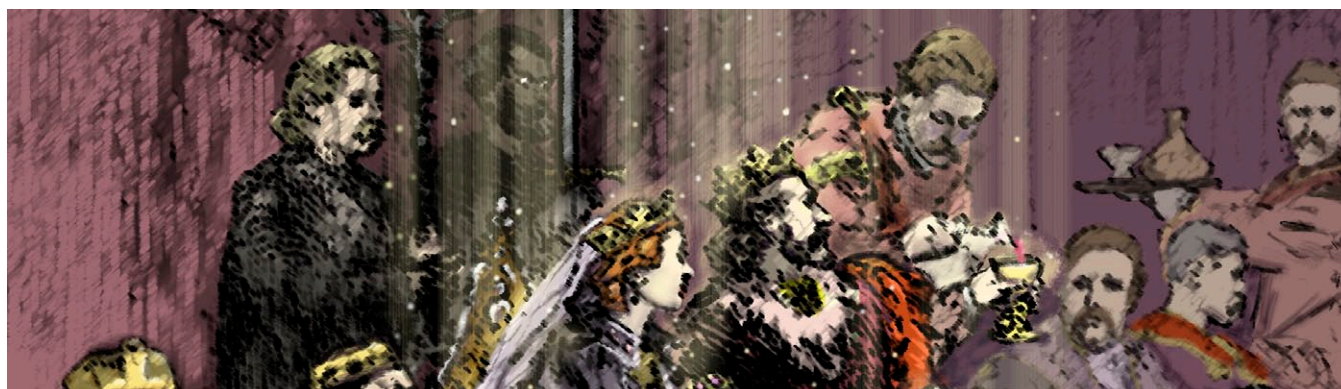
Starting at 11th level, you can spend one maneuver die as a bonus action to select an enemy. Until the end of your next turn, creatures of your choice within 30 feet may deal extra damage equal to your maneuver die when they damage the chosen target.

Renewed Superiority

Starting at 14th level, you regain a number of maneuver dice equal to your Intelligence modifier (minimum 1) each time you take a short rest. You cannot exceed your normal maximum this way.

Tactical Mastery

At 17th level, you can effortlessly identify your enemies' weaknesses. As a bonus action, you can spend any number of maneuver dice to expose a single creature's fatal weakness. Until the end of your next turn, all weapon and spell attacks against that creature have advantage and deal 4 extra damage per maneuver die you spent. 



THE OCCULTIST

BY MIKE MYLER

Howling at the high moon and reveling in her bestial form, the werewolf leaps out of the darkness and snatches one of her former pursuers, dragging the screaming man into the shadows and depriving him of his innards with her sharp fangs and claws.

Backing out of the tavern with the merchant lord's gaze locked onto his, the vampire slips into an alleyway nearby, baring his fangs to better slake his thirst on the blood of the foolish human trundling toward him.

Powered by unnatural chemicals, the once-living flesh of an abomination stands unyielding against the hail of arrows pelting her form and she charges forward unheeded, slamming into and through a barred door to shatter it into pieces.



OCCULTISTS ARE THE DARK THINGS

that stalk, feared but unseen, in the night. Empowered by mystical ritual, unnatural science, or otherworldly forces, occultists are thought by most to be monsters, shunned and feared by society. Some

seek this power out while others have it foisted upon them, but not all of these individuals are beholden to their base desires and many lead lives that are a boon for a society rather than bane.

MONSTROUS ORIGINS

Occultists are the stuff of dark secrecy and fell power, things of legend and forbidden lore. Becoming one of these otherworldly creatures is sometimes the ultimate goal of a cultist, drinking the blood of an existing occultist or engaging in strange rituals to fully realize their power. To others it is a curse bestowed by bloodline or destiny, a burden that strengthens itself through hardship.

AGENTS OF THE BEYOND

While there is certainly a predilection for occultists to fall towards evil not all of them give in to unnatural compulsions and darker desires—most are driven there by the angry and misunderstanding societies around them. Many of the fell adventurers that resist their inner natures are raised far from civilization or hidden away from the world in utter secrecy, tainted by otherworldly power inherited from their reclusive parents or bestowed upon them by fate and the workings of cults.

CREATING AN OCCULTIST

The first thing to decide when making an occultist is the source of your character's abilities: did they seek out their dark path or was it forced on them by destiny? They might have discovered a dark object or accidentally happened into a nexus of otherworldly energies, stumbling into a ritual or coming upon the decaying essence of a dying monstrous entity looking for a new soul to tether to itself. Perhaps your character has always sought out power regardless of its source, seeking it out with others in a cult and only to be the one to unlock the secrets of the order. Maybe instead your parents were occultists and

New Toolkit

Ceremonial Relics (15 gp): These toolkits frequently include candles, votives, reagents, mystic dust, and all manner of occult ephemera. While none are themselves enchanted with power, by utilizing the correct invocations they can help unlock dark secrets of the otherworldly and supernatural.

in a moment of panic you realized your unnatural inherited talents.

Did you try to hide from society and remain beneath its notice or choose instead to live far from civilized life, surviving in the wilderness? Who—if anyone—knows your truths or helped aid you keep them secret? Perhaps most importantly, does your character feel scorned by society's treatment of them for their monstrous nature or driven to prove that they are more than their otherworldly appearance suggests?

QUICK BUILD

It's simple to quickly build an occultist using these suggestions: first, your highest ability score should be Constitution. Your next highest ability scores should be Strength and Dexterity. Choose the Abomination as your occult path (gaining resistance to poison, immunity to the poisoned condition, the need to breathe, drink, and eat, and disadvantage on Charisma checks made against humanoids). When selecting your equipment, choose a dagger, a shortbow with 10 arrows, studded leather armor, and an explorer's pack. For skills, pick Athletics and Perception.

CLASS FEATURES

As an occultist, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d8 per occultist level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution modifier.
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per occultist level after 1st.

Proficiencies

- ▶ **Armor:** Light armor
- ▶ **Weapons:** Simple weapons
- ▶ **Tools:** Ceremonial Relics
- ▶ **Saving Throws:** Constitution, Charisma
- ▶ **Skills:** Choose two from Athletics, Arcana, Insight, Perception, and Religion

THE OCCULTIST

Level	Proficiency Bonus	Dark Strike	Supernatural Movement	Features
1st	+2	1d4	—	Dark Strike, Occult Path, Supernatural Save
2nd	+2	1d4	—	Devotee of Darkness
3rd	+2	1d4	—	Darkvision, Occult Path
4th	+2	1d4	—	Ability Score Improvement
5th	+3	1d6	—	Extra Attack
6th	+3	1d6	—	Fearless, Supernatural Save
7th	+3	1d6	—	Darkvision, Occult Path
8th	+3	1d6	—	Ability Score Improvement
9th	+4	1d8	20 ft.	Supernatural Movement
10th	+4	1d8	20 ft.	Fearless, Toughened Hide
11th	+4	1d8	20 ft.	Occult Path, Supernatural Save
12th	+4	1d8	30 ft.	Ability Score Improvement
13th	+5	1d10	30 ft.	Extra Attack
14th	+5	1d10	30 ft.	Supernatural Movement, Toughened Hide
15th	+5	1d10	40 ft.	Occult Path
16th	+5	1d10	40 ft.	Ability Score Improvement
17th	+6	1d12	40 ft.	Darkened Soul, Otherworldly Shadow
18th	+6	1d12	50 ft.	Supernatural Save, Toughened Hide
19th	+6	1d12	50 ft.	Supernatural Movement
20th	+6	1d12	50 ft.	Otherworldly Shadow, Supernatural Realization

Multiclassing Prerequisite: Constitution 15; **Proficiencies Gained:** ceremonial relics

Equipment

You begin play with the following equipment, in addition to any gear acquired through your background.

- ▶ (a) a dagger or (b) a sickle
- ▶ (a) a shortbow with 10 arrows or (b) a sling with 15 bullets
- ▶ (a) a hooded robe and leather armor or (b) studded leather armor
- ▶ Ceremonial relics
- ▶ (a) an explorer's pack or (b) a scholar's pack

Dark Strike

Beginning at 1st level, your strikes are imbued with a darkness that allows you to deal more damage with every blow. For abominations this is a reflection of the chemistry or fell power that drives you onward, for horrors it is but a sliver of the unnatural energies at your command, oozes a corrosive grip, and for vampires or wercreatures it is emblematic of

sharpening fang or claw. You gain the following benefits:

- ▶ You can use Dexterity or Strength for the attack and damage rolls of your unarmed strikes.
- ▶ You can roll a d4 in place of the normal damage of your unarmed strike. This die changes as you gain occultist levels, as shown in the Dark Strike column of the Occultist table.
- ▶ When you use the Attack action with an unarmed strike on your turn, you can choose to deal necrotic damage by spending a bonus action. You can use Constitution for the attack and damage rolls of your unarmed strike when dealing necrotic damage.

Occult Path

At 1st level, your supernatural abilities begin to manifest themselves as an abomination, horror,

nightmare, ooze, vampire, or werecreature, all detailed at the end of the class description. Your occult path grants you features at 1st level and again at 3rd, 7th, 11th, 15th, and 20th level.

Supernatural Save

At 1st level you gain proficiency in a saving throw of your choice. You may change which type of saving throw you gain proficiency in by performing an hour long ritual that requires the use of ceremonial relics. At the end of the ritual make a Charisma check (DC 8 + your proficiency bonus) and on a success, you may change one type of saving throw proficiency granted by this feature. On a failed check you cannot change the type of saving throw again for one week.

You gain proficiency with an additional type of saving throw at 6th level and again at 11th and 18th level.

Devotee of Darkness

At 2nd level, you gain advantage on Stealth checks or Perception checks made in darkness or dim light.

Darkvision

At 3rd level you gain darkvision 60 feet or the range of your darkvision increases by 60 feet. At 7th level you can see through magical darkness.

Ability Score Improvement

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.

The number of attacks increases to three when you reach 13th level in this class.

Fearless

At 6th level, you gain immunity to the frightened

condition and gain advantage on checks to resist being charmed. At 10th level, you gain immunity to the charmed condition.

Supernatural Movement

Starting at 9th level, your speed increases by 20 feet or you gain a new form of movement (a climb speed, swim speed, or fly speed) equal to the speed increase. This bonus to your movement speed or new movement speed increases when you reach certain occultist levels, as shown in the Occultist table.

At 14th and 19th level, you gain one of the benefits of this feature that you have not already chosen. Oozes do not gain supernatural movement.

Toughened Hide

At 10th level, your AC increases by 1 and you gain resistance to one of the following types of damage: bludgeoning, piercing, or slashing. At 14th level and again at 18th level, you gain resistance to another type of weapon damage.

Darkened Soul

At 17th level, by spending a bonus action you can create an effect identical to the *darkness* spell, except that this feature requires no components, it cannot be dispelled, and maintaining it does not require your concentration.

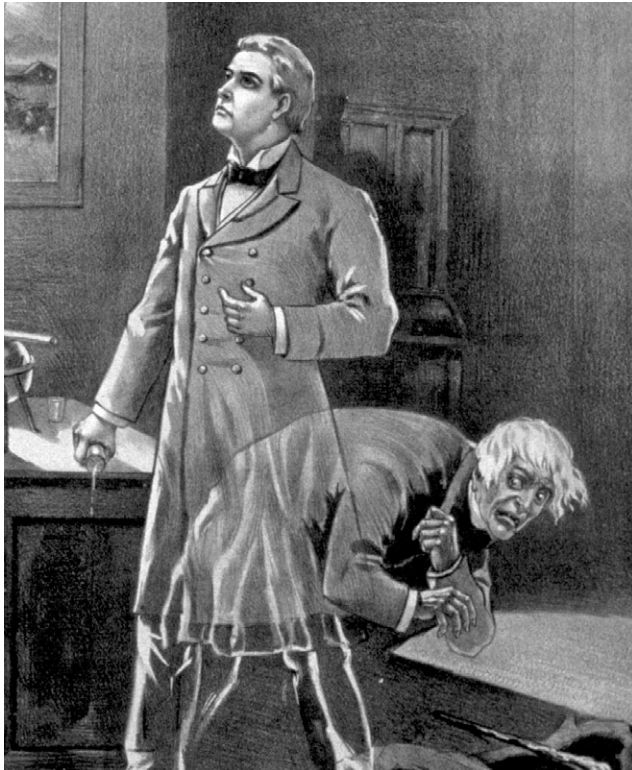
The darkness you create lasts for a number of rounds equal to your proficiency bonus. After using this feature, you require a long rest before it can be used again.

Otherworldly Shadow

At 17th level, you gain resistance to necrotic and psychic damage so long as you consume a specific substance (abomination: electricity damage or alchemical substances, horror or nightmare: another creature's dreams, ooze: alchemical substances, vampire: blood, werecreature: flesh) each time you take a long rest. At 20th level this improves to immunity to necrotic damage.

Supernatural Realization

At 20th level, you gain your final Occult Path ability.



OCCULT PATHS

ABOMINATION

You are a creature of occult science or mystery, incredibly resilient and driven to sentience by forbidden secrets of alchemical chemistry or otherworldly energies. Abominations can be constructed from the dead parts of other creatures or revived from the remains of a corpse specially prepared with precise rituals.

Abominable Nature

Starting at 1st level, you gain resistance to poison damage and immunity to the poisoned condition. You do not need to breathe, eat food, or drink water, though you still require periods of rest similar to sleep. You are at disadvantage on Charisma ability checks made against humanoids due to your strange appearance.

Unnatural Threshold

Beginning at 3rd level, choose one type of weapon damage (bludgeoning, piercing, or slashing). You ignore an amount of damage equal to your proficiency bonus whenever you are hit with an

attack that deals this type of damage. If you possess resistance this damage is reduced before resistance is applied.

Otherworldly Brute

At 7th level, you gain advantage on attack rolls made against objects and deal double damage when using your Strength to damage an object.

Strange Resistance

Starting at 11th level, choose one type of energy that is not necrotic, poison, or psychic. You gain resistance to this type of energy. Alternatively, you may choose to gain immunity to this type of energy but you also gain vulnerability to another opposed type of energy: acid (lightning), cold (fire), fire (cold), force (psychic), lightning (acid), psychic (force).

For instance, an abomination could choose to be resistant to cold, or they could become immune to cold and vulnerable to fire.

Supernatural Juggernaut

Beginning at 15th, you gain immunity to the blinded, deafened, and exhaustion conditions.

True Abomination

When you reach 20th level, you gain immunity to the paralyzed, petrified, and stunned conditions, and you gain a number of hit points equal to your level.

HORROR

You have been touched by dark entities from the far reaches of the cosmos or another dimension, imbued with alien powers and potent abilities that defy logic.

Psychic Conduit

Starting at 1st level, you gain resistance to psychic damage and a telepathy to a range of 10 feet times your proficiency bonus. When using Dark Strike to deal energy damage, you can deal extra psychic damage equal to your proficiency bonus or deal psychic damage instead of necrotic damage.

Cosmic Knowledge

Beginning at 3rd level, your proficiency bonus is doubled for any ability check you make that uses Arcana, History, or Religion.

You can see 60 feet into the Ethereal Plane when on the Material Plane, and vice versa.

Forbidden Knowledge

Starting at 7th level, you can spend one minute concentrating to make a DC 14 Wisdom check to learn an obscure piece of myth or lore relating to a subject of your choice. You require a short rest before you can use this feature again.

Alternatively you can spend ten minutes concentrating to make a DC 20 Wisdom check to learn a secret piece of information known by a creature you are familiar with and have looked upon at least once. You require a long rest before you can use this feature again.

Alien Step

Beginning at 11th level, you can spend a bonus action to move through other creature and objects until the end of your turn. You take 5 (1d10) force damage if you end your turn inside an object. You can use this feature a number of times equal to your proficiency bonus before you require a short rest.

Compelling Gaze

Starting 15th level, you can spend a bonus action to gaze toward a creature within range of your telepathy and affect their mind as if you had cast suggestion except that it does not require any other components or your concentration. You can use this feature a number of times equal to your proficiency bonus before you require a long rest.

Supernatural Scion

When you reach 20th level, you become a true connection to the dark entities that dwell on the far reaches of existence. You can use your compelling gaze to dominate creatures, you gain immunity to psychic damage, and you gain resistance to force damage.

NIGHTMARE

Some ephemeral creatures of darkness defy belief and logic, able to call on a retinue of fell abilities as strangely subtle as they are.

Supernatural Touch

Beginning at 1st level, you gain resistance to psychic damage and a telepathy to a range of 10 feet times your proficiency bonus. When using Dark Strike to deal energy damage, you can target any creature within range of your telepathy and use your Intelligence modifier on attack rolls and damage rolls.

You also learn the *detect magic* and *mage hand* cantrips. You can cast these without the need for components.

Fell Talents

Starting at 3rd level, you gain access to spells without the need for any components. When casting these spells, you use your Intelligence modifier to determine spell attack bonus and saving throws, and you always cast the spell as though it were a spell level equal to half your level (up to a maximum of 9th level spells).

You receive a number of fell points equal to your level. You can spend an action to cast any of the following spells by expending a fell point: *darkvision*, *invisibility*, *mage armor*, *magic missile*, *shield*, *spiritual weapon*, *thunderwave*, *unseen servant*.

Improved Fell Talents

Beginning at 7th level, you gain access to more powerful spells with your Fell Talents ability. When casting one of the following spells, you expend twice as many fell points as normal: *dimension door*, *fear*, *gaseous form*, *phantasmal killer*, *resilient sphere*, *vampiric touch*, *wall of force*.

Greater Fell Talents

Starting at 11th level, your repertoire of spells for the Fell Talents ability grows. You gain a number of fell points equal to your proficiency bonus. When casting one of the following spells, you expend three times as many fell points as normal: *disintegrate*,

dream, eyebite, telepathic bond, true seeing, wall of force.

Master Fell Talents

Beginning at 15th level, your mastery over your Fell Talents reaches its zenith. You add your Intelligence bonus to any damage dealt with a Fell Talent. When casting one of the following spells, you expend four times as many fell points as normal: *etherealness, feeblemind, forcecage, mind blank, plane shift, power word stun, teleport.*

Truly Other

When you reach 20th level, you gain immunity to psychic damage and gain advantage on saving throws against spells and other magical effects. Any creatures that you choose who are able to see you or within range of your telepathy are at disadvantage on ability checks made to concentrate.

OOZE

Your eyes have seen beyond the weaknesses of your clumsy, mish-mashed biological makeup and you seek to transform yourself into the truest form of primal existence—an ooze. Many think you mad and find your quest disturbing but none can doubt the potency of the dark gifts you've discovered, talents that make it possible for you to do impossible things with your body.

Acidic Touch

Beginning at 1st level, you gain resistance to acid damage. When using Dark Strike to deal energy damage, you can choose to deal acid damage instead of necrotic damage.

You also learn the *acidic splash* and *poison spray* cantrips. You can cast these without the need for components.

Amorphous Grip

Starting at 3rd level, you are able to cast spider climb on yourself without the need for components or concentration. Once you have used this feature a number of times equal to your proficiency bonus,

you cannot do so again until you finish a long rest.

In addition, when using Dark Strike to deal energy damage, you can choose to automatically grapple any creature hit with the attack.

Malleable Form

Beginning at 7th level, you gain the Grapppler feat (if you already have Grapppler, choose another feat you meet the prerequisites for) and while you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

In addition, when squeezing through a space large enough for a creature one size smaller than you, you do not suffer any penalties for squeezing. You are able to squeeze through a space large enough for a creature two sizes smaller than you (suffering the normal penalties; spending 1 extra foot for every foot you move there, and disadvantage on attack rolls and Dexterity saving throws, and attack rolls against you have advantage while you are in the smaller space).

Corrosive Form

Starting at 11th level, you can make your body extremely acidic for 1 minute by spending an action. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d4 acid damage per point of proficiency bonus you possess. Any nonmagical weapon made of metal or wood that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits you is destroyed after dealing damage. You can eat through 2-inch-thick, nonmagical wood or metal in 1 round. Once you have used this feature you cannot do so again until you finish a short rest.

Ooze Apotheosis

Beginning at 15th level, you gain blindsight 50 feet and immunity to the blinded, deafened, exhaustion, and prone conditions.

Engulf

When you reach 20th level, you can subsume another creature into your body. During your turn while moving, you can enter the space of a single creature of your size or smaller. Whenever you enter a creature's space, the creature must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a successful save, the creature can choose to be pushed 5 feet back or to the side of you. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, you enter the creature's space, the creature takes 21 (6d6) acid damage, and it is engulfed.

The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of your turns. When you move, the engulfed creature moves with you. An engulfed creature can try to escape by taking an action to make a Strength check (DC 8 + your proficiency bonus + your Constitution modifier). On a success, the creature escapes and enters a space of its choice within 5 feet of you.

VAMPIRE

Infused with unholy energies and driven by a thirst for blood, you are slowly becoming a true master of the night and one of the most powerful types of undead.

Bloodsucker

Starting at 1st level, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You gain vulnerability to radiant damage; at the GM's discretion, you may choose instead to take an amount of damage equal to your proficiency bonus each turn you are in sunlight. When using Dark Strike to deal energy damage to a living creature (not constructs or undead), you heal 1d4 hit points.

Darkness Form

Beginning at 3rd level, if you aren't in sunlight or running water, you can use an action to polymorph into a Tiny bat or a Medium cloud of mist. You can use this feature twice. You regain expended uses when you finish a short or long rest.

While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does.

While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing, and you can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to all nonmagical damage (except for sunlight which deals 10 radiant damage to you each turn).

You can stay in a darkness form for a number of hours equal to half your occultist level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. You take 20 acid damage when you end your turn in running water.

Charm

Starting at 7th level, you can spend an action to target one humanoid you can see within 30 feet. If the target can see you, the target must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma bonus) against this magic or be charmed by you. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can, and it is a willing target for your Dark Strike attack. Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are destroyed, are on a different plane of existence than the target, or take a bonus action to end the effect.

You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

You can't enter a residence without an invitation from one of the occupants.

Children of the Night

Beginning at 11th level, you can spend an action to magically call 1d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, you can call 2d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as your allies and obeying your spoken commands. The beasts remain for 1 hour, until you die, or until you dismiss them as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

When you reach 16th level, you can call 2d4 swarms when indoors or 3d6 wolves outdoors.

Escaping Mist

Starting at 15th level you establish a resting place and imbue a coffin with unholy power. When it drops to 0 hit points outside its resting place, you transform into a cloud of mist (as in the Darkness Forms feature) instead of falling unconscious, provided that you aren't in sunlight or running water. If you can't transform, you are destroyed. While you have 0 hit points in mist form, you can't revert to your normal form, and you must reach your resting place within 2 hours or be destroyed. Once in your resting place, you revert to your normal form. You are then paralyzed until you regain at least 1 hit point. After spending 1 hour in your resting place with 0 hit points, you regain 1 hit point.

You are damaged by holy water as if you were a fiend or undead.

Master of the Night

When you reach 20th level, you regain 20 hit points at the start of your turn if you have at least 1 hit point and aren't in sunlight or running water. If you take radiant damage or damage from holy water, this feature doesn't function at the start of your next turn.

WERECREATURE

You are filled with animalistic fury and cursed with a strange form of lycanthropy that changes you into a beast when the moon hangs high in the sky.

Lycanthropic Forms

Beginning at 1st level, you can use an action to polymorph into a beast-humanoid hybrid or into a beast (a black bear, boar, dire rat, panther, or wolf; this is chosen when you take this Occult Path and cannot be changed), or back into your true form. While in hybrid or beast form your AC increases by an amount equal to half your proficiency bonus. Your statistics, other than your AC, are the same in each form. Any equipment you aren't wearing or carrying isn't transformed. You revert to your true form if you die. When the moon is full you cannot assume human form.

You can only use your dark strike while in hybrid or beast form.

Keen Senses

Starting at 3rd level, you gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Hide

Beginning at 7th level, while in hybrid or beast form you gain resistance to any bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.


Powerful Leaps

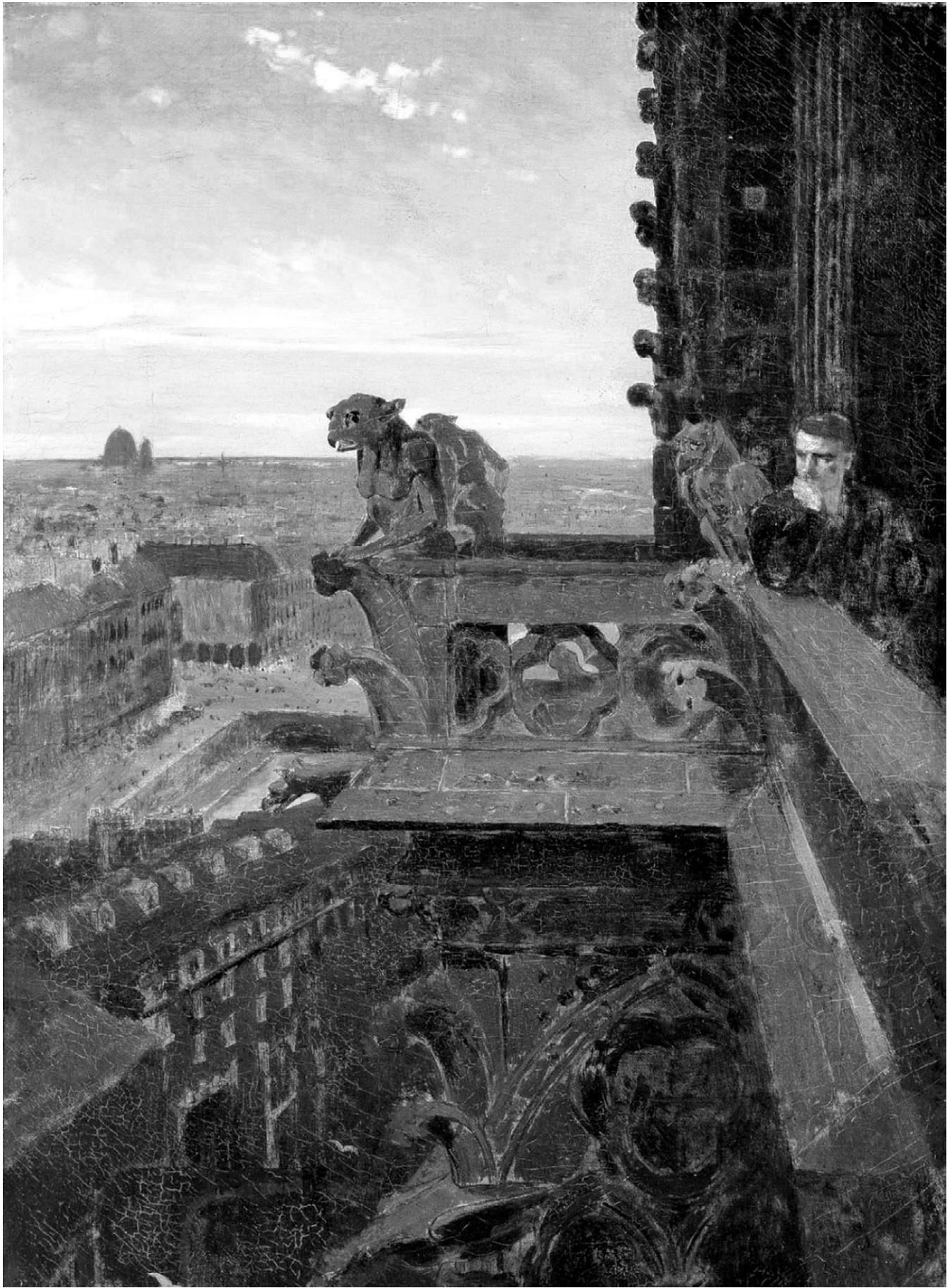
Starting at 11th level, while in hybrid or beast form you quadruple the distance of any jumps you make.

Improved Lycanthropic Hide

Beginning at 15th level, while in hybrid or beast form you gain immunity to any bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.

Master Werecreature

When you reach 20th level, your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24. Your Keen Senses, Powerful Leaps, and Improved Lycanthropic Hide features are all available while you are in human form. 



EN WORLD EN5IDER PRESENTS

A TOUCH MORE CLASS

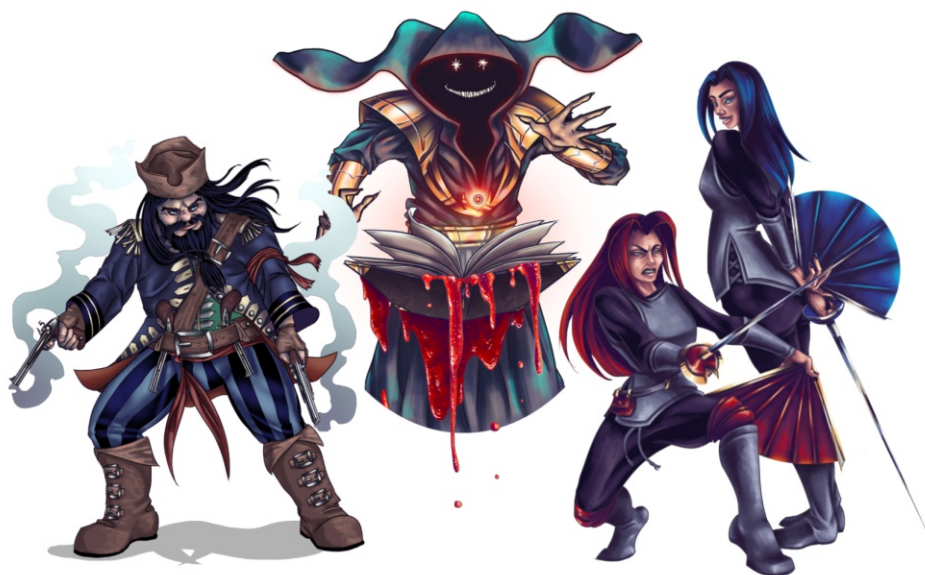
INTRODUCTION

Welcome to the second compilation from EN5IDER for the Fifth Edition of the world's oldest fantasy role-playing game! Within these pages you'll find the details for nine new character classes, each designed to enhance the flavor and composition of your adventuring party. Whether you are blasting away with gunpowder weapons, sending forth monsters to do your fighting for you, or using the power of blood to inflict suffering upon your foes, you'll find a whole new range of exciting and original new character ideas in the coming pages.

These classes originally appeared in EN5IDER magazine, and are presented here with revisions and expansions based on subscriber feedback.

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The Bloodweaver: Macabre Magician

by *Chris Rippee*

Bloodweavers fuel their magical powers with their own blood, enhancing their own prowess, healing or bolstering allies, and flaying open their enemies. They can sense the presence of creatures of flesh and bone, resist the cold reach of death, and manipulate a target's blood to spectacular, deadly effect.

The Fatebender: Destiny's Chosen

by *Andrew Englebrite*

Pulling upon the fraying threads at the extreme edges of fate's tapestry, fatebenders tug at the strands of chance. Fatebenders manipulate their own dice rolls as well as those of allies and enemies, further relying on luck to make uncanny discoveries, avoid lethal attacks, and make the most of their own strikes.

The Gemini: Two-Faced Warrior

by *Mike Myler*

Evading and confounding enemies, gemini create dangerous semi-real multiples of themselves and copy their foes' techniques. Their duality affects more than how they wage war however, and each embodies two major contrasting ideals, never certain which will be at the fore the next time they wake.

The Geomancer: Nature's Hearthmage

by *Josh Gentry*

These mages turn the surrounding elements into potent weapons or tools and fuel their spells with the primal components of creation. Geomancers can also protect companions from harm and draw upon nature outside of battle to reveal reality's secrets.

Open Game Content | The game rule information in this book is designated Open Game Content. All other material in this book, including maps and illustrations (including illustrations in the public domain), narrative and descriptive text (whether in-character or out-of-character), proper names of characters and/or places, trade dress,



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The Gunfighter: Black Powder Desperado

by *Walt Ciechanowski*

These warriors shoot their way across the field of battle, pausing only long enough to aim their next bullets. Gunfighters are adept with the guns they choose to master, picking off targets hidden behind cover with precise shooting and aiming telling shots that leave enemies with catastrophic wounds.

The Lodestar: Fractured Soul Given Form

by *Andrew Englebrite*

In combat lodestars are poetry in motion, their innate powers bringing both wonder and woe. To keep from unraveling into madness these fractured souls must train and hone their skills, becoming masters of body and mind—and their lodestones, magical spheres used to attack, defend, and more.

The Monster Tamer: Creature Wrangler

by *Erik Evjen and Mike Myler*

Monster tamers bond with unusual pets, whether beasts, exotic aberrations, slimes, or even draconic creatures! Though significantly weaker on their own, monster tamers with companions make for a potent and unique addition to any group of adventurers able to tolerate the presence of a monster in their midst.

The Savant: Mind Over Matter

by *Jeremiah McCoy*

Sometimes saving the day means weaponizing knowledge. Savants are brilliant detectives, iconic martial artists, and adventurous physicians, each utilizing genius where others rely on magic or brute power. Repositories of lore, savants also use canny combat tricks to put enemies at a disadvantage.

