

THE POWERS BELOW

PLAYER OPTIONS FOR HARNESSING THE FIENDISH AND FORBIDDEN
BY LEVI PRESSNELL



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PREFACE

Where do souls go after death?

This question has been asked by major religions and philosophers for millennia. While answers vary, humanity has often taken comfort in the thought that major sinners—those who transgress moral principles, whether universal or cultural—would find themselves in a place of punishment once their time in this world is up.

To mete out these punishments, there must be creatures who take joy in it. Whether you call them demons, devils, or something else, profane spiritual beings who punish and tempt mortals can be found in mythologies around the globe. And in *Dungeons & Dragons*, it only makes sense that tangible morality is served by tangible beings, even if they are native only to the “lower” planes.

In the following pages you’ll find additional options for player characters who might delve too deeply into evil. I’ve included a new race option with two subraces, a new base class that feels a bit like the wizard but is based on summoning and soul power, class options for each of the *Player’s Handbook* classes, and a few feats. Although I don’t anticipate severe balance concerns (otherwise I wouldn’t publish this or other material), you should always check with your Dungeon Master before bringing homebrewed options to the table. At the very least, if you use this supplement you’ll be able to flirt with the forbidden no matter your class.

May the material that follows serve you well in your own campaigns. Happy gaming!

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NEW RACE OPTION: DAEVAS

Daevas are a race of demonic entities that, according to elven legends, found themselves trapped on the Material Plane and forced to inhabit mortal bodies thanks to the leadership of their great prince. Though his name has been lost to time, the Fallen One was the first to believe that corrupting mortal souls would increase his power, and he trained his servants to tempt the races of the world with particular sins. Appalled at the corruption of their worshippers, the gods of the heavens sent a mighty angel to destroy the Fallen One and cut off his abyssal servitors from returning home. The remaining demons found themselves cursed to live like mortal creatures, but they never fully shed their fiendish natures, maintaining an affinity for the worst kinds of mortal sins. Despite this, a number of daeva tribes live in wastelands and mountains too inhospitable for other races, where they continue to follow their own rituals and “virtues.”

The known daevas typically manifest as caprine humanoids. According to elven legends, this is because the angel that defeated them sought a less threatening form for them to inhabit and cursed them to live like livestock. Daevas themselves are rather proud of their identity and believe themselves superior to other sapient creatures. Although rumors speak of other kinds of daeva, they are either poorly known or seldom identified as such.

DAEVA RACIAL TRAITS

As a daeva, you have the following racial traits and choose from the Aenah or Aeshma subraces:

- *Ability Score Increase.* Your Dexterity score increases by 1.
- *Size.* Daevas usually stand between 5 and 6 feet tall, not including their horns, and weigh around 140 lbs. Your size is Medium.
- *Speed.* Your base walking speed is 30 feet.
- *Darkvision.* You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't distinguish color in the darkness, only shades of gray.
- *Thick Skin.* You have resistance to acid damage.
- *Languages.* You can speak, read, and write Common and Abyssal.
- *Subrace.* Daevas are divided into the Aenah and Aeshma subraces. Choose one of the following options below:

AENAH (ERROR)

The Aenah, or daevas of Error, flaunt the demonic impulse to deceive, beguile, and charm. Although their abyssal heritage makes them more resilient than a number of mortal races, they

much prefer to keep to the shadows and influence other creatures. Often they work their way into positions of power in demonic cults, and despite their vile reputation they sometimes become effective merchants and traders.



- *Ability Score Increase.* Your Charisma score increases by 2.
- *Natural Liar.* You gain proficiency in the Deception skill.
- *Manipulator.* You have advantage on saving throws to avoid having your thoughts read, being magically compelled to tell the truth, or other similar effects and can cast *charm person* once per day as a 1st-level spell. Charisma is your spellcasting ability for this feature.

AESHMA (WRATH)

Aeshma, the daevas of wrath, are stockier and more powerful than their Aenah relatives. Their culture, in contrast to the Aenah, is one of nomadic herding, though with more violence and raiding than more noble creatures. When alone, they are feared for their bloodthirstiness and often find work as the favored enforcers of demonic cults.

