



COMPENDIUM OF CHARISMATIC LEADERSHIP

DUNGEONS & DRAGONS



PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. Here is a new option for that feature: the Path of the Conqueror.

PATH OF THE CONQUEROR

Those barbarians who walk the Path of the Conqueror seek to crush their enemies and rule over them. In battle they seed fear in the hearts of their enemies and their mere presence spreads menace across the battlefield. Those they let survive live to tell the tales of dread and horror, and those they slay are a tribute to those tales.

SUBMIT THE WEAK

When you choose this path at 3rd level, you can break the will of your foes. When you are hit by a melee attack while raging, you can use your reaction to force your attacker into submission. The attacker must make a Strength (Athletics) or Dexterity (Acrobatics) check (their choice), contested by your Strength (Acrobatics) check. If you succeed, the attacker takes bludgeoning damage equal to half your barbarian level + your Strength modifier, and if the creature is Medium or smaller, it is knocked prone.

GRUESOME EXECUTION

Beginning at 6th level, immediately after you reduce a hostile creature to 0 hit points while raging, you can use your bonus action to mutilate the creature's body.

If you do so, each hostile creature within 20 feet of you must succeed on a Charisma saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn.

While frightened this way, a creature doesn't take actions and moves away from you by the safest available route on its turn, unless there is nowhere to move.

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

OVERSHADOWING PRESENCE

Starting at 10th level, you can manifest the spirit of your menace in the form of a steed. You can expend one use of your rage to cast the *find steed* spell without using a spell slot. When you summon the steed, it gains temporary hit points equal to double your barbarian level + your Charisma modifier.

In addition, you gain advantage on Charisma (Intimidation) checks against Medium or smaller creatures while mounted.

DREAD MOMENTUM

Starting at 14th level, your presence shatters the will of unprepared foes. As a bonus action, you can speak a one-word command and choose a number of creatures within 60 feet of you, up to a number equal your Charisma modifier (minimum of one), who haven't taken a turn in combat yet. A target must succeed on an Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be compelled to follow the command on its next turn. On a successful save it is instead frightened of you until the end of its next turn.

A creature automatically succeeds on the save if it is undead, if it doesn't understand your language, or if your command is directly harmful to it.

BARD COLLEGE

At 3rd level, a bard gains the Bard College feature. Here is a new option for that feature: the College of Divinity.

COLLEGE OF DIVINITY

Bards of the College of Divinity are missionaries of their faith, spreading the word of their deity. Some of these bards work in service of a temple or an order, traveling alone or alongside other worshippers. Others may serve only themselves and their higher calling, traveling to whatever places the message of their deity has not yet reached or where it has been corrupted.

DIVINE INSPIRATION

When you join the College of Divinity at 3rd level, choose a domain from your chosen deity's list of eligible domains (see appendix B "Gods of the Multiverse," in the *Player's Handbook* for examples). The Knowledge and Light domains are especially appropriate for bards of the College of Divinity.

ARCANE CHANT

Beginning when you join this college at 3rd level, whenever you gain a bard level, you can replace one of the bard spells you learn with a cleric domain spell for your chosen domain. The spell must be of a level for which you have spell slots.

Any cleric spell you learn from this feature counts as a bard spell for you.

LIVING LEGEND

Also at 3rd level, you gain the ability to aid your allies in the most dire situations. When a friendly creature other than yourself within 60 feet of you makes a death saving throw, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the death saving throw succeeds or fails.

CHANNEL ARCANA

At 6th level, you gain the ability to channel arcane energy directly from your deity, using that energy to fuel magical effects. You gain the Channel Divinity options granted at 2nd and 6th level by your chosen domain. You employ that Channel Divinity by using your Channel Arcana ability.

When you use your Channel Arcana, you choose which effect to create. You must then finish a short or long rest to use your Channel Arcana again.

Some Channel Arcana effects require saving throws. When you sue such an effect, the save DC equals your bard spell save DC.

THROUGH THE DARKNESS

Starting at 14th level, any creature affected by your Countercharm feature is also under the effects of a *protection from evil and good* spell that lasts until the end of you next turn.