The Tinkerer: Engineer of Wonder

by *Leuku*

Tinkerers bring life to impressive contraptions, craft incredible devices, and forge legendary destinies! When not making or improving mundane items, tinkerers use their technical genius to unleash elemental fury upon their foes, relying upon their own brilliance to resist any magic that might subvert their will.

THE BLOODWEAVER

BY CHRIS RIPPEE

Snarling, the orc stalked through the refugees' clearing intent on a scrawny human girl—easy prey. A malevolent monstrous grin overcomes his face as he imagines the cruelties soon to be visited upon her but as he tries take another step forward, he finds his body unable to move. The girl tilts her head and smiles, her eyes becoming pools of crimson. Without warning the orc cries out as something inside of him tears. Pain explodes in his chest, a red haze fills his vision, blood spatters across the girl's face, and the last thing he sees is her licking a sanguine droplet from her lips.

Perching on the bandit's camp, the drow smiled. It had been a long hunt but as always she's found her prey. She extends her hands and blood flows forth, hardening into the shape of two long, slightly curved daggers. Reaching within to her reservoir of inner power she allows it to pour through her, muscles surging in response with impossible strength and speed before she leaps into the middle of them. They outnumber her six to one—only the last bandit has the chance to scream.

The elven scout runs. His horse died yesterday and he's been running since but he dare not stop—the war host was close, their hunting horns echoing around and behind. If he falters the whole kingdom would have no warning of their treachery. The elf suddenly staggers into a small clearing where a halfling woman in a simple brown robe stands gathering herbs. He trips and falls at her feet, struggling to rise. She moves toward him and wipes a drop of blood from his forehead, placing it to her lips. Her eyes suddenly fill with concern and anger, and when the halfling touches him again, he feels a warmth and comfort flow through him. "Don't worry," she whispers, "you've done enough. I won't let them harm you."



Bloodweavers use the primal power coursing through their veins to enhance their own abilities, heal or bolster allies, and debilitate or kill their foes. Many fear them for their control over the substance of life but those that see past this superstitious dread often find powerful allies.

SANGUINE PATHS

A bloodweaver's power flows from their vitality and the strength of that exceptionally potent life force—the means by which they fuel disciplines, the teachings of sanguine traditions. These focuses are to the masters of blood as schools of magic are to a wizard, their area of expertise defining themselves as much as anything else. Through blood cursing they alter destiny, blood puppetry takes control over other living things, blood shaping turns flowing crimson to clay in their hands, consumption takes what knitting restores, sanguine alacrity makes them supernaturally quick, sanguine body incredibly tough, and with the techniques of vitriolic conversion they attain the ability to corrode.

PRIMAL POWER

Bloodweavers have many conflicting stories about their origins but all agree that the power is nearly as old as mortals themselves. One common myth tells of a primitive hunter encountering a dying primordial after it had been bested by one of its own kind in the early days of the world—moved by her plight, he tried vainly to aid her and came in contact with the creature's blood. The immortal blood served as a conduit that allowed some of the being's power to flow into the hunter when she died, a power that all of his descendants have borne since.

Another myth speaks of the daughter of a chieftain in the depths of antiquity. Fearing that her people would be exterminated by a rival tribe, she sought the means to protect them, seeking help from a powerful fey sorceress of blood, birth, and death that women of her tribe worshiped for aid with fertility and illness. A bargain was struck and while the woman was never seen by her tribe again, five other girls awoke with strange powers that they used to protect their people when they were attacked.

BLOODLINES

Bloodweaving is strongly tied to particular family lines. Some families see nearly every member awaken to their power in their teens. Others might have one bloodweaver every other generation. Regardless of the frequency of their birth, they

almost always play an important role among their people. Interestingly, although their mythological origins would suggest otherwise, bloodweavers have been found at various times throughout history in many different mortal races. While most common in tribal humans and orcs, other peoples have also manifested the power, though even then it nearly always manifests among particular lineages.

CREATING A BLOODWEAVER

The first thing to decide when making a bloodweaver is the sanguine path upon which they walk and the blood traditions they pursue. Most bloodweavers don't simply wake up one day to discover their power, learning of their potential instead by way of a tutor—was yours a malevolent ancestor spirit or a mentor met by way of fate? What of the possibility that you discovered your abilities amidst a traumatic (and likely violently bloody) moment, one that haunts you to this day? Were you treated like a pariah by your community or embraced for your talents? What of your family and loved ones?

You may have stumbled across or even sought out a bloodweaver intent on learning the practice, traveling far from civilization to find a fabled crimson witch or bloodbinder teacher, maybe driven to seek out a scarlet reaper after facing one in battle. Regardless of their origins, what do your powers mean to you? Do you consider them grisly or less appealing than the spellwork of magicians? Are you at odds with priestly orders that believe your abilities make you no better than a vampire? Perhaps most importantly, what do you hope to achieve by walking the paths of blood and where do you hope your journey will end?

QUICK BUILD

Bloodweavers are uniquely different from other classes but you can quickly build one using these suggestions. First, Constitution should be your highest ability score. Your next highest ability score should be Dexterity. When selecting equipment, choose two daggers, an explorer's pack, and a

THE BLOODWEAVER

Level	Proficiency		Sanguine Reservoir	Maximum Reservoir per Use	Minor Disciplines Known	Disciplines Known	Mastery Level
	Bonus	Features					
1	+2	Sanguine Mastery, Sanguine Reservoir, Tradition	2	1	2	3	Lesser
2	+2	Sanguine Fortification	3	1	2	3	Lesser
3	+2	Hydraulic Control	4	2	2	4	Lesser
4	+2	Ability Score Improvement	6	2	2	4	Lesser
5	+3	Path Feature	7	3	3	5	Intermediate
6	+3	Life Sense	8	3	3	5	Intermediate
7	+3	—	10	4	3	6	Intermediate
8	+3	Ability Score Improvement	11	4	3	6	Intermediate
9	+4	Path Feature	12	5	3	7	Greater
10	+4	Blood Purification	14	5	4	7	Greater
11	+4	Vitalicrux	15	6	4	8	Greater
12	+5	Ability Score Improvement	16	6	4	8	Greater
13	+5	Improved Vital Restoration	18	7	4	9	Master
14	+5	Path Feature	19	7	4	10	Master
15	+5	Improved Sanguine Endurance	20	8	4	10	Master
16	+6	Ability Score Improvement	22	8	5	11	Master
17	+6	Improved Life Sense	23	9	5	11	Ascendant
18	+6	Path Feature	24	9	5	12	Ascendant
19	+6	Ability Score Improvement	26	10	5	12	Ascendant
20	+6	Sanguine Rejuvenation	27	10	5	12	Ascendant

Multiclassing Prerequisite: Constitution 13; **Proficiencies Gained:** Light armor, one skill from the class skill list

shortbow. For skills, pick Athletics and Perception. Choose Bloodbinder as your tradition, learning the *mystical stanching* minor discipline; for your other two minor disciplines, choose *blood hex* and *stop flow*. For your lesser disciplines, choose *aqueous corruption*, *knit wounds*, and *taint blood*.

CLASS FEATURES

Hit Points

- ▶ **Hit Dice:** 1d8 per bloodweaver level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution bonus
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per bloodweaver level after 1st



Proficiencies

- ▶ **Armor:** Light armor
- ▶ **Weapons:** Simple weapons
- ▶ **Saving Throws:** Constitution, Charisma
- ▶ **Skills:** Choose two from Athletics, Insight, Medicine, Nature, Perception, or Survival

Equipment

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

- ▶ Studded leather armor
- ▶ (a) two daggers or (b) a quarterstaff
- ▶ (a) an explorer's pack or (b) a scholar's pack
- ▶ (a) a shortbow and a quiver of 20 arrows or (b) a light crossbow and a quiver of 20 bolts

Sanguine Mastery

Bloodweavers are masters of the source of life, filling their sanguine reservoirs with fell crimson energies used to implement deadly, potent, and incredible disciplines.

Sanguine Paths. These are each a different type of control over blood: blood cursing, blood puppetry, blood shaping, consumption, knitting, sanguine alacrity, sanguine body, and vitriolic conversion.

Disciplines. These are a bloodweaver's mystical talents, the powers they work upon others and themselves. You know 3 lesser disciplines of your choice. The Disciplines Known column of the Bloodweaver table shows when you learn more disciplines of your choice. Each of these disciplines must be within your Mastery Level (also on the Bloodweaver table). Additionally, when you learn a new minor discipline at 4th, 10th, and 16th level, you can choose one of the minor disciplines you know and replace it with another minor discipline. When you do so, you also replace any disciplines that use that minor discipline as a prerequisite.

Minor Disciplines. Minor disciplines are the fundamental powers that all bloodweavers study until they are ingrained. You begin play with 2 minor disciplines in addition to those granted to you by your path.

Lesser, Intermediate, Greater, and Master Disciplines. Once a bloodweaver has gained the use of a minor discipline, they acquire the necessary knowledge to perform the techniques of more potent disciplines.

Ascendant Disciplines. These are the most powerful techniques known to a bloodweaver and extremely taxing. After using any ascendant discipline, you must finish a long rest before you can use an ascendant discipline again.

Bloodweaving and Magic. Bloodweaving is still a form of magic and is subject to dispel and antimagic effects. Treat a discipline's spell level as equal to the number of reservoir points spent to activate it. Because disciplines are not spells they can't typically be counterspelled.

Concentration. Also unlike spells, unless noted otherwise a discipline does not require concentra-

tion. However, you are unable to simultaneously activate or use disciplines of the same mastery level.

Noticing Disciplines. Disciplines require no overt casting or gestures in order to work. The primal power that flows through bloodweavers still often manifests in a variety of ways however and is typically noticeable. Attempting to activate disciplines without being noticed requires a Dexterity (Sleight of Hand) or Charisma (Deception) check, usually opposed by Wisdom (Perception) or Wisdom (Insight). At the GM's discretion, you may roll against passive Perception or passive Insight.

Sanguine Reservoir

At 1st level you gain access to the well of fell power that fuels bloodweaving. Your bloodweaver level determines the number of reservoir points you have, as shown in the Sanguine Reservoir column of the Bloodweaver table. You can spend these points to fuel your disciplines and various bloodweaver features.

You may spend no more reservoir points than half your character level, rounding up, to activate a discipline—certain disciplines are simply outside of the grasp of inexperienced bloodweavers. When you spend a reservoir point, it is unavailable until you finish a long rest, at the end of which your blood replenishes itself. Some of your bloodweaver features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

- ▶ **Blood save DC** = 8 + your proficiency bonus + your Constitution modifier
- ▶ **Blood attack bonus** = your proficiency bonus + your Constitution modifier

Crimson Assurance. As a bonus action on your turn, you can expend 1 Hit Die and regain a reservoir point. Once you have used this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can use it again.

Sanguine Endurance. You can spend 1 reservoir point to gain advantage on a Constitution saving throw.

Vital Restoration. You can use a bonus action and spend 1 reservoir point to regain hit points as if you had spent a Hit Die.

Traditions of Blood

Also at 1st level, choose a tradition (Blood Binder, Crimson Witch, Scarlet Reaper). You gain abilities for your tradition at 1st, 5th, 9th, 14th, and 18th level. The tradition that you choose also determines one of your starting minor disciplines.

Sanguine Fortification

Starting at 2nd level, while you are not wearing any armor and not wielding a shield, your Armor Class is equal to 10 + your Dexterity modifier + your Constitution modifier.

Hydraulic Control

At 3rd level, you have advantage on death saves and become immune to any effect relating to blood loss (like *sight rot* and *slimy doom*).

Ability Score Improvement

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.

Life Sense

At 6th level, you gain the ability to sense life. You can use an action and spend 1 reservoir point to reach out and perceive flowing blood for 1 minute. While using Life Sense, you are able to pinpoint the location of any living creature within 30 feet of you.

Blood Purification

At 10th level, your mastery of your own vital energy allows you to instantly purify your body, making you immune to disease and poison.

Vitalicrux

Beginning at 11th level, once per turn when you reduce a hostile living creature to 0 hit points, you regain 1 reservoir point. Once you have used this feature to regain a number of reservoir points equal to half your bloodweaver level, you must finish a long rest before you can use it again.



Improved Vital Restoration

At 13th level, whenever you use Vital Restoration, the number of hit points you regain from your Constitution modifier doubles.

Improved Sanguine Endurance

At 15th level, you can use Sanguine Endurance to gain advantage on any type of saving throw.

Improved Life Sense

At 17th level, the duration of your Life Sense increases to 10 minutes and its range increases to 60 feet.

Sanguine Rejuvenation

At 20th level, when you are killed your body reconstitutes and heals itself after 1 week so long as even a drop of your blood remains (as *resurrection*). Additionally, you no longer age naturally and you are immune to any effects that would age you magically.

TRADITIONS OF BLOOD

While all bloodweavers use blood and sanguine paths, the manner and ends to which this power is employed vary greatly and over the millennia three main traditions of bloodweaving have emerged. Some societies or groups only possess one particular tradition while others have been known to display all three.

Despite broad similarities in terms of power, the social hierarchies and roles of each tradition vary from culture to culture—in some the scarlet reapers are considered the sacred guardians of bloodbinders who guide society while crimson witches are forced to live as outcasts, yet in others they may all be equals that advise a chieftain or tribal king.

BLOODBINDER

Bloodbinders use their control over vital energy to heal and restore.

Lifebinder

At 1st level you gain the ability to increase the efficacy of your healing effects. Whenever you use a discipline that restores health, you can use a bonus action and spend 1 reservoir point to infuse the target's blood with healing, causing it to regain hit points as if it had just expended a Hit Die. In addition, you can use Vital Restoration on other creatures within 30 feet, and you learn the Mystical Stanching minor discipline.

Rejuvenating Aura

At 5th level, your presence heals and bolsters your allies. Whenever a friendly living creature with at least 1 hit point begins its turn within 10 feet of you, it can use its reaction and expend 1 hit die to regain hit points equal to your Constitution modifier. This feature can restore a creature to no more than half of its hit point maximum.

Bolstering Aura

Starting at 9th level, whenever a friendly creature within your Rejuvenating Aura must make a saving throw, the creature gains a bonus to the saving throw equal to your Constitution modifier (minimum bonus of +1). You must be conscious to grant this bonus.



Improved Rejuvenating Aura

At 14th level, the radius of your Rejuvenating Aura increases to 30 feet. In addition, a creature affected by your aura gains immunity to poison.

Blood Magnet

At 18th level, you become a conduit for all blood. When a living creature within 50 feet of you takes damage from a critical hit, you regain 5 hit points. You don't gain this benefit if you have 0 hit points.

CRIMSON WITCH

Crimson witches use their mastery of blood and life to cripple, curse, and kill. They are what most conjure to mind when thinking of bloodweavers and are widely feared, often by their own people.

Potent Disciplines

At 1st level, whenever you use a discipline that deals damage to a creature other than you, add your Constitution modifier to the damage dealt. When the discipline targets multiple creatures, choose one target to take this extra damage. In addition, you learn the Stop Flow minor discipline.

Pernicious Disciplines

Starting at 5th level, you may spend 1 additional reservoir point when activating a discipline. When you do so, one creature targeted by the discipline has disadvantage on saving throws made to resist it.

Devious Disciplines

At 9th level, when you force a target to make a Constitution saving throw, you can choose to force it to make a Wisdom saving throw instead.

Improved Pernicious Disciplines

At 14th level, when you use Pernicious Disciplines against a creature, it has disadvantage on subsequent saving throws made to resist the effects of that use of the discipline. In addition, the range of all of your harmful disciplines increases by 30 feet.

Death Curse

At 18th level, you can work your bloodweaving from great distances. You are able to use disciplines to affect a living creature at any range so long as it is on the same plane and you have a sample of its blood, hair, or flesh that was taken within the last day.

SCARLET REAPER

Scarlet reapers are terrifying combatants who learn to shape their blood into weapons and enhance their physical abilities.

Scarlet Reaper Training

At 1st level, you gain proficiency with martial weapons and medium armor, as well as 2 skills chosen from the following list: Acrobatics, Athletics, Stealth, and Survival. In addition, you learn the Vital Amplification minor discipline.

Blood Arsenal

Also at 1st level, you learn to shape your blood and harden it into melee or ranged weaponry. You can use a bonus action and spend 1 reservoir point to create any melee or ranged weapon with which you are proficient. If you create a ranged weapon, ammunition is created with each attack. The weapon dissolves back into blood when you reabsorb it, drop it, or after 1 minute. Blood Arsenal weapons can also capture small quantities of a target's blood if you so choose, which can be used with various disciplines.

When you reach 6th level in this class, your Blood Arsenal weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, when you hit with a weapon attack using Blood Arsenal weapons, you may spend 2 reservoir points to deal an extra 1d8 damage (up to a maximum number of reservoir points as listed on the Bloodweaver table). This extra damage is either acid, poison, or fire damage (chosen by you). You cannot deal extra damage of more than one type.

Extra Attack

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

Blood Mark

At 9th level, whenever you successfully hit a target with a Blood Arsenal weapon, you may spend 1 reservoir point to place a blood mark. Any successful attacks using a Blood Arsenal weapon against a creature with your blood mark deal an extra 1d8 damage. This extra damage is either acid, poison, or fire damage and chosen by you each time you hit the creature. In addition, you can spend 1 reservoir point to either gain advantage on all attacks made against a creature with your blood mark until the beginning of your next turn, or gain advantage on Wisdom (Survival) checks made to track the creature for 1 hour. Once a creature has a blood mark, it lasts until the target has been slain or until 24 hours have passed. You may have a number of simultaneous blood marks equal to half your proficiency bonus.

Improved Blood Arsenal

At 14th level, you're able to expend more of your bloodweaving potency to enhance the power of your sanguine weaponry. When you create weapons using Blood Arsenal, you can spend additional reservoir points to grant your weapon a bonus to attack and damage.

- ▶ *1 Point:* +1 to attack and damage.
- ▶ *3 Points:* +2 to attack and damage.
- ▶ *6 Points:* +3 to attack and damage.

Bloodlust

At 18th level, you can siphon the life essence of your bloodied foes. Once per round, you regain 1 reservoir point when you slay a living creature with an attack using a Blood Arsenal weapon. 🧛

BLOODWEAVER DISCIPLINES

BY CHRIS RIPPEE

The primal magic of bloodweavers is employed by way of honed techniques known as disciplines, each a sophisticated method of controlling the ebb and flow of life that over time gives way to even more complex supernatural powers.

MINOR DISCIPLINES

Blood Hex

Minor blood cursing

Activation Time: 1 action

You poison a target's lifeforce with a minor hex. Choose a living creature that you can see within 60 feet. The target makes a Charisma saving throw. On a failed save, it takes 1d4 psychic damage and has disadvantage on the next attack roll or ability check that it makes before the end of its next turn.

Blood Reach

Minor sanguine body

Activation Time: 1 bonus action

Bloody talons extend from your fingers, hardening into an edge like steel before dissolving into crimson dust. Take 1d4 damage as blood flows out of your fingernails. Until the end of your next turn, your unarmed strikes deal 1d6 slashing damage and the reach of your unarmed strikes increases to 10 feet.



You may spend 1 reservoir point when activating this discipline to extend its duration to 1 minute.

Blood Tools

Minor blood shaping

Activation Time: 1 minute

You inflict harm upon yourself and form small objects from the sanguine flow. Take 1d4 damage to gather some of your blood. You create any tool or hand-sized object out of your blood, including a knife or dagger. These items last for 1 hour or until you choose to reabsorb them. If they leave your possession, they dissolve after 1 minute.

When you reach 5th level, any tools that you create with this ability grant you a +1 bonus to any ability checks made with them. This bonus increases by 1 at 11th level (+2) and 17th level (+3).

LIST OF DISCIPLINES

MINOR DISCIPLINES

Discipline	Path	Prerequisite	Summary
<i>blood hex</i>	Blood cursing	—	Poison target's lifeforce
<i>blood reach</i>	Sanguine body	—	Create bloody talons
<i>blood tools</i>	Blood shaping	—	Create items from your blood
<i>mystical stanching</i>	Knitting	—	Stabilize a dying creature
<i>sense threads</i>	Consumption	—	Detect magic
<i>spit acid</i>	Vitriolic conversion	—	Hurl acidic blood from your mouth
<i>steal limb</i>	Blood puppetry	—	Why are you hitting yourself?
<i>stop flow</i>	Blood cursing	—	Harm a creature
<i>taste of blood</i>	Consumption	—	Learn about a creature sample
<i>vital amplification</i>	Sanguine alacrity	—	Move faster and better

LESSER DISCIPLINES

Discipline	Path	Prerequisite	Summary
<i>aqueous corruption</i>	Blood cursing	<i>stop flow</i>	Harm and blind a target
<i>blood form</i>	Sanguine body	<i>blood reach</i>	Transform into bloody ooze
<i>blood tendril</i>	Blood shaping	<i>blood tools</i>	Create a sticky blood tendril
<i>consume mind</i>	Consumption	<i>taste of blood</i>	Know sampled creature's thoughts
<i>consume visage</i>	Consumption	<i>taste of blood</i>	Assume a creature's shape
<i>flow like blood</i>	Sanguine alacrity	<i>vital amplification</i>	Dodge and react faster
<i>freeze the lifeblood</i>	Blood puppetry	<i>steal limb</i>	Paralyze a target
<i>knit wounds</i>	Knitting	<i>mystical stanching</i>	Heal a target
<i>poison future</i>	Blood cursing	<i>blood hex</i>	Curse a target with bad luck
<i>purge blood</i>	Knitting	<i>mystical stanching</i>	End a condition on a target
<i>sanguine swiftness</i>	Sanguine alacrity	<i>vital amplification</i>	Run faster and jump farther
<i>taint blood</i>	Blood cursing	<i>stop flow</i>	Poison a target
<i>twist fate</i>	Blood cursing	<i>blood hex</i>	Bestow curse
<i>vitriolic retort</i>	Vitriolic conversion	<i>acid spit</i>	Your wounds erupt in acid

INTERMEDIATE DISCIPLINES

Discipline	Path	Prerequisite	Summary
<i>acid breath</i>	Vitriolic conversion	<i>spit acid</i>	Breathe an acid cloud
<i>blood mist</i>	Sanguine body	<i>blood form</i>	Transform into bloody mist
<i>blood wings</i>	Blood shaping	<i>blood tendril</i>	Use bloody wings to fly
<i>counterweaving</i>	Consumption	<i>sense thread</i>	Counter a spell
<i>crimson speed</i>	Sanguine alacrity	<i>vital amplification</i>	Dodge and act faster
<i>curse of transformation</i>	Blood cursing	<i>blood hex</i>	Transform a target
<i>improved taste of blood</i>	Consumption	<i>taste of blood</i>	Bond with a sampled creature
<i>snatch the strings</i>	Blood puppetry	<i>steal limb</i>	Dominate a target
<i>unweaving</i>	Consumption	<i>sense thread</i>	Dispel magical effects
<i>vital infusion</i>	Knitting	<i>mystical stanching</i>	Raise the momentarily dead
<i>wither limb</i>	Blood cursing	<i>stop flow</i>	Render a target's limb useless

Mystical Stanching

Minor knitting

Activation Time: 1 bonus action

You automatically stabilize a living creature that you can see within 60 feet. Roll a d20. On a result of 20, the creature also regains 1 hit point. A creature that has been targeted by this discipline is immune to its effects for 1 minute afterward, and it has no effect on stabilized creatures, constructs, and undead.

Sense Threads

Minor consumption

Activation Time: 1 action

You gain the benefits of a *detect magic* spell. It does not require your concentration.

Spit Acid

Minor vitriolic conversion

Activation Time: 1 action

You transmute some of your blood into an acidic substance and spit it from your mouth with uncanny velocity. Make a ranged blood attack against an object or creature within 30 feet. On a hit, it takes 1d10 acid damage. The discipline's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Steal Limb

Minor blood puppetry

Activation Time: 1 action

You momentarily take control of a target and force it to attack itself. Choose a living creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, it uses its reaction to make an opportunity attack against itself. When you reach 5th level, the target deals 1d6 extra damage to itself with this attack. The extra damage increases by 1d6 at 11th level (2d6) and again at 17th level (3d6).

Stop Flow

Minor blood cursing

Activation Time: 1 action

You briefly interrupt the flow of blood or life energy within a living creature. Choose a living

creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, it takes 1d10 necrotic damage. The discipline's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Taste of Blood

Minor consumption

Activation Time: 1 action

You touch a sample of blood, hair, or other tissue. You immediately know the following things about the creature that left the sample: its species, age, gender, general health, and what the creature looks like. For the next 10 minutes, you have advantage on Wisdom (Survival) checks made to track the creature.

Vital Amplification

Minor sanguine alacrity

Activation Time: None

As part of your move, you may spend 1 reservoir point to increase your movement speed by 10 feet. When you do so, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks until the beginning of your next turn.

LESSER DISCIPLINES

Aqueous Corruption

Lesser blood cursing

Prerequisite: *stop flow*

Activation Time: 1 action

You spend 1 reservoir point and force a living creature within 30 feet to make a Constitution saving throw. On a failed save, the target takes 3d6 psychic damage. If the saving throw fails by 5 or more, the target is blinded. At the start of each of its turns, the target takes 1d6 psychic damage. On a successful save, the target takes half damage. At the end of each of its turns, the target makes a new Constitution saving throw. On a success, the discipline ends.

For every 2 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Blood Form

Lesser sanguine body

Prerequisites: *blood reach*

Activation Time: 1 action

You can spend 2 reservoir points to disincorporate your body and your belongings into a roiling pool of blood. You and your positions transform into a pool of blood. While in this form you cannot attack, but you have resistance to all physical damage, advantage on Dexterity (Stealth) checks, and a climb speed equal to your normal walking speed. The transformation lasts up to 1 hour. You can resume your corporeal form earlier by spending an action, at which point the effect ends.

Blood Tendril

Lesser blood shaping

Prerequisites: *blood tools*

Activation Time: 1 bonus action

You can spend 1 reservoir point to create a 30 foot adhesive tendril of blood that extends from your hand or wrist. You can then quickly extend or retract it with a bonus action or as your move.

You can pull an object towards yourself or pull your body towards where you've anchored the tendril to, swiftly carrying yourself to the anchor point. Only structures sturdy enough to support your weight can be anchor points. If there is no platform appropriate for you to land on next to the anchor, you must succeed on a Strength (Athletics) check (DC appropriate to climbing the surface the tendril is anchored to) or immediately fall.

Consume Mind

Lesser consumption

Prerequisites: *taste of blood*

Activation Time: 1 action

You spend 1 reservoir point and imbibe a piece of a creature, taking some of its knowledge. As part of activating this discipline, you consume a creature's blood, flesh, or hair. For the next minute, you can perceive the target's surface thoughts (as the spell *detect thoughts*). You do not need to concentrate or see the creature to sense what it is thinking, but you cannot probe deeper into its mind. If the target has

been slain, you can detect the last minute of surface thoughts it had before dying.

Consume Visage

Lesser consumption

Prerequisites: *taste of blood*

Activation Time: 1 action

You spend 1 reservoir point and imbibe a piece of a humanoid one size category larger or smaller than you, taking a part of its identity. As part of activating this discipline, you consume the target's blood, flesh, or hair. For the next hour, you can assume the target's shape (as *polymorph*) with perfect accuracy, gaining advantage on ability checks made to impersonate that creature.

For every 1 additional reservoir point you spend to activate this discipline, its duration increases by 1 hour.

Flow Like Blood

Lesser sanguine alacrity

Prerequisite: *vital amplification*

Activation Time: Reaction

You spend 1 reservoir point to grant yourself impossible speed and reflexes, making you harder to harm in combat. When you are hit by an attack, you activate this discipline to force the attacker to reroll the attack roll and take the lowest result. Until the start of your next turn, attacks against you are made with disadvantage.

Freeze the Lifeblood

Lesser blood puppetry

Prerequisites: *steal limb*

Activation Time: 1 action

You spend 2 reservoir points to reach out and seize upon a the veins of a foe. Choose a living creature that you can see within 30 feet. The creature makes a Constitution saving throw. On a failed save, it is paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

For every 2 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Knit Wounds

Lesser knitting

Prerequisite: *mystical stanching*

Activation Time: 1 action

You spend 1 reservoir point and touch a living creature. That creature regains a number of hit points equal to 1d10 + your Constitution modifier.

For every 1 additional reservoir point you spend to activate this discipline, the creature regains an extra 1d10 hit points.

Poison Future

Lesser blood cursing

Prerequisites: *blood hex*

Activation Time: 1 action

You spend 1 reservoir point to poison a creature's fate, making it more likely to suffer serious misfortune. Choose a living creature that you can see within 30 feet. The creature makes a Wisdom saving throw. On a failed save, the creature takes 3d6 psychic damage at the start of its turn, and has disadvantage on saving throws and ability checks until the end of your next turn.

Purge Blood

Lesser knitting

Prerequisite: *mystical stanching*

Activation Time: 1 action

You spend 2 reservoir points and touch a living creature, ending one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

For every 2 additional reservoir points you spend to activate this discipline, you end another condition.

Sanguine Swiftess

Lesser sanguine alacrity

Prerequisite: *vital amplification*

Activation Time: Bonus action

You spend 1 reservoir point to run as fast as the wind, increasing your speed by 30 feet and doubling all jump distances for 1 hour.

Taint Blood

Lesser blood cursing

Prerequisite: *stop flow*

Activation Time: 1 action

You spend 1 reservoir point to taint the target's blood with a virulent poison. Choose a living creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, the target takes 3d8 poison damage and is poisoned for 1 minute or until the poison damage is healed.

For every 2 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Twist Fate

Lesser blood cursing

Prerequisite: *blood hex*

Activation Time: 1 action

You spend 2 reservoir points to instill a curse that brings terrible misfortune. Choose a creature you can see within 30 feet. The target makes a Wisdom saving throw or is affected as per the *bestow curse* spell for a number of rounds equal to your proficiency bonus.

For every 1 additional reservoir point you spend to activate this discipline, its duration increases by 2 rounds.

Vitriolic Retort

Lesser vitriolic conversion

Prerequisites: *acid spit*

Activation Time: Reaction

You spend 1 reservoir point to force acidic blood to erupt from a wound that you've just taken in order to harm the assailant. When you are damaged by an attack or spell, you activate this discipline and the creature or object that damaged you makes a Dexterity saving throw. On a failed save, the target takes 2d10 acid damage.

For every 1 additional reservoir point you spend to activate this discipline, it deals 1d10 extra damage.

INTERMEDIATE DISCIPLINES

Acid Breath

Intermediate vitriolic conversion

Prerequisites: *spit acid*

Activation Time: 1 action

You spend 3 reservoir points and transmute some of your blood into a caustic acid that you exhale at your foes. Each creature and object in a 30-foot cone must make a Dexterity saving throw. A creature takes 8d6 damage on a failed save, and half as much damage on a successful one.

For every 2 additional reservoir points you spend to activate this discipline, the range of your cone increases by 10 feet.

Blood Mist

Intermediate sanguine body

Prerequisites: *blood form*

Activation Time: 1 action

You spend 3 reservoir points disincorporating your very life force and transforming into mist. While in mist form, you can't speak or manipulate objects. You are weightless, have a flying speed of 40 feet, can hover, and can enter a hostile creature's space and stop there. The only actions you can take in this form are the Dash action or to revert to your normal form. In addition, if air can pass through a space, you can do so without squeezing, and you can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and resistance to damage from nonmagical weapons. You can remain in mist form for up to 1 hour or until dropped to 0 hit points.

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration by 1 hour.

Blood Wings

Intermediate blood shaping

Prerequisites: *blood tendrils*

Activation Time: 1 action

You spend 3 reservoir points and blood explodes out of your back, flaring out into crimson wings able

to carry you aloft. You gain a flying speed equal to your base walking speed for 1 hour.

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration by 1 hour. Alternatively, for every additional reservoir point spent activating this discipline your flying speed increases by 20 feet.

Counterweaving

Intermediate consumption

Prerequisite: *sense thread*

Activation Time: Reaction

Using the mystical power of your blood, you attempt to counter a discipline or spell you see and hear being cast within 60 feet of you. When you activate this discipline, you choose how many reservoir points to spend. If the number of reservoir points you spent equals or exceeds the spell's level or number of reservoir points spent activating the discipline, the spell or discipline fails and has no effect. Otherwise, make a Constitution check against a DC equal to 10 + the spell's level or discipline's number of reservoir points. If the spell's level or discipline's number of reservoir points is more than double the number of reservoir points you spent, you have disadvantage on the check. On a success, the creature's discipline or spell fails and has no effect.

Crimson Speed

Intermediate sanguine alacrity

Prerequisite: *vital amplification*

Activation Time: Bonus action

You spend 3 reservoir points and burn some of your reserve to become a blur of motion. For a number of rounds equal to your proficiency bonus your speed is doubled, you gain a +2 bonus to AC, have advantage on Dexterity saving throws, and gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration by 2 rounds.

Curse of Transformation

Intermediate blood cursing

Prerequisites: *blood hex*

Activation Time: 1 action

You spend 4 reservoir points and work a powerful hex that transforms a creature into another of your choosing. Choose a creature that you can see within 60 feet. The target makes a Wisdom saving throw. On a failed save, it is affected as per the *polymorph* spell. At the end of each minute, the target makes a new saving throw to resist this discipline. On the first successful save the creature's Intelligence and Wisdom scores return along with its memories. After this first successful save, the creature only makes new saving throws to resist the discipline once every 10 minutes, changing back to its normal form after a second successful save.

