

DEADLY DANCERS: THE DERVISH CLASS

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A lithe tiefling hurls a handful of darts at the dragon, nimbly diving away from its poisonous breath. Its rider flings a javelin of his own, but she effortlessly deflects the missile. Her next projectile knocks him from the reptile's back, sending him into the dirt with a thump.

A white-haired gnome darts underneath her foe, stabbing upward at the fire giant's calves. Her second blade sinks deeply into the giant, causing a roar of intense pain. With barely a running start, she leaps away to safety just as the giant's maul slams into the space she once occupied.

A wiry dwarf spins his flail, building momentum in his weapon. As he sends the steel head into the first goblin, its weight propels him up to the next. Within a few seconds, the room is clear of his attackers.

Dervishes are martial characters who see battle as, essentially, a performance. Their bladewhirl makes them masters of close-range combat, and their confidence pulls them through the most harrowing situations. Good mobility makes it hard for enemies to pin them down, and they can quickly reach threatened allies and lend a friendly blade. Dervishes often see themselves as quick-response combatants, darting around the battlefield to wherever they are most needed.

As a dervish, you are almost unmatched during your bladewhirl, which gives you additional damage and mobility. Wise use of this feature is crucial to managing your combat potential. You are also better at avoiding dangers than many classes, but be careful not to get surrounded: your lack of armor means that enemies may find you an easier target if you stop moving. Extra Attack and Precise Strike add to your considerable damage, as does your choice of Dervish School. Given your place in the thick of combat, at higher levels Indomitable Dance is crucial: you can will yourself through even the most grievous injuries. Depending on your choice of Dervish School, you may specialize even further in more defensive or offensive tactics.

"This battle will be my greatest performance yet. Follow my flashing steel...if you can." –
Bladedancer Aemillia

QUICK BUILD

You can make a dervish quickly by following these suggestions. Dexterity should be your highest score, followed by Charisma. If you wish to choose the Shards of Granite school, Strength is also important. Second, choose the soldier background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dervish level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: All simple weapons and martial melee weapons

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Performance and two additional skills from Acrobatics, Athletics, Deception, Insight, Intimidation, Perception, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

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

- (a) a longsword, (b) a rapier, or (c) greatsword
- (a) two light melee weapons, (b) five javelins, or (c) 10 darts
- (a) an entertainer's pack or (b) an explorer's pack
- leather armor

Level	Proficiency Bonus	Class Features	Bladewhirl Uses
1 st	+2	Bladewhirl, Acrobatic Fall, Combat Performer	2
2 nd	+2	Fighting Style, Danger Sense	2
3 rd	+2	Dervish School	3
4 th	+2	Ability Score Improvement	3
5 th	+3	Extra Attack	3
6 th	+3	School feature	4
7 th	+3	Fast Movement (+10 ft.), Precise Strike (1 die)	4
8 th	+3	Ability Score Improvement	4
9 th	+4	Evasion	4
10 th	+4	School feature	4
11 th	+4	Indomitable Dance	4
12 th	+4	Ability Score Improvement	5
13 th	+5	Alert Dancer	5
14 th	+5	School feature	5
15 th	+5	Continuous Whirl, Fast Movement (+20 ft.)	5
16 th	+5	Ability Score Improvement	5
17 th	+6	Precise Strike (2 dice)	6
18 th	+6	Perfect Acrobat	6

19 th	+6	Ability Score Improvement	6
20 th	+6	Dancer's Élan	Unlimited

BLADEWHIRL

Beginning at 1st level, you can fight with almost supernatural speed, dancing around opponents in a flash of shining steel. On your turn, you can begin a bladewhirl as a bonus action.

While whirling, you gain the following benefits if you aren't wearing medium or heavy armor:

- You have advantage on Dexterity checks and Dexterity saving throws.
- When you make a melee weapon attack after moving at least 10 feet on your turn, you gain a bonus to damage rolls equal to your Charisma bonus.
- You gain a +10-ft. bonus to your current walking speed.