- *Ability Score Increase.* Your Constitution score increases by 2.
- *Natural Brute.* You gain proficiency in the Athletics skill.
- *Battering Horns.* You are never unarmed and gain a horn attack, which is a melee weapon that deals 1d8 piercing damage. Additionally, when you use the Attack action with your horns you can shove your target as a bonus action. Your horns also grant you advantage on all checks made to shove a creature but not to avoid being shoved yourself.



NEW CLASS OPTION: THE DAIMONOLOGIST



A robed human faces down her demonic foe. She calls flames from the heavens to pierce the creature's resistances, burning it with celestial light. As it shrieks in pain, her next bolt of energy strikes with even more holy force.

A dragonborn roars with excitement, breathing fire as it rides by on a nightmare. The summoner's steed looses a terrifying scream, lashing out with fiendish hooves and trampling the kobold tribe.

A tattooed orc lifts his staff and crushes a small stone in his other hand. Immediately a wicked imp flies from an infernal portal, ready to serve its new master. Joined by his new servant, the orc utters a curse and a wave of poison sweeps over the hydra's snapping heads.

Daimonologists are arcane casters who through heavy academic study have learned how to wield the energies of celestial and fiendish planes to achieve their goals. Lacking better terminology to describe the more spiritual creatures who inhabit both good- and evil-aligned planes, they call these otherworldly creatures "daimons" as a group regardless of alignment. Although not quite as versatile as wizards, their command of ritual casting and employment of the minor magical constructs called spiritstones give them an array of magical effects that tap into the power of the outer planes.

While other arcane casters frequently bind familiars in their service, daimonologists take this trend to an extreme and can even sacrifice their familiars to empower their magic. Skilled daimonologists have an almost unparalleled knowledge of summoning and binding extraplanar creatures and are among the first called when celestial or fiendish assistance is required.

“One should never conjure what one cannot control.” – Magister Leswa Dexard’s Charter of Daimonology

QUICK BUILD

You can make a daimonologist quickly by following these suggestions. Intelligence should be your highest score, followed by Charisma. Second, choose the sage background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6

Hit Points at 1st Level: 6 + Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per daimonologist level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, Deception, History, Insight, Intimidation, Investigation, and Religion

EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar’s pack or (b) an explorer’s pack
- A spellbook

Level	Proficiency	Class Features	Cantrips
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	Bonus		Known
1 st	+2	Blood Recovery, Otherworldly Ally, Spellcasting	3
2 nd	+2	Arcane School	3
3 rd	+2	Spiritstones, Spiritstone Sustenance	3
4 th	+2	Ability Score Improvement	4
5 th	+3	Planar Sense	4
6 th	+3	School feature	4
7 th	+3	Unknown Tongues	4
8 th	+3	Ability Score Improvement	4
9 th	+4	---	4
10 th	+4	School feature	5
11 th	+4	Rapid Spiritstones, Spiritstone Cleansing	5
12 th	+4	Ability Score Improvement	5
13 th	+5	---	5
14 th	+5	School feature	5
15 th	+5	Otherworldly Acumen	5
16 th	+5	Ability Score Improvement	5
17 th	+6	---	5
18 th	+6	Unknown Tongues	5
19 th	+6	Ability Score Improvement	5
20 th	+6	Ritual Conduit	5

BLOOD RECOVERY

You can regain some of your magical energy by studying your spellbook and sacrificing your own life energy to extraplanar powers. Once per day when you finish a short rest, you can sacrifice Hit Dice and choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than your daimonologist level, and none of the slots can be 6th level or higher. You must expend one Hit Die for each 5 levels of spells you recover.

Alternatively, you can sacrifice your familiar to regain spell slots after taking a short rest. For each 5 hit points it possesses, you can regain a single expended spell level up to a maximum equal to your daimonologist level. If you sacrifice your familiar in this way, you cannot cast find familiar again until after you finish a long rest.