Improved Taste of Blood

Intermediate consumption

Prerequisites: *taste of blood*

Activation Time: 1 action

When you activate *taste of blood* (page 12), you may instead spend 3 reservoir points to create a supernatural bond with the target creature. So long as it is on the same plane, you automatically know the creature's direction and approximate distance. You also know its approximate mental and physical state. This improved discipline extends the duration to a number of hours equal to your bloodweaver level.

Snatch the Strings

Intermediate blood puppetry

Prerequisite: *steal limb*

Activation Time: 1 action

You spend 3 reservoir points to take momentary control of another living creature. Choose a living creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, you may immediately force the creature to move and take an action, as if it were taking a turn under your control. You can force a creature to use any action, feature, or trait of your choice, although you cannot force the target to cast a spell.

For every 3 additional reservoir points you spend

to activate this discipline, you can target 1 additional creature.

Unweaving

Intermediate consumption

Prerequisite: *sense thread*

Activation Time: 1 action

You spend 3 reservoir points to use the primal power of your reservoir and unweave a preexisting spell or magical effect. Choose one creature, object, or magical effect within 120 feet. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make a Constitution check against a DC equal to 10 + the spell's level. On a successful check, the spell ends.

If you spend more than 3 reservoir points to activate this discipline, you automatically end the effects of spells on the target that are of a spell level equal to or less than the number of reservoir points spent.

Vital Infusion

Intermediate knitting

Prerequisite: *mystical stanching*

Activation Time: 1 action

You spend 4 reservoir points to siphon off a touch of power that reignites the beating heart of a recently slain creature. You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This discipline can't restore any missing body parts. When used to return to life a creature that has died of old age, 1 minute after the discipline takes effect the creature's Constitution score is reduced to 0 and it dies in such a way that it can never be returned to life under any circumstances.

Wither Limb

Intermediate blood cursing

Prerequisite: *stop flow*

Activation Time: 1 action

You spend 4 reservoir points to drag the vitality from a specific part of a foe's body. Choose a living creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, one limb or appendage of your choice rapidly withers and rots. The target loses all use of the limb or appendage, takes

GREATER DISCIPLINES

Discipline	Path	Prerequisite	Summary
<i>bloodbath</i>	Sanguine alacrity	<i>crimson speed</i>	Attack multiple targets at once
<i>blood puppet</i>	Blood puppetry	<i>snatch strings</i>	Dominate a target completely
<i>coronary eruption</i>	Blood cursing	<i>stop flow</i>	Kill and detonate a target
<i>exsanguination needles</i>	Sanguine body	<i>blood form</i>	Drain target's blood
<i>hemokinesis</i>	Blood puppetry	<i>steal limb</i>	Seize target's blood telekinetically
<i>Hesketh's breath</i>	Vitriolic conversion	<i>acid breath</i>	Breathe persistent acid cloud
<i>life funnel</i>	Consumption	<i>improved taste of blood</i>	Heal yourself with life force
<i>purge the veins</i>	Knitting	<i>purge blood</i>	End conditions on target
<i>rekindle spark</i>	Knitting	<i>mystical stanching and vital infusion</i>	Raise the recently dead
<i>ruination</i>	Blood cursing	<i>twist fate</i>	Curse target with greater bad luck
<i>vital assembly</i>	Blood shaping	<i>blood wings</i>	Create lasting item from blood

4d6 necrotic damage, and is incapacitated for a number of rounds equal to your proficiency bonus. If an arm is selected, the creature cannot use it or hold things in it. If a leg is selected, the creature's movement speed is halved. The target can repeat the saving throw at the end of each of its turns, ending the incapacitated condition on a success. Only powerful magic can restore the lost limb.

For every 3 additional reservoir points you spend to activate this discipline, you can target 1 additional creature, or one additional limb or appendage.

GREATER DISCIPLINES

Bloodbath

Greater sanguine alacrity

Prerequisite: *crimson speed*

Activation Time: Reaction

You spend 5 reservoir points to become a blur of motion, striking all foes within range. When you take the Attack action and activate this discipline, make 1 melee or ranged weapon attack against up to 5 targets within 30 feet of you. Each creature can be struck no more than once with the extra attacks granted by this discipline, though you may allocate your regular attacks as per normal. After these attacks are completed, place yourself next to the last target, finishing your Attack action and movement as per normal.

Blood Puppet

Greater blood puppetry

Prerequisite: *snatch strings*

Activation Time: 1 action

You spend 6 reservoir points to utilize one of the most terrifying powers known to bloodweavers, taking absolute control over another creature. Choose a living creature of Large or smaller size that you can see within 60 feet. The target makes a Constitution saving throw. On a failed save, for the next 10 minutes the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Constitution saving throw. If the saving throw succeeds, the discipline ends.

For every 2 additional reservoir points you spend to activate this discipline, the size category of the creature you can control increases by one, or the discipline's duration increases by 20 minutes.

Coronary Eruption

Greater blood cursing

Prerequisite: *stop flow*

Activation Time: 1 action

You spend 5 reservoir points to cause a creature's heart to explode, killing it and potentially its allies as well.

Choose a living creature that you can see within 60 feet. The target makes a Constitution saving throw. On a failed save, the creature takes 10d6+40 points of necrotic damage. If this reduces the target to 0 hit points, it is instantly slain and explodes, dealing half damage to everything within 20 feet. Creatures within the area make a Dexterity saving throw, taking no damage on a successful save.

For every 4 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Exsanguination Needles

Greater sanguine body

Prerequisite: *blood form*

Activation Time: 1 action

You spend 5 reservoir points to form dozens of thin, sharp needles that whip out from your body, piercing into the flesh of a foe and tearing the blood out of your victim's body. Make a melee blood attack against a living creature within your reach. You have advantage on the attack roll if the target is the same creature type as you. On a hit, the target takes 5d12 magical piercing damage and makes a Constitution saving throw. On a critical hit, you regain a number of hit points equal to half the damage dealt. On a failed save, the target is poisoned for 1 minute. Even on a successful save, the target is poisoned for 1d4 rounds.

For every 1 additional reservoir point you spend to activate this discipline, it deals 1d12 extra damage.

Hemokinesis

Greater blood puppetry

Prerequisite: *steal limb*

Activation Time: 1 action

You spend 4 reservoir points and seize the blood of one of your enemies, carrying them aloft with the power of your will. Choose a living creature of up to Large size that you can see within 60 feet. The target makes a Constitution saving throw. On a failed save, you telekinetically grip the target. While in your telekinetic grip the target is restrained, and you can move the target up to 30 feet in any direction, including upward but not beyond the range of this discipline. A creature lifted upward is suspended in

mid-air. Each time the target takes damage, it makes a new Constitution saving throw. If the saving throw succeeds, the discipline ends.

For every 2 additional reservoir points you spend to activate this discipline, the size category of the creature you can telekinetically grip increases by one, or you can target one additional creature.

Hesketh's Breath

Greater vitriolic conversion

Prerequisites: *acid breath*

Activation Time: 1 action

You spend 6 reservoir points to breathe forth an acidic blood mist capable of melting anything in its path. You create a 20-foot-radius sphere of corrosive crimson fog centered on a point you choose within 100 feet. The fog spreads around corners. It lasts for 1 minute or until a strong wind disperses the fog, ending the discipline. Its area is heavily obscured.

When a creature or object enters the fog for the first time on a turn or starts its turn there, it must make a Constitution saving throw. The creature takes 5d10 acid damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

Life Funnel

Greater consumption

Prerequisites: *improved taste of blood*

Activation Time: 1 action

You spend 5 reservoir points to lock onto the life force of a foe, drawing out a part of their essence to heal your wounds. Make a ranged blood attack against a living creature within 60 feet. On a hit, the target takes 2d6 necrotic damage and 2d6 psychic damage, and you regain hit points equal to the amount of damage dealt. For a number of rounds equal to your proficiency bonus, on your turn you can make the blood attack again as an action.

MASTER DISCIPLINES

Discipline	Path	Prerequisite	Summary
<i>blood storm</i>	Sanguine body	<i>blood mist</i>	Transform into bloody tempest
<i>grand curse</i>	Blood cursing	<i>coronary eruption</i>	Area effect damage
<i>reaper</i>	Sanguine alacrity	<i>bloodbath</i>	Attack many targets at once
<i>reweaving</i>	Knitting	<i>knit wounds</i>	Heal and regenerate a target
<i>rupture vessels</i>	Blood puppetry	<i>hemokinesis</i>	Assault a target's brain
<i>sanguine beast</i>	Blood shaping	<i>vital assembly</i>	Create a bloody beast companion
<i>vitriolic shards</i>	Vitriolic conversion	<i>spit acid</i>	Attack with bloody projectiles

Purge the Veins

Greater knitting

Prerequisite: *purge blood*

Activation Time: 1 action

You spend 5 reservoir points and touch a living creature, imbuing it with primal life energy that utterly purges it of any deleterious effects. The target's level of exhaustion is reduced by 1 or you end any one of the following:

- ▶ One effect that charmed or petrified the target.
- ▶ One curse, including the target's attunement to a cursed magic item.
- ▶ Any reduction to one of the target's ability scores.
- ▶ One effect reducing the target's hit point maximum.
- ▶ The blinded, deafened, paralyzed, and poisoned conditions.

For every 2 additional reservoir points you spend to activate this discipline, you choose a second effect to end.

Rekindle Spark

Greater knitting

Prerequisite: *mystical stanching* and *vital infusion*

Activation Time: 1 action

You spend 6 reservoir points and use your mastery of primal energies to restore life to the dead. You touch a creature that has been dead for no more than 10 days. The creature returns to life with 1 hit point, as well as any poisons or diseases that affected it when it was slain. This discipline can't return an undead creature to life.

All the creature's mortal wounds are healed and it regenerates missing body parts. For 1 week after it is

returned to life, the target has disadvantage on all attack rolls, ability checks, and saving throws.

Ruination

Greater blood cursing

Prerequisites: *twist fate*

Activation Time: 1 action

You spend 6 reservoir points to weave a dire hex upon a foe, sealing its fate. Choose a living creature that you can see within 60 feet. The target makes a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls, ability checks, and saving throws, and all creatures have advantage on any attack rolls or ability checks made to harm the target. Additionally, whenever the target rolls a 1 on any roll, whatever it is attempting fails catastrophically. The exact specifics are up to the GM, but the outcome should be ruinous as magic conspires to produce the worst possible result. Whenever the target finishes a long rest, it makes a new saving throw (with disadvantage) to end the effect.

Vital Assembly

Greater blood shaping

Prerequisites: *blood wings*

Activation Time: 1 action

You spend 5 reservoir points to create and shape blood into anything that you so desire. You create any inanimate object of up to Medium size with no moving parts. The blood created by the discipline hardens instantly, giving your creation an AC equal to your blood save + your proficiency bonus and hit points equal to twice your bloodweaver level. While you could not create a wagon, as a wagon has an axle, you could create a sled, a wall, or a boat. You could

also fix an axle and wheels on a wagon that was broken. The object remains in existence for up to 1 hour then it dissolves into crimson mist.

For every additional reservoir point you spend to activate this discipline, the size category of the object you create increases by one. At the end of the discipline's duration you can spend additional reservoir point to extend its duration, increasing it by 1 hour per additional reservoir point.

MASTER DISCIPLINES

Blood Storm

Master sanguine body

Prerequisite: *blood mist*

Activation Time: 1 action

You spend 7 reservoir points to transform yourself into a deadly sanguine tempest. This discipline functions as *blood mist* (page 15) but your size becomes Huge, your flying speed is 70 ft., you have resistance to damage of all types, and when a creature enters your area for the first time on a turn or starts its turn there, that creature must make a Wisdom saving throw. The creature takes 5d10 necrotic damage on a failed save, or half as much damage on a successful one. If a living creature rolls a natural 1 on its saving throw, it becomes wounded and loses 7 (2d6) hit points at the start of each of its turns. Any creature can stanch the wound as an action with a successful Wisdom (Medicine) check against your blood save DC. The wound also closes if the target receives magical healing. You can remain as a blood storm for up to 1 minute or until dropped to 0 hit points.

When you activate this discipline or at the end of its duration, you can spend 3 additional reservoir points to extend its duration by 1 minute.

Grand Curse

Master blood cursing

Prerequisite: *coronary eruption*

Activation Time: 1 action

You spend 6 reservoir points and force your will upon suppression, attempting to snuff out the very

life from every being in a massive area. A wave of fell energy washes out from a point of your choice within 90 feet. Each living creature in a 40-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a target takes 12d8 necrotic damage and its hit point maximum is reduced by the same amount. A target that successfully saves takes half damage and does not reduce its hit point maximum.

For every additional reservoir point you spend to activate this discipline, you can exclude one living creature within the area.

Reaper

Master sanguine alacrity

Prerequisite: *bloodbath*

Activation Time: Reaction

You spend 7 reservoir points to move with uncanny swiftness, making your attacks faster than the eye can see. When you take the Attack action and activate this discipline, you may make up to 3 additional melee or ranged attacks as part of that Attack action and on all Attack actions taken within the next minute. Regardless of how many attack rolls you make in a turn while this discipline is active, your first attack roll has disadvantage. The effects of this discipline end early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

When you activate this discipline, you can spend 2 additional reservoir points to make your first attack each round normally or to prevent its effects from ending early.

Reweaving

Master knitting

Prerequisite: *knit wounds*

Activation Time: 1 action

You spend 7 reservoir points to stimulate natural healing abilities using your mastery of primal life. You touch a living creature and for 1 hour it regains 2d4+5 hit points at the start of each of its turns.

In addition, the target's severed body parts (fingers, legs, tails, and so on), if any, are restored after 1 minute.

Rupture Vessels

Master blood puppetry

Prerequisite: *hemokinesis*

Activation Time: 1 action

You spend 6 reservoir points to force your will upon a foe's brain, causing a violent and painful hemorrhaging. Choose a living creature that you can see within 60 feet. The target takes 4d10 necrotic damage and makes a Constitution saving throw. On a failed save, the target is unable to cast spells and has disadvantage on Intelligence, Wisdom, and Charisma ability checks and saving throws for 1 round. After a creature fails its saving throw, each round on your turn you may spend your bonus action to maintain concentration of this discipline. If you do, the creature takes 2d10 necrotic damage, cannot cast spells, and suffers disadvantage on Intelligence, Wisdom, and Charisma ability checks for 1 additional round. At the end of each of its turns the target receives a new saving throw to end the discipline's effects.

For every 2 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Sanguine Beast

Master blood shaping

Prerequisite: *vital assembly*

Activation Time: 1 hour

You craft a bestial companion out of your blood and infuse it with your life force. Select a beast that you have encountered and spend 2 reservoir points per 1 point of challenge rating. You create a copy of that creature. The creature is self-aware, has an Intelligence of 6, and serves you loyally. You share a telepathic bond and can communicate with it so long as it is within 100 feet of you. In combat, the creature can act on its own or you can direct it to act by spending a bonus action. The creature remains until it is destroyed, you choose to reabsorb it, you use this discipline again, or when you next finish a long rest.

When you activate this discipline, you can spend additional reservoir points to make more than one creature so long as the creatures you create do not have a combined challenge rating higher than 5.

Vitriolic Shards

Master vitriolic conversion

Prerequisite: *spit acid*

Activation Time: 1 action

You spend 6 reservoir points to rip crimson fluid out of your veins, transforming the blood droplets into a dozen corrosive shards you fling at your enemies. Make a ranged blood attack against up to 12 creatures or objects you can see within 120 feet. On a hit, a target takes 1d8 acid damage. The shards all strike simultaneously, and you can direct them to hit one creature or several.

For every 1 additional reservoir point you spend to activate this discipline, you create one more corrosive shard.

ASCENDANT DISCIPLINES

Amalgamate

Ascendant knitting

Prerequisite: *reweaving*

Activation Time: 1 action

You spend 9 reservoir points to merge the forms of two similar living creatures, permanently making them one into one being. Choose two creatures of the same type that are within 60 feet and no further than 20 feet from one another. Each makes a Constitution saving throw and if both fail, they merge together into one amalgam form. This amalgam form possesses the traits, class features, proficiencies, feats, languages, memories, and special qualities of both original creatures, using the highest ability scores, total hit points, movement speeds, and proficiency bonus between them. All effects and spells currently targeting the original creatures end when the amalgam is formed.

Alternatively, you can use this discipline to target an amalgam and split it into its original creatures. You have no control over the actions of an amalgam form though you can naturally sense the location of any amalgam you have created. The amalgam's challenge rating increases by +2 if the original creatures had the same challenge rating, or by +1 if

one of the original creatures had a challenge rating of 3 or more than the other original creature.

Blood Double

Ascendant blood shaping

Prerequisite: *sanguine beast*

Activation Time: 1 minute

You spend 9 reservoir points and use your comprehensive control over your potent blood to weave a copy of yourself or another living creature. You shape a near perfect duplicate of a living or recently deceased creature of your size or smaller for which you have a sample of blood, flesh, or hair. When targeting another living creature, it cannot be of a challenge rating higher than 8 or have more than 10 class levels. For more powerful creatures, use the statistics of the most appropriate NPC instead (such as an **assassin**, **gladiator**, or **mage**). The creature is under your telepathic control. It is self-aware and capable of acting autonomously, and it attempts to carry out your instructions and wishes to the best of its ability.

You may use you an action to telepathically communicate with the duplicate so long as it is on the same plane of existence. In combat, it acts autonomously on its own initiative. You can also use a bonus action to direct its actions.

The duplicate lasts for up to 24 hours, after which you may spend 9 reservoir points to sustain it. Some legends speak of creators granting blood doubles the ability to exist indefinitely while others speak of blood doubles existing on after their creatures have been killed or somehow escaping their control—the truth of such tales remains unknown.

Blood God's Swiftess

Ascendant sanguine alacrity

Prerequisite: *reaper*

Activation Time: 1 action

You spend 9 reservoir points to vastly enhance your senses and reaction times. Until the next time you finish a long rest, you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you.

Blood Plague

Ascendant blood cursing

Prerequisite: *grand curse*

Activation Time: 1 action

You spend 9 reservoir points to conjure forth a curse out of legend, a dreaded sanguine disease that can kill whole communities when given time. Choose up to five creatures within 60 feet, no two of which can be further than 20 feet from one another. Each target must make a Constitution saving throw or it is afflicted by blood plague. While diseased, a creature is feverish, incoherent, and begins to sweat blood from its pores, suffering from the effects of the *confusion* spell and taking 3d6 necrotic damage at the end of each long rest. Any creature that touches the blood sweat of a diseased creature must make a Constitution saving throw or it is afflicted with the blood plague. An afflicted creature can attempt a new Constitution saving throw at the end of each long rest. A creature slain by the blood plague is liquified, creating a pool of blood that remains infectious for up to 24 hours.

Consume Soul

Ascendant consumption

Prerequisites: *life funnel*

Activation Time: 1 action

You spend 8 reservoir points to utterly devour the life essence of a creature, consuming its very soul. Choose a living or recently deceased creature that you can see within 30 feet. The target makes a Wisdom saving throw, with disadvantage if it has been dead for a minute or longer. On a failed save, the target takes 8d12 necrotic damage and 8d12 psychic damage. If this damage reduces the creature to 0 hit points, it is slain utterly and its soul is consumed. Only the act of a god or a carefully worded *wish* spell can restore its soul. On a successful save, the target takes half as much damage and keeps its soul. You gain a number of temporary hit points equal to the damage dealt.

ASCENDANT DISCIPLINES

Discipline	Path	Prerequisite	Summary
<i>amalgamate</i>	Knitting	<i>reweaving</i>	Merge or unmerge two creatures
<i>blood double</i>	Blood shaping	<i>sanguine beast</i>	Create a copy of a creature
<i>blood god's swiftness</i>	Sanguine alacrity	<i>reaper</i>	Supreme combat awareness
<i>blood plague</i>	Blood cursing	<i>grand curse</i>	Infect creatures with epic disease
<i>consume soul</i>	Consumption	<i>life funnel</i>	Devour a creature's soul
<i>grand ruination</i>	Blood cursing	<i>grand curse</i>	The target emanates Ruination
<i>puppet master</i>	Blood puppetry	<i>blood puppet</i>	Dominate multiple creatures
<i>reweave form</i>	Sanguine body	<i>blood storm</i>	Change your shape
<i>vitriolic rain</i>	Vitriolic conversion	<i>Hesketh's breath</i>	Stormcloud rains acid blood

Grand Ruination

Ascendant blood cursing

Prerequisites: *grand curse*

Activation Time: 1 action

You spend 9 reservoir points to activate this legendary discipline, a potent supernatural phenomenon that has brought whole communities low. Choose a living creature that you can see within 30 feet. The target makes a Wisdom saving throw. On a failed save, a mark appears on the target's head and they suffer the effects of the *ruination* discipline (page 19). Additionally, all of the creatures friendly to the target and within a 100-foot radius also suffer the effects of Ruination while the marked target is within 100 feet. Stories of this powerful magic describe communities eventually turning on individuals so afflicted, hoping to rid themselves of the curse.

Puppet Master

Ascendant blood puppetry

Prerequisite: *blood puppet*

Activation Time: 1 action

You spend 9 reservoir points in a horrifying display of power to take control of the bodies of a large group. Choose up to 10 living creatures within 60 feet, no two of which can be further than 20 feet from one another. Each target must make a Constitution saving throw. On a failed save, a target is affected as Blood Puppet (page 17). You can use a bonus action to direct the actions of all controlled creatures.

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration to 1 hour.

Reweave Form

Ascendant sanguine body

Prerequisites: *blood storm*

Activation Time: 1 action

You spend 9 reservoir points to reweave your form, gaining the benefits of the *shapechange* spell.

Vitriolic Rain

Ascendant vitriolic conversion

Prerequisite: *Hesketh's breath*

Activation Time: 1 minute

You spend 8 reservoir points to spread the corrupting influence of vitriolic conversion into the atmosphere, creating a storm that rains destructive crimson acid. Pick a point in the sky within line of sight. Wisps of crimson mist flow out of your mouth and hands, swirling up to create a malevolent stormcloud that spreads out from that point to a radius of 360 feet. When the stormcloud is complete it begins raining acidic blood, dealing 1d6 acid damage to each creature and object under it. At the start of the next round and every following round, the acid damage increases by 1d6 (up to a maximum of 4d6 in the fourth round).

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration by 1 minute. By spending 1 additional reservoir point when you activate this discipline, you can double the stormcloud's radius to 720 feet. 🌩️



A scarlet reaper activates a discipline.

THE FATEBENDER

BY ANDREW ENGLEBRITE

The young tiefling girl smiled from beneath her parasol and with her expensive yet somber finery she stood out from the town burning behind her, chaos and misfortune flowing throughout the little hamlet like a flood. This disaster was certainly her doing—but as the villager reached out for retribution wreckage shifted from underneath the cursed whelp. She left her attacker trapped in the wreckage, doomed to die in the burning ruin that was his livelihood, while she hums a cheery tune as if she hasn't a care in the world.

The plucky young goblin had been an important member of the battalion for years. True, it was never really clear what he did exactly, but the men were always so encouraged to have the little guy along. Somehow they always had the best sides of circumstance with him around, as if he were a lucky charm that brought success to every mission he went on. Something about his attitude made it clear that no matter how dark it got, it would all work out in the end somehow.

The venerable dwarf followed an invisible thread into the marketplace, bangles and charms jingling as he walked. People think it's kings and wars that shape the world, but he knows better. He tugs one thread and the baker's daughter trips over a delivery boy, really seeing him for the first time. He pulls at another and the guards' attention is briefly turned, giving a young thief behind the apple cart his chance to get away. The tapestry of fate is rife with frayed ends—with a confident grin the dwarf continues about his work mending and shaping the future.



Wherever they find themselves fatebenders are united in their magical ability to manipulate causality. Luck is a powerful tool and when harnessed it can be used to curse one's enemies, bring good fortune to allies, or fulfill the destiny and grand schemes of the universe itself.

DESTINY'S CHOSEN

Fatebenders find themselves on the edges of fate, dancing along the far extremes of probability and causality. Luck warps around a fatebender, distorting like a weight pressing down upon a tapestry. Many people blessed or cursed in this way fail to understand the meaning of it all, believing themselves to just be unnaturally lucky or that those around them are horribly misfortunate. Becoming a fatebender means perceiving the threads of fate as they fray and twist, discovering that luck is what one makes of it.

WEAVERS OF FATE

Destiny and fate are a force in the universe—to work for or against that force is a decision every fatebender must make. Once they understand the course of destiny they can often see the complex patterns fate weaves between people throughout their lives, how tugging upon a seemingly infinitesimal bit of fate and causing the smallest change can have dramatic effects in the future. Fatebenders must choose to work for themselves or be destiny's hands, bringing the will of fate to fruition or working against the weave.

CREATING A FATEBENDER

As you make your fatebender character consider how aware of their fate powers do you want them to be? Is your character a practiced weaver? Trained from birth to utilize their destined gifts to forward the interests of fate? Or are your powers largely a mystery to you? Is this a boon or curse that has puzzled you for years? Perhaps you are aware of your powers and you take the utmost pleasure in rearranging fate to suit your needs.

Then figure out what drew your character to an adventurer's lifestyle. Are you flowing with the threads that weave around you or are you forging your own path? Are you sure that your luck will protect you and adventuring sounds exciting? Are you fleeing the wake of chaos you've left behind? Perhaps you've followed where the tapestry of fate has led you and the adventure at hand will have an even greater effect upon the world than people realize.

QUICK BUILD

You can make a fatebender quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity and then Constitution. Second, choose the entertainer or folk hero background. For your skills, decide to be either daring (choosing Acrobatics and Stealth) or cunning (choosing Deception and Persuasion).

CLASS FEATURES

Hit Points

- ▶ **Hit Dice:** 1d8 per fatebender level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per fatebender level after 1st

Proficiencies

- ▶ **Armor:** Light armor, medium armor, shields
- ▶ **Weapons:** Simple weapons, martial weapons
- ▶ **Tools:** One instrument of your choice
- ▶ **Saving Throws:** Dexterity, Charisma
- ▶ **Skills:** Choose two from Acrobatics, Deception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

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

- ▶ (a) leather armor or (b) chain mail
- ▶ (a) a martial weapon and a shield or (b) two martial weapons
- ▶ (a) a shortbow and a quiver of 20 arrows or (b) a light crossbow and a quiver of 20 bolts
- ▶ (a) a lucky simple item of sentimental value which can be used as an improvised weapon or (b) a lucky charm with a value of up to 15 gp
- ▶ a random equipment pack (roll 2d4: 2—burglar's pack, 3—diplomat's pack, 4—dungeoneer's pack, 5—entertainer's pack, 6—explorer's pack, 7—priest's pack, 8—scholar's pack)

Fate Pool

At 1st level, you embody an innate distortion within the tapestry of fate. Your ability to tug and unravel the strands of destiny is represented by a number of fate points. You gain a number of fate points equal to your Charisma modifier. You gain additional fate points as you advance in fatebender levels as shown on the Bonus Fate Points column of the Fatebender table.

You can spend these points to fuel various fate features. You start knowing two such features: Chaos Theory and Fatebend. You learn more fate features as you gain levels in this class.

When you spend a fate point, it is unavailable until you finish a long rest, at the end of which your power to manipulate causality is restored. Whenever you finish a short rest, you regain a number of fate points equal to your Charisma modifier.

Some of your fate features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

- **Fate save DC** = 8 + your proficiency bonus + your Charisma modifier.

Chaos Theory

At 1st level your presence distorts the tapestry of fate, causing the highly unlikely but not technically impossible to happen. You can use an action and spend 2 fate points to choose one highly unlikely event to occur within 50 feet of you. The exact nature of this event is left up to the GM's discretion but is otherwise limited to any event that could conceivably happen, however unlikely, but nothing that requires supernatural actions to occur. Examples include a cat conveniently distracting the guards, the barman's cask of ale suddenly breaking, or drawing a hand of winning cards.

Fatebend

At 1st level, you can tactfully tug upon a strand of fate to shift the circumstances in your favor. Whenever a creature makes an attack roll, ability check, or saving throw within 50 feet of you (including yourself), you can use your reaction and

THE FATEBENDER

Level	Proficiency		Bonus Fate Points
	Bonus	Features	
1	+2	Chaos Theory, Fatebend, Fate Pool	+0
2	+2	Destined Prospect, Never Leave Home Without It	+0
3	+2	Luck Beats Skill	+1
4	+2	Ability Score Improvement	+1
5	+3	Extra Attack	+2
6	+3	Destined Prospect Feature	+2
7	+3	Chance Encounter, Evasion	+3
8	+3	Ability Score Improvement	+3
9	+4	Wild Haymakers	+4
10	+4	Destined Prospect Feature	+4
11	+4	Missed by an Inch	+5
12	+5	Ability Score Improvement	+5
13	+5	Tip the Balance	+6
14	+5	Extra Attack (2), Destined Prospect Feature	+6
15	+5	What Was It Supposed to Do?	+7
16	+6	Ability Score Improvement	+7
17	+6	Flip the Scales	+8
18	+6	Expendable and Invulnerable	+8
19	+6	Ability Score Improvement	+8
20	+6	Oblivious and Unscathed	+8

Multiclassing Prerequisite: Charisma 13;

Proficiencies Gained: Light armor, medium armor, shields, simple weapons, martial weapons, and one musical instrument of your choice

spend 1 fate point to force that creature to reroll the d20 after the result of the roll is known but before the outcome is determined. You may not reroll an attack roll, ability check, or saving throw that has already been rerolled using this feature.

Destined Prospect

At 2nd level, choose a prospective destiny: Jinx, Mascot, or Weaver. Your prospect grants you features at 2nd level and again at 6th, 10th, and 14th level.

I Admit It's Kinda Eerie

The Chaos Theory feature can be powerful but how it functions is largely left up to the GM's discretion and allows players direct access to the fickle hand of fate. Don't feel beholden to it—this feature is meant to represent chaos after all. Allow this feature to be used creatively, but remind fatebenders that chaos can just as easily backfire as work in the party's favor. Remember that nothing supernatural is meant to occur, just highly unlikely but otherwise mundane events. When in doubt, as a general guide nothing should occur that has more impact than a 1st-level spell or a cantrip.

Never Leave Home Without It

At 2nd level, seemingly critical attacks against you often result in weapons embedded in books, canteens, or other innocuous objects that just happen to be in the right pocket to mitigate the attack. Whenever you would take bludgeoning, piercing, or slashing damage, you can spend 1 fate point and reduce the damage by up to 1d6 + your fatebender level.

Luck Beats Skill

At 3rd level, you've learned to trust in fate more than your own fighting prowess. You gain proficiency with improvised weapons (using range 20/40 ft. and dealing 1d4 damage of a type appropriate to the object). You may add your Charisma modifier to attack and damage rolls with improvised weapons, simple weapons, and unarmed strikes instead of any other ability modifier.

Ability Score Improvement

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. The number of attacks increases to three when you reach 14th level in this class.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. 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.

Chance Encounter

At 7th level, fate rarely lets you miss a destined encounter or clue, causing you to figuratively and often literally trip over what you are seeking. Whenever you or an ally within 50 feet makes an Intelligence (Investigation) check or a Wisdom (Survival) check to locate a creature or object, you may add your Charisma modifier to the check.

Wild Haymakers

At 9th level, you have a penchant for striking the perfect spots, though seemingly always through dumb luck. Once per turn when you roll damage for a weapon attack, you can reroll the weapon's damage die and use either total.

Missed by an Inch

At 11th level, you have an uncanny ability to evade death by mere inches when you focus on your own survival. Whenever you take the Dodge action, until the beginning of your next turn your AC increases by an amount equal to half your proficiency bonus.

Tip the Balance

At 13th level, you learn to unravel the stands of fate from another and reweave them for yourself. As a bonus action you can force a creature within 50 feet that you can see to make a Charisma saving throw. On a failed save roll a d6 and mark the result. The next time this turn you roll a d20 for an attack roll, ability check, or saving throw, add the marked result. The next time the target makes an attack roll, ability check, or saving throw before the end of its next turn, subtract the marked result. In both cases the changed die rolls are considered the new natural results of the rolls (possibly undoing a critical hit).

What Was It Supposed to Do?

At 15th level, fate tries to buffer you from harmful circumstance. Whenever you trigger a trap, as a reaction you may spend 2 fate points. If you do, a mechanism of the trap fails and it does not activate.

Flip the Scales

At 17th level, you don't just tip the scales, you downright rig the game by shredding what strands of fate surround your enemies and remaking them for yourself. Whenever you use the Tip the Balance feature, roll a d12 and mark the result rather than a d6.

Expendable and Invulnerable

At 18th level, you and your allies have an unnatural knack for surviving impossible odds and being saved at the last moment. You and friendly creatures within 50 feet die when they fail their 6th death saving throw instead of their 3rd. Creatures with 3 or more failed death saving throws that move or are moved further than 50 feet away from you die instantly.