Maintaining this dance requires intense mental focus. If you are capable of casting spells, you cannot cast spells or concentrate on them while you whirl.

Your whirl lasts for 1 minute. It ends early if you are knocked unconscious or your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your whirl on your turn as a bonus action.

Once you have whirled the number of times shown for your dervish level as shown on the class table, you must finish a long rest before you can whirl again.

ACROBATIC FALL

Beginning at 1st level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your dervish level.

PERFORMANCE EXPERTISE

At 1st level, your proficiency bonus is doubled for any Performance check you make.

FIGHTING STYLE

Beginning at 2nd level, you gain one of the following Fighting Style options: Archery, Dueling, Great Weapon Fighting, or Two-Weapon Fighting.

DANGER SENSE

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving

throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

DERVISH SCHOOL

At 3rd level, you choose a particular style of fighting that represents your martial focus. While most are organized martial traditions, it is possible for an unaffiliated dervish to use some of these techniques through personal experimentation and innovation. You choose from the Distant Horizon, Reaping Talons, Scorching Sirocco, or Shards of Granite schools detailed at the end of the class description. Your choice grants you a feature at 3rd level and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. 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.

FAST MOVEMENT

Starting at 7th level, your speed increases by 10 feet while you aren't wearing medium or heavy armor. It increases again to 20 feet at 15th level. This increase stacks with the extra movement speed provided by your bladewhirl.

PRECISE STRIKE

Beginning at 7th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 17th level.

EVASION

At 9th 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.

INDOMITABLE DANCE

Starting at 11th level, your spirit can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're whirling and don't die outright, you can make a DC 10 Charisma saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

ALERT DANCER

By 13th level, your senses are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your bladewhirl before doing anything else on that turn.

CONTINUOUS WHIRL

Beginning at 15th level, your bladewhirl ends early only if you fall unconscious or if you choose to end it.

PERFECT ACROBAT

Beginning at 18th level, if your total for a Dexterity check is less than your Dexterity score, you can use that score in place of the total.

DANCER'S ÉLAN

Beginning at 20th level, you gain greater confidence in the thick of battle that further protects you from harm. You gain temporary hit points equal to your Charisma modifier (minimum 1) whenever you enter a whirl or at the beginning of your turn while whirling. These temporary hit points go away whenever your whirl ends.

DERVISH SCHOOLS

Through their whirling ways, dervishes harness a swift but powerful fighting style. Nevertheless, as they advance in experience and prowess, they often specialize further and learn to use more advanced techniques based on the school in which they trained. These schools primarily emphasize different weapon groups, resulting in somewhat different applications of a particular dervish's fighting style.

DISTANT HORIZON

Dervishes of the Distant Horizon school prefer to keep a greater distance than others who practice the bladewhirl. When threatened, they loose a hail of missiles to keep opponents at bay.

Whirling Barrage: Beginning when you choose this school at 3rd level, if you take the Attack action while whirling and make only attacks with thrown weapons, you can make a single thrown weapon attack as a bonus action on each of your turns. Additionally, thrown weapon

attacks made after you move at least 10 feet while whirling can add your Charisma bonus to the damage roll, and you can draw a thrown weapon as part of the attack you make with that weapon.

Falling Sun: You can deflect the momentum of projectile weapons sent against you, sometimes to the point of catching the missile. Starting at 6th level, you can use your reaction to catch or deflect a missile when hit by a ranged attack. You reduce the damage by 1d10 + your Dexterity modifier + your dervish level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have one hand free. If you do so, you can make a ranged attack with the weapon or piece of ammunition you caught as part of the same reaction. You make this attack with proficiency, and the missile behaves as a javelin or a dart (your choice; your DM may wish to change the damage type or otherwise modify this attack). 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.