OTHERWORLDLY ALLY

You have the *find familiar* spell in your spellbook and can cast it as a ritual. Additionally, you can cast any daimonologist spell with a range of Self on your familiar.

SPELLCASTING

Beginning at 1st level, you have a spellbook containing spells and gain arcane spellcasting magic as a wizard does. You gain arcane spell slots with the progression of a full caster (such as a bard or wizard). Your spellcasting ability score is Intelligence. At 1st level, your spellbook contains five 1st-level daimonologist spells of your choice. You prepare the list of daimonologist spells that are available for you to cast. To do so, choose a number of spells from your spellbook equal to your Intelligence modifier + your daimonologist level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can cast a daimonologist spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your daimonologist spells.

Each time you gain a daimonologist level, you can add two daimonologist spells of your choice to your spellbook. These spells must be of a level for which you have spell slots.

ARCANE SCHOOL

When you reach 2nd level, you specialize in a particular study related to your preferred method of extraplanar aid. You choose from the Conflagrationist, Diabolist, or Hexer schools detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

SPIRITSTONES

Beginning at 3rd level, you can store up some of your magical energy in small constructs known as spiritstones. You can create a spiritstone when you finish a long rest and prepare your spells. Spiritstones hold a minor amount of magical energy but lose their potency if they are away from your person for more than 24 hours. You can have a number of spiritstones equal to your Intelligence modifier (minimum of 1). If you create more than this number, the first ones created lose their potency. Additionally, when you cast the spell *find familiar*, you may use a spiritstone to replace the required material components.

SPIRITSTONE SUSTENANCE

Also at 3rd level, you have learned to use the energy of spiritstones to vitalize your allies. You can spend a spiritstone as an action to provide a single creature within 5 feet of you nourishment for one day. Using a spiritstone in this manner provides the creature with 5 temporary hit points as well. Spiritstones may be spent to empower other abilities as you advance your studies.

PLANAR SENSE

As you progress your studies, you become more attuned to magical currents. Beginning at 5th level, as an action you can spend a spiritstone to detect creatures that originate from other planes—celestials, elementals, and fiends. For 1 minute, you know the location of any such creature within 60 feet of you that is not behind total cover. You know the type (such as celestial or elemental) of any being whose presence you sense, but not its identity (the angel Halal, for example). Within the same radius, you also detect any spells that deal with magical transportation, such as a *gate* or *teleportation circle*.

UNKNOWN TONGUES

When you reach 7th level, your extraplanar studies have given you insight into the obscure languages of other realms. You learn your choice of the Abyssal, Celestial, Infernal, or Primordial language. You gain an additional language choice at 18th level.

RAPID SPIRITSTONES

Beginning at 11th level you have learned to create spiritstones more quickly. You can now create a spiritstone when you finish a short rest. You can use this feature a number of times equal to your Intelligence modifier (minimum 1) before finishing a long rest.

SPIRITSTONE CLEANSING

Also beginning at 11th level, your stored energy can grant your allies some extra measure of health. You can use a spiritstone as an action to cure one creature within 5 feet (including yourself) of one disease or poison affecting that creature.

OTHERWORLDLY ACUMEN

Beginning at 15th level, you can access a reservoir of extraplanar knowledge through the use of your spiritstones. When you make an Intelligence, Wisdom, or Charisma skill check as part of an action you may spend a spiritstone to gain advantage on the check. Additionally, if you make an Intelligence, Wisdom, or Charisma saving throw and fail, you can use your reaction to spend a spiritstone and reroll the saving throw. You must take the second result.

RITUAL CONDUIT

Beginning at 20th level, you know how to cast rituals more quickly by using some of your stored magic. When you cast a daimonologist spell as a ritual you can spend one spiritstone to shorten its ritual casting time to 1 action. Once you use this feature, you cannot use it until you finish a short or long rest.

ARCANE SCHOOLS

Although all daimonologists focus on the outer planes as a source for arcane power, the handful of schools in existence have focused more on the means to which they apply their knowledge rather than the sources used. These schools train daimonologists of disparate approaches to harness both good and evil in the service of mortals.