Oblivious and Unscathed

At 20th level, through a nearly impossible comedy of errors, you can stride through a battlefield of carnage and danger to emerge intact. You can use this feature as an action and when you do so, until the beginning of your next turn any attacks that target you automatically miss and you cannot be the target of spells or abilities. Once you use this feature, you must finish a long rest before you can use it again.

DESTINED PROSPECTS

Each fatebender finds themselves at an extreme on the tapestry of fate called a prospect. Those who push the tapestry downward are called Jinxes, the distortion they inflict upon their surroundings wreaking chaos as the tapestry tears and strains. Mascots push the tapestry upward, their uplifting threads weaving an unintended order and bringing unexpected fortune to their surroundings. Weavers try not to distort the tapestry for their own sake, weaving threads to instead ensure that destinies are indeed fulfilled.



MASCOT

Life is often easy for mascots as good fortune naturally falls into their laps. Casually confident and self-sure, they are flamboyant and reckless champions of destiny—in hopeless battles the good fortune radiating from a mascot can inadvertently turn the tide in their favor.

Favored Fortunes

Starting at 2nd level when you select this prospect, you feel uplifted by the tapestry of fate whenever good fortunes are found around you. Whenever a creature within 50 feet of you rolls a d20 for an attack roll, ability check, or saving throw that results in a 20, you regain 1 fate point.



Good Luck Charm

At 6th level, you emit an aura of good luck that causes your ally's most unlikely of long shots to land true. As an action, you may spend 1 fate point to cause good luck to radiate outward from you like a beacon. For the next minute, creatures within 10 feet of you (including yourself) have advantage on attack rolls. As a bonus action on your turn, you can suppress this feature's effects for a creature of your choice until the beginning of your next turn.

Luck of the Mascot

At 10th level, you've learned to lift your friends with the strands of destiny, blessing them to the best luck that fate can offer. As an action you may spend 3 fate points to grant fortune to a creature you can see within 50 feet for the next minute. A fortunate creature has advantage on attack rolls, ability checks, and saving throws, and any d20 rolls it makes that result in an 18 or 19 result in a 20 instead.

Deus Ex Machina

At 14th level, you and your friends have lived through impossibly dangerous experiences and come out the other side smiling, surviving deathly circumstances in the unlikeliest of ways. As a reaction when an effect forces you or any creatures within 50 feet of you to make saving throws, you may choose a number of creatures up to your Charisma modifier. You and the creatures you chose automatically succeed on the saving throw. Once you use this feature, you must finish a long rest before you can use it again.

JINX

Misfortune follows the jinx—they are always at the center of chaos but never beholden to it, and whatever can go wrong will go wrong in their presence as the threads of fate unravel around them. Often ostracized from their homes once they are correlated with disaster, jinxes are perpetual wanderers because the few places they become accepted are not destined to remain standing for very long.

Nourishing Misfortune

Starting at 2nd level when you select this prospect, you discover that you feel uplifted and more connected to the tapestry of fate when others around you suffer from the terrible luck that follows you everywhere. Whenever a creature within 50 feet of you rolls a d20 for an attack roll, ability check, or saving throw that results in a 1, you regain 1 fate point.

Superstitious Nonsense

At 6th level, you emit an aura of horrible luck that causes the most unlikely of failures and fumbles to befall your enemies. As an action, you may spend 1 fate point to cause bad luck to seep from you like ink on parchment. For the next minute, creatures within 10 feet of you (including yourself) have disadvantage on attack rolls. As a bonus action on your turn, you can suppress this feature's effects for a creature of your choice until the beginning of your next turn.

Jinxed

At 10th level, you've learned to bind your enemies with the strands of fate, cursing them to the worst luck that fate can offer. As an action you may spend 3 fate points to force a creature you can see within 50 feet to make a Charisma saving throw. On a failed save the creature becomes jinxed for the next minute. A jinxed creature has disadvantage on attack rolls, ability checks, and saving throws, and any d20 rolls they make that result in a 2 or 3 result in a 1 instead. At the end of each of its turns, the creature makes a Charisma saving throw, ending the effect on a successful save.

Murphy's Law

At 14th level, you've become so adept at making sure that what can go wrong will go wrong that it takes barely a nod or a thought to cause chaos and mayhem. As a bonus action, you may force a creature you can see within 50 feet to make a Charisma saving throw. On a failed save you may select one of the following misfortunes to befall the creature:

Black Cat. You cause even normally tame and docile creatures to treat the target as a horrid threat. For the next minute, any creatures with the beast type within 50 feet of the target become hostile to it and try to attack the target if able.

Hag's Punishment. You cause the target creature to grow a slight disfiguration of your choice that fully develops within the next 24 hours. This can be a boil, skin growth, sore or cyst, bald spot, or any other blemish or mark. This disfiguration can be vague and natural in appearance, or it can seem bizarre or even form in the shape of a symbol or word. This mark is permanent until you use a bonus action to alleviate it or another creature treats the blemish with a Wisdom (Medicine) check against your Fate DC.

Missile Magnet. During the next minute, whenever a creature within 50 feet of the target creature makes a ranged weapon attack and its attack roll results in a 1, the missile hits the target creature.

Step on a Crack. You cause the target creature sudden and horrible back pain. The target's speed is reduced by 15 feet and it has a -5 penalty on Strength (Athletics) and Dexterity (Acrobatics) checks. The target can end these effects by using an action to stretch its back out. Creatures without spines are unaffected.

Tongue Tie. You cause the target to mumble and stutter its way through a conversation. For the next minute the target has a -5 penalty on Charisma (Intimidation) and Charisma (Persuasion) checks.

Trip Up. You cause the target to stumble, knocking it prone.

Under a Ladder. You cause a small piece of masonry, a pot, or literally any other small object



that could be above the target (branch in the forest, rock in the mountains, a large piece of hail from the clouds above, and the like) to fall on its head (or equivalent). The target takes 1d8 bludgeoning damage and is stunned until the end of its next turn. If there is nothing that could reasonably strike the target from above you must spend 1 fate point to activate this feature. If you do so, it deals extra damage equal to your Charisma modifier.

Wardrobe Malfunction. If the target is wearing armor, you cause a buckle, strap, or other part of its armor to fall apart or detach. The target's AC is reduced by an amount equal to half your proficiency bonus until it spends an action to properly reattach the armor.

Weapon Failure. You cause a ranged weapon the target is wielding to suddenly malfunction, requiring an action to repair.

Weapon Fumble. You cause a melee weapon the target is wielding to fly from its hands with an ill-timed flourish. You may choose any unoccupied space within 10 feet of the target for the weapon to fly, though it may go further if you select a space above a pit or other drop.

WEAVER

Agents of fate, writers of prophecies, and architects of destiny, weavers see not only the fortunes around them shift but also how those minute changes ripple throughout the tapestry. The future has its path and weavers work to ensure that destiny is not diverted—for good or ill prophecy must be fulfilled and fate allowed to run its course.

Agent of Fate

Starting at 2nd level when you select this prospect, you feel the subtle tug of the universe's will, seeking to keep destiny on course. Whenever you finish a long rest, roll a d20 and mark the result. Until the end of your next long rest, whenever a creature within 50 feet of you rolls a d20 for an attack roll, ability check, or saving throw that results in your marked result (before modifiers), you regain 1 fate point.


Reweave

At 6th level, you begin to take a more active role in ensuring that the predestined comes to pass. Whenever a creature you can see within 50 feet of you rolls a d20 for an attack roll, ability check, or saving throw, you may spend 1 fate point to change the result. You may either add or subtract up to 2 from the result. The newly changed result is considered the natural result.

Master of Destiny

At 10th level, your attunement to the whims of fate allows you to clearly see the paths that should be followed and how to gently tug the strings surrounding others, leading them spontaneously to places they hadn't considered. As an action you may spend 4 fate points to force a creature you can see within 50 feet to make a Charisma saving throw. On a failed save you subtly implant a compulsion to carry out some service or refrain from some action or course of activity as you decide. These compulsions cannot include any actions that would obviously include self harm, but may include harming allies. At the end of any turn in which a compelled creature takes damage or harms an ally, it may make another Charisma saving throw, ending the effect on a successful save. The compulsion effect ends after 10 minutes and the creature believes that its actions were voluntary, though depending on the outcome the creature may claim the actions as its own or be bewildered by how the thought appeared in its head.

The Grand Design

At 14th level, you have aligned your actions with the whims of fate and have seen the rewards of the grand design in your life. Whenever you or an ally within 50 feet rolls a d20 for an attack roll that results in the same result you marked with your Agent of Fate feature, that attack roll is treated as though it were a natural 20. 

THE GEMINI

BY MIKE MYLER

The assassin cackles as his target suddenly multiplies, now two women instead of one—a cheap illusionist's trick—but his laugh changes into a cry of pain as suddenly both of them strike with their rapiers, each one drawing blood!

Gripping her shortswords and watching her opponent closely, the dwarf notes the elven duelist's canny footwork and the way his blade wanders through the air with a supple readiness. As the technique registers in her mind she steps forward and lashes out, forcing her opponent to skip backwards and out of the way—leaving an opening to quickly pass by and attend to her fallen cleric ally.

Despite the half-elf's relative youth his aching joints force a groan as he stumbles out of the way of the fireball, but a pair of the magician's thugs move to flee and opportunity presents itself—with two quick flicks of his blade each feels his wrath and drop to the ground clutching their backsides.



Conflict is a part of life for all adventurers but the way of the gemini means confronting the deepest contrasts of one's very soul. These capricious and contradictory warriors

are nimble, incredibly adaptive, and a source of frustration for opponents as they make use of the most effective techniques arrayed against them.

DUAL NATURED

Frequently thought to be fey-touched, cursed to bring woe, or possibly a gift from the gods, gemini possess spectacular and miraculous powers—yet one and all are consumed by inner conflict. This is more than a matter of conscience or doubt for each day brings a sense of mystery as to how they'll perceive life. Gemini's struggles are so pronounced that they hear voices inside their heads, possibly even forming separate personalities representing each side of their psyche.

FINDING THE BALANCE

Gemini characters who realize the power hidden within their divergent souls unlock a rare path forward but not without suffering from their inherent duality. Whatever else they hope to achieve in life they all seek equilibrium and a means to attaining inner peace. This coveted prize rarely exists in solitude however and many gemini take to adventuring in their search, earning glory and riches along the way.

CREATING A GEMINI

The first thing to decide when making a gemini is the main type of conflict that consumes them—one of time (the Atavist), perfection (Equalist), or bravery (Reluctant Hero). With this knowledge in hand, what about your background foreshadowed the realization of your divergent soul's unique power? What triggered their discovery? How did their friends and family react, and how do those interactions to your revelation inform the secrecy or openness of your rare talents?

You may have come to the attention of a gemini that has achieved some level of peace and retired, a misanthrope who offers a way for you to understand your dichotomous nature. Perhaps the voices in your head do more than squabble, instead providing detailed advice on how to perfectly mimic what others are doing as well as their contrary opinions.

Regardless of how your powers are developed, you have a desire for balance but of what kind? Are you compelled to walk between the paths of darkness and

light, chaos and law, sanity and madness? Where do you hope to find it—within the wisdom of the past in scrolls waiting in ancient libraries, a vast horde of wealth to drown your troubles in hedonism, among meditating monks achieving spiritual enlightenment, or through powerful magic unlocked from relics hidden away in dangerous crypts?

QUICK BUILD

It's simple to quickly build a gemini using these suggestions: first, your highest ability scores should be Dexterity and Charisma. Your next highest ability score should be Constitution. When selecting your equipment, choose studded leather armor, two shortswords, the explorer's pack, and shortbow. For skills, decide if you want to be sneaky (Deception, Sleight of Hand, and Stealth), suave (Deception, Insight, and Persuasion), or more aware (Insight, Investigation, and Perception).

CLASS FEATURES

Hit Points

- ▶ **Hit Dice:** 1d10 per gemini level
- ▶ **Hit Points at 1st Level:** 10 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per gemini level after 1st

Proficiencies

- ▶ **Armor:** Light armor, shields
- ▶ **Weapons:** Simple weapons, weapons with the finesse property
- ▶ **Tools:** Choose one type of artisan's tools or one musical instrument
- ▶ **Saving Throws:** Dexterity, Charisma
- ▶ **Skills:** Choose three from Acrobatics, Deception, Insight, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth

Equipment

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

- ▶ (a) padded armor or (b) leather armor

- ▶ (a) two shortswords or (b) a rapier and a dagger
- ▶ (a) a dungeoneer's pack or (b) an explorer's pack
- ▶ (a) a shortbow and a quiver of 20 arrows or (b) a light crossbow and a quiver of 20 bolts

Copycat

At 1st level, you learn to mimic others with uncanny accuracy. As an action you can observe another creature for 1 minute and mimic it, utilizing talents that normally require dedication and work to attain. You gain proficiency with a skill, tool, or weapon. You are only able to mimic one proficiency at a time.

For example, you might use this feature to mimic a driver's vehicles (land) proficiency to take the wheel of an automobile on the highway, help sift through a library after watching a companion use Investigation to work the cataloging system, or take up a strange weapon unknown to you after someone has displayed how to use it.

Gemini Balance

Also at 1st level, you discover what type of gemini you are and the duality of your own soul. When you finish a long rest, roll 1d20. On an odd result your personality and perception of the world is informed more by one side of your Gemini Balance, on an even result the other (Atavist—young/old, Equalist—mental/physical, Reluctant Hero—coward/hero).

Doublestones

At 2nd level, you learn to make doublestones, rounded oval rocks able to sense each other. You can make a maximum number of doublestones equal to your proficiency bonus. When in a pair or more, doublestones are magnetically attracted to each other and can be used for trail markers, tracking purposes, or to prevent yourself from becoming lost.

Your doublestones function within a range equal to 1 mile per gemini level. You can use an action to speak its command word, making the doublestone sense and be drawn toward your nearest doublestone within range. Any creature can speak another command word to talk into the doublestone, causing all your doublestones within that area to emit the same words in your voice 1 round later.

THE GEMINI

Proficiency		
Level	Bonus	Features
1	+2	Copycat, Gemini Balance
2	+2	Doublestones, Fighting Style
3	+2	Action Surge, First Impression
4	+2	Ability Score Improvement
5	+3	Multiply, Gemini Balance
6	+3	Marked Impression
7	+3	Greater Copycat, Opportunist
8	+3	Ability Score Improvement
9	+4	Master Face
10	+4	Gemini Balance
11	+4	Counterattack, Multiply (3)
12	+5	Ability Score Improvement
13	+5	Metallic Storm
14	+5	Evasion
15	+5	Gemini Balance
16	+6	Ability Score Improvement
17	+6	Action Surge (two uses), Clone
18	+6	Incredible Multiplication, Magical Mimicry
19	+6	Ability Score Improvement
20	+6	Gemini Balance, Multiply (4)

Multiclassing Prerequisite: Constitution 13, Charisma 13; **Proficiencies Gained:** Light armor, weapons with the finesse quality

Fighting Style

Also at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a particular 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.

Scrapping. You can roll a d4 in place of the normal damage of your unarmed strike. In addition, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes. When you reach 11th level in this class, you deal an extra 1d4 damage with your unarmed strike.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Action Surge

Starting at 3rd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

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 it twice before a rest, but only once on the same turn.

First Impression

Also at 3rd level, when you first meet a creature you can choose to activate this feature. If you do, roll 1d20.

On an odd result you have advantage on Charisma (Persuasion) checks against the creature and disadvantage on Wisdom (Insight) checks against the creature.

On an even result, you have advantage on Wisdom (Insight) checks against the creature but disadvantage on Charisma (Persuasion) checks against the creature.

Ability Score Improvement

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.

Multiply

At 5th level, your true power as a gemini emerges. You can use an action to multiply yourself, creating one semi-real duplicate that appears in your space for 1 minute. The number of duplicates increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

For the duration, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which is really you. You can use your action to dismiss the duplicates. Each time a creature targets you with an attack during the duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have one duplicate, you must roll a 10 or higher to change the attack's target to a duplicate. With two duplicates, you must roll a 7 or higher. With three duplicates, you must roll a 5 or higher.

A duplicate has the same AC as you. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The duration ends when all the duplicates are destroyed.

All creatures (even those benefiting from truesight) are affected by this feature.

When you take the Attack action, each of your duplicates can make an attack. A duplicate has the same weapons and armor as you do when it is created, but if you have other weapons on your person you may choose for a duplicate to generate a copy of that weapon to wield instead.

In addition, if you have duplicates, you and your duplicates do not have disadvantage on ranged weapon attacks when within 5 feet of a hostile creature who can see you and who isn't incapacitated. Creatures other than you cannot move through your square while you have duplicates.

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.

Marked Impression

At 6th level, your ability to make an impression becomes more pronounced. When you activate First Impression, you can choose to make a Marked Impression.

On an odd result, you have advantage on Charisma (Persuasion and Deception) checks against the creature, and disadvantage on Wisdom (Insight) checks and Charisma (Intimidation) checks against the creature.

On an even result, you have advantage on Wisdom (Insight) checks and Charisma (Intimidation) checks against the creature, but disadvantage on Charisma (Deception and Persuasion) checks against the creature.

Greater Copycat

At 7th level, you learn to mimic more advanced techniques. You can use a bonus action to use Copycat, you only need 1 round of observation, and you are able to mimic feats. You are able to mimic one proficiency and one feat at the same time. At the GM's discretion, you may be able to mimic an NPC trait (like a gladiator's Parry) instead of a feat.

Opportunist

Also at 7th level, your reflexes are as taut as a jungle cat's. After you have used your reaction to make an opportunity attack, before the beginning of your next turn you may make one free opportunity attack against a provoking creature. Your second opportunity attack cannot target the same creature as your first.

In addition, if you begin your turn without having used your reaction, you can use a bonus action to take the Dash action.

Master Face

At 9th level, whenever you make a Charisma (Deception, Intimidation, or Persuasion) check or Wisdom (Insight) check, you can treat a d20 roll of 9 or lower as a 10.

Counterattack

At 11th level, when a creature misses you with a melee weapon attack either by failing to hit your AC or by hitting one of your duplicates, if you are wielding a melee weapon you can use your reaction to make an opportunity attack against that creature.

Metallic Storm

At 13th level, while you have at least one duplicate and 8 darts or 8 daggers, you are able to create a deadly hail of metal. As an action, you and your duplicates throw a storm of weaponry in either a 20-foot cone or 30-foot line that is 10 feet wide.



Creatures in the area make a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier). On a failed save, a creature takes 8d4 piercing damage plus 8d4 magical piercing damage for each duplicate, or half as much damage on a successful one.

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 long rest.

Evasion

At 14th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. 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.

Clone

At 17th level, you can create a permanent duplicate of yourself (a clone) by undergoing a ritual that takes 1 hour and costs 100 gold in materials. This clone forms inside a sealed gemstone, growing to full size and maturity after 1 day. The sealed gemstone has an AC equal to your gemini level and hit points equal to triple your gemini level. The clone remains inert and endures indefinitely, as long as the sealed gemstone remains undisturbed.

At any time after the clone matures, if you die, your soul transfers to the clone, provided that your soul is free and willing to return.

The clone is physically identical to you and has the same personality, memories, and abilities, but none of your equipment. Your physical remains, if they still exist, become inert and can't thereafter be restored to life, since your soul is elsewhere. You are only able to have a single clone at a time.

Incredible Multiplication

At 18th level, you are able to create up to 9 semi-duplicates. It takes 1 hour of concentration and costs you 500 gold in magical components to create a semi-duplicate. Unlike a regular duplicate, a semi-duplicate has the complete statistics of a humanoid with a Challenge Rating of 1 or less that is unable to cast spells (chosen from the core rules such as a **bandit, guard, noble, scout, spy, thug, or tribal warrior**). In addition, semi-duplicates are able to move to their own spaces.

When a semi-duplicate is within range nearby (10 miles + 1 mile for each day since its creation) at noon or midnight, it dissipates and absorbs back into you. You immediately add an absorbed semi-duplicate's experiences and memories to your own, learning everything and sensing everything that it did while apart from you. If an absorbed duplicate had one of your doublestones, the doublestone materializes on your person. Everything else worn or carried by the semi-duplicate falls to the ground wherever it disappears.

Only 3 semi-duplicates can remain within range of each other, and any others that come into range are absorbed into the oldest semi-duplicate as though it

were you. You are able to absorb a semi-duplicate that dies outside of range, but you must be touching its remains to do so.

Magical Mimicry

Also at 18th level, when you can hear and see a creature within 30 feet cast a spell with a casting time of 1 action or less, you can use your reaction to mimic it. If you do, on your next turn you can use your action to cast the same spell, using Charisma as your spellcasting ability.

Once you use this feature to cast a spell, you must finish a short or long rest before you can use it again.

GEMINI BALANCES

Every gemini is different but there are three main courses that their divergent souls tend to follow. The gemini balance that you choose affects the way you perceive the world, what conflicts consume you, and how your powers express themselves.

ATAVIST

The atavist is conflicted between the old and the new, the past and the future, who they were and who they will be. When you wake up each morning you either feel the heavy weight of age on your shoulders or the spring of youth in your step. Your duplicates are all either slightly younger than you or a little bit older than you.

Past Embodied

At 1st level, you become proficient with and have advantage on Intelligence (History) checks. In addition, you are able to perfectly recall anything you've heard or seen within a number of weeks equal to your level in this class.

Double Dodge

At 5th level, when an attacker hits you with an attack, you can use your reaction to halve the attack's damage against you. You do not need to see the attacker or be aware of the attack.

Temporalis

At 10th level, you can use an action to cast *time stop* without the need for somatic or material components. Unlike normal the duration is reduced to a number of rounds equal to half your proficiency bonus, and you are able to affect other creatures without ending the effect so long as you do not inflict any harm. For example, you could force a *potion of healing* down an unconscious ally's throat, but not stab an opponent in the neck.

Once you use this feature, you must finish a long rest before you can use it again.

Regressing Strike

At 15th level, when you hit a living creature with a melee weapon attack you can force it to temporarily regress in age. The creature makes a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, it regresses back to adolescence for 1 minute, taking a -2 penalty to AC, ability checks, attack rolls, and saving throws. If the saving throw fails by 5 or more, the creature takes a -4 penalty instead. Once a creature has been de-aged, it is immune to your Regressing Strike for 24 hours.

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.

Mortal Strike

At 20th level, when you hit a living creature you can force it to rapidly age. The creature makes a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, it immediately ages long past mortality and instantly dies. On a successful save, it temporarily ages decades (or for some races centuries) for 1 minute, taking a -5 penalty to AC, ability checks, attack rolls, and saving throws.

Once you use this feature, you must finish a long rest before you can use it again.

EQUALIST

An equalist is consumed in their pursuit to bring balance to both body and mind, hoping that by achieving that equilibrium they will know peace of the soul. When you wake up each morning you either find yourself relying on your strength, agility, and hardiness, or you depend on your reasoning, intuition, and charm. Your duplicates appear to be either physically superior to you and prone to shouting out foolish insults, or physically inferior to you and likely to trade wicked jibes.

Exceptional Focus

At 1st level, each time you finish a short rest roll 1d20. On an odd result you have advantage on Strength (Athletics) checks, and on an even result you have advantage on Wisdom (Perception) checks.

Combat Acuity

At 5th level, while you are not wearing medium or heavy armor, you gain a bonus to AC equal to half your proficiency bonus.

Focused Body & Mind

At 10th level, you gain proficiency with Strength and Wisdom saving throws. In addition, your maximum hit point total increases by 1 for each level you have in this class.

Legendary Resistance

At 15th level, if you fail a saving throw, you can choose to succeed instead. Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 20th level.

Truly Exceptional

At 20th level, you gain proficiency with Constitution and Intelligence saving throws, and you always have advantage on Strength (Athletics) and Wisdom (Perception) checks.

In addition, each time you finish a short rest, roll

1d10. You have advantage on ability checks with the corresponding skill: 1—Acrobatics, 2—Sleight of Hand, 3—Stealth, 4—Investigation, 5—Insight, 6—Survival, 7—Deception, 8—Intimidation, 9—Performance, 10—Persuasion.

RELUCTANT HERO

Reluctant heroes are wont to accept who they truly are, torn between the desire to be better and the need to realistically assess their own courage—or more accurately, the lack thereof. When you wake up each morning you either have a sense of paranoia and impending dread, or you are bold and intrepid. Your duplicates are all either a touch sallow and gaunt, or vivid and flush with life.

Mighty or Meek

At 1st level, each time you finish a long rest roll 1d20.

On an odd result you have advantage on saving throws against fear.

On an even result you have advantage on saving throws against the charmed condition.

Gemini Aura

At 5th level, friendly creatures within 15 feet of you benefit from your Mighty or Meek feature (using your current benefit) while you are conscious.

At 15th level, the range of this aura increases to 30 feet.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Precarious Balance

At 15th level, your Mighty or Meek and Gemini Aura features grant immunity to the charmed or frightened condition instead of advantage.

Zealous Courage

Also at 15th level, your Mighty or Meek feature improves.

After rolling an odd result, when creatures attempt to charm you their spell or effect appears to function normally (making it seem as though you have been successfully charmed).

After rolling an even result, when you are frightened of a creature you do not have disadvantage on attack rolls against it, and when you hit a creature you are frightened of with a weapon attack you deal 1d12 extra damage.

Jittery

At 20th level, you can take up to two reactions each round. 🤖

THE GEOMANCER

BY JOSH GENTRY

An aged dwarven sage with a flowing beard casts out his runestones, reading each carefully in a measured tone, “clear weather and good health throughout the land, but one who is mighty will be lain low.”

Surrounded by plant beasts, the cunning elf waits for the right moment and—when her dragonborn ally’s breath catches a nearby tree ablaze— she rewires the threads of fate to produce a mighty inferno!

A youth in mourning stumbles through a desecrated temple and picks up a fractured piece of colorful tile when suddenly they are overtaken by visions in the lost mosaic staring in ominous silence on the wall above, the multiverse revealed to their waking eyes—yes, this slab is the key to everything...

The geomancer is a potent spell-casting class that uses the environment to work magic, turning basic elements into powerful weapons. Whether consulting the fates or manipulating the elements, geomancers are deeply connected to the forces



that govern the multiverse. Both while waging war or building community, geomancers bring their particular mystical orientation to the forefront of all their magical work.

COMMUNAL MYSTICS

Everything is connected: the commingling of the elements that produce the multiverse and the congregations of people that form civilization are just different sides of the same coin. Geomancers see the relationships between all beings—energies which circulate the globe—and they manipulate that flow to profound effect through insights grounded in context and community. While some use their power to escape the world, most use their transcendence to serve (or reshape) it instead.

READING THE EARTH

Geomancers have an intimate relation to the soil on which they tread—and thus to the cosmos in which they live. In the same way close friends can detect shifts in one another's season of life, so too do geomancers read and respond to the spiritual movements of the earth. The relationship between worldly objects shape the paths of elemental energy that geomancers practice manipulating, and indeed the very nature of their elemental magic changes based on their location and environment. This also informs their battle strategy, prompting them to see opportunities and resources emerging from moment to moment.

CREATING A GEOMANCER

When you create your geomancer, consider where you might ply your prophetic trade. Are you heir to a long line of village sages, or are you a mystical court vizier? Perhaps you could be a member of a separatist enclave using divination to reshape the course of history, or maybe you are self-taught and learning the language of stone as you wander, lonely as a cloud amidst the mountains.

Additionally, you will need to choose the nature of your sacred stone and how you obtained it. It could be a revered heirloom of your tradition, or you might have made it as part of your initiation. Perhaps it is a mysterious relic you found or purchased thanks to sheer happenstance. Does the nature of your sacred stone say anything about your quest going forward?

QUICK BUILD

Wisdom should be your highest ability score, followed by Constitution. If you chose Order of the Conqueror or Order of the Rune Knight, also prioritize Strength. Choose the cantrips *druidcraft* and *produce flame*. For skills, pick Insight and Perception.

CLASS FEATURES

Hit Points

- ▶ **Hit Dice:** 1d8 per geomancer level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution bonus
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per geomancer level after 1st

Proficiencies

- ▶ **Armor:** Light armor, medium armor, shields
- ▶ **Weapons:** Simple weapons
- ▶ **Tools:** Choose one from cartographer's tools, jeweler's tools, mason's tools, or potter's tools
- ▶ **Saving Throws:** Intelligence, Wisdom
- ▶ **Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, and Religion

Equipment

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

- ▶ (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- ▶ (a) a priest's pack or (b) a scholar's pack
- ▶ One weapon with which you are proficient
- ▶ One tool kit with which you are proficient
- ▶ A sacred stone: either (a) a blessed crystal, (b) a bag of runestones, or (c) a stone tablet

Sacred Stone

At 1st level, you have a sacred stone—such as a blessed crystal, a bag of runestones, or a stone tablet inscribed with scripture or art—to aid you in your magic and focus your spells. You can also use your sacred stone to unleash mystical powers, some of which you gain as you gain geomancer levels.

THE GEOMANCER

Proficiency			Elemental		
Level	Bonus	Features	Cantrips Known	Spell Slots	Spell Level
1	+2	Sacred Stone, Elemental Magic, Geomantic Order	2	1	1
2	+2	Written in Stone	2	2	1
3	+2	Order Feature	2	2	2
4	+2	Ability Score Improvement	3	2	2
5	+3	Wholesome Stone	3	2	3
6	+3	Order Feature	3	2	3
7	+3	Numinous Acquaintance	3	2	4
8	+3	Ability Score Improvement	3	2	4
9	+4	Elemental Rapport	3	2	5
10	+4	Order Feature	4	2	5
11	+4	Cosmic Emanation (6th level)	4	3	5
12	+5	Ability Score Improvement	4	3	5
13	+5	Cosmic Emanation (7th level)	4	3	5
14	+5	Order Feature	4	3	5
15	+5	Cosmic Emanation (8th level), Inerrant Sight	4	3	5
16	+6	Ability Score Improvement	4	3	5
17	+6	Cosmic Emanation (9th level)	4	4	5
18	+6	Global Influence	4	4	5
19	+6	Ability Score Improvement	4	4	5
20	+6	Elemental Master	4	4	5

Multiclassing Prerequisite: Wisdom 13; **Proficiencies Gained:** Light armor, shields, and one tool and one skill from the geomancer's proficiency list

Stone's Blessing

If you are holding your sacred stone or if it is on your person, you can use it as a bonus action to grant temporary hit points to yourself and each friendly creature you can see within 30 feet. You grant a number of temporary hit points equal to your Wisdom modifier (minimum 1). You can use this ability a number of times equal to half your geomancer level (minimum 1), and you regain all expended uses when you finish a long rest.

Divination Rituals. Your sacred stone also helps you learn divination rituals. When you find a divination of 1st level or higher that has the ritual tag, you can memorize it by practicing its use, but only if a cleric or wizard of your geomancer level could prepare it. For each level of the spell, the process takes 2 hours and costs 50 gp, like a wizard copying a spell into their spellbook. The cost

represents material components you expend as you experiment with the spell to master it, as well as the incense used to meditate on the magic. Once you have spent this time and money, you can cast the ritual at will. You cannot cast these spells using Elemental Magic spell slots (see below).

Replacing Your Sacred Stone. Although each geomancer's sacred stone is unique and holds precious sentimental value, a thief may not find it of such intense magical value (unless the fates so conspire). Even so, if you lose your sacred stone, you can find or create another object of similar efficacy for about 50 gp. Some geomancers collect a few such curiosities in case the worst should happen. Even though you cannot activate your Stone's Blessing feature without your sacred stone, losing or replacing your stone has no effect on the divination rituals you have learned.



Elemental Magic

Your connection to the forces of creation have given you facility with spells.

Cantrips. You know two cantrips of your choice from the geomancer spell list. You learn additional geomancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Geomancer table.

Spell Slots. The Geomancer table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your geomancer spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *burning hands*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Environmental Availability. Unlike most spellcasters, you do not “learn” spells of 1st through 5th level. Instead, your spell list for these levels are split across five elements—Earth, Fire, Metal, Water, and Wood—and those spells are available for you to cast only under certain environmental conditions. To cast

Variant: Expanded Availability

At the GM’s discretion, a Medium-sized or larger creature within 30 feet composed of a given element also counts for providing geomancers with Environmental Availability. Such creatures might include elementals, plants, or constructs.

a geomancer spell of 1st through 5th level, you must spend an elemental spell slot of that level or higher, and you must meet that spell’s environmental availability requirement. Environmental availabilities are as follows:

- ▶ **Earth**—You must be standing on ground or stone, or there must be a Medium-sized or larger earthen or stone object within 30 feet of you.
- ▶ **Fire**—There must be a Medium-sized or larger flame within 30 feet of you.
- ▶ **Metal**—There must be a Medium-sized or larger metallic object within 30 feet of you.
- ▶ **Water**—There must be a Medium-sized or larger body of water within 30 feet of you.
- ▶ **Wood**—There must be a Medium-sized or larger plant or wooden object within 30 feet of you.

Depending on the surroundings, a geomancer may have many or very few options for spellcasting.

Spellcasting Ability. Wisdom is your spellcasting ability for your geomancer spells, so 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 geomancer spell you cast and when making an attack roll with one.

- ▶ **Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier
- ▶ **Spell attack modifier** = your proficiency bonus + your Wisdom modifier

Spellcasting Focus. You can use your sacred stone as a spellcasting focus for your geomancer spells. Your geomancer spells do not require material components when the total cost of the material components is less than 100 gp.