DIVINE DOMAIN

At 1st level, a cleric gains the Divine Domain feature. Here is a new option for that feature: the Renewal Domain.

RENEWAL DOMAIN

Gods of renewal—such as Lathander, Silvanus, Chauntea, Angharradh, Shiallia, and Finder Wyvernspur—are patrons of fertility and cherish those who plant new life. These gods aim to uphold its eternal cycle, through birth and rebirth, as do the clerics who follow them. Farmers, mothers and midwives count themselves among their worshippers, as do all others who pray for good health, numerous offspring and plentiful harvests.

RENEWAL DOMAIN SPELLS

Cleric Level Spells

1st	<i>charm person, goodberry</i>
3rd	<i>enlarge/reduce, lesser restoration</i>
5th	<i>catnap, plant growth</i>
7th	<i>aura of purity, freedom of movement</i>
9th	<i>greater restoration, reincarnate</i>

CELESTIAL PURITY

Starting at 1st level, you are immune to disease and you gain proficiency in the Medicine skill. Your proficiency bonus is doubled whenever you make a Medicine check to diagnose an illness or injury.

BLESSING OF RENEWAL

Also at 1st level, whenever you use a spell of 1st level or higher targeting a single friendly creature, that creature regains one of its spent Hit Dice.

CHANNEL DIVINITY: BLINK OF LIFE

Starting at 2nd level, you can use your Channel Divinity to briefly renew a creature's life force.

As an action, choose one creature that you can see within 30 feet of you. That creature gains temporary hit points equal to the number of hit points it has lost from its hit point maximum until the end of your next turn.

SWIFT RECOVERY

Starting at 6th level, whenever you or a creature within 10 feet of you rolls a Hit Die to regain hit points, they instead use the highest number possible for each die.

POTENT SPELLCASTING

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

DIVINE REBIRTH

At 17th level, you move through the cycle of death and rebirth at your will. When you drop to 0 hit points as a result of taking damage, you can choose to instead drop to 1 hit point, and if you do so you gain a number of temporary hit points equal to three times your cleric level that last for 1 hour. Once you use this ability, you can't use it again until you finish a long rest.

Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.



SACRED OATH

At 3rd level, a paladin gains the Sacred Oath feature. Here is a new option for that feature: the Oath of Leadership.

OATH OF LEADERSHIP

The Oath of Leadership calls to paladins who seek to be the first one to raise their weapon in the face of danger and destruction. These paladins fearlessly lead the charge into battle, even if death seems unavoidable. Those sworn to this oath aim to be a guiding beacon to those without light, and apply a strong hand to those more reluctant to follow their path.

Some of them drape themselves in imposing robes and shining armor, not out of vain, but to be a symbol of hope to look up to. Others may prefer more modest clothing, as they want their actions to speak loudest of all.

TENETS OF LEADERSHIP

The tenets of the Oath of Leadership are meant to guide a paladin in their role as a leader. They are the words they hang on to in times of chaos and uncertainty.

Show No Fear. While others cower and run, you must remain fearless in the face of death.

Lead by Example. Strive for perfection, as you are the ideal your followers look up to.

Guide the Misguided. Those who stray from the path of righteousness must be brought back on its ways.

Stand Against the Darkness. Be the first to raise your weapon in times no one else will.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF LEADERSHIP SPELLS

Paladin Level Spells

3rd	<i>bless, command</i>
5th	<i>calm emotions, enhance ability</i>
9th	<i>beacon of hope, tongues</i>
13th	<i>compulsion, freedom of movement</i>
17th	<i>geas, skill empowerment</i>

CHANNEL DIVINITY

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

Rallying Cry. As an action, you present your holy symbol to inspire faith in your allies, using your Channel Divinity. Each friendly creature within 30 feet of you gains advantage on the first attack roll or saving throw it makes before the end of your next round.

Moment of Perfection. You can use your Channel Divinity to imbue yourself with peerless skill. As a bonus action, you can choose a skill you are proficient with.



The next time you make an ability check that uses the chosen skill within 1 minute, you gain a +10 bonus to the check.