CONFLAGRATIONIST

Daimonologists of this path focus on fighting their enemies with the power of the planes, always eager to turn their magic to destructive ends. They gain greater power from damaging their foes, causing them to erupt in an explosion of light or sapping their life with dark energy. Conflagrationists are usually quick to engage on their foes but always at a distance—they rely on their allies to keep them out of the thick of combat.

Fuel the Fire: Beginning at 2nd level when you choose this school, if you successfully deal damage with a spell, on your next turn you may add your Intelligence modifier to the damage caused to a single creature if you deal the same kind of damage.

Shadow and Flame: At 6th level, you know how to substitute some extraplanar energies when you wield destructive magics. Choose either light or darkness. If light, when you cast a spell that deals fire damage you can choose after rolling damage to instead deal half of its damage as radiant damage. If darkness, when you cast a spell that deals cold damage you can choose after rolling damage to instead deal half of its damage as necrotic damage.

Reaping Cantrips: At 10th level, when you cast a cantrip that targets only one creature, you can target a second creature within range with the same cantrip. You can use this feature a number of times equal to your Intelligence modifier (minimum 1). When you finish a short or long rest, you regain all expended uses.

Empowered Destruction: At 14th level, you can add your Intelligence modifier to the damage roll of any daimonologist spell that deals radiant damage (if you chose light at 6th level) or necrotic damage (if you chose darkness at 6th level). This feature stacks with your Fuel the Fire feature.

Additionally, if you cast a spell of 5th level or lower that deals radiant damage (if you chose light) or necrotic damage (if you chose darkness) you can deal maximum damage of that kind instead of rolling. Once you use this feature, you can't use it again until you finish a long rest.

DIABOLIST

Daimonologists of this path have greater knowledge about how to bring extraplanar creatures to the Material Plane. In contrast to other daimonologists, they choose to let their summoned allies—whether foul or fair—bear the brunt of fighting and often act simply through their link with these creatures.

Secrets of Summoning: Beginning at 2nd level when you choose this school, you know how to summon more powerful extraplanar creatures. When you cast the *find familiar* spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, lantern archon, or quasit. You can also spend a spell slot at this time to grant your familiar an additional +1 Armor Class per spell level sacrificed. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Outsider's Beast: At 6th level, you can use your *find familiar* spell to summon an extraplanar beast. As part of casting this spell, you must sacrifice a spell slot of 3rd-level or higher. You can summon a pegasus, hell hound, or nightmare with this feature and cannot regain the spell slot until this creature dies or is completely dismissed. For each spell slot higher than 3rd-level, your creature gains an additional 5 hit points.

Otherworldly Servitor: At 10th level, you can gain an even more powerful creature serving you with your *find familiar* spell. As part of casting this spell, you must sacrifice a spell slot of 5th-level or higher. You can summon a barbed devil, bargura, or unicorn with this feature and cannot regain the spell slot until this creature dies or is completely dismissed. For each spell slot level higher than 5th-level, your creature gains an additional +1 on its attack and damage rolls.

Command Outsiders: At 14th level, you can attempt to bring additional extraplanar creatures under your control. As an action, you can choose one celestial or fiend that you can see within 60 feet of you. That creature must make a Charisma saving throw against your daimonologist spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. If the target has an Intelligence of 8 or higher or an alignment opposed to yours, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

HEXER

These daimonologists use their arcane knowledge to cripple their enemies, defeating them slowly and painfully. More virtuous daimonologists in this school insist that disabling foes is more merciful and practical—by weakening foes over time, they reduce the chances of their allies being destroyed, and it offers more opportunity for surrender. Some of the less scrupulous simply like to see their enemies in agony as they perish.

Cursebringer: Beginning at 2nd level when you choose this school, you can cripple a single nearby enemy. As an action, choose one creature that you can see within 5 feet of you. If the target can see you, it must succeed on a Wisdom saving throw against your daimonologist spell save DC or become frightened of you until the end of your next turn. The frightened creature's

speed drops to 0, and it is incapacitated and visibly dazed. On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature gains total cover from you, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature again until you finish a short or long rest. You also learn the *hex* spell as a daimonologist spell and inscribe it into your spellbook.