Geomantic Order

At 1st level, you have been initiated into an order of fellow geomancers in your discipline. You can choose

the order of the Apothecary, Architect, Conqueror, or Rune Knight. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

Written in Stone

At 2nd level, you learn *augury* and can cast it with Elemental Magic or as a ritual. Your sacred stone suffices for the material components. If a divination spell you cast requires a focus or material components which are not consumed, your sacred stone counts as a substitute material worth a number of gold pieces equal to 25 gp times your geomancer level.

Ability Score Improvement

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.

Wholesome Stone

At 5th level, your sacred stone grows in power. The temporary hit points granted by Stone's Blessing increase to your Wisdom modifier + your geomancer level.

Numinous Acquaintance

From 7th level onward, your forays into the unspeakable realms grant you insight. You can cast *detect evil and good* at will, without expending a spell slot.

Elemental Rapport

At 9th level, you learn to relate personally with the forces of creation. You can speak and write Aquan, Auran, Ignan, Primordial, and Terran. You also have advantage on Charisma (Deception), Charisma (Persuasion), and Wisdom (Insight) checks made when interacting with elementals.

Cosmic Emanations

At 11th level, your connection to the foundations of reality grants you a magical secret called an emanation. Choose one 6th-level spell from the geomancer spell list as this emanation. You can cast your emanation spell once without expending a spell slot.

Variant: Expanded Elements

At the GM's discretion, the geomancer's spell list can also include any spell that uses the elements in its name (such as "earth," "ice," "stone"). This is helpful if the campaign showcases content outside the main rulebooks. The GM can also rework or replace available elements with others—such as Air or Ice—depending on the flavor of the campaign (removing Earth is not recommended, and the total number of elements should remain around four or five.)

You must finish a long rest before you can do so again. At higher levels, you gain more geomancer spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystical Emanations when you finish a long rest.

Elemental Radiance

At 13th level, your sacred stone surrounds allies in a holy light. When you use Stone's Blessing, choose one of the following: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. While a creature has temporary hit points from Stone's Blessing, it also has resistance to the type of damage that you chose.

Inerrant Sight

Starting at 15th level, your eyes awaken to cosmic truth. You can use this feature to cast *true seeing* on yourself once between long rests, without spending material components or a spell slot.

Global Influence

At 18th level, the range of your Stone's Blessing and other geomancer features improves from 30 to 60 feet.

Elemental Master

At 20th level, your being connects with reality itself, allowing you to draw on new reserves of mystical power to regain expended spell slots. You can spend 1 minute contemplating the unity of existence to regain all your expended Elemental Magic spell slots. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

GEOMANCER ORDERS

ORDER OF THE APOTHECARY

Apothecaries are mystical healers whose reputation makes them widely respected—even among regions unfamiliar with the art of geomancy. This order prides itself on its distinctive application of herbs, incense, massage, and acupuncture, but its most distinguished technique is to manipulate chi in the body just like one might bend the very elements.

Bonus Proficiency

Starting when you take this order at 1st level, you gain proficiency with herbalism kits.

Chi Healing

Starting when you take this order, your grasp of fundamental energies lets you manipulate the flow of chi in people to heal them. These are spells always available for you to cast with Elemental Magic:

- ▶ 1st—*cure wounds, goodberry*
- ▶ 2nd—*lesser restoration*
- ▶ 3rd—*revify*
- ▶ 4th—*freedom of movement*
- ▶ 5th—*greater restoration*

Chi Abundance

At 3rd level, the healing spells you cast become more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Chi Empathy

At 6th level, the healing spells you cast on others benefit you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Aura of Wellbeing

Starting at 10th level, your very presence promotes physical health. You and friendly creatures within 30 feet have resistance to poison damage, and make

saving throws against poison and disease with advantage. While a creature within this aura has temporary hit points, it is immune to poison damage, poison effects, and disease. A creature already under the effect of poison or disease who comes under your aura has that effect suppressed so long as it has temporary hit points from your Stone's Blessing.

Vitality of Interbeing

Beginning at 14th level, all healing helps you and your comrades along the path of enlightenment. Whenever you or a friendly creature within 30 feet regains hit points from any source, you regain additional hit points equal to your Wisdom modifier (minimum 1). When a friendly creature within 30 feet regains hit points from any source, it also regains additional hit points equal to your Wisdom modifier (minimum 1). This benefit stacks with the benefits of Healing Chi and Chi Empathy.

A creature can only regain hit points from this feature once per turn.

ORDER OF THE ARCHITECT

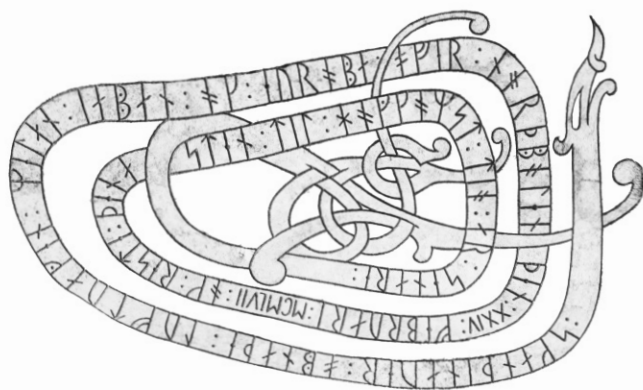
For architects, fate and the forces of nature exist to serve civilization, working in conjunction to establish order that builds communities with both stone and divination. This is the most common geomantic order, thus it is a good fit for civil servants and city planners attempting to align good luck with good living. It is also a fine choice for lone mystics on the quest to discern the order of the multiverse.

The Ground of Being

Starting when you take this order at 1st level, you always have access to Earth element spells.

Arrange Fates

Starting at 3rd level, you can use your reaction to apply a +5 bonus or -5 penalty to any one attack roll, ability check, or saving throw made by a creature you can see within 30 feet. You can wait until after it rolls the d20 before deciding to use this feature, but you must decide before the GM says whether the roll succeeds or fails. You begin with one use of this feature, and gain one more use each time you use



Stone's Blessing. Your number of uses resets to 1 whenever you finish a long rest.

Impenetrable Hermitage

Starting at 6th level, you learn the spell *tiny hut*. You can cast it as a ritual or by using Elemental Magic spell slots.

Mystic Masonry

Also at 6th level, whenever you cast *tiny hut*, at your option you can instead use the spell to produce a stonework house. To do so, you must have adequate materials present. Available stone, clay, and other materials in a 20-foot cube are reshaped instantaneously into an earthen abode 20 feet on each side and one story tall. The floorplan is your choice (average contains 4 rooms). At 11th level, the cube and resulting house is 30 feet wide and two stories tall (average contains 10 rooms), at 16th level it is 40 feet wide and two stories tall, and at 20th level it is 50 feet wide and three stories tall.

Auspicious Warding

At 10th level, you plan it so that malefic forces fall flat against your supernatural defenses. When you or a friendly creature you can see within 30 feet takes damage, you can use your reaction to halve that damage. If you used *Arrange Fates* this turn, you can activate *Auspicious Warding* without using your reaction. Once you use this feature, you must finish a short or long rest before you can use it again.

Spirit Tectonics

Starting at 14th level, whenever you use Stone's

Geomancer Spell List

Cantrips	<i>druidcraft, mending, resistance, true strike, shillelagh, produce flame</i>
Fire	1st— <i>burning hands</i> 2nd— <i>flame blade, heat metal</i> 3rd— <i>fireball, lightning bolt</i> 4th— <i>wall of fire</i> 5th— <i>flame strike</i>
Water	1st— <i>create or destroy water, fog cloud</i> 2nd— <i>invisibility</i> 3rd— <i>sleet storm, water walk</i> 4th— <i>control water</i> 5th— <i>cone of cold</i>
Wood	1st— <i>entangle</i> 2nd— <i>barkskin, spike growth</i> 3rd— <i>plant growth</i> 4th— <i>blight</i> 5th— <i>tree stride</i>
Earth	1st— <i>shield</i> 2nd— <i>shatter</i> 3rd— <i>protection from energy</i> 4th— <i>stoneskin, stone shape</i> 5th— <i>greater restoration, wall of stone</i>
Metal	1st— <i>shield of faith</i> 2nd— <i>hold person, magic weapon</i> 3rd— <i>dispel magic, magic circle</i> 4th— <i>banishment</i> 5th— <i>hold monster</i>
Emanations	6th— <i>conjure fey, guards and wards, heal, move earth, true seeing</i> 7th— <i>force cage, plane shift, regenerate, reverse gravity</i> 8th— <i>control weather, demiplane, earthquake, maze</i> 9th— <i>astral projection, foresight, time stop, true resurrection, wish</i>

Blessing to grant temporary hit points to friendly creatures, hostile creatures that are within 30 feet and touching the ground must make a Strength saving throw. A creature takes 4d6 force damage and is knocked prone on a failed save, or takes half as much damage and remains standing on a successful one. Creatures who are not required to save take no damage.



ORDER OF THE CONQUEROR

“If you know the enemy and know yourself, your victory will not stand in doubt; if you know Heaven and know Earth, you may make your victory complete.”

—Sun Tzu, *The Art of War*

Not everyone awakened to mystical truths seeks peace—others still fight for peace through conquest. Conqueror geomancers often apply their mystical arts in service to a military force (be that an imperial army, a rebel alliance, or a band of ragtag mercenaries) and seek supreme victory.

Bonus Proficiencies

Starting when you take this order at 1st level, you gain proficiency with heavy armor and martial weapons.

Conqueror’s Decree

At 3rd level, you obtain a pool of d4s called conqueror dice. You begin with a number of conqueror dice equal to your proficiency bonus. When you or a

friendly creature you see within 30 feet hits with a spell or weapon attack and deals damage, you can expend one conqueror die to add it to the creature’s damage roll.

Whenever you use Stone’s Blessing, you gain a number of conqueror dice equal to the number of creatures that gain temporary hit points (up to a maximum number of additional dice no higher than your Wisdom modifier). You regain a number of conqueror dice equal to your proficiency bonus when you finish a short or long rest.

Extra Attack

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

Sovereign Strike

At 10th level, your presence empowers your weapon attacks. When you use Stone’s Blessing, once per turn a melee weapon attack that you make deals extra damage equal to twice the number of conqueror’s dice you just gained. This extra damage lasts for 1 minute.

Imperial Certitude

At 14th level, your guidance fills the troops with world-shaking resolve. Creatures with temporary hit points from your Stone's Blessing have resistance to nonmagical bludgeoning, piercing, and slashing damage.

ORDER OF THE RUNE KNIGHT

Rune knights are the rarest of geomancers. Their unique discipline is to learn the runes of the fates and elements to be wielded in war, transforming into fully embodied elemental warriors whose runic focus flows through steel and flesh alike.

Bonus Proficiencies

Starting when you take this order at 1st level, you gain proficiency with heavy armor and martial weapons.

Rune of War

At 3rd level, you can use your action to inscribe elemental energy into a sigil on your weapon. Choose acid, cold, fire, or lightning. For 1 minute, you add your Wisdom modifier to attack rolls made with that weapon (with a minimum bonus of +1), and change the damage type to the energy type you chose. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, the effect ends. Once you use this feature, you must finish a short or long rest before you can use it again.



Elemental Smite

Also at 3rd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal extra damage to the target, in addition to the weapon's damage. The damage type is force damage or the same as your Rune of War if it is active. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. These damage dice change to d12s if you used an Elemental Magic spell slot.





Extra Attack

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

Rune of Vengeance

At 10th level, when you use Rune of War, the same rune appears on your armor. While your Rune of War is active, enemies that hit you with a melee weapon attack take damage of the type you chose for the Rune of War. The damage your attacker takes is $1d8 +$ your Wisdom modifier. At 15th level, the damage increases to $2d8 +$ your Wisdom modifier.

Prophecy of Ragnarok

At 14th level, your runic arts and swordplay become prefigurations of the end times, spelling certain doom for your enemies. When you hit a creature with a melee weapon attack, as a bonus action you can end the ongoing benefit of your Stone's Blessing for creatures other than yourself. If you do, your attack deals extra damage equal the number of temporary hit points removed as the effect ended. This extra damage is the same as your Rune of War if it is active; otherwise, it is force damage. Once you use this feature, you must finish a long rest before you can use it again. 🐰

THE GUNFIGHTER

BY WALT CIECHANOWSKI

Creeping in the bushes on a bluff above the unguarded encampment, the gnolls slaver at one another in anticipation of the unwitting victims soon to become their night's meal. As they draw their weapons the pack leader holds up one rough hand, turning her head at the soft clack of something metallic nearby, a sound unknown to her. Suddenly the gunfighter leaps out of a tree above the monsters, firearms blazing away, lead ventilating the biggest gnoll's skull before he rolls down the hill into the safety of his allies.

As the tavern comes to a hush the bandit captain continues, grimacing, "Did I stutter? Who and where is Pakkrela Fast-Iron?" In the now-complete silence, a youth near the entrance panics and sprints outside, flagon clattering on the floor to break the intense quiet. Calmly and deliberately, a halfling near the center of the room slowly rolls out of her seat. Suddenly her head flips up and she glares at the bandits, the full force of her reputation bearing down onto them—too much for most of the ne'er-do-wells to bear—and half a dozen thugs flee before the first shot is fired.

The visibly unarmed tiefling smiles in the gambling den beneath the city's guard barracks. Malicious grins surround him at the wooden table, and he notices that none of the other players are similarly unadorned. He sits calmly all the same, folding his hands over his lap as he glares at the man he's come here to kill. As one, the others in the room draw their pistols and point them at the fiendish gunslinger, but with one hand he halts the proceedings, saying, "Hold on a second, I've got something you need to see." With his other hand the tiefling reaches into an extradimensional space, pulling out his own gun and cracking off a few shots before leaping into cover!



As new applications of technology and magic challenge older styles of combat, the heavily armored infantryman and mounted knight make way for lightly-armored warriors who value speed and mobility over protection as they target their enemies from afar with powder and shot.

In addition to their battlefield mobility and deadly skill with sidearms, gunfighters are further defined by how they've incorporated their trade into their adventuring lives. Three such roles are included here: bushwhackers excel at sniping enemies without being seen, drifters rely on their reputations to strike terror in the hearts of their enemies, and mavericks see the gun as just another tool in their bag of tricks to make a little coin as they travel the world.

A FISTFUL OF GP

Some gunfighters are out for glory, revenge, or a need to make the world a better place but whatever their reasons all face one similar obstacle: guns and bullets are expensive. Even when they've got enough firepower the nature of their preferred weaponry's ammunition makes it hard to come by on the cheap, and there's always a better rifle, pistol, musket, or blunderbuss to someday add to their arsenal. Keeping a steady stream of wealth is essential for any adventuring gunfighter and those that can't manage to fill their coffers quickly find themselves retired—sometimes by circumstance, sometimes by a rival's bullet.

TRUE GRIT

Just picking up a pistol doesn't make someone a gunfighter—anybody can do that. What makes a gunslinger distinct from simpler warriors wielding firearms is that they are made of altogether sterner stuff, their fleetness only of any use because they have hearts of steel to back up lightning reflexes and unerring accuracy. In a sense they grasp the truest spirit of adventure, boldly dashing headlong into danger with unshakeable confidence that no matter how much trouble they get into, they have pluck enough to make it through to the end.

CREATING A GUNFIGHTER

It's one thing to use a firearm but another entirely for someone to accept and pursue the do-or-die life of a gunfighter. What led you to live the way of the gun?

Was it one major event or many lesser experiences that saw you dedicate your training to the use of sidearms? Are you particular about the weapons you use or will anything that fires a bullet do you right? When in your life was that fateful day that you first picked up a gun and how long was it before you found yourself on the open road?

It's important to also consider what kind of gunfighter you're going to be. Are you incredibly intrepid and bold, charging at enemies guns blazing? Perhaps instead you're extremely ambitious, planning assaults against far larger or otherwise superior forces with a mind to acquire ever greater rewards for incalculable risk. Maybe you really thrive on the prestige and fear a gunfighter can inspire, letting the presence of your weapon do most of the work while your skill with it is only used when necessary?

QUICK BUILD

Quickly building a gunfighter is easy to do using these suggestions: first, your highest ability score should be Dexterity. Your next highest ability scores should be Constitution and Charisma. Choose Point-Blank Shooter as your Fighting Style. When selecting your equipment, choose leather armor, a pistol with 20 bullets, a scimitar, and a dungeoneer's pack. For skills, pick Acrobatics, Perception, and Stealth.

CLASS FEATURES

Hit Points

- ▶ **Hit Dice:** 1d10 per gunfighter level
- ▶ **Hit Points at 1st Level:** 10 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per gunfighter level after 1st

Proficiencies

- ▶ **Armor:** Light and medium armor
- ▶ **Weapons:** Simple weapons, crossbows, firearms, rapiers, scimitars, shortswords
- ▶ **Tools:** Gun kit (see sidebar)
- ▶ **Saving Throws:** Dexterity, Charisma

- ▶ **Skills:** Choose three from Acrobatics, Animal Handling, Athletics, Perception, Stealth, and Survival

Equipment

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

- ▶ (a) breastplate or (b) leather armor
- ▶ a firearm of your choice, 20 bullets, and a gun kit
- ▶ (a) a simple weapon or (b) a rapier, scimitar, or shortsword
- ▶ (a) a dungeoneer's pack or (b) an explorer's pack

Agile Defense

While you are wearing no armor and not wielding a shield, your Armor Class equals 10 + your Dexterity modifier + $\frac{1}{4}$ of your gunfighter level (rounded up; minimum 1).

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.

Carbineer. You are skilled at gunfighting while mounted, able to push your mount to get you into and out of situations more quickly. While you are mounted, you can take the Dash or Disengage action as a bonus action.

Harquebusier. You are skilled at balancing a hand cannon or harquebus and you may use it at its full range without using a stabilizer (to rest it on).

Matchlock Mobility. You may move in the same turn that you fire a weapon with the match loading property.

Point-Blank Shooter. You can more accurately shoot opponents at close range. You do not have

New Tool Kit

Gun Kit (25 gp, 3 lb.) This set of tools contains everything necessary to clean a gun, repair a misfire, remove a stuck bullet, and cast new ammunition from raw materials.

THE GUNFIGHTER

Proficiency		
Level	Bonus	Features
1	+2	Agile Defense, Fighting Style
2	+2	Flushing Shot
3	+2	Code of the Gun
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Ability Score Improvement
7	+3	Code of the Gun Feature
8	+3	Ability Score Improvement
9	+4	Running Shot
10	+4	Code of the Gun Feature
11	+4	Evasion
12	+5	Ability Score Improvement
13	+5	Additional Fighting Style
14	+5	Ability Score Improvement
15	+5	Code of the Gun Feature
16	+6	Ability Score Improvement
17	+6	Eagle Eye
18	+6	Code of the Gun Feature
19	+6	Ability Score Improvement
20	+6	Final Stand
Multiclassing Prerequisite: Dexterity 13, Charisma 13		
Proficiencies Gained: Firearms, gun kit		

disadvantage on attack rolls when you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Sharp Aim. You know just where to put your shot. Your ranged weapon attacks score a critical hit on a natural roll of 19 or 20.

Flushing Shot

At 2nd level, you excel at flushing out targets. Your ranged weapon attacks ignore half and three-quarters cover.

Code of the Gun

At 3rd level, you choose a code to live by: Bushwhacker, Drifter, or Maverick. The code you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.



Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 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.

Running Shot

Beginning at 9th level, you can take the Dash action as a bonus action

Evasion

At 11th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. 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 half damage if you fail.

Additional Fighting Style

At 13th level, you can choose a second option from the Fighting Style class feature.

Eagle Eye

At 17th level, your ranged weapon attacks score a critical on a roll of 19 or 20. If you also have Sharp Aim, your ranged weapon attacks score a critical on a roll of 18–20.

Final Stand

At 20th level, you insist on going out in a blaze of glory. When damage reduces you to 0 hit points you do not fall unconscious, but you can't take reactions, your speed is reduced to 0, and you can't benefit from any bonus to your speed. On your turn, you may take the Attack action with any ranged weapons you are carrying. You still make death saving throws at the end of your turn, but if you succeed on three death saves while in your Final Stand, you regain 1 hit point and exit your Final Stand. Once you use this feature, you can't use it again until you finish a long rest.

CODES OF THE GUN

While all gunfighters are recognizable by their weapon of choice, each gunfighter has a different philosophy or "code" that defines them.

BUSHWHACKER

The Code of the Bushwhacker emphasizes incapacitating your opponents before they even become aware of your presence. When you adopt this code, you become adept at finding the most advantageous conditions for spotting and striking an opponent while remaining unseen.

Blindside Attack

Starting at 3rd level, you know how to make the most out of an advantageous position. Once per turn, you can deal an extra 2d8 damage to one creature you hit with a ranged weapon attack if you have advantage on the attack roll.

The extra damage increases to 3d8 at 9th level and 4d8 at 15th level.

Camouflage

At 3rd level, you are an expert at concealing yourself. You gain proficiency with Stealth, and your proficiency bonus is doubled when making Dexterity (Stealth) checks.

Long Distance Shooter

At 7th level you become adept at long-distance shooting. The short and long ranges of your ranged weapons are doubled.

Quick Cover

Starting at 10th level, you can take the Hide action as a bonus action.

Skirmisher's Scramble

At 15th level, moving through difficult terrain costs you no extra movement. In addition, you have resistance to damage caused by difficult terrain created by spells or other magical effects.

Shooting Blind

At 18th level, you are so accurate with your weapon and in tune with your surroundings that you don't even need to see your target to attack them. You do not have disadvantage when attacking with ranged weapons while blinded. Additionally, the targets of your ranged weapon attacks receive no benefits from being lightly or heavily obscured.

DRIFTER

Those attracted to the Code of the Drifter want to see more of the world, whether because they are running from something or simply seeking new adventures. Reputation, whether famous or infamous, is everything to a drifter and they are always on the move to spread word of their exploits across the land.

Reputation

You live and die by your reputation and the stories that grow in the wake of your travels. You can tap into the power of these stories to influence the actions of others. Starting at 3rd level, you reap the benefits of

your reputation. As a reaction when a creature you can see makes an ability check, attack roll, or saving throw, you can impose disadvantage on that roll as the power of your reputation shakes its resolve.

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

Lay of the Land

You travel the land, never staying in one place for too long. You have become adept at surviving in inhospitable conditions. Also starting at 3rd level, you double your proficiency bonus when making Intelligence or Wisdom checks relating to the outdoors. While traveling through the wilderness for an hour or more, you gain the following benefits:

- ▶ Difficult terrain doesn't slow your group's travel.
- ▶ Your group can't become lost except by magical means.
- ▶ Even when you are engaged in another activity while traveling (such as foraging, navigation, or tracking), you remain alert to danger.
- ▶ If you are traveling alone, you can move stealthily at a normal pace.
- ▶ When you forage, you find twice as much food as you normally would.
- ▶ While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fast Draw

Starting at 7th level, you are quick on the draw. As a reaction when a creature attacks you, you can make a ranged weapon attack against that creature. Your attack occurs before the attacking creature's. Additionally, once per round you can draw and stow one or two firearms without requiring any action.

Extra Attack

Drifters are often called upon to face overwhelming odds and thus they are a hair faster than most. At 10th level, you can attack three times, instead of twice, whenever you take the attack action on your turn.

Duel of Wills

At 15th level, the strength of your reputation strikes terror in the hearts of your enemies. As an action, you may meet the gaze of a creature you can see within 60 feet of you with an Intelligence score of 4 or higher. The creature must make a Wisdom saving throw or be frightened of you for 1 minute. The DC for the saving throw is 8 + your proficiency bonus + your Charisma modifier. If the creature starts its turn and cannot see or hear you, it is no longer frightened until it can see or hear you again.

Once you use this feature, you must finish a short or long rest before you can use it again.

Living Legend

At 18th level, you've bought into your own reputation and you can use that belief to do the impossible. You are immune to being frightened. Additionally, when you miss with an attack roll or fail an ability check, you can choose to hit or succeed instead.

Once you use this feature, you must finish a short or long rest before you can use it again.

MAVERICK

While most gunfighters pride themselves on battlefield honor, the Code of the Maverick teaches that a fair fight is one in which you failed to plan accordingly. The maverick uses magical tricks of the trade to tip the balance in their favor.

Grifter

At 3rd level you have a way with words, especially insincere words. You gain proficiency with Deception. Your proficiency bonus is doubled when making Charisma (Deception) checks.

Parlor Tricks

At 3rd level, you can perform magical tricks that don't appear magical. You learn the *prestidigitation* cantrip. You do not require components or concentration when using it. You're able to use your *prestidigitation* to perform such classic tricks as changing the appearance of cards in a deck, using "trick shooting" to snuff candles or slice through ropes, or rigging yourself a win in a shell game.

Tricks of the Trade

At 3rd level, you learn two magical tricks that complement your skill with a gun. You can use your tricks of the trade a number of times equal to your Charisma modifier (minimum of 1). You regain expended uses when you finish a short or long rest. Unless specified otherwise in its description, using a trick of the trade does not require an action.

You can only use one trick of the trade per turn. If you use a trick of the trade that lets you cast a spell, you can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

You learn a new trick of the trade at 7th, 10th, 15th, and 18th level.

If a trick of the trade requires a saving throw, the saving throw DC equals 8 + your proficiency bonus + your Charisma modifier.

Dirty Powder. You can magically enhance the discharge of your firearm to create a cloud of thick smoke that fills a 10-foot square centered on the weapon, heavily obscuring the area for 1 minute. A strong wind clears this smoke.

Exit Strategy. You tend to get yourself into situations where a quick getaway is necessary. You can use an action to cast *arcane lock* or *knock*.

Flick of the Wrist. You can create a small pocket dimension within your sleeve that holds a single object no larger than what you can hold in your hand, such as a pistol. On your turn you can retrieve the object from the pocket dimension without using an action, or as part of a reaction when you make an attack. The pocket dimension lasts for 1 hour, after which anything stored inside it falls to your feet.

Harlequin. You know that trickery is the better part of valor. You can cast *disguise self* as an action.

Health Tonic. You can infuse a cup, flask, or jar that you are holding with magical energy as an action. Anyone who drinks from it in the next minute either regains hit points equal to 2d8 + your Charisma modifier, is cured of one disease, or ends one of the following conditions: blinded, deafened, paralyzed, or poisoned. Each creature can only reap the benefit once per minute, no matter how many times they imbibe. You must choose whether the tonic restores hit points or cures an ailment when you use this trick.

Magic Bullet. You infuse your firearm with magical energy. For 1 minute, your firearms count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Powder Step. You can magically enhance the smoke discharge of your firearm to briefly surround you. You can use a bonus action to cast *misty step*.

Seeing Double. Your speed makes it appear as if you're in two places at once. You can use an action to cast *blur*.

Silver Tongue. You have the gift of gab. As an action, you can cast *charm person*, affecting a number of creatures equal to your Charisma modifier (minimum of 1).

Smoky Silhouette. For 1 minute, you can see the ghostly silhouettes of any creatures and objects that are invisible.

Thunderstick. You can transform your bullet into a burst of elemental energy as a bonus action. If the bullet hits, then in addition to its normal damage, the target and creatures within 5 feet of it must make a Constitution saving throw. On a failed save, a creature takes an extra 2d8 thunder damage, or half as much damage on a successful one.

Tracer Bullet. You can mark a creature when you hit it with a ranged weapon attack. You have advantage on the next attack roll you make against that creature within the next minute.

Wall Walker. You are able to walk with a gravity-defying step. You can use an action to cast *spider climb*.

Obscure Tricks

At 7th level, you've developed a few magical tricks that no other maverick has mastered. Choose two enchantment, evocation, or illusion spells of 3rd level or lower from any class. You learn these spells and can cast them at their lowest level. Once you cast a spell learned in this way, you must finish a long rest before you can cast it again. Charisma is your spellcasting ability for these spells.



Dirty Tricks

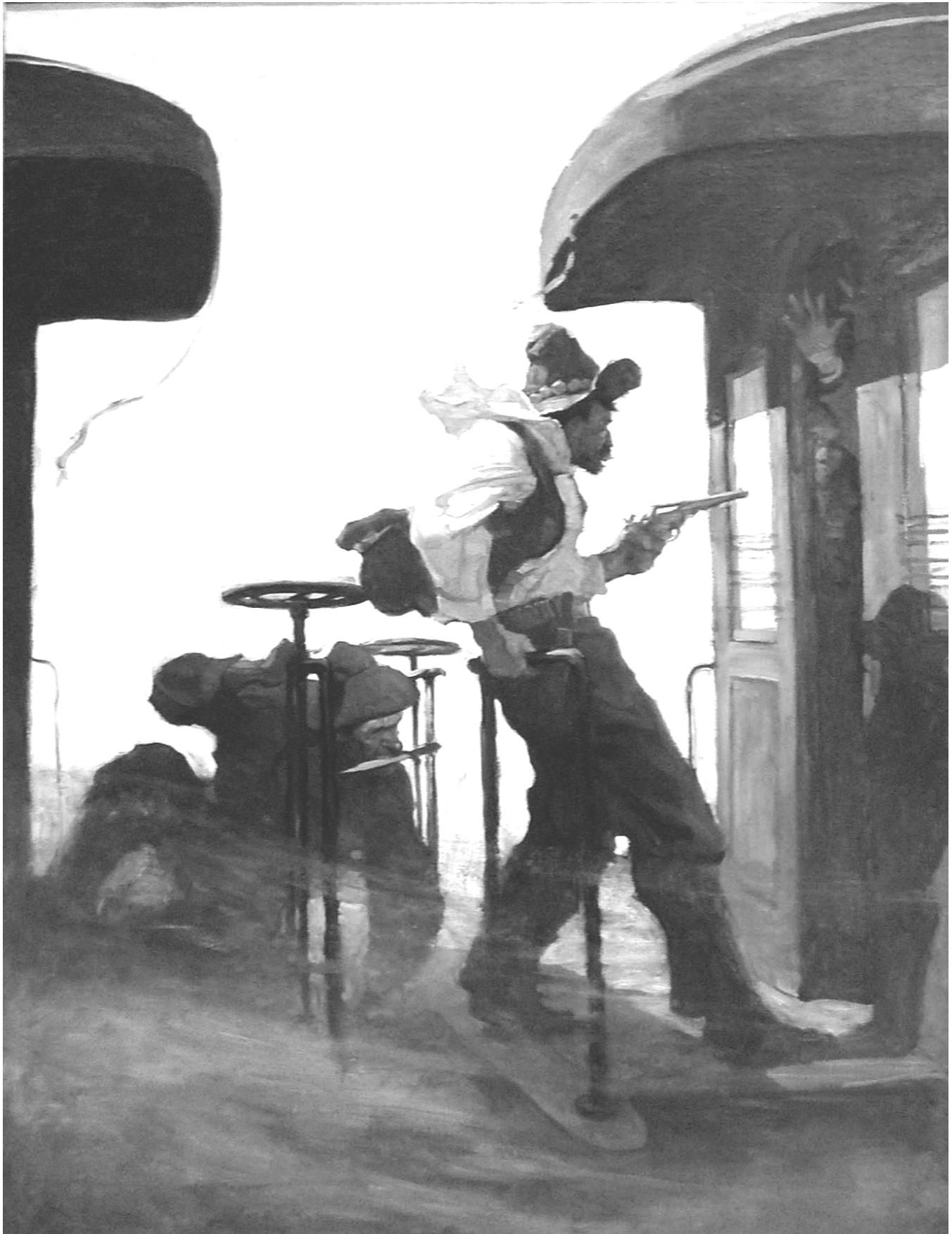
Starting at 10th level, your mastery of underhanded tricks allows you to catch any foe off guard. When a creature makes a saving throw against one of your Tricks of the Trade or a spell cast using your Obscure Tricks, you can impose disadvantage on that save. Once you use this feature, you must finish a short or long rest before you can use it again.

Lightning-Quick Tricks

Starting at 15th level, when you use a Trick of the Trade that lets you cast a spell as an action, you can cast it as a bonus action instead. If the Trick of the Trade lets you cast a spell as a bonus action, you can instead cast it as a reaction when you are attacked.

Signature Trick

At 18th level, you choose one of your Tricks of the Trade. You can now use that trick at will, without expending a use of your Tricks of the Trade. 🐉



A bushwhacker boards an advanced carriage with a partner.

THE LODESTAR

BY ANDREW ENGELBRITE

Three shimmering quicksilver orbs circle the dragonborn's head like planets orbiting a star. He strides forward confidently as the tiny spheres ricochet across the room, every warrior standing in his path left battered and bloody in a matter of moments—all without raising a single scaled finger.

The halfling's flaming orbs saw the adventurers through the worst of it, setting ablaze the fungal horrors down in the catacombs. As they stand before the accursed wizard with her swarm of mephits smoldering about her and magma dripping onto the floor, she grins with confidence at the futility of the halfling's methods—until with a smirk and a wry comment his flaming orbs turn into solid ice. Her smile twists into a grimace of rage and the fight is on!

The dwarf battles with axe and sword, orb and instinct, the sanguine spheres moving with her to strike and deflect. As the beast rears up to meet her she grasps a crimson stone, gripping onto a handle as it flows into the shape of a spear before savagely driving the animal down with her newly-formed weapon.