AURA OF GUIDANCE

Starting at 7th level, when a friendly creature within 10 feet of you makes an attack roll, you can use your reaction to grant advantage on the roll. A creature must be able to hear or see you to gain this benefit.

Starting at 18th level, you can target a friendly creature within 30 feet of you using this feature.

LEAD THE CHARGE

Beginning at 15th level, you can give yourself a bonus to initiative rolls equal to your Charisma modifier.

During your first turn in each combat, your walking speed is doubled and you don't provoke opportunity attacks. On that turn you can use your bonus action to beckon your allies to follow you into the fray. Choose a number of friendly creatures you can see within 120 feet of you, up to a number equal your Charisma modifier (minimum of one). Each of them can immediately use its reaction to move up to double its speed towards you, without provoking opportunity attacks.

PERFECT PARAGON

At 20th level, you can turn into a divine symbol of leadership. Using your action, you undergo a transformation. For 10 minutes, you gain the following benefits:

- You gain proficiency in every skill, and your proficiency bonus is doubled for any ability check you make using a skill you're proficient with.
- Whenever you make an attack roll, an ability check, or a saving throw, you can treat a d20 roll of 7 or lower as an 8.

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

CREDITS

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ROGUSH ARCHETYPE

At 3rd level, a rogue gains the Roguish Archetype feature. Here is a new option for that feature: the Infiltrator.

INFILTRATOR

There are rogues who live in the shadows, weaving a web of intrigue and treachery, manipulating those who stand in their way with magic and deceit. These rogues often work for lords or kings, hidden organizations or even on their own, playing factions out against each other to further their own goals.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting.

Preparing and Casting Spells. The Infiltrator Spellcasting table shows how many spell slots you have to cast your spells. To cast one of your infiltrator spells of 1st level or higher, 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 infiltrator spells that are available for you to cast, choosing from the infiltrator spell list. When you do so, choose a number of infiltrator spells equal to your Charisma modifier + half your rogue level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are 7th level, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepared the 1st-level spell *sleep*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of infiltrator spells requires time spent meditating and refocusing: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Charisma is your spellcasting ability for your infiltrator spells, since you funnel your deceiving influence into your spells. 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 an infiltrator 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 Charisma modifier

INFILTRATOR SPELLCASTING

Rogue Level	—Spell Slots per Spell Level—			
	1st	2nd	3rd	4th
3rd	2	—	—	—
4th	3	—	—	—
5th	3	—	—	—
6th	3	—	—	—
7th	4	2	—	—
8th	4	2	—	—
9th	4	2	—	—
10th	4	3	—	—
11th	4	3	—	—
12th	4	3	—	—
13th	4	3	2	—
14th	4	3	2	—
15th	4	3	2	—
16th	4	3	3	—
17th	4	3	3	—
18th	4	3	3	—
19th	4	3	3	1
20th	4	3	3	1

DOPPELGANGER

Starting at 3rd level, if you spend at least 1 minute observing or interacting with a humanoid of your size, you can memorize its behaviour for a short period of time, and impersonate it.

For the next 24 hours, you can use your action to change your appearance, including the sound of your voice, to match that of the observed creature. Your equipment however doesn't change with you.

At any time during this duration, you can use your action to revert to your original appearance.

BEGUILING SPEECH

Starting at 9th level, if you speak to any number of humanoids for at least 10 minutes, you can attempt to deceive them into trusting you. Choose a number of them up to your Charisma modifier (minimum of one) within 30 feet of you.

Each target has to succeed on a Wisdom saving throw against your spell save DC or be charmed by you. A creature automatically succeeds on the save if it doesn't understand your language. While charmed in this way, the target regards you as an ally. This effect ends on a target after 1 hour, if you attack it, or if it witnesses you attacking or damaging any of its other allies.

If a target succeeds on its save against this effect, the target has no hint that you tried to charm it.

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

GAZE OF THE DARK SUN

Beginning at 13th level, any creature you can see within 90 feet of you has disadvantage on saving throws against infiltrator spells you cast.