Crippling Hex. At 6th level, when you have the *hex* spell active on a target, instead of dealing extra damage on a successful attack you may use a bonus action to afflict it with one of the following effects until the beginning of your next turn. The effect is based on the ability score you chose for which the creature makes ability checks at a disadvantage. The creature may make a saving throw with the affected ability against your daimonologist spell save DC to avoid being affected by this curse.

- *Curse of Weakness (Strength):* If the creature deals damage with a weapon attack that uses Strength, halve the damage rolled.
- *Curse of Gracelessness (Dexterity):* The creature has disadvantage on attack rolls made using its Dexterity modifier.
- *Curse of Illness (Constitution):* The creature makes its first Constitution saving throw with disadvantage. Additionally, it cannot recover hit points.
- *Curse of Stupidity (Intelligence):* The creature can either move or take an action on its turn but not both.
- *Curse of Carelessness (Wisdom):* The creature must move in such a way as to provoke an attack of opportunity from a nearby enemy if possible. If multiple nearby creatures would qualify for this curse, the creature can choose how it moves so long as at least one attack of opportunity is provoked. Additionally, the creature cannot use the Disengage action on its turn. If no attack of opportunity is possible, the creature uses its movement speed to get as close to an enemy as possible.
- *Curse of Abhorrence (Charisma):* The creature is frightened of you.

You also learn *bestow curse* as a daimonologist spell and add it to your spellbook.

Debilitating Hex. At 10th level, when you cast the *hex* spell, you may choose two ability scores your target possesses. It has disadvantage on ability checks made with both of the chosen abilities. Additionally, if your target takes damage from your *hex* or *bestow curse* spell, it suffers a -10-ft. penalty to its speed until the beginning of your next turn. This penalty cannot reduce the target's speed to 0.

Consume Curse. At 14th level, when you have the *hex* or *bestow curse* spell active on a creature, you can use your action to consume the spell as long as the creature is within 90 feet of you. The creature makes a Constitution saving throw against your daimonologist spell save DC,

suffering 4d8 necrotic damage on a failed save and half as much on a successful one. This damage increases by 2d8 per the level of the spell slot used to cast *hex* or *bestow curse*.

DAIMONOLOGIST SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Light
Mage Hand
Message
Poison Spray
Prestidigitation
Ray of Frost
Sacred Flame
Shocking Grasp

1ST LEVEL

Alarm
Armor of Agathys
Burning Hands
Chromatic Orb
Comprehend Languages
Detect Evil and Good
Detect Magic
Expeditious Retreat
False Life
Fog Cloud
Grease
Hex
Identify
Magic Missile
Protection from Evil and Good
Ray of Sickness
Shield
Sleep
Tasha's Hideous Laughter
Tenser's Floating Disk

Thunderwave
Unseen Servant
Witch Bolt

2ND LEVEL

Augury
Calm Emotions
Cloud of Daggers
Continual Flame
Darkness
Detect Thoughts
Flaming Sphere
Gust of Wind
Heat Metal
Magic Mouth
Melf's Acid Arrow
Misty Step
Phantasmal Force
Ray of Enfeeblement
Scorching Ray
Shatter
Silence
Web

3RD LEVEL

Bestow Curse
Fear
Fireball
Gaseous Form
Glyph of Warding
Hypnotic Pattern
Leomund's Tiny Hut
Lightning Bolt
Magic Circle
Phantom Steed

Protection from Energy
Sending
Sleet Storm
Stinking Cloud
Tongues
Vampiric Touch

4TH LEVEL

Arcane Eye
Banishment
Blight
Confusion
Conjure Minor Elementals
Control Water
Death Ward
Dimension Door
Divination
Evard's Black Tentacles
Fire Shield
Ice Storm
Leomund's Secret Chest
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Phantasmal Killer
Stoneskin
Wall of Fire