Horizon's Push: You have learned how to use your missiles to keep your enemies at bay. At 10th level, when you hit a Large or smaller creature with a thrown weapon, you can push it up to 15 feet away from you as part of the same attack. The creature makes a Strength saving throw (DC 8 + your proficiency modifier + your Dexterity modifier) to resist this attempt. 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.

Opportunistic Barrage: Your greater expertise of thrown weapons makes you a menace in combat. At 14th level, if you take the Attack action while whirling and make only attacks with thrown weapons, you can use your reaction to make a single thrown weapon attack on each of your turns. Additionally, you can make an attack of opportunity against an adjacent creature with a thrown weapon if you have one ready in hand. This attack of opportunity is not made with disadvantage.

REAPING TALONS

Dervishes of the Reaping Talons school hack and slash at their foes with a flurry of quick movements. Their initial attacks distract an opponent and make subsequent attempts more successful.

Focused Assault: Beginning when you choose this school at 3rd level, you can use your attacks to expose weaknesses in your opponents. If you deal damage with a successful melee weapon attack while whirling, your weapon attacks score a critical hit on a roll of 19 or 20 until the beginning of your next turn.

Tiger's Pounce: You can leap with the power of a wild animal. At 6th level, your jump distance is tripled, and you can make a running jump with only 5 feet of movement.

Talon's Shield: You can use your attacks to defend yourself more effectively, whirling behind a curtain of steel. At 10th level, if you deal damage with a successful melee weapon attack while whirling and wielding two weapons, you can use the Dodge action as a bonus action on your

turn. 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.

Distracting Flourish: At 14th level, while you're whirling, any hostile creature within 5 feet of you has disadvantage on attack rolls against targets other than you. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

SCORCHING SIROCCO

Dervishes of the Scorching Sirocco school favor speed and defense over sheer offensive power or range. Confident duelists, these dervishes are among the most difficult to bring down.

Whirling Panache: Beginning when you choose this school at 3rd level, while wielding a one-handed or versatile weapon you can use your reaction on your turn to assume a defensive stance while you whirl. If you do so, you may add your Charisma bonus as a bonus to your Armor Class until the beginning of your next turn.

Dance of Flames: At 6th level, you can call on the power of fire to buoy you and your allies. You can move across any liquid surface but must continue to move at least your current walking speed each round so that you do not sink. If you and participants who wish to benefit engage in a dance performance, you can also cast *water walk* as a ritual.

Desert Wind Dodge: At 10th level, you surround yourself with flames as you move across the battlefield. Hostile creatures have disadvantage on attacks of opportunity they make against you. If they make an unsuccessful attack of opportunity against you, they take 1d6 fire damage. Hostile creatures are aware of this effect before they make attacks of opportunity.

Fan the Flames: At 14th level, you can call on the desert wind to carry you into the air. While whirling, you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

SHARDS OF GRANITE

Dervishes of the Shards of Granite school batter opponents into submission. They use their momentum to enhance their powerful weapons' already heavy blows.

Battering Dance: Beginning when you choose this school at 3rd level, you can knock foes off balance with your mighty blows. When you make a successful weapon attack while whirling and wielding your weapon in two hands, you can use a bonus action to knock your target prone or push it 5 feet away if it is a Large or smaller creature. The creature makes a Strength saving throw (DC 8 + your proficiency modifier + your Strength modifier) to resist this attempt.

Stone's Might: You gain the strength of stone. At 6th level, your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

Mountain Swing: You can use the momentum of your weapon as a source for your own. At 10th level, if you deal damage with a successful melee weapon attack while whirling and wielding your weapon in two hands, you can use the Dash action as a bonus action on your turn. Movement taken with this bonus action does not provoke attacks of opportunity. You can use this feature a number of times equal to your Strength modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Unstoppable Onslaught: You can swing your weapon in a wild storm of steel. At 14th level, as an action taken while whirling, you can make one melee attack against creatures within your reach, up to a number equal to your proficiency bonus. You can move both before and after these attacks if you have the movement to do so.