SEIZE MIND

At 17th level, you gain the ability to enter the minds of others. As an action, choose a creature you can see within 120 feet of you. It must make a Charisma saving throw against your spell save DC. On a failed save, you can perceive through the creature's senses for 1 hour, until you lose your concentration (as if you were concentrating on a spell), or until you or the target are no longer on the same plane of existence.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

INFILTRATOR SPELL LIST

1ST LEVEL

Alarm
Animal Friendship
Charm Person
Comprehend Languages
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Identify
Purify Food and Drink
Sleep
Snare
Speak with Animals

2ND LEVEL

Animal Messenger
Arcane Lock
Calm Emotions
Detect Thoughts
Enthrall
Find Traps
Locate Object
Magic Mouth
Pass without Trace
See Invisibility

3RD LEVEL

Clairvoyance
Dispel Magic
Feign Death
Nondetection
Remove Curse
Sending
Speak with Dead
Tongues

4TH LEVEL

Arcane Eye
Charm Monster
Locate Creature
Mordenkainen's
Private Sanctum

ART CREDITS

- *Kingdoms* by flyinghand
- *Sword in the Wind* by Owl
- *Nordic Shrine* by flaviobolla
- *Grunwald 1410* by Piotr Arendzikowski
- *The Royal Assassin* by Marc Simonetti
- *Winter Fortress* by Stephen Najarian
- *The Violin* by John D Benson
- *Primal Druid* by Tomasz Jedruszek



SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. Here is a new option for that feature: the Singing Heart.

SINGING HEART

You are gifted with an otherworldly voice, allowing you to twist the essence of magic with a mere song. You or your ancestors perhaps were blessed with this gift by a benign, otherworldly being, maybe angelical in nature, maybe demonic. Whatever power touched your soul and body and granted these abilities to you, they are waiting to be heard.

Wherever a Singing Heart travels, they feel compelled to share their blessed voice with those around them, drawing both hospitality and envy towards themselves.

SHATTERING RESONANCE

Starting at 1st level, you gain the ability to sing an incredibly high-pitched note. When a creature within 10 feet of you makes an attack roll against you, you can use your reaction to sing this note. Each creature within 10 feet of you must make a Constitution saving throw. On a failed save, a creature is pushed 10 feet away from you and knocked prone. On a successful save, the creature is pushed away half the distance and isn't knocked prone.

In addition, all creatures within 100 feet of you other than yourself are deafened until the end of your next turn.

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

VIRTUE OF A SINGER

Also at 1st level, you can use a musical instrument (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your sorcerer spells.

Additionally, you gain proficiency with one musical instrument of your choice and the Performance skill. If you are already proficient in this skill, you can add double your proficiency bonus to checks you make with it.

EMBOLDENING VOICE

Starting at 6th level, you can aid your allies in need. When a friendly creature within 60 feet of you takes damage, you can use your reaction and spend 1 sorcery point to embolden that creature. It gains temporary hit points equal your Charisma modifier and an Emboldening die, a d4. The creature must be able to hear you to gain these benefits.

Once within the next minute, the creature can roll the die and add the number to one attack roll or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Emboldening die, but must decide before the DM says whether the roll succeeds or fails. Once the Emboldening die is rolled, it is lost. A creature can have only one Emboldening die at a time.

Your Emboldening die changes to a d6 when you reach 14th level.

SONG OF BRAVE DEEDS

At 14th level, the beauty of your voice inspires those who fight with you. As a bonus action, you can start singing a song that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on death saving throws and saving throws against being frightened, and any hostile creatures within the same area have disadvantage on saving throws against being charmed. A creature must be able to hear you to gain or suffer these effects. The song ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

SONG OF VALIANT SOULS

At 18th level your voice inspires your allies beyond their normal limits. While a friendly creature is affected by your Song of Brave Deeds feature, having 0 hit points doesn't knock it unconscious. The creature still must make death saving throws, and it suffers the normal effects of taking damage while at 0 hit points.

OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. Here is a new option for that feature: the Ancestral Soul.