5TH LEVEL

Animate Objects
Bigby's Hand
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Dispel Evil and Good
Dream
Hallow
Mislead
Planar Binding

Rary's Telepathic Bond
Scrying
Seeming
Teleportation Circle
Wall of Force
Wall of Stone

6TH LEVEL

Arcane Gate
Blade Barrier
Chain Lightning
Circle of Death
Disintegrate
Drawmij's Instant Summons
Eyebite
Forbiddance
Globe of Invulnerability
Guards and Wards
Harm
Magic Jar
Otiluke's Freezing Sphere
Planar Ally
Sunbeam
Wall of Ice
Word of Recall

7TH LEVEL

Delayed Blast Fireball
Finger of Death
Forcecage
Mordenkainen's Magnificent Mansion
Mordenkainen's Sword
Plane Shift
Prismatic Spray
Sequester
Symbol
Teleport

8TH LEVEL

Antimagic Field
Control Weather
Demiplane
Feeblemind
Incendiary Cloud
Power Word Stun
Sunburst
Telepathy
Trap the Soul

9TH LEVEL

Astral Projection
Gate
Imprisonment
Meteor Swarm
Power Word Kill
Prismatic Wall
Storm of Vengeance
Time Stop
Weird

NEW CLASS OPTIONS:

NEW BARBARIAN PATH: PATH OF THE DAMNED

In their isolation from civilization, some of the most savage barbarian tribes turn to the worship of dark powers. Their most powerful warriors tap into a rage fueled not simply by their inner anger but fed by the blood they shed and fiendish whispers in their ears. In exchange for blood sacrifice, these berserkers gain unholy power and can even consult their dark masters for forbidden knowledge.

Consult Fiends: At 3rd level when you adopt this path, you gain the ability to cast *augury* as a ritual, calling on a fiendish entity about the results of an action you wish to undertake. Keep in mind that the values of an infernal or demonic patron may not match your own.

Fiendish Toughness: At 3rd level when you adopt this path, you gain resistance to all damage while raging except radiant damage. The protection of your fiendish patron cannot overcome celestial power.

Bloodrage: Beginning at 6th level, if you drop a creature to 0 hit points during a rage, you may rage one additional time before requiring a long rest to rage again—effectively, your current rage does not count against the number in the Rages column of the Barbarian table. Once you use Bloodrage, you cannot benefit from the feature until after you finish a short rest.

On reaching 20th level and unlimited rages, you no longer gain this benefit. Instead, after dropping a creature to 0 hit points during a rage, you may spend up to half your barbarian level in Hit Dice immediately during your rage or use your Strike of Sin feature one additional time during that individual rage. You can gain this benefit no more than once per individual rage.

Commune with Fiends: At 10th level, you can cast the *commune* spell, but only as a ritual. You contact your fiendish patron, who conveys the information you seek.

Strike of Sin: At 14th level, you can use summon fiendish power to further debilitate your foes. When you successfully damage a creature while raging, you can use a bonus action to cast the *bestow curse* spell. The creature must succeed on a Wisdom saving throw (DC equal to 8 +



your proficiency bonus + your Constitution modifier) or be afflicted by one of the available curses. You may use Strike of Sin only once per rage.

NEW BARBARIAN PATH: EYE OF THE MAIMED GOD

The cruel He-Who-Sees tolerates no weakness and keeps watch over his people despite possessing only one eye. Whether this was his natural state or he gained the injury in battle, his followers often blind themselves in one eye to better emulate his struggles. The strongest and most devout disciples gain a measure of his divine power from their dedication as they strive to become avatars of their god.

Blinding Spittle: Beginning at 3rd level when you choose this path, you gain the ability to belch your stomach acid at nearby foes. Once during each rage, you can make a ranged attack against a creature within 30 feet as a bonus action. The creature takes acid damage equal to 1d10 + your barbarian level and must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier). If it fails, the creature is also blinded for 1 minute as slime covers its eyes. It can take an action to wipe away the spittle, allowing it to repeat the saving throw.