Whatever form their training takes, all lodestars possess a fractured soul. Lodestars in combat are poetry in motion, but to keep



themselves from unraveling into madness they must train and hone their skills, becoming masters of both body and mind.

FRACTURED SOUL

Just as the body and mind can be broken so too can the soul be fractured. Some individuals are born with their soul in pieces or wounded by great trauma, an internal conflict that can lead towards insanity. To save themselves the desperate perform the ritual of the lodestones, containing spiritual fragments coalesced into physical form and psychically tethered to the soul's core. What follows is a life of constant training for lodestars, an unending struggle to keep their tenuous grasp on the pieces of their soul and maintain a unified identity.

LOCUS OF POWER

Lodestones are the soul given physical form, about the size of its creator's fist with the consistency of stone, metal, or a supernatural energy depending on the personality of the lodestar, each a reflection of their soul and truly unique. The lodestar is the core of the soul still contained within their body, their lodestones always nearby in celestial orbit. Living with a fractured soul is difficult however and lodestars require intense training to figuratively and literally keep themselves together. They must all find their own way to remain centered—becoming unstable is a fear forever looming at the back of every lodestar's mind.

CREATING A LODESTAR

As you make your lodestar character, consider first how your soul fractured. Were you born with this damage or was there some dramatic event that sent you tumbling towards madness? What kind of person is your character, and what centers them and makes them feel whole? Perhaps you were born in this condition and have bound your soul through vigorous mental training regimens, or an event in your past was so horrible that you cling to creative expression as your bastion of tranquility, using frivolity and humor to stay grounded in this world.

Next determine what attracts your lodestar to an adventuring lifestyle—most have an ideal, person, or pursuit that remains at the core of their identity

and keeps them stable. Maybe you're seeking restitution and revenge for the trauma that shattered your soul in the first place, your stability comes through the obsessive study of ancient ruins or a love of scriptures from a local faith, or a loved one is an adventurer and you'd follow them to the ends of the world.

QUICK BUILD

Rapidly building a lodestar can be done simply using these suggestions: first, your highest ability scores should be Wisdom and Dexterity. Your next highest ability score should be Constitution. When selecting your equipment, choose leather armor, a dagger, a puzzle, and the explorer's pack. For skills, decide if you want to be observant (Investigation, Perception), performative (Performance, Sleight of Hand), or prone to supernatural challenges (Acrobatics, Arcana).

CLASS FEATURES

Hit Points

- ▶ **Hit Dice:** 1d8 per bloodweaver level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution bonus
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per bloodweaver level after 1st

Proficiencies

- ▶ **Armor:** Light armor
- ▶ **Weapons:** Simple weapons, lodestones
- ▶ **Tools:** none
- ▶ **Saving Throws:** Intelligence, Wisdom
- ▶ **Skills:** Insight and choose two from Acrobatics, Arcana, Investigation, Perception, Performance, and Sleight of Hand

Equipment

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

- ▶ (a) padded armor or (b) leather armor
- ▶ any simple weapon

- ▶ token of emotional significance
- ▶ small booklet of personal mantras
- ▶ (a) a puzzle worth up to 15 gp or (b) a personal creative work worth up to 15 gp
- ▶ (a) an explorer's pack or (b) a scholar's pack

Lodestones

At 1st level you gain 3 lodestones, magical spheres that are physical manifestations of your fractured soul. A lodestone is always either orbiting you or away. An orbiting lodestone slowly circles around your head at a distance of 1d3 feet. A lodestone that is away is either at another location or its return is delayed by a class feature.

If for any reason a creature attempts to destroy one of your lodestones, its AC is equal to 10 + your proficiency bonus + your Wisdom modifier. The magical nature of lodestones make them immune to damage from area effects, but when a lodestone takes damage it temporarily loses physical form and disintegrates. As a bonus action, you can reform a number of disintegrated lodestones equal to half your proficiency bonus.

Your lodestones are considered magical weapons. Whenever you use a lodestone to make an attack, you use your Wisdom modifier for the attack roll.

Some of your lodestone features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

- ▶ **Lodestone save DC** = 8 + your proficiency bonus + your Wisdom modifier

Orbital Slingshot

At 1st level you learn how to sling your lodestones with lethal force. As a ranged attack, you may sling-shot one of your lodestones at a target within 60 feet, dealing 1d4 bludgeoning damage plus your Wisdom modifier on a successful hit. The lodestone remains in motion around the target until it returns to orbit at the beginning of your next turn. Your Orbital Slingshot's damage increases when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.

THE LODESTAR

Proficiency		
Level	Bonus	Features
1	+2	Lodestones, Orbital Slingshot, Harrier's Orbit
2	+2	Calm and Centered, Lodestone Shielding
3	+2	Training Method Feature
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Training Method Feature
7	+3	Lodestone Ricochet
8	+3	Ability Score Improvement
9	+4	Training Method Feature
10	+4	Mental Redundancy
11	+4	Wide Orbits
12	+5	Ability Score Improvement
13	+5	Training Method Feature
14	+5	Vortex Shroud
15	+5	Training Method Feature
16	+6	Ability Score Improvement
17	+6	Incarnate Soul
18	+6	Transposal
19	+6	Ability Score Improvement
20	+6	Fractal Soul

Multiclassing Prerequisite: Wisdom 13
Proficiencies Gained: Light armor, lodestones, simple weapons, Insight

Harrier's Orbit

At 1st level you learn to maintain your lodestone's assault after its been launched. As a reaction when a lodestone launched using the Orbital Slingshot feature would return to your orbit, you may choose to allow the lodestone to remain and distract the target instead. The distracting lodestone occupies the same space as the target, and moves with the target when the target moves. Creatures distracted by one or more lodestones have disadvantage on attack rolls. Distracted creatures can use a bonus action to swat at distracting lodestones, taking a -2 penalty to attack rolls that turn instead of disadvantage. A lodestone used in this way remains distracting the target until you use a bonus action to return it to orbit or it disintegrates.

Calm and Centered

At 2nd level, your training to center your fractured soul has instilled you with a calmness and openness to the feelings of others. Your proficiency bonus is doubled when making Wisdom (Insight) checks.

Lodestone Shielding

At 2nd level, just as you would instinctively raise your hand to defend yourself, so too do you instinctively shield yourself using your lodestones. As a reaction when you are hit by an attack, you can cause a lodestone in orbit to deflect the attack. You gain a +5 bonus to AC for the triggering attack and the deflecting lodestone disintegrates. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Training Method

At 3rd level, choose a training method: Control, Imaginative, or Instinctual. Your choice grants you features at 3rd level, and again at 6th, 9th, 13th, and 15th level.

Ability Score Improvement

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.

Lodestone Ricochet

At 7th level, as a reaction whenever a lodestone would return to orbit, you may instead launch it at another target within 60 feet using Orbital Slingshot.

Mental Redundancy

At 10th level, enough of your consciousness and spirit is divided between yourself and your lodestones that you can continue to function when



your body is impaired. You gain immunity to the stunned condition, and while incapacitated you can use any features that only require your lodestones.

Wide Orbits

At 11th level, your lodestones can maintain wider orbits, avoiding or impacting obstacles as you choose. You may use your Orbital Slingshot feature to make attacks of opportunity as if it were a melee attack with a reach of 15 feet.

Vortex Shroud

At 14th level, your technique and mental prowess allow you to whirl your lodestones around yourself at extreme speeds. As an action, each creature within 15 feet must make a Dexterity saving throw, taking 3d8 bludgeoning damage per lodestone you have in orbit on a failed save or half as much on a successful one. Lodestones used in this way are away and return to orbit at the end of your next turn.

Incarnate Soul

At 17th level, the line between you and your lodestones blurs and disappears. As a reaction whenever you would take damage from an attack or spell, you can shift the damage to one of your lodestones in orbit. You take no damage from the attack or spell and do not suffer any of its effects. The lodestone is absorbed and does not reform until after you finish a long rest.

Transposal

At 18th level, you are in so many places that shifting your core between them is just a matter of perspective. As a bonus action, you may cause yourself to trade places with one of your lodestones, appearing within the space the lodestone occupied and returning that lodestone to orbit. If you transpose with a lodestone in orbit, you may appear anywhere within 60 feet. If you would arrive in a space already occupied by an object or creature, you instead arrive in the nearest unoccupied space.

Fractal Soul

At 20th level, the power and presence of your fractured soul can no longer be contained within just 3 lodestones. You gain 3 additional lodestones for a total of 6.

TRAINING METHODS

Lodestars must keep themselves centered, training to retain control of their lodestones and their mind. These regimens must be strictly followed, the psychological benefits of consistent spiritual discipline far outweighing the combat prowess that results. Every lodestar is unique and one's techniques can be vastly different from others but three training philosophies have proven to be universally effective.

Control espouses mind over matter, conditioning one's soul through strenuous mental exercises. Imaginative training enriches the soul, discovering peace by way of indulgence. Instinct melds soul and body, tempering soul fragments to act naturally and instinctually.

CONTROL

This training brings every fragment of the lodestar's soul under the mind's complete and unwavering control, using calming mantras and logical exercises to subtly manipulate their emotions and impulses. Every action must be rational, every thought the logical conclusion of those before it. Control training is far and away the strictest regimen, keeping the lodestar's soul in check through sheer will, intelligent forethought, and steadfast dedication.

Precision Handling

When you select this training method at 3rd level, you learn to maneuver your lodestones together for complex and delicate movements. While you have at least 3 lodestones in orbit, as an action you can send all 3 of your lodestones away to a point within 30 feet and use them to perform a task (manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, use a tool kit, or pour the contents out of a vial, or any other task the GM approves). While performing these tasks your lodestones can't attack, activate magic items, or carry more than 10 pounds, and they automatically return to orbit if you move further than 60 feet away from them.

Calculated Trajectory

At 6th level, your training and studies allow you to precisely determine the trajectory of your lodestones, easily accounting for obstacles or obstructions. Whenever you make a ranged attack using a lodestone, ignore half cover, three-quarters cover, and shield bonuses to AC.

Split Orbital Concentration

At 9th level, you have learned to compartmentalize your focus, allowing your lodestones to orbit separately from you. As an action you can send a lodestone away to orbit a point or object within 60 feet. Your lodestone orbits that point or object at a distance of 10 feet. Whenever a creature ends its turn within that radius it must make a Dexterity saving throw, taking damage equal to the damage dealt by your Orbital Slingshot feature on a failed save. Your lodestone orbits around that point or object for a number of rounds equal to your Intelligence modifier then returns to orbit around you. You may also use a bonus action to return the lodestone to your orbit.

Lodestone Disk

Starting at 13th level, you learn to flatten one of your lodestones, creating a disk that can carry you to new heights. As an action, you transform one of your lodestones in orbit into a circular, horizontal plane 3 feet in diameter and 1 inch thick. It floats 3 feet

above the ground in an unoccupied space that you can see within 60 feet. The disk remains for a number of minutes equal to your Intelligence modifier, or until you use a bonus action to return it to its normal shape. The disk can hold up to 500 pounds and disintegrates if more weight is placed on it. As a bonus action, you can move the disk and anything it is holding up to 30 feet in any direction. If for any reason the disk is more than 60 feet away from you it immediately disintegrates. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Vital Impact

At 15th level, your mastery over your lodestone's movements allows you to strike with surgical precision even at far ranges. When you make attacks using Orbital Slingshot, the maximum range of the attack is increased to 60 feet times your Intelligence modifier (minimum 60 feet).

In addition, attacks you make using Orbital Slingshot score a critical hit on a roll of 19–20.

IMAGINATIVE

Imaginative training seeks to constantly nourish the lodestar's fragmented soul through creative endeavor, encouraging a stream of consciousness that pushes through internal conflict by indulging impulse and constant change. Those with imaginative training constantly explore creative pursuits, often failing but always keeping their soul enriched. Every fleeting idea must run its course and no creative spark can be left unexplored. Of all the regimens this is the most lax and unpredictable, the lodestones of those practicing it moving wildly and transforming at a whim.

Malleable Mind and Soul

When you select this training method at 3rd level, you learn to redesign the nature of your lodestones and transform them. As a bonus action, you may transform all of your lodestones. Choose either bludgeoning, piercing, slashing. Until you use this feature again to transform your lodestones, any

damage dealt by your lodestones is of the chosen type. At 6th level, you may choose from acid, cold, fire, or lightning. At 9th level you may choose from force, necrotic, or radiant.

In addition, your imaginative training allows you to quickly adapt to new artistic pursuits and you add your Charisma modifier to ability checks using artisan's tools.

Lodestone Toolkit

At 6th level, you learn to transform your lodestones into whatever is needed for the task at hand. As an action, you can reshape a lodestone in orbit into an object of the material and shape of your choice, such as a pinion or a copy of a key. You may choose any non-magical material and any non-mechanical or complex shape and the lodestone will function as the desired object. Objects created in this way can be no longer than 6 inches to any side. You may use a bonus action to revert the lodestone to its original form and return it to orbit. A transformed lodestone disintegrates if it is ever more than 60 feet away from you.

Wonderment Materialized

At 9th level, your lodestones can become a direct line to your imagination, twisting and reshaping in a physical display of your creativity. As an action while you have 3 lodestones in orbit, you can create a twisting mass of any shape that warps through the air at a point within 60 feet. Each creature within 30 feet of the display must make a Wisdom saving throw. On a failed save, the creature becomes charmed by the display. While charmed, the creature is incapacitated and has a speed of 0. The effects end for an affected creature if the display ends, if it takes any damage, or if another creature uses an action to shake the creature out of its stupor. The display immediately ends if you are more than 60 feet away from it, at which point the lodestones disintegrate. You can maintain this display for a number of minutes equal to your Charisma modifier (minimum 1).

Lodestone Trickster

Starting at 13th level, as the line between your own soul and your lodestones blurs, while your lodestones

are in orbit your visage constantly duplicates and shifts. The AC of your lodestones increases by your Charisma modifier. Each time a creature targets you with an attack, roll a d20 to determine whether the attack instead targets one of your lodestones. If you have three or more lodestones in orbit, you must roll a 6 or higher to change the attack's target to a lodestone. With two lodestones, you must roll an 8 or higher. With one lodestone, you must roll an 11 or higher. A creature is unaffected by this effect if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Imagined Protector

At 15th level, there is little to separate reality from whatever pours out from your mind. As an action while you have 3 lodestones in orbit, you can merge them together into a fantastical imagined creature. This creature appears in a large enough unoccupied space within 60 feet. This imagined creature functions as any creature of your choice with a challenge rating of 7 or lower. The imagined creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any mental commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions. The imagined creature remains for a number of minutes equal to your Charisma modifier. After this duration or if it is dropped to 0 hit points, the creature and the lodestones that formed it disintegrate. Once you use this feature, you cannot use it again until you finish a long rest.

INSTINCT

These methods seek to reknit the lodestar's soul and body, combining physical performance and mental fortitude to contain their fragmented self by grounding it within their physical body. Rather than train as if the lodestones were an addition, they train as if the lodestones were always meant to be a part of themselves. Instinctual training allows the lodestar to reflexively use their lodestones as extensions of their body, moving them as naturally as their own limbs.



Integrated Combat Training

Starting when you select this training method at 3rd level, you integrate more traditional combat training into your mental training. You gain proficiency with martial weapons.

You train rigorously to integrate your lodestones into your combat styles and with concentration can deflect with the lodestones like a common warrior would use a shield. While you have at least 1 lodestone in orbit, you gain a +2 bonus to your AC. While benefiting from this feature you cannot gain a bonus to AC from wielding a shield.

Unified Soul and Body

Also at 3rd level, you learn to strike with soul and body, buffeting your opponent with your lodestones as your weapon strikes. Whenever you make a melee weapon attack and have at least 1 lodestone in orbit, you gain a +2 bonus to damage rolls with that weapon.

Instinctual Weapon

At 6th level, your disciplined combat training has reshaped your soul and in turn you can reshape your lodestones. As a bonus action, you can transform a lodestone you have in orbit into any simple or martial melee weapon and immediately wield it. If the chosen weapon has the heavy quality it requires 2 lodestones. The newly formed lodestone weapon functions as the chosen weapon but is still considered a lodestone, using your Wisdom modifier for attack and damage rolls. You can use a bonus action to revert the lodestone weapon back and return it to orbit.

Mental Gymnastics

At 9th level, you've integrated your lodestones into every movement you make, vaulting chasms and scaling heights by quickly shifting them into temporary handholds and platforms. This gives you the following benefits:

- ▶ You gain proficiency with Dexterity saving throws.
- ▶ As long as you have at least 1 lodestone in orbit, you may add your Wisdom modifier to Dexterity (Acrobatics) checks in addition to your Dexterity modifier.
- ▶ Whenever you would make a Strength (Athletics) check to make a long jump or high jump, you may instead make a Dexterity (Acrobatics) check. In addition, you use your Dexterity score to determine your jump distances.

Lodestone Assailant

At 13th level, you can stretch your mental and physical attunement to the limit by dueling multiple opponents in multiple places. As an action, you can send a lodestone in orbit to anywhere within 60 feet and immediately form it into a weapon using Instinctual Weapon. You may then use it to make a melee attack against a target within 5 feet of the weapon. As a bonus action on each of your turns, you can move the weapon up to 20 feet and make an attack against a target within 5 feet of it. The lodestone remains transformed for a number of rounds equal to your Dexterity modifier before it disintegrates.

Lodestone Onslaught

Starting at 15th level, you seamlessly pluck newly formed lodestone weapons from the air around you in an almost impossible display of martial and mental mastery. Whenever you hit a creature with a lodestone weapon you are wielding formed with Instinctual Weapon, you may immediately make another attack by forming another weapon from a lodestone you have in orbit. You may use this feature multiple times in a turn, requiring another orbiting lodestone for each time it is used. After being used to make an attack with this feature, a lodestone disintegrates. 🗑️

THE MONSTER TAMER

BY ERIK EVJEN AND MIKE MYLER



On the edge of a snowy wood the tracker suddenly spots a charging bear—he snaps his whip in the air and his dire wolf charges in to defend him.

As a red dragon bears down on the half-elf inside the dungeon ruins, she points defiantly in the scaled monster's direction and her trained chimera rushes to attack!

Seeing a pile of oozes further down in the dungeon, the dwarf smiles and she points them out to her ochre jelly pet. The tamed creature engulfs them, an unstoppable force of slime barreling forward.

Whether they find their companions in the deep wilderness or in the bustle of urban life, monster tamers spend a lifetime creating a bond with creatures that no other individual can even begin attempting to befriend.

MASTER OF CREATURES

Monster tamers come from all walks of life, and they can be found anywhere creatures roam—some prefer living in the wilderness to hone their skills in solitude while others enjoy the comforts of civilization and live alongside their pets in settlements.

Society at large has wildly differing viewpoints on monster tamers. Many view them as citizens who bring great value to their communities, assisting in all sorts of field work from simple hunting to complicated searches and rescues. Others have a more negative perception, assuming anyone who seeks the companionship of monsters rather than other people must be craven and mad. Regardless, the monster tamer serves a unique niche—royal personages might own exotic creatures, but monster tamers truly understand their pets in the most fundamental ways.

This imposed solitude from others causes monster tamers to be self-reliant, depending solely on themselves and their pets, but being independent from society benefits them when they choose to take on the reins of glory. While other adventurers may be confused with the constant attention that monster tamers give their pets, they come to understand that the monster serves them as well—fetching food and water, acting as a scout or night watch, creating shelter, and even fighting in battle alongside them. Monster tamers treat their pet with the same reverence they would a sibling, knowing that paw, claw, or tentacle can mean the difference between life and death for themselves or their companions.

FRIEND OF MONSTERS

Coming from the wild depths of mountains and forests to the more civilized locales of villages and cities, monster tamers are experts in training wildlife to obey their commands—beasts, exotic monsters, slimes, and even some draconic creatures. They forge lifelong bonds with the monsters they choose to train, becoming inseparable. Monster tamers learn many tricks throughout their careers in order to aid their pets, undergoing their own intensive training to learn how to hone a creature's natural

New Tool Kit

Tamer's Tools (14 pounds, 10 gp). Tied off to a long looping belt intended to be draped over the shoulder, this set of instruments includes a whip, specific treats for a type of pet, a lead or leash, a 10-foot length of chain, pliers, and hard leather gloves.

offensive prowess and defensive techniques.

While a given monster tamer may have specialized combat training most favor using their bonds with their pets in order to fight together. Monster tamers focus on giving commands that change the situation in their favor, whether by ordering their pets to be direct and aggressive on the battlefield or to perform special tricks in order to distract and delight.

CREATING A MONSTER TAMER

When making your monster tamer, the first thing to decide is what kind of creature you want to be best at taming. Do you enjoy the company of a simple beast of the wild or relish the companionship of an exotic monster? Would you be open to the more outlandish idea of a dangerous pet such as a slime that could dissolve you in mere seconds? Have you chosen your path to overcome a fear of certain types or creatures or out of reverence?

What quests or trials did you overcome to acquire your first pet? Did your family, friends, and community react to your new companions with delight, fear, interest, or diffidence? What mishaps and accidents did you endure while training it? Has your pet forced you out into the wilderness or into a unique situation in your home settlement?

QUICK BUILD

You can put together a monster tamer character very quickly. First make Constitution or Wisdom your highest ability score, followed by Strength or Dexterity. Second, choose the Acolyte background (with a religion that coincides with your regimen). Third, choose a regimen and pet (a black bear for Animalists, a worg for Monstrous, or a gray ooze for Oddball).

CLASS FEATURES

Hit Points

- ▶ **Hit Dice:** 1d12 per monster tamer level
- ▶ **Hit Points at 1st Level:** 12 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per monster tamer level after 1st

Proficiencies

- ▶ **Armor:** Light armor, medium armor, shields
- ▶ **Weapons:** Simple weapons, blowgun, glaive, halberd, net, scimitar, shortsword, whip
- ▶ **Tools:** Tamer's tools
- ▶ **Saving Throws:** Dexterity, Wisdom
- ▶ **Skills:** Animal Handling and choose two from Athletics, Insight, Nature, Perception, and Survival.

Equipment

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

- ▶ tamer's tools
- ▶ (a) studded leather armor or (b) a chain shirt
- ▶ (a) a whip or (b) a halberd
- ▶ (a) a dungeoneer's pack or (b) an explorer's pack
- ▶ (a) a net and blowgun with 10 darts or (b) a light crossbow and a quiver of 20 bolts

Regimen

At 1st level when you select this class, you choose a regimen. Your regimen determines the kinds of creatures you can capture and train as pets. You gain features determined by your regimen at 1st, 5th, 10th, 15th, and 20th level.

Pet

Being a monster tamer means forging a powerful bond with a creature, a pet that you intensely train to undergo the rigors of adventuring and behaving in civilization. Your pet is friendly to you and your companions. During combat your pet takes the Dodge action each turn unless provoked or given a verbal command by you (an action).

THE MONSTER TAMER

Proficiency			Tricks	Pet
Level	Bonus	Features	Known	CR
1	+2	Regimen, Pet, Sense Pet	—	½
2	+2	Monster Taming, Tamer's Zeal	—	½
3	+2	Combat Training, Monster Tricks	2	1
4	+2	Ability Score Improvement	2	1
5	+3	Regimen Feature	3	2
6	+3	Lend Vigor, Mystical Ferocity	3	2
7	+3	Whip Mastery	4	3
8	+3	Ability Score Improvement	4	3
9	+4	Toughened Hide	5	3
10	+4	Keeper's Grasp, Regimen Feature	5	4
11	+4	Extra Attack	6	4
12	+5	Ability Score Improvement	6	5
13	+5	Monstrous Bond	7	5
14	+5	Monstrous Endurance	7	5
15	+5	Regimen Feature	8	6
16	+6	Ability Score Improvement	8	6
17	+6	Keeper's Fury	9	7
18	+6	Domesticate	9	7
19	+6	Ability Score Improvement	10	7
20	+6	Regimen Feature	10	8

Multiclassing Prerequisite: Constitution 13;
Proficiencies Gained: Light armor, medium armor, shields, simple weapons, blowgun, net, whip, tamer's tools, Animal Handling

When you reach 5th level in this class, issuing a command to your pet requires a bonus action, and at 11th level once per turn you can issue a command to your pet without any action required.

When you encounter a creature you are able to train, if it is not hostile towards you or your companions you can befriend it with a Wisdom (Animal Handling) check (DC 12 + the creature's CR).

Once you have befriended a creature, you can make it your pet by succeeding on three Wisdom (Animal Handling) checks (DC 8 + the creature's CR) but until then it is wild and may escape, attack you, or cause wanton destruction. It takes 8 hours of training to make these Wisdom (Animal Handling) checks to train a pet after it has befriended you. Any checks made to train a new pet without a long rest between them have disadvantage. You can't have more than one pet at a time.

Unless commanded otherwise, your pet remains adjacent to you. Your pet remains with you and under your command until it dies, you dismiss it, or you are unable to feed it. The type of food your pet requires depends on the type of pet you have and is listed under your regimen. Monstrous and oddball pets develop peculiar tastes for specific types of flesh, strange seasonings, or another kind of special feed determined by the GM—whatever it is that your pet eats, it should be something available in the given environment although it might be rare and difficult to find regularly.

A pet with a higher hit point total than you reduces its maximum hit points to your maximum hit points.

Sense Pet

Also at 1st level, the presence of creatures you are so keen to registers on your senses like a strong odor, and a sense of companionship fortifies your soul. As an action, you can open your awareness to detect such creatures. Until the end of your next turn, you know the location of any creature of your regimen's type within 60 feet of you that is not behind total cover, but not its identity.

You can use this feature a number of times equal to 1 + your Wisdom modifier. You regain all expended uses when you finish a long rest.

Monster Taming

At 2nd level, your proficiency bonus is doubled for Wisdom (Animal Handling) checks. When controlling your pet, you can use Wisdom (Animal Handling) regardless of the creature's type. You are able to use Wisdom (Animal Handling) to try to control any type of trainable creature (with an Intelligence 5 or less

and the aberration, beast, dragon, monstrosity, or ooze type) but have disadvantage against creatures other than those of your regimen.

Tamer's Zeal

Also at 2nd level, your time training your pet has taught you how to recover quickly. On your turn, you can use a bonus action to regain hit points equal to 1d12 + your monster tamer level. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature twice between rests starting at 7th level, three times between rests starting at 14th level, and four times between rests at 20th level.

Combat Training

Starting at 3rd level, when your pet is of a CR lower than your maximum it gains additional benefits. The pet uses your proficiency bonus instead of its own and gains proficiency in two skills chosen when you befriend it or attain a higher maximum Pet CR.

Monster Tricks

At 3rd level, you master how to teach two specific monster tricks to your pet. Your monster trick options are detailed at the end of the class description. When you gain certain monster tamer levels, you gain additional monster tricks of your choice, as shown in the Monster Tricks Known column of the Monster Tamer table. Additionally, when you gain a level in this class, you can choose one of the monster tricks you know and replace it with another monster trick that you could learn at that level.

Ability Score Improvement

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.

Lend Vigor

At 6th level, the bond between you and your pet brings strength to limbs that otherwise have none. As long as you can see your pet, you can use your

reaction to take an amount of damage up to your monster tamer level + Constitution modifier, and your pet gains a number of temporary hit points equal to the damage you take. These temporary hit points last for 1 minute or until combat ends (whichever is later).

Alternatively, you can reduce the temporary hit points granted to your pet by 5 to remove one level of exhaustion from your pet instead. You can remove multiple levels of exhaustion with a single use of Lend Vigor, reducing the temporary hit points by 5 for each additional level of exhaustion removed (for example, removing 2 levels of exhaustion costs 10 temporary hit points).

Whip Mastery

At 7th level, when you successfully hit a target with your whip you deal an extra 1d4 damage. Alternatively, instead of dealing damage with a whip, on a successful hit against a creature of Large size or smaller you can use your bonus action to make an opposed Strength (Athletics) check with disadvantage. On a success you disarm, grapple, or trip the target of your attack. Disarmed weapons land at the target's feet.

Additionally, while wielding a whip you have advantage on Charisma (Intimidation) checks made against creatures of Intelligence 5 or less.

Toughened Hide

At 9th level, the rigors of training monsters have taken their toll on your body and you develop calluses in places you did not know they could be. Your armor class increases by 1.

When you reach 18th level in this class, your armor class increases by an additional 1.

Extra Attack

Beginning at 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Monstrous Bond

At 13th level, the relationship you forge with your pet becomes remarkable and unbreakable. So long as you



are able to see your pet and it is able to see you, you are both immune to fear and the charmed condition.

Monstrous Endurance

At 14th level, you and your pet can be inspired by one another to fight on. When you or your pet are reduced to 0 hit points but not killed outright, you or your pet can drop to 1 hit point instead. You must be able to see your pet and your pet must be able to see you. Once you or your pet use this feature, you must both finish a short or long rest before it can be used again.

Keeper's Fury

At 17th level, you grow so close to your pet that its death fills you with a fervor for vengeance. When your pet dies in combat, you gain the following benefits for 1 minute:

- ▶ At the start of each turn you gain 20 temporary hit points that last until the start of your next turn.
- ▶ You have advantage on attack rolls.
- ▶ Your weapon attacks deals an extra 2d6 damage of the type the weapon deals.
- ▶ You can attack three times, instead of twice, whenever you take the Attack action on your turn.
- ▶ You are proficient with all saving throws.
- ▶ You have resistance to all types of damage.

Domesticate

At 18th level, your incredible connection with monsters allows for a second pet in your heart, although it remains mostly wild. You are able to temporarily domesticate a second pet that lives somewhere of your choosing and keeps to itself, causing no trouble with local populations or otherwise drawing attention. After your current pet has died, you can perform a 10 minute ritual that summons the temporarily domesticated pet. No matter the distance, your domesticated pet arrives within 24 hours and becomes your new pet.

REGIMENS

A monster tamer's methods and techniques are more than the execution of a profession or art—they are ways of life. Each path is best suited to coercing, duping, or forcing control over creatures of all kinds and though monster tamers are better at handling monsters than most any other adventurer, they truly shine when working with their pet. No matter a monster tamer's regimen, only creatures with an Intelligence of 5 or lower can become pets.

ANIMALIST

Whether by way of love or respect, you have a deep affinity for beasts of the natural world.

Beast Pets

At 1st level, you gain a pet of the beast type of a CR no higher than your maximum as listed on the Monster Tamer table. Your pet requires either meat, vegetation, or both at least three times each day.

Battle Hardened

At 5th level, your pet has honed its natural hide to resist pain and injury. Any pet that is under a CR rating than your maximum receives a +1 bonus to AC. This bonus increases to +2 at 12th level and to +3 at 19th level.

Primal Fury

At 10th level, your pet has honed its natural weapons to a level of deadly efficiency. Any pet that is under a CR rating than your maximum deals at least 1d6 damage with natural weapon attacks if it did not already do so. At 14th level this increases to 1d8, and at 18th level this increases to 1d10.

Wild Presence

At 15th level, your pet has become so fearsome that others tremble before it. Any pet that is of a CR rating under your maximum can use a bonus action to instill fear with its primal ferocity. Enemy creatures within 30 feet of the pet must make a Wisdom saving throw or become frightened for a number of rounds equal to the CR rating of the pet.

Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 20th level.

Primal Rage

At 20th level, your pet becomes a natural embodiment of violence. Any pet that is under a CR rating than your maximum makes an additional attack when it takes the Attack action, and it deals 1d6 extra damage with natural weapon attacks.

MONSTROUS

You have never fit in with others of your kind but find no ostracization among the things many decry as monsters, discovering a new kinship with creatures

that inspire revulsion and fear in the hearts of narrow-minded fools.

Monstrosity Pets

At 1st level, you gain a pet of the monstrosity type of a CR no higher than your maximum. Your pet requires a specific kind of food (determined by the GM) at least three times each day.

SAMPLE MONSTROUS PETS

Pet	CR	Pet	CR
Cockatrice*	½	Basilisk	3
Darkmantle	½	Owlbear	3
Rust Monster*	½	Phase Spider	3
Worg	½	Winter Wolf	3
Death Dog	1	Bulette	5
Hippogriff*	1	Gorgon	5
Ankheg	2	Roper	5
Grick	2	Chimera	6
Griffon	2	Hydra	8
Mimic	2		

* GMs should carefully consider whether these creatures are viable pets, determining the impact they'll have depending on the campaign or setting.

Devoted Monster

At 5th level, your pet has formed a bond with you that keeps it strong and healthy. Any pet of a CR lower than your maximum now increases its maximum hit points and Hit Dice by 1d4 per monster tamer level.

Pride of the Wild

At 10th level, your pet gains a sense of pride being around you. Any pet of a CR lower than your maximum now gains a +1 bonus to attack rolls. This bonus increases to +2 at 15th level, and +3 at 20th level.

Ravenous Hunger

At 15th level, your pet finds nourishment in the thrill of its kills. Any pet of a CR lower than your maximum now receives 1d8 temporary hit points any time it kills a creature.

Undeniable Prowess

At 20th level, your pet becomes an embodiment of

death. It regains 2d8 temporary hit points when it kills a creature, and deals 1d12 extra damage on its next successful hit.