THE ANCESTRAL SOUL

Ancient spirits of long-forgotten heroes and villains still linger in the world around you. They inhabit the very essence of the wind you breathe and the earth you walk upon. Kept in this world by their dying wish unfulfilled, one of them, perhaps a warrior of legend, an ancient sage or an ancestor of your tribe, has made a pact with you to finish what they once started.

EXPANDED SPELL LIST

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

ANCESTRAL SOUL EXPANDED SPELLS

Spell Level	Spells
1st	<i>heroism, identify</i>
2nd	<i>augury, skywrite</i>
3rd	<i>call lightning, spirit guardians</i>
4th	<i>control water, phantasmal killer</i>
5th	<i>control winds, legend lore</i>



TIMELESS ARCANA

Starting 1st level, your patron bestows upon you the knowledge of ancient magic. When you finish a long rest, choose one spell from the druid spell list of a level for which you have spell slots. This spell counts as a warlock spell for you. Until you finish another long rest, you can cast it once using a warlock spell slot.

Once you cast a spell this way, you can't choose it again with this feature for 7 days.

SPIRIT WARD

Starting at 6th level, your patron watches over you when you are most vulnerable. When a creature targets you with an attack or a harmful spell while you are unconscious or asleep it must first make a Charisma saving throw against your warlock spell save DC. On a failed save the attack or spell is lost and the creature takes psychic damage equal your Charisma modifier (minimum of 1).

WISDOM OF THE EARTH

Starting at 10th level, you can cast *commune with nature* without expending a spell slot. When you do so, you gain knowledge of a number of facts equal your Charisma modifier (minimum of one).

Once you cast *commune with nature* this way, you can't do so again until you finish a long rest.

CURSE OF AGES PAST

At 14th level, your patron teaches you an ancient curse. As an action, you can recite words in a forgotten tongue. Choose one creature within 30 feet of you that you can see. The target is cursed for 1 minute, until it dies, or until your concentration is broken (as if you are concentrating on a spell). At the start of each of its turns, the target has to make a Constitution saving throw against your warlock spell save DC. On a failure, the target suffers one level of exhaustion and ages 1d12 years. The target automatically succeeds on the saving throw if it is undead, a construct, or if it can't be aged magically.

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

ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. Here is a new option for that feature: the School of Trade and Craft.

SCHOOL OF TRADE AND CRAFT

The School of Trade and Craft focuses on the application of magic in everyday life. Despite being looked down upon by students of other arcane traditions, these wizards pride themselves in their work and research. As a member of this school, you aim to facilitate the lives of those around you, and maybe strike a profit in the process. Followers of this tradition often work in construction and trade, store management or craft guilds.



TRADE SAVANT

Beginning when you select this school at 2nd level, the gold cost of material components for wizard spells you cast is halved.

Additionally, when you make an ability check to estimate the value of an object, you are considered proficient in the skill you are using and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

ARCANE PROFICIENCY

When you choose this school at 2nd level, you gain the ability to magically enhance your handiwork. As an action, you can choose one skill or tool and expend a spell slot of 1st level or higher. For 1 hour, you have proficiency with the chosen skill or tool. When you expend a spell slot of 2nd level or higher, the duration of this feature increases by 1 hour for each slot above the 1st.

FOCUSED CONTROL

Starting at 6th level, you have mastered the manipulation of objects. When you cast a spell with a duration of 1 minute or longer that targets an object, you can use your action on subsequent turns to extend the spell's duration by one round.

MASS FABRICATION

At 10th level, you add the *fabricate* spell to your spellbook, if it is not there already. When you cast *fabricate* using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell slot used to cast *fabricate*.

TRANSPORT MATTER

At 14th level, you learn a ritual used to teleport large objects and containers. You perform the ritual over the course of 1 hour, which can be done during a short rest. The object can be no more than 20 feet in any dimension and must be within your reach throughout the ritual, at the conclusion of which the object and all nonliving material contained within it is transported to a destination of your choosing. You must be familiar with the destination you choose. If the object would arrive in a place already occupied by another object or creature, it is instead transported to the nearest unoccupied space.