ODDBALL

The bizarre and strange are second nature to you, and you are drawn to creatures that wouldn't naturally occur in the wild at all. Despite the impossibility of the task and the gulf of differences between you and these monsters, your unnatural connection allows for you to tame them.

Aberration, Dragon, and Ooze Pets

At 1st level, you gain a pet of the aberration, dragon, or ooze type of a CR no higher than your maximum. Your pet requires a specific kind of food (determined by the GM) at least three times each day.

SAMPLE ODDBALL PETS

Pet	CR	Pet	CR
Gray Ooze	½	Chuul	4
Gelatinous Cube	2	Otyugh	5
Gibbering Moulder	2	Wyvern	6
Ochre Jelly	2	Cloaker	8
Black Pudding	4		

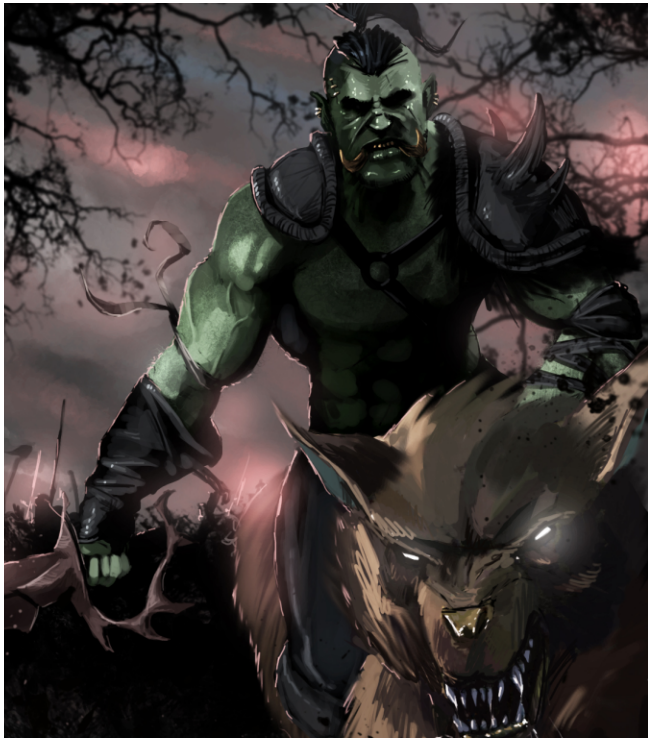
Special Trick

At 5th level, you learn a unique trick depending on the specific pet you have trained.

Aberrant Immunity. While you are conscious and within 10 feet of your pet, you and your allies are unaffected by features that your pet uses which do not deal damage.

Fuse with Ooze. You can use an action to become engulfed by a pet such as an ooze. You remain engulfed for up to 1 minute, gaining a bonus to AC equal to half the CR of the pet (minimum 1). Your pet does not deal damage to you while you are engulfed by it using this feature. Once you use this feature, you must finish a long rest before you can use it again.

You can use this feature twice between long rests starting at 10th level, three times between long rests at 15th level, and four times between long rests at 20th level.



Brutish Pet

At 10th level, your pet becomes fierce and deadly. Whenever any pet of a CR lower than your maximum deals damage with an attack, it deals 1d4 extra damage. This extra damage increases to 1d6 at 15th level and 1d8 at 20th level.

Unrelenting Fury

At 15th level, your pet has become conditioned to the usage of its unique features, increasing their recharge range by 1. For example, a pet lower than your maximum CR that has a breath weapon recharges it on die results of 4–6 instead of 5–6. If your pet does not have a recharging feature, it may gain another bonus at the GM's discretion.

Monstrous Inspiration

At 20th level, you have created such a strong bond with your pet that you can truly push it beyond its limits. You can use a bonus action to recharge one of your pet's recharging features. Alternatively, you can use your reaction to give your pet advantage on an attack roll, ability check, or saving throw.

You can use this feature a number of times equal to your Wisdom bonus. You regain all expended uses after you finish a short or long rest.

Trainable Creatures

A “trainable creature” is a creature with the aberration, beast, dragon, monstrosity, or ooze type that has a CR no higher than your Pet CR (see the Monster Tamer table) and an Intelligence no higher than 5.

MONSTER TRICKS

As a monster tamer you learn monster tricks you can teach to your pet. If a trick has prerequisites, you must meet them to learn it. You can learn the monster trick at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

All pets know the Disengage and Dodge actions, and the Attack and Stay monster tricks.

Attack

You command your pet to make a single attack against a target you choose that is within its reach. If your pet is capable of making multiple attacks, you can give one attack command for each attack you would make that turn instead of taking the Attack action. At 11th level, instead of taking the Attack action you can command your pet to make its full number of attacks using Multiattack.

Carry Rider

Prerequisite: Medium or larger pet

Your pet can be used as a mount. A pet usually used as a mount (like a horse) does not require this Monster Trick to be ridden. Your pet's carrying capacity doesn't change but you may be able to ride particularly strong creatures the same size as you.

Confound

You teach your pet how to disrupt the environment. You can command your pet to distract a creature, causing the target to make Constitution saving throws to maintain concentration of a spell with disadvantage until the start of your pet's next turn. You can also command your pet to muddle tracks behind the party, making creatures following you using Wisdom (Survival) checks to do so with disadvantage.

Defend

Prerequisite: 5th level

You can command your pet to protect an area, object, or person you choose. Your pet follows the target, attacks creatures that touch the target, and remains with the target until you die or command it to do otherwise.

Hunt

You can command your pet to hunt for a creature or object. Your pet has advantage on Wisdom (Survival) checks made to track creatures or items known to it.

Interfere

Prerequisite: 5th level

You can command your pet to harass a creature within its reach, making it difficult for the target to attack effectively. Until the start of your pet's next turn, the target has disadvantage on attack rolls.

Mobility

Prerequisite: 5th level

You can command your pet to amble about carefully, avoiding opportune strikes from enemies. On its turn your pet moves half its speed without provoking opportunity attacks.

Pack Tactics

Prerequisite: 7th level

Your pet has advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. In addition, if using the flanking rules your pet always attempts to move into flanking position when attacking a creature.

Perform

You can command your pet to perform an acrobatics or pantomime routine. When you do so as part of a Charisma (Performance) check you have advantage on that check.

Second Wind

Prerequisite: 7th level

You teach your pet how to push itself beyond its

Pets and Features

A pet having a feature or trait and the pet being actively commanded to use it are two different things. Rust monsters being walked through a city will bristle as they locate large metal objects, a despondent darkmantle may try to camouflage itself from its owner, and a mischievous mimic might play pranks on their tamer. When and where a pet uses its features without being commanded is determined by its locale and entirely at the GM's discretion.

normal limitations. When below half its total hit points, your pet can use its reaction to spend Hit Dice to heal. The pet only heals half as many hit points from these Hit Dice as normal.

Stay

You can command your pet to remain in an area you point to. Your pet stays in the area until you die, it has missed four meals, or you command it to do something else.

Unnatural Behavior

You teach your pet an unnatural behavior. This might be to sit on a bench and drink from a cup like a person, wear clothing and walk upright, or any other activity the GM deems suitable.

Use Feature

Prerequisite: 5th level

You can command your pet to use a feature or trait that does not require a recharge or have expended uses.

Use Limited Feature

Prerequisite: 10th level

You can command your pet to use a feature or trait that requires recharging or has expended uses.

Work

You can command your pet to do labor. Its carrying capacity increases by half. In addition, depending on its body type and attacks your pet might be able to cut down trees, dig holes and trenches, or perform any other labor the GM deems suitable. 🐾



An animalist's pet brings down its prey.

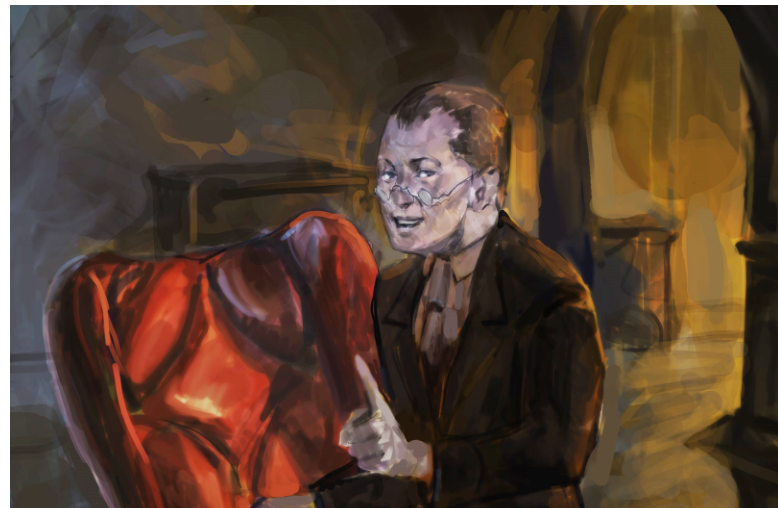
THE SAVANT

BY JEREMIAH MCCOY

“I can’t let you do that,” said the small, unassuming fellow, brushing back his thin hair and wrapping one hand about the top of his walking stick as the brutes turn to face him, their would-be victim dangling in the air. One of the hobgoblins lashes out with an axe but misses, the short man pushing the weapon’s haft ever so slightly and leaning to the side. The next thug stabs out in a vicious thrust but his target steps to the right, lashing out with a cane to strike the attacker’s knee and diverting the assault into the hobgoblin holding the victim aloft. As they look upon him with new regard the little man squares himself once more and nonchalantly asks, “shall we begin?”

“Then there’s the evidence of demonic incursions in the Duke’s cellars. When his manservant was questioned we were told that the Duke had arrived at sundown yet all signs indicated that he died hours earlier. This would suggest a shapechanger or possibly an illusion, making the Duke’s son—a known mage—a possible suspect. However when speaking with the servant I noticed something peculiar: his use of the local dialect is commensurate yet his accent and idioms suggest another region entirely. Far be it from me to judge someone based on their nationality, but the corresponding cultures to that flavor of speech are infamous for a kindness towards cults of the Abyssal Lords. Add into that the slight yellowing of his hand from the use of sulfur, his curious aversion to our cleric, and it became clear he was the infernalist. A mystery solved but not the last—for he is not the murderer!”

The tiny needle slid into the wizard’s gut as the surgeon gently slapped his face. “What in the hells?!” cried the mage. “Why are you sticking a needle in me?”



“Because you were dead and I needed to reset your humors to bring you back,” she replies with an unnerving calm.

“I was dead?” he asks, aghast.

“Yes.” The surgeon answers, a bit frustrated. “Well, only temporarily.”

Rubbing at his temples, the mage continues, “and you brought me back...from the dead?”

“A little, yes.” She gestures behind her with one thumb. “Now do keep up. The others are trying to kill that lich by themselves and it is not going well.”

Savants are first and foremost experts, unique even when compared to arcane or divine sages. Brilliant detectives, iconic martial artists, and adventurous physicians are counted among their number, each utilizing brilliance where others rely on magic or brute power. For a savant, saving the day means turning leverage and knowledge into weaponry.

BRAINS OVER BRAWN

There are many kinds of heroes in myths and in legends—some are strong, others brave or righteous, and a rare few are heroic by virtue of their cunning. The savant is the ultimate example of the smart and clever hero. They are supremely intelligent and approach their adventuring life in that context: instead of brute force, a savant applies their understanding of force to achieve the right results.

KNOWLEDGE OVER MAGIC

A wizard knows formulas, incantations, and positions to access mystical forces, sorcerers know how to unlock the power within their bloodline, and clerics understand the will of their gods and how to appeal to them for aid. The savant also draws power from knowledge but in a different way, and while their “magic” is less showy, it is frighteningly effective in application.

CREATING A SAVANT

The first decision when making a savant is determining why they’ve chosen the intellectual arts over martial or magical disciplines. Were they singled out in their youth for being physically slight and had to rely on their cunning? Are they heir to a dynasty known for the sharpness of their fine minds? Have they been taught at all or did they become a savant by way of self-discovery?

Once you’ve determined your savant’s circumstances, you can choose their aptitude. Those who pursue the path of an adversary understand force, the movement of bodies, how they react to certain pressures, and where to precisely apply that force. A coordinator understands people in a way deeper than intuition could ever reveal, seeing thousands of subtle hints other might miss. Chirurgeons understand the body like few others, with comprehensive knowledge about what different potions do, how to relieve pain, and how to cure the sick.

QUICK BUILD

Quickly building a savant is a simple affair. Your highest ability score should be Intelligence, followed

by Dexterity. Your next highest ability score should be Constitution. Choose the Adversary aptitude and for your Fighting Style pick Smart Defense. When selecting your starting equipment, choose a rapier, hand crossbow, and tinker’s tools. For skills, pick Investigation and Perception.

CLASS FEATURES

Hit Points

- ▶ **Hit Dice:** 1d8 per savant level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per savant level after 1st

Proficiencies

- ▶ **Armor:** None
- ▶ **Weapons:** Simple weapons, hand crossbows, improvised weapons, rapiers
- ▶ **Tools:** Choose either alchemist’s supplies or tinker’s tools
- ▶ **Saving Throws:** Dexterity, Intelligence
- ▶ **Skills:** Choose two from Arcana, History, Investigation, Perception, and Sleight of Hand

Equipment

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

- ▶ a set of traveler’s clothes or common clothes
- ▶ a scholar’s pack
- ▶ (a) a simple melee weapon or (b) a rapier
- ▶ (a) a simple ranged weapon or (b) a hand crossbow and 10 bolts
- ▶ (a) alchemist’s supplies or (b) tinker’s tools

Aptitude

Your aptitude defines what kind of savant you are. Choose either Adversary, Chirurgeon, or Coordinator. Your aptitude gives you unique features at 1st level and again at 2nd, 6th, 11th, 14th, and 17th level.

Versatile Defense

You constantly analyze combat situations to improve

your defensive posture, reacting instinctively to guide attacks away from yourself. Beginning at 1st level, while you are wearing no armor and have one hand free, your AC equals 10 + your Dexterity modifier + your Intelligence modifier. You can use a shield and still gain this benefit, but while blinded you cannot use Versatile Defense.

Analyzed Need

At 2nd level, when you finish a short or long rest you can choose a skill. When making an ability check using that skill, you use Intelligence instead of the ability score it normally uses.

Savant Tricks

At 3rd level, you can use a bonus action to prepare a trick. A trick is prepared until you use it. You can only have one trick prepared at time. Once you use the trick, you can prepare another trick in the same manner.

You know a number of tricks equal to your Intelligence modifier. Some of your tricks require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

- ▶ **Trick save DC** = 8 + your proficiency bonus + your Intelligence modifier

Additionally, when you gain a level in this class, you can choose to replace the tricks you know with other tricks.

Disarming Flourish. When you hit a creature with a melee weapon attack, you can activate this trick to force the target to drop an item in their hand, such as a weapon. The target makes a Strength saving throw with advantage and on a failure, it drops one held item of your choice.

Diversion. On your turn, make a Charisma (Deception) check opposed by the target's passive Insight. On a success, the target's attention is drawn to your hand and it has disadvantage on the next attack roll it makes before the start of your next turn.

Draw Out. When you hit a creature with a melee weapon attack, you can use a bonus action to activate this trick. The target makes an Intelligence saving throw or reacts to a strike from you that never comes. As long as you remain within the target's reach, until

THE SAVANT

Proficiency		
Level	Bonus	Features
1	+2	Aptitude, Versatile Defense
2	+2	Analyzed Need, Aptitude Feature
3	+2	Savant Tricks
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Aptitude Feature
7	+3	Intelligent Caution
8	+3	Ability Score Improvement
9	+4	Focused Defense
10	+4	More Tricks
11	+4	Aptitude Feature
12	+5	Ability Score Improvement
13	+5	Extra Attack (2)
14	+5	Aptitude Feature
15	+5	Clockwork Mind
16	+6	Ability Score Improvement
17	+6	Aptitude Feature
18	+6	Mindful Soul
19	+6	Ability Score Improvement
20	+6	Ultimate Schema

Multiclassing Prerequisite: Intelligence 13
Proficiencies Gained: Improvised weapons and either alchemists's supplies or tinker's tools

the start of your next turn it cannot take the Attack action against anyone but you. After you have used this trick against a target, until the end of combat it has advantage on saving throws to resist Draw Out.

Grounded Reason. You can use your reaction to reroll a Dexterity saving throw that you fail. If you do so, you must use the new roll.

Guiding Steps. When you hit a Large-sized or smaller creature with a melee weapon attack, the target makes a Dexterity saving throw with advantage. On a failure, it is moved up to 10 feet in a direction of your choice.

Off-Balance. When you hit a creature with a melee weapon attack, instead of dealing damage you use pulls, shoves, and strikes to put your target off-balance. Until the end of your next turn, the target moves at half speed and has disadvantage on ability checks.

Redirect. When you are hit with a melee weapon attack, you can use your reaction to force the attacker to make an Intelligence saving throw. On a failure, you take no damage and the attack strikes another creature within 5 feet. A Huge-sized or larger target has advantage on the saving throw. Once you have used this trick against a target, until the end of combat that target has advantage on its saving throw to resist Redirect.

Sidestep. When you are targeted by a spell or weapon attack, you can use your reaction to make a Dexterity check against the opponent's attack roll. On a success, you take no damage from the spell or attack. Once you have used this trick against a target, until the end of combat you have disadvantage on checks to Sidestep that target.

Sweeping Stride. You cannot activate this trick without moving at least 10 feet and traveling through a square adjacent to a creature of Large size or smaller. The target must succeed on a Dexterity saving throw with advantage or be knocked prone. On a success, your movement ends in a square adjacent to the target.

Ability Score Improvement

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. The number of attacks increases to three when you reach 13th level in this class.

Intelligent Caution

At 7th level, when you make a saving throw against a spell or effect that deals damage, you can use your reaction to make an Intelligence saving throw instead. On a success, you take no damage. You can use this feature a number of times equal to your proficiency bonus. Expended uses are recharged at the end of a long rest.

Focused Defense

Starting at 9th level, when you are facing more than one enemy you're able to use them against each other. As long as there's more than one enemy within 30 feet, you can use a bonus action to choose a creature within range. Until the end of your next turn, it has disadvantage on attack rolls against you.

More Tricks

At 10th level, you can hold a second trick in reserve. You still require a bonus action to prepare a trick. In addition, you learn two more tricks of your choice.

Clockwork Mind

At 15th level your mind is so ordered and controlled that is harder to influence. You gain proficiency with Wisdom saving throws.

Mindful Soul

At 18th level, your keen mind becomes an asset against all types of obstacles. You have advantage on saving throws against spells and other magical effects.

Ultimate Schema

At 20th level, your mental capabilities transcend the normal limitations mortal minds face. You have advantage on all Intelligence checks and saving throws.

APTITUDES

Aptitudes are the different paths of expertise pursued by savants, each a unique focus with its own range of abilities. The choice the savant makes here often affects the role they serve in their adventures.

ADVERSARY

The focus of combat is often geared towards the use of maximum force but these savants approach fighting from a different mindset, seeking to control a battle through the correct application of force instead. Rather than try to overpower an opponent they maneuver them into a perilous position by way of a superior intellect.

As an adversary you are a master of violence. Whether you choose to do that up close or at range, you are as effective as any standard warrior and what's more, because of your subtleties you are easily underestimated.

Bonus Proficiencies

When you choose this aptitude at 1st level, you gain proficiency with martial weapons as well as light and medium armor. In addition, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, and you can roll a d4 in place of the normal damage of your unarmed strike.

Fighting Style

At 1st level, 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.

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.

Smart Defense. While you are wearing armor, you gain a +1 bonus to AC. In addition, while wearing light armor if you have one hand free, you gain a bonus to AC equal to your Intelligence modifier (up to a maximum no higher than your proficiency bonus). Alternatively, while wearing medium armor, you may use Intelligence instead of Dexterity when calculating AC.

Studied Target

At 2nd level, you can spend an action and bonus action studying a creature. For the next minute, you gain a +1 bonus to weapon damage rolls, attack rolls, and ability checks made against the target. You may only have one Studied Target at a time. This bonus increases to +2 when you reach 10th level in this class, and again to +3 at 20th level.

Adversary Tricks

These tricks are only available to adversaries.

Accurate Strike. When you make a weapon attack



against a creature you can see, your proficiency bonus is doubled for the attack roll.

Blinding Strike. When you hit a creature with a weapon attack, instead of dealing damage the target is blinded until the start of your next turn.

Marksman's Interruption. You can use your reaction to make a ranged weapon attack against a creature you can see. On a successful hit, instead of dealing damage the target's speed is reduced by half until the start of its next turn as your attack disrupts its movement. Alternatively, you can use this trick while taking the Attack action with a ranged weapon. If you do, on a successful hit you also deal damage.

Tangled Dance. You can use a bonus action to activate this trick. Until the end of your next turn, your AC increases by 1 for each creature within 5 feet of you (to a maximum bonus equal to your Intelligence modifier).

Brains Over Brawn

Starting at 6th level, you can use Intelligence instead of Strength or Dexterity for attack and damage rolls using weapons.



Tactica Dice

Also at 6th level, you gain a pool of 4d6 tactica dice to deal extra damage with weapon attacks. When you hit a creature with a weapon attack on your turn, you can use a bonus action to apply one or more tactica dice. Damage from tactica dice does not double on a critical hit. When you spend a tactica die, it is unavailable until you finish a short or long rest, during which you practice your techniques. You must spend at least 30 minutes of the rest practicing to regain your tactica dice.

Your tactica dice change when you reach certain levels in this class. The dice become 5d8 at 9th level, 5d10 at 13th level, and 5d12 at 18th level.

Exploit the Patterns

At 11th level, as a bonus action, you can choose a creature you can see within 30 feet and make a Wisdom (Perception) against a DC equal to its CR + 5. On a success, the next time you hit the target with a weapon attack you can impose one of the following effects:

- ▶ Until the end of its next turn, the target's AC is reduced by an amount equal to half your proficiency bonus.
- ▶ Your attack ignores damage resistances.
- ▶ Until the end of its next turn, any attacks the target makes against you take a penalty to damage equal to your proficiency bonus.

Subject Mastery

At 14th level, choose one weapon you are proficient with. Your attacks with this weapon score a critical hit on a roll of 18–20.

Disable

At 17th level, you learn how to immobilize an enemy. Once per turn when you have advantage on your attack roll and hit a creature of Large size or smaller with a melee weapon attack, you can force it to make a Constitution saving throw. On a failure, the target is paralyzed for a number of rounds equal to your Intelligence modifier. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on itself on a success.

CHIRURGEON

Knowledge of the body is often considered arcane—the odd relationship of natural humors, the importance of different organs to various functions, and even the correct use of herbs can seem like magic. When clerics can use the power of gods to heal however it is not of enormous importance, yet still the study of the body calls to some people. These savants want an understanding of life beyond the positive effects spells can have, taking to wandering battlefields or back alleys in search of suffering to heal with nothing more than their hands and the right bits of knowledge. As a Chirurgeon your role is primarily that of a healer, and though you have access to poisons and other forms of attack your abilities primarily focus on keeping your allies alive.

Bonus Proficiencies

When you choose this aptitude at 1st level, you gain proficiency with Medicine and the poisoner's kit.

Knowledge of the Form

At 1st level, your knowledge of the body and its functioning eclipses that of most simple healers. Your proficiency bonus is doubled for all Wisdom (Medicine) checks. In addition, you can use Intelligence instead of Wisdom when making a check that uses Medicine.

Chirurgy Dice

At 2nd level, you have a small collection of tools and superior medical know-how you can use to tremendous effect. You gain a pool of 4d4 chirurgy dice. You can use an action to spend one or more chirurgy dice and heal a creature you touch with your tools. For each chirurgy die you spend, the creature regains hit points equal to 1d4 + your Intelligence modifier. When you spend a chirurgy die, it is unavailable until you finish a short or long rest.

Your chirurgy dice change when you reach certain levels in this class. The dice become 5d4 at 7th level, 6d4 at 10th level, 7d6 at 13th level, 8d6 at 16th level, and 9d6 at 19th level.

Chirurgeon Tricks

These tricks are only available to chirurgeons.

Always With a Tonic. You can use a bonus action to activate this trick, administering a potion to an adjacent ally.

Exhausting the Body. When you hit a creature with a weapon attack, instead of dealing damage you can give the target one level of exhaustion for 1 minute. On a critical hit, the target gains two levels of exhaustion instead. You cannot use this trick to give a target exhaustion more than once between short rests.

Relief to the Suffering. You can use your action to activate this trick. If you do, one ally you can see can use their reaction to take the Disengage action and move up to their speed.

Chirurgeon's Care

At 2nd level, you can optimize the effects of a short rest. You and any friendly creatures that take a short rest with you regain an additional amount of hit points equal to your proficiency bonus + your Intelligence modifier.

In addition, you can choose one creature taking a short or long rest with you. Using the right combination of herbs and pressure points, you remove a level of exhaustion from the target.

Study of Suffering

At 6th level, you can identify maladies and rout them from a creature. Identifying a disease or poison requires a successful DC 15 Medicine (Wisdom) check (at the GM's discretion, more obscure maladies may have a higher DC). Once you know the disease or poison, if it isn't magical you can use a bonus action to give the afflicted creature a new saving throw to resist it. A creature can only benefit from Study of Suffering once per disease or poison.

Superior Chirurgy

At 11th level, your chirurgy dice increase by one step (from d4s to d6s).

Exposure Immunity

At 14th level, countless minor exposures to toxins of all kinds have made you immune to disease and poison. You can still be affected by magical poisons or diseases, such as lycanthropy or mummy rot.

In addition, you can use your reaction to apply poison to a weapon. You may choose to do so after hitting a creature but before damage is dealt.

Resuscitate

Also at 14th level, you can revive the dead if you reach them soon enough. You can spend an action touching a creature that has died within the last 2 minutes, making a DC 20 Wisdom (Medicine) check. On a success, the creature returns to life with 1 hit point. A creature can only benefit from Resuscitate once between long rests.

Superior Physician

At 17th level, you can use a bonus action to touch a creature. The creature regains hit points equal to 1d8 + your Intelligence modifier. You can use this feature a number of times equal to your savant level. You regain all expended uses after you finish a short or long rest.

Uncanny Immunity

Also at 17th level, you become immune to magical diseases and poisons.

COORDINATOR

Coordinators are exemplars of the notion that knowledge is power. They use their cunning to aid in many endeavors—sometimes by solving mysteries and other times more militantly as they help allies to find a foe’s weaknesses. These savants are skilled experts who use their knowledge to guide people. While their talents might seem magical, coordinators need no incantations to achieve the seemingly impossible. As a coordinator you are best at supporting teammates, using your abilities to make your companions more effective. That’s not all you do though, and between your superior deductive reasoning and broad base of knowledge you’re quite a sleuth as well.

Bonus Proficiencies

When you choose this aptitude at 1st level, you gain proficiency with Insight, Persuasion, and thieves’ tools. In addition, you learn two languages.

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and a tool kit proficiency. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 7th level, you can choose two more of your proficiencies to gain this benefit.

Informed Coordinator

At 2nd level, you can use a bonus action to give an ally a bonus to their next d20 roll equal to your proficiency bonus. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

Coordinator Tricks

These tricks are only available to coordinators.

Coordinating the Attack. When you hit a creature with a weapon attack, instead of dealing damage you reposition your target and leave it vulnerable. An ally within reach of the target can use their reaction to

attack it with advantage, dealing 1d6 extra damage on a successful hit.

Precipitous Rescue. You can activate this trick as a reaction when an ally within 5 feet of you fails a saving throw. If you do so, the ally may reroll their saving throw but must use the new roll.

Prepared Partner. As a reaction when you are targeted by a spell or weapon attack, you can switch places with a willing ally that is adjacent to you. After you have switched places, the attack resolves normally (targeting the ally’s AC and dealing damage to them if it hits).

Languages

At 6th level, you learn two languages. In addition, you gain advantage on ability checks made to decipher codes and hidden messages.

Superior Deduction

Also at 6th level, you can spend 1 minute observing a creature to make a Wisdom (Perception) check against a DC equal to the target’s CR + 5. On a success, the GM reveals up to three of the following pieces of information (or other relevant details at their discretion). If you succeed the check by 5 or more, you choose the categories instead.

- ▶ One part of the target’s alignment (if it is chaotic, neutral, lawful, good, or evil)
- ▶ If the target is disguised
- ▶ If the target is armed
- ▶ If the target is under the effects of a spell
- ▶ What language(s) the target speaks
- ▶ If the target has a native terrain and the type of that terrain

Combat Deductions

At 11th level, you can use a bonus action to quickly observe a creature and make an Intelligence (Investigation) check against a DC equal to CR + 5. On a success, the GM reveals up to three of the following pieces of information. If you succeed the check by 5 or more, you choose the categories instead.

- ▶ Armor Class
- ▶ Vulnerabilities
- ▶ Damage resistances

- ▶ Damage immunities
- ▶ Condition immunities
- ▶ Whether the target has lair or legendary actions
- ▶ Weakest saving throw
- ▶ Highest ability score

Languages

Also at 11th level, you learn two languages. In addition, your skill and breadth of knowledge allows you to see the commonalities of all languages. By spending 10 minutes studying you can make a DC 15 Intelligence check to translate any script, even if you cannot recognize the language it is written in.

Observations in Darkness

At 14th level, you do not have disadvantage when attacking invisible targets and creatures do not gain any benefit from cover against your attacks unless they have total cover.

Intellect Over Luck

At 17th level, you never have disadvantage. You still have to roll a die normally, and you can still have advantage on a check cancelled by an effect that applies disadvantage, but you cannot be forced to make a roll with disadvantage. 🗨️





A surgeon and a coordinator await a client.

THE TINKERER

BY LEUKU

A bespectacled halfling awaits the results of her latest, most greatest invention of all. Towering high above her stands a giant figure. With a, "BEE-OOP!", its red eyes activate, glowing menacingly.

As the enemy army approaches the castle's gate lowers and a single armored knight emerges. Flames belch from his breastplate and lightning crackles along the length of his sword. Accompanied by the sound of whirring gears and cogs, the dragonborn marches forth into the madness of war.

Seated atop a grassy hill the two humans idly watch birds and kites flitter in the sky. As insight strikes one pauses, then asks, "We could do that. Couldn't we, brother?" Sharing a grin and a nod, the two rush for their bicycles, inspired skyward.

Mages master the arts arcane and priests work the essence divine for their spells, but magic is a force not bound by so simple a dichotomy. For the brilliant of mind and keen of craft, another branch grows outward to capture and utilize supernatural power through the



means of artifice: the ways of the tinkerer. Through their Affect-Engines they bring to life impressive contraptions, craft incredible devices, and forge legendary destinies by way of a courageous heart and maddening intellect.

MAD GENIUSES

Tinkerers reshape the world around them through mechanical means, but they are far more than mere artisans—their creations subvert and circumvent the barriers of physical laws, fueled by the magical energy that suffuses the planes. All tinkerers craft at unmatched speeds and discover Affect-Engines, machines that consume ambient mystical power and spit out elemental forces. First invented by a master poet tinkerer, the “affect” from the name is said to come from the passion, tension, and frustration enticed by the fire, lightning, and cold they produce.

Tinkerers craft increasingly quickly and can build almost anything but their greatest strength is flexibility—depending on their source of inspiration, they fit among adventurers of all types. Primarily weapons-based casters, tinkerers use magic to empower their weapons or fuel Power Appliances, tending towards singular obsessions that careen to maddening heights in the pursuit of knowledge.

INSPIRED AND OBSESSIVE

True tinkerers are few and far between, marked as unique by their Affect-Engines. There are countless individuals bearing the obsession to beget some marvelous and maddening design, but the ability to actually do so separates tinkerers from those who would only dream. Tinkerers often take up the adventuring life in pursuit of their obsessions—searching high and low for materials and inspiration, they brave any risk to be one step closer to their next invention. A tinkerer may be seeking to learn from fabled artifacts and legendary artisans yet where there is great knowledge there are fierce defenders, so to grease the wheels they fight in wars, broker peace deals, or serve the needs of local officials.

CREATING A TINKERER

When you build your tinkerer consider what field of study you're researching or what scientific achievement you pursue. Perhaps you want to study the construction of automatons, or investigate the nature of portals to other realms? Or maybe you just want to blow things up.

Once you've imagined your goal, consider why you are now on the road. Was your access to knowledge at your home insufficient to meet the demands of your designs? Mayhap you were chased out by wary folk who feared your risky engineering. Or perhaps you were encouraged to seek new frontiers by those who foresaw that your genius could positively impact countless lives.

How do you relate to your peers? Are you eager to share your ideas to anyone who would listen, or do you struggle to find anyone who can understand your brilliance? Is friendship an enigma to decipher, or one of the greatest achievements you can acquire?

QUICK BUILD

You can make a tinkerer quickly by making Intelligence your highest ability score, followed by either Strength or Dexterity. Second, choose the guild artisan background. Third, choose a crowbar to use as a power tool. For skills pick Arcana, Investigation, and Perception.

CLASS FEATURES

Hit Points

- ▶ **Hit Dice:** 1d8 per tinkerer level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per tinkerer level after 1st

Proficiencies

- ▶ **Armor:** Light armor, medium armor
- ▶ **Weapons:** Simple weapons
- ▶ **Tools:** All artisan's tools
- ▶ **Saving Throws:** Constitution, Intelligence
- ▶ **Skills:** Choose three from Arcana, History, Insight, Investigation, Medicine, Perception, and Religion

Equipment

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

- ▶ (a) leather armor or (b) a chain shirt

THE TINKERER

Level	Proficiency		Construction Rate (gp/hr)	— Spell Slots per Level —				
	Bonus	Features		1st	2nd	3rd	4th	5th
1	+2	Construction, Affect-Engine (1)	5	—	—	—	—	—
2	+2	Spellcasting, Affect Discharge, Expertise	10	2	—	—	—	—
3	+2	Field of Study	15	3	—	—	—	—
4	+2	Ability Score Improvement	20	3	—	—	—	—
5	+3	Affect-Engine (2), Instacraft (1 gp)	30	4	2	—	—	—
6	+3	Switch Function	40	4	2	—	—	—
7	+3	Field of Study Feature	50	4	3	—	—	—
8	+3	Ability Score Improvement, Improved Affect Discharge	60	4	3	—	—	—
9	+4	—	70	4	3	2	—	—
10	+4	Field of Study Feature, Expertise	80	4	3	2	—	—
11	+4	Affect-Engine (3), Instacraft (25 gp)	100	4	3	3	—	—
12	+5	Ability Score Improvement	120	4	3	3	—	—
13	+5	—	140	4	3	3	1	—
14	+5	Intense Concentration	160	4	3	3	1	—
15	+5	Field of Study Feature	180	4	3	3	2	—
16	+6	Ability Score Improvement	200	4	3	3	2	—
17	+6	Affect-Engine (4)	250	4	3	3	3	1
18	+6	Instacraft (100 gp)	300	4	3	3	3	1
19	+6	Ability Score Improvement	350	4	3	3	3	2
20	+6	Field of Study Feature	500	4	3	3	3	2

Multiclassing Prerequisite: Intelligence 13; **Proficiencies Gained:** Light armor, medium armor, simple weapons, 3 artisan's tools of your choice

- ▶ (a) a light crossbow and 20 bolts or (b) any simple weapon
- ▶ (a) an explorer's pack or (b) a scientist's pack (see sidebar)
- ▶ (a) a crowbar or (b) a hammer
- ▶ a dagger and 3 artisan's tools of your choice

Construction

Your sparking genius compels you to build! You gain the ability to craft any mundane non-consumable object at a rate determined by your tinkerer level.

At 1st level, you can craft mundane items at a rate of 5 gp per hour. This rate increases as shown in the Tinkerer table. For example, a 3rd-level tinkerer can craft a 15 gp morningstar in 1 hour. Construction crafting counts as light activity for the purposes of short and long rests.

Variant: Starting Gold

When you create a tinkerer, you can start with 5d4×10 gp instead of receiving the equipment from your class and background.

New Equipment Pack

Scientist's Pack (33 gp). Includes a backpack, an empty journal of graph paper, 2 charcoal writing implements, a small box of chalk, a beaker, a pipette, a slide rule, 3 empty glass flasks with cork stoppers, and 5 empty glass vials with cork stoppers.

Rapidly crafting a quality item is wasteful, however. While crafting, you must expend material (such as wood, metal, or glass) with a value equal to the item you want to make. The item can be an exact duplicate of a nonmagical item, such as a copy of a

TINKERER SPELLS

1st Level

alarm
burning hands
charm person
color spray
create or destroy water
expeditious retreat
floating disk
fog cloud
identify
illusory script
jump
longstrider
silent image
thunderwave
unseen servant

2nd Level

barkskin
blur
continual flame
darkvision
enthrall
gentle repose
gust of wind
knock
locate animals or plants
locate object
mirror image
ray of enfeeblement
shatter
web

3rd Level

blink
call lightning
daylight
feign death
fireball
fly
glyph of warding
lightning bolt
stinking cloud
tongues
water breathing
water walk

4th Level

black tentacles
compulsion
confusion
conjure minor elemental
control water
dimension door
dominate beast
locate creature
stone shape

5th Level

cloudkill
cone of cold
conjure elemental
dominate person
fabricate
geas
modify memory

key, if you possess the original during your crafting.

To construct an item you may also need artisan's tools (such as glassblower's tools for a spyglass) or a forge (for a metal weapon or armor) but creative use of your Affect-Engine and Power Appliances may suffice. Items you construct that aren't weapons or armor have hit points determined by the material they are made out of and an AC equal to your spell save DC.

OBJECT HIT POINTS TABLE

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (1d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft. square window)	5 (1d10)	27 (5d10)

Affect-Engine

You have discovered how to capture ambient magical energy and convert it into elemental output through the Affect-Engine, converting raw evocation magic through the power of science!

At 1st level, you can have only one working Affect-Engine at a time. Crafting a new engine causes the old one to fall apart. This number increases by one at 5th, 11th, and 17th level.

An Affect-Engine weighs 1 lb. and is the size of your hand. It takes 1 hour to craft an Affect-Engine, and you are able to do so with virtually any materials available so long as the total value of the materials equals or exceeds 5 gp.

When you complete an Affect-Engine, choose one of these three types of energy: cold (cold engine), fire (flame engine), or lightning (lightning engine).

You can take the Use an Object action to attach or detach an Affect-Engine you are touching against a weapon or object. You can change an Affect-Engine's type with 1 hour of maintenance during a short or long rest.

Power Appliances

Affect-Engines can be incorporated into your creations, supplying power or performing other tasks. Examples of Power Appliances are detailed on pages 99–100. When an item with an attached Affect-Engine is destroyed, the Affect-Engine is also destroyed.

Spellcasting

By 2nd level, you use gizmos and contraptions to tap into the power of ambient magic.

Sparknotes. At 2nd level, you scribe a sheaf of sparknotes containing six 1st-level spells of your choice. Your sparknotes contain the results of your research into the tinkerer spells you know.

Preparing and Casting Spells. The Tinkerer 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 spells that are available for you to cast. To do so, choose a number of spells from your sparknotes equal to your Intelligence modifier + half your tinkerer level rounded down (minimum 1 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. Preparing a new list of spells requires time spent studying your sparknotes and calculating the formulas and equations you must make to cast the spell: at least 1 minute per tinkerer level for each spell on your list.

Spellcasting Ability. Intelligence is your spellcasting ability for your spells, since you innovate through study and inspiration. 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 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

Ritual Casting. You can cast a tinkerer spell as a ritual if that spell has the ritual tag and you have the spell in your sparknotes. You don't need to have the spell prepared.

Spellcasting Focus. You craft a scientific instrument, either a refracting prism (crystal), puzzle cube (orb), ruler (rod), meter stick (staff), or pointer (wand). You can use a scientific instrument as a spellcasting focus for your tinkerer spells.

Learning Spells of 1st Level and Higher. Each time you gain a tinkerer level, you can add one spell of your choice to your sparknotes. Each of these spells

must be of a level for which you have spell slots, as shown on the Tinkerer table. On your adventures, you might find other spells that you can add to your sparknotes.

Affect Discharge

At 2nd level, when you hit a creature with a weapon attack with an attached Affect-Engine, you can expend one spell slot to deal extra damage to the target. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. The damage type is according to the type of Affect-Engine.

Expertise

At 2nd level, choose two of your tool proficiencies or one of your skills and one of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose two more of your proficiencies in this same manner to gain this benefit.

Field of Study

When you reach 3rd level, you determine your field of study: Bombardier, Mechanic, or Steam Knight.

Your choice grants you features at 3rd level and again at 7th, 10th, 15th, and 20th level. Those features include genius sparks.

Genius Sparks. Each field of study has a list of associated spells called Genius Sparks. You gain access to these spells at the levels specified in each field of study description. Once you gain access to a spell, you immediately add it to your sparknotes, but you must prepare it as normal. If you gain a spell that does not appear on the spell list, the spell is nonetheless a tinkerer spell for you.

Instacraft

Starting at 5th level, with Construction you can use an action to craft an item with a value of 1 gp or less. You can use this feature a number of times equal to your Intelligence modifier. You regain expended uses when you finish a long rest.



At 11th level, the value of items you can create with Instacraft increases to 25 gp, and again at 18th level to a value of 100 gp.

Switch Function

At 6th level, a breakthrough increases the flexibility of your Affect-Engines. As an action or bonus action, you can change the elemental type of an Affect-Engine you are touching to another type. To use this feature on an Affect-Engine, it must not be performing any task. An Affect-Engine that is attached to an object but is otherwise not doing anything is not considered to be performing a task.

Improved Affect Discharge

At 8th level, you upgrade your Affect-Engines to consistently output bursts of energy. Once per turn whenever you hit using a weapon attack with one or more attached Affect-Engines, you can deal 1d8 energy damage to the target (of the Affect-Engine's type), in addition to the weapon's damage.

This damage increases to 2d8 at 14th level. Additional Affect-Engines do not increase the damage, but you may choose between damage types when you use this feature.

Intense Concentration

By 14th level, attempts to befuddle your mind through brute intellectual force are repulsed. You add your Intelligence modifier to Wisdom and Charisma saving throws.

FIELDS OF STUDY

The tinkerer has three fields of study. Each represents a specialization into an application of science.

BOMBARDIER

Bombardiers study the development of anti-personnel munitions. Crafting unique ammunition and augments to their engines, these incorrigible engineers forge new ways to wreak melty death upon their foes.

BOMBARDIER GENIUS SPARKS

Tinkerer Level	Spells
3rd	<i>ray of sickness</i>
5th	<i>acid arrow</i>
9th	<i>conjure barrage</i>
13th	<i>arcane eye</i>
17th	<i>conjure volley</i>

Bonus Proficiencies

When you choose this field of study at 3rd level, you gain proficiency with smith's tools, hand crossbow, and heavy crossbow.

Engine Ammunition

Starting when you choose this field of study at 3rd level, you craft an ammo bag used to carry a special kind of ammunition for your Affect-Engines. Your ammo bag includes all of the materials needed to craft and produce your special kind of ammunition. You can have a number of pieces of ammunition equal to your Intelligence modifier. You regain expended uses at the end of a long rest.

At the end of a short rest, you can regain one piece of Engine Ammunition. To do so, you must spend at least 30 minutes of the rest crafting the piece of Engine Ammunition. If you lose your ammo bag, you can create a new one using Construction and 25 gp of leather and other raw materials, though you can only restore its ammunition during short and long rests.

Engine Blast

Also at 3rd level, you modify your Affect-Engines to fire Engine Ammunition. As a bonus action you can load a piece of Engine Ammunition into an Affect-Engine that is attached to a weapon you are wielding. An Affect-Engine can hold only one piece of Engine Ammunition at a time. As an action, you can expend one piece of loaded Engine Ammunition.

The dice of your Engine Blast increase when you reach certain levels in this class, becoming 4d6 at 7th level, 5d6 at 10th level, 6d6 at 15th level, and 7d6 at 20th level.

Cold Engine: Cold Snap (range 60 feet). You launch a ball of cold energy to a point within range. It expands into a 10-foot-radius sphere. Each creature in

the area must make a Constitution saving throw. On a failed save, a creature takes 3d6 cold damage and its speed is reduced by half until the end of its next turn. On a successful save, it takes half as much damage. Creatures immune to cold are immune to this effect.

Flame Engine: Burner Shot (self 15-foot-cube). You unleash a burst of conflagration that razes the space in front of you. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage and has disadvantage on the first attack roll it makes before the end of its next turn. On a successful save, a creature takes half as much damage. Creatures immune to fire are immune to this effect.

Lightning Engine: Arcing Jolt (range 30 feet). You let loose a stream of electricity against a target within range. The target must make a Dexterity saving throw. On a failed save, the target takes 3d6 lightning damage and cannot take reactions until the end of its next turn. On a successful save, the target takes half as much damage. If there is another creature within 10 feet of the target (not including yourself), the stream then targets that creature and forces it to make a Dexterity saving throw. The stream can target a number of creatures equal your Intelligence modifier. A creature that has been the target of an arcing jolt cannot be the target of the same arcing jolt again. Creatures immune to lightning are immune to this effect.

Modify Ranged Weaponry

At 7th level, you modify your Affect-Engines to improve the capabilities of any ranged weapon they are attached to. A ranged weapon with an attached Affect-Engine doubles its normal range. Whenever you make a ranged weapon attack using a ranged weapon with an attached Affect-Engine, you can change the attack's damage to the Affect-Engine's type.

Sensory Assault

At 10th level, you can make one of the following attacks using Engine Blast. These attacks all have a range of 60 feet, target a 15-foot-radius sphere, and creatures who fail their saving throws repeat them at the end of each of their turns.

Cold Engine: Speak No Evil, Leaching Voice. Creatures in the area must make a Constitution saving throw. On a failed save, a creature is unable to speak or cast spells that require vocal components for 1 minute.

Flame Engine: See No Evil, Blinding Flare. Creatures in the area must make a Dexterity saving throw. On a failed save, a creature is blinded for 1 minute.

Lightning Engine: Hear No Evil, Concussive Roar. Creatures in the area must make a Strength saving throw. On a failed save, a creature is deafened for 1 minute and knocked prone.

Penetrating Round

Starting at 15th level, you modify your Affect-Engines to trade accuracy for penetrative power. While wielding a ranged weapon with an attached Affect-Engine, if you have advantage on a ranged weapon attack, you can forgo having advantage to target an additional creature within your weapon's normal range that is directly behind the first target. You apply the same attack roll to both targets.

Epic Bombardment

By 20th level, you learn how to maximize the destructive potential of your Engine Ammunition at the cost of efficiency.

As an action, you can make a special attack with a ranged weapon that has at least three of your Affect-Engines attached to it, expending one piece of Engine Ammunition per Affect-Engine. This attack has a range of 300 feet and targets a 60-foot-radius sphere that spreads around corners. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 4d12 energy damage per piece of Engine Ammunition, or half as much damage on a successful one. The type of damage for each 4d12 is determined by the attached Affect-Engines. Objects and structures in the area take double damage.

MECHANIC

Specializing in mechanical engineering, mechanics push the limits of their Power Appliances by experimentation to improve the efficiency of their Affect-Engine yields. Exceeding the bounds of

discovery through ingenuity, these incorrigible engineers wrought creation and destruction in their wakes.

MECHANIC GENIUS SPARKS

Tinkerer Level	Spells
3rd	<i>grease</i>
5th	<i>hold person</i>
9th	<i>slow</i>
13th	<i>resilient sphere</i>
17th	<i>antilife shell</i>

Bonus Proficiencies

When you choose this field of study at 3rd level, you gain proficiency with vehicles (land and air). In addition, you apply double your proficiency bonus to any checks made using tinker's tools on your Constructions and Intelligence checks made to control Power Appliances.

Overload

Beginning at 3rd level, you discover how to incorporate a self-destruct function into your Affect-Engines. As an action, you can expend a spell slot to overload an Affect-Engine you are touching. As part of the same action, you can throw it to a space within 60 feet. At the end of your turn, the Affect-Engine combusts in a 10-foot-radius sphere. Creatures in the area must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 3d10 energy damage for a 1st level spell slot plus 1d10 for each spell slot level higher than 1st (to a maximum of 7d10), or half as much damage on a successful one. The damage type is according to the type of Affect-Engine. For each spell slot level higher than 1st, the radius of the sphere by increases by 10 feet.

Quick Engine

Also at 3rd level, you can construct an Affect-Engine within 1 minute so long as you are concentrating and wielding tinker's tools. Each turn during this minute you can move, take bonus actions, and use your reaction, but must spend your action constructing the new Affect-Engine.

Dingbots

At 7th level, you add *find familiar* to your sparknotes and can cast it as a ritual. It is always prepared and doesn't count towards the number of spells you can have prepared.

When you cast this spell, the familiar is a construct called a dingbot instead of a beast. It is immune to disease, has resistance to poison, and does not need to eat or breath, but can ingest food and drink if it wishes. When the dingbot is reduced to 0 hit points it disassembles, leaving behind no recognizable form or useful material. Constructing and reconstructing it requires 10 gp worth of material.

Your dingbot can craft as if it had Construction at a rate double your tinkerer level. When you use Construction with your dingbot, you can add your crafting rates together.

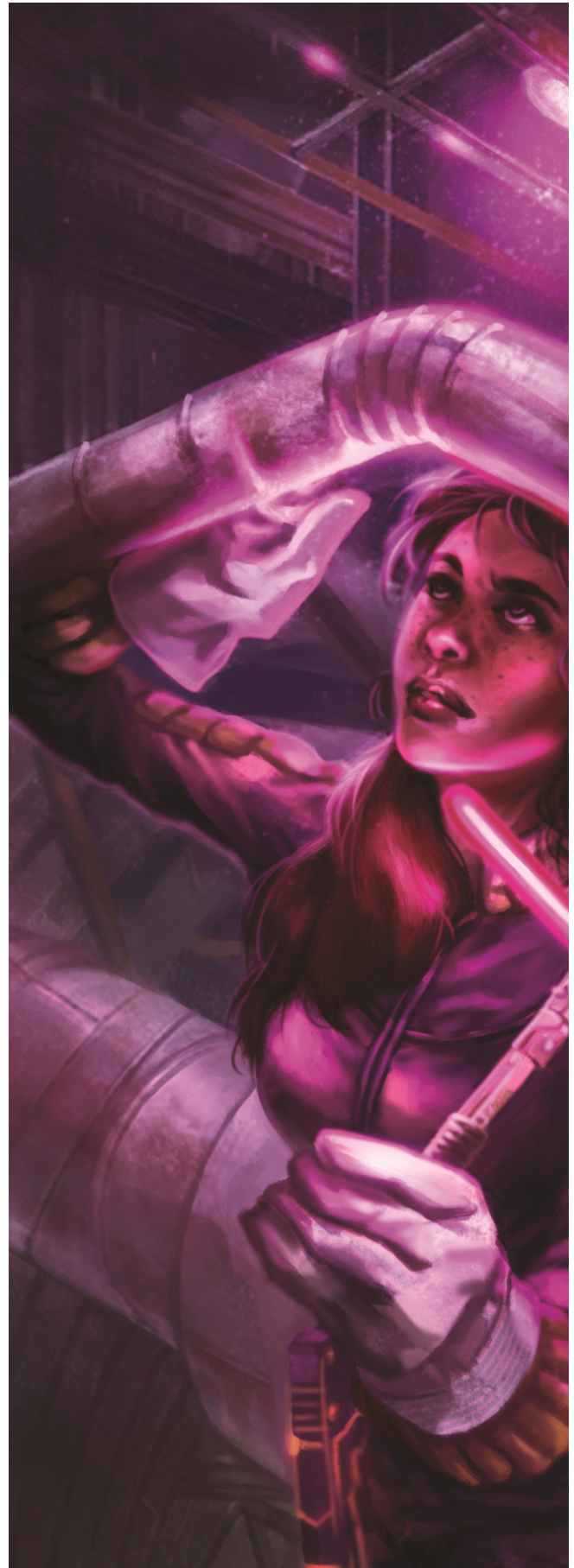
Flexible Creation

Also at 7th level, whenever you begin crafting, you can choose to double the crafting time or value of materials needed to be consumed to double the item's hit points. Alternatively, you can choose to craft an item with half as many hit points as normal, halving the crafting time or value of materials consumed.

Megarobo

At 10th level, as an action you can combine two Affect-Engines you have in your hands to create your greatest invention of all! At the end of your turn, your combined Affect-Engines transform into a mechanical construct with you in the cockpit. This invention lasts up to 1 minute, until you end it as an action, or until the temporary hit points it grants are reduced to 0, whichever comes first. If your temporary hit points are reduced to 0, then the Affect-Engines used to create it are destroyed. Once you use this feature, you must finish a short or long rest before you can use it again.

Depending on the types of Affect-Engines you used, this invention comes equipped with different features (see Customize Megarobo). All Megarobo weapon attacks can benefit from the Affect Discharge and Improved Affect Discharge features.





While inside your Megarobo, your statistics change as follows:

- ▶ Your size changes to Large.
- ▶ Your AC equals your spell save DC.
- ▶ You gain 5 temporary hit points per tinkerer level.
- ▶ Your speed changes to 40 feet.
- ▶ You use your Intelligence modifier for attacks, checks, and saving throws made using Strength and Dexterity.
- ▶ You have advantage on Charisma (Intimidation) checks.
- ▶ You gain resistance to poison and bludgeoning, piercing, and slashing from nonmagical weapons.
- ▶ You have advantage on saving throws against the poisoned condition.
- ▶ You gain darkvision 120 feet and are able to see heat sources clearly.
- ▶ You deal double damage to objects and structures.

- ▶ Your reach increases by 5 feet.
- ▶ Your unarmed strike damage increases to 2d4 bludgeoning.

Customize Megarobo. The Affect-Engines you choose when you activate this feature grant additional benefits chosen at the moment of transformation. Unless otherwise noted, you cannot choose a feature more than once. Some benefits can be improved by dedicating additional Affect-Engines to it. These additional Affect-Engines cannot be counted for other benefits.

Features may have cooldown periods, which mean that a number of rounds must pass before you can use the feature again. Cooldowns are reduced by 1 at the start of each of your turns. When a cooldown reaches 0, you regain a use of that feature, and the cooldown resets to its original number. Z-Weapons can be summoned from and stowed in the megarobo by taking the Use an Object action.

- ▶ **Coolant.** *Requirement: 1 cold engine.* As a bonus action, you can make the cooldown of one of

your megarobo features drop by 2 instead of 1 at the start of your next turn.

- ▶ **Cryogenic Core.** *Requirement: 4 cold engines.* Increase the duration of the megarobo from 1 minute to 2 minutes.
- ▶ **Motor Control.** *Requirement: 1 lightning engine.* Choose two Strength and Dexterity skills. You double your proficiency bonus on checks made with these skills.
- ▶ **Synaptic Gyros (1/turn).** *Requirement: 2 lightning engines.* You can take the Dash or Disengage action as a bonus action.
- ▶ **Famethrower (Cooldown 3).** *Requirement: 1 flame engine.* As an action, you cast *burning hands* as a 3rd-level spell. Each additional flame engine increases the spell by one spell slot level.
- ▶ **Flight Boosters.** *Requirement: 2 flame engines.* You gain a fly speed of 40 feet. Each additional flame engine increases the fly speed by 20 feet.
- ▶ **Fog Machine (Cooldown 3).** *Requirement: 1 flame engine + 1 cold engine.* As an action, you cast *fog cloud* on yourself as a 3rd-level spell that does not require concentration.
- ▶ **Rocket Fist (Cooldown 2).** *Requirements: 1 flame engine + 1 lightning engine.* Whenever you make an unarmed strike, attempt to grapple, or take the Use an Object action, your reach increases by 120 feet until the end of your turn. You can target creatures and objects behind total cover so long as you can trace a contiguous, unimpeded line between yourself and the target. You must use a bonus action to reel in an extended limb.
- ▶ **Z-Bow.** *Requirements: Any 1 engine + 1 lightning engine + 1 cold engine.* You gain and are proficient with a Z-Bow ranged weapon attack that creates its own ammunition. It has a range of 300/900 ft. and deals 2d8 piercing damage plus Improved Affect Discharge damage.
- ▶ **Z-Shield.** *Requirements: Any 1 engine + 1 cold engine.* You carry a shield in one hand, increasing your AC by 2 and gaining resistance to the type of energy of the chosen Affect-Engine.

- ▶ **Z-Sword.** *Requirements: Any 1 engine + 1 cold engine.* You gain and are proficient with a Z-sword melee weapon attack that deals 2d8 slashing damage (2d10 if wielded with two hands) plus Improved Affect Discharge damage.

Megarobo 2.0

At 15th level, you improve your megarobo into its latest and greatest form. When you combine at least 3 Affect-Engines to create your megarobo, you can choose to change your size to Huge instead of Large. If you do so, you gain the following benefits:

- ▶ Your speed changes to 50 feet.
- ▶ Your reach increases by 10 feet instead of 5 feet.
- ▶ You gain 10 temporary hit points per tinkerer level instead of 5.
- ▶ Your unarmed strikes and Z-Weapon attacks deal an extra die of damage.

Engine Prime

When you reach 20th level, you break free of the limitations of intellect and imagination. The maximum number of Affect-Engines you can have increases to 5.

STEAM KNIGHT

Spitting lightning and roaring into the sky, these menacing soldiers of science reshape every encounter. Steam knights wade into the front lines of conflict to prove the worth of their intellect through violent contest, attaching Affect-Engines to improve their armor's offensive, defensive, and tactical capacity.

STEAM KNIGHT GENIUS SPARKS

Tinkerer Level	Spells
3rd	<i>shield</i>
5th	<i>heat metal</i>
9th	<i>protection from energy</i>
13th	<i>fire shield</i>
17th	<i>banishing smite</i>

Bonus Proficiencies

When you choose this field of study at 3rd level, you gain proficiency with heavy armor, shields, and martial weapons.



Affect Armor

Also at 3rd level, if an Affect-Engine is attached to your armor and a creature within 5 feet of you hits you with a melee weapon attack, it takes 1d4 + your Intelligence modifier damage (of the Affect-Engine's type). Your Affect Armor die changes when you have more Affect-Engines attached. The die becomes 1d6 for 2 Affect-Engines, 1d8 for 3 Affect-Engines, and 1d10 for 4 Affect-Engines. When multiple Affect-Engines are attached to your armor, you choose the type of damage.

Additionally, while an Affect-Engine is attached in this way, you can use Affect Discharge through a melee weapon you are wielding that normally requires an Affect-Engine to be attached to the weapon.

When you reach 15th level in this class, your Affect Armor deals one extra die of damage.

Armor Engine Upgrade

Starting at 7th level, depending on the type of Affect-Engine attached to your armor, you can use a bonus action to activate a corresponding feature that lasts for up to 1 minute. You can only use one of these options at a time. Once you use this feature, you can't use it again until you finish a short or long rest.

Cold. At the start of each of your turns a 20-foot-radius around you becomes coated in slippery ice, turning the area into difficult terrain. Creatures that start their turn on the ice must make a Dexterity saving throw against your spell save DC or fall prone. Your walking speed increases by 10 feet while moving on the slippery ice and you do not treat it as difficult terrain.

Flame. You gain a fly speed of 20 feet.

Lightning. As an action you can magnetize objects you are holding in your hand, or attract and repel magnetized objects and ferrous metals up to a distance of 60 feet. Worn objects and objects that weigh more than 30 pounds are unaffected. If held by a creature, the creature must make a Strength saving throw against your spell save DC, losing grip of the object on a failed save. You can make ranged weapon attacks with objects you are attracting or repelling, using your spell attack bonus and dealing 1d6 + your Intelligence modifier damage (of a type determined by the item).

Affect Armor Coat

At 10th level, when one or more Affect-Engines are attached to armor you are wearing, you gain a +1 bonus to AC and you have resistance to each Affect-Engine's damage type.

Affect Armor Pocket

Also at 10th level, you can store one suit of armor inside of an Affect-Engine by speaking a command word and attaching it to the armor. After 1 minute, the armor finishes collapsing into the Affect-Engine. As an action, you can attach the Affect-Engine to a willing or unconscious creature and speak the command word. The creature gains the paralyzed condition until the start of its next turn when it is wearing the suit of armor. You can use an action to

touch the Affect-Engine and speak the command word to retract the suit of armor. At the start of the creature's next turn, the armor retracts into the Affect-Engine. This feature has no effect on creatures unable to fit a stored suit of armor and creatures already wearing medium or heavy armor.

Engine Exoskeleton

At 20th level, as an action you can combine one Affect-Engine of each type and attach them to armor you are wearing to create your ultimate armor. For the next minute, you gain the following benefits:

- ▶ You gain resistance to all damage types except psychic.
- ▶ Your Affect Armor deals an extra die of damage.
- ▶ Your Affect Discharges deal an extra 3d6 damage.
- ▶ Your Armor Engine Upgrade activates and you can swap between Armor Engine Upgrade options as a bonus action.
- ▶ You can make a single melee weapon attack as a bonus action on each of your turns.

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

POWER APPLIANCES

The following are examples of some combinations of Constructions and Affect-Engines. If you find a complete object, such as a cart, then simply attaching the appropriate Affect-Engine(s) makes it function as below.

Frost Cage

Requirements: 4 poles + 1 cold engine

Size: Variable

Using 4 poles with a height between 5 and 10 feet to form the corners of a box, you craft a Medium-sized cage of ice that forms within 1 minute of attaching the cold engine (escape DC 20). The ice has vulnerability to fire, AC 14, and 10 hit points. If you so choose, the cage can have a door with a lock that uses a cold engine as the key. If the cold engine is removed or destroyed, the ice melts within 1 hour.

Each additional cold engine increases the size of

the cage by one category, height by 5 feet, escape DC by 1, AC by 2, and hit points by 10.

Grapnel Gun

Requirements: 100 gp of material + 50-150 ft. of rope + 2 lightning engines

Size: Tiny

Weight: 4 lbs.

You craft a hand crossbow-like device that fires a retractable, detachable line with a hooked or clawed end. As an action, you can launch the line at an appropriate surface like a rock ceiling or wooden beam, and make a spell attack (range 50/150 ft.) against AC 12. On a success, the line hooks or wraps onto the surface.

You can use a bonus action to retract or detach the line. Retracting the line pulls you 50 feet towards the surface. The line can retract a weight up to 15 times your Intelligence score or support up to 30 times your Intelligence score. Each additional attached lightning engine doubles these values.

Hand Rocket

Requirements: 5 gp of material + 1 flame engine

Size: Small

You craft a finned, aerodynamically pointed, cylindrical object no greater than 2 feet in length and 4 inches in diameter. You can use an action and expend a 1st level spell slot to launch the rocket. It flies 600 feet in a straight line, then falls at the start of your next turn. For each lightning engine attached, you may program two 45 degree turns during its flight. For each cold engine attached, double the number of rounds it flies.

Creatures in the rocket's path must make a Dexterity saving throw or take 3d6 bludgeoning damage. The rocket takes the same amount of damage. If the rocket's hit points are reduced to 0, it and any attached Affect-Engines are destroyed.

At Higher Levels. When you expend a spell slot of 3rd level or higher, increase the rocket's flight distance per round by 300 feet and the damage dealt by 3d6. When you expend a spell slot of 5th level or higher, increase its flight distance per round by 600 feet and the damage dealt by 6d6.

Home Brewery

Requirements: 50 gp of material + 5 sp of ingredients + 1 flame engine + 1 lightning engine

Size: Small

Weight: 60 lbs.

You craft a portable brewery capable of concocting some of your favorite ales, beers, and lagers. Thanks to the mysteries of science it only takes 72 hours to brew and ferment a single batch of a dozen bottles!

When a batch is finished make a DC 10 Intelligence (brewer's supplies) check. A creature can use an action to chug a bottle, gaining temporary hit points equal to the result of your check minus 10 (minimum 1). The creatures must also make a Constitution saving throw (DC 5 + 5 per additional bottle chugged in the last hour) or be poisoned. The temporary hit points and poisoned condition last for 1 hour. A creature already poisoned from your brew gains one level of exhaustion from a failed saving throw.

Portable Forge

Requirements: 1 cart + 150 gp of material + 1 flame engine + 1 cold engine

Size: Large

Weight: 500 lbs.

You craft a cart-mounted forge able to serve most of your metalworking needs, used to shape metal and produce finished metal works up to a total value of 100 gp. This forge does not come pre-supplied with raw materials. With a second flame engine and 10 times as much material cost, you can make an immobile master forge that weighs 2,500 lbs. and is able to produce metal works of any value.

Power Tool

Requirements: any handheld tool + 1 gp of material + 1 lightning engine

Size: Variable

You upgrade a tool like a crowbar, hammer, or shovel with motors. You have advantage on ability checks made using a Power Tool. When either result on a d20 is 5 or less, the Power Tool and Affect-Engine break apart. When you would already have advantage on an ability check using a Power Tool, add your Intelligence modifier.

Power Torch

Requirements: 1 torch + 1 flame engine

Size: Tiny

This torch is illuminated by science, spreading bright light in a 20-foot-radius and dim light 20 feet beyond that. You can use a bonus action to turn a Power Torch on and off.

Rocket Barding

Requirements: any barding + 1 flame engine + 1 flame engine per mount's size category above Medium

Size: Variable


You can use a bonus action and expend a 1st level spell slot to activate a mount's rocket barding, allowing it to take the Dash action as a bonus action once on each of its turns. The rocket barding remains active for 1 minute or until you use a bonus action to deactivate it. Each attached cold engine increases the duration by 1 minute. At the GM's discretion, unaccustomed mounts may react poorly to wearing rocket barding.

Rocket-Powered Vehicle

Requirements: 1 cart or sled + 2 flame engines

Size: Large

The vehicle gains a base speed of 40 feet. It cannot be used to Dash or Disengage. Once per turn, the driver can use an action to adjust the speed of the vehicle anywhere from 0 to 40 feet, or use its reaction to hit the brakes and stop the vehicle's movement. At the end of the round a vehicle in motion takes a second movement at the last speed it was set at until it is destroyed, its Affect-Engines are destroyed or removed, or the vehicle moves more than 100 feet from the tinkerer.

By using a flame engine and lightning engine during its construction, you can make a rocket-powered water vehicle. 

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