All-Seeing Eye: He-Who-Sees rewards his followers for their loss of vision with supernatural perception. At 6th level, you gain *blindsight* out to 10 feet.

Command Lessers: At 10th level, you can bully your allies into fearing you more than your enemies. As a bonus action on your turn, you can select one ally within 60 feet of you that is currently charmed or frightened and can see and hear you. That ally may immediately make a new saving throw with advantage to end the effects of their condition. Once an ally has benefited from this feature, he or she cannot do so for 24 hours.

Visions of Death: Eventually, He-Who-Sees shows his followers a vision of their death through their missing eye. Although the vision is often unclear and prone to misinterpretation, this knowledge inspires Eyes in battle. Beginning at 14th level, when you are raging you have advantage on all Intelligence, Wisdom, and Charisma saving throws.

NEW BARDIC COLLEGE: COLLEGE OF COLLECTION

Bards of this college are ancient rivals to their counterparts in the College of Lore. While members of the College of Lore share their knowledge freely, viewing truth as a goal, members of the College of Collection have a different approach: knowledge is a treasure, and its collection empowers the college to exceed their peers. This college is unafraid to approach forbidden tomes and catalog the darkest secrets found within, hoarding them for their own benefit.

Bonus Proficiencies: When you join the College of Collection at 3rd level, you gain proficiency with martial weapons and any two Intelligence skills.



Combat Knowledge: Also at 3rd level, you can call upon your trove of dark lore to battle creatures more effectively. As a bonus action, you can spend one of your uses of Bardic Inspiration to give yourself a Bardic Inspiration die. This die can be added to an attack roll or a weapon damage roll that you make before 10 minutes expires. You can decide to use this feature after you make your roll but before the DM announces its failure or success. You can have only one Bardic Inspiration die at a time.

Tome of Ancient Lore: At 6th level, you create a spellbook that serves as a compendium of arcane rituals. Choose two 1st- or 2nd-level spells that have the ritual tag from any class's spell list. These spells are copied into your spellbook and don't count against the number of spells you know. You can cast these chosen spells as rituals. You can't cast them except as rituals unless you learn them by some other means. You can add other ritual spells to your spellbook as well. When you find such a spell, you can add it to your spellbook if the spell's level is equal to or less than half your bard level and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it. If you lose your spellbook or if it is destroyed, you can create a new one from memory with an arcane ritual performed during a long rest. You must scribe it within 1 week of losing your Tome of Ancient Lore. Recreating the tome requires a new spellbook.

Secrets of Avoidance: At 14th level, you can use your knowledge of creatures to avoid their attacks more effectively. When you make a saving throw, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your saving throw. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail. Additionally, if you already have a Bardic Inspiration die, you can use your reaction when an attack is made against you to roll the Bardic Inspiration die and add the number rolled to your AC. You can make this roll after you see the attack roll, but before the DM tells you whether you succeed or fail.

NEW CLERIC DOMAIN: BRIMSTONE SPEAKER

The most powerful fiendish lords wield influence in the Lower Planes nearly equal to the gods. Although secretive and few in number, their cults spread evil throughout the Material Plane, enacting wicked rites to gain their lords' favor. Often, these rites use fiendish truenames to warp reality in their favor. The most learned gain greater command over fiends, summoning allies from the Lower Planes with their vile blasphemies. Patrons that might offer this domain

include Baal-Zebub, Lord of the Flies; Abaddon the Destroyer; or the furious Eryines, Harbingers of Vengeance.

Rumors exist of an older order that used similar magic to ask aid from celestials and scour evil from the Material Plane, but these strangely named “Brimstone Speakers” are likely extinct.

Brimstone Speaker Domain Spells

- 1st – *bane, hellish rebuke or aid, cure wounds*
- 3rd – *augury, crown of madness or augury, prayer of healing*
- 5th – *bestow curse, spirit guardians or beacon of hope, mass healing word*
- 7th – *banishment, guardian of faith or death ward, guardian of faith*
- 9th – *contagion, planar binding or greater restoration, planar binding*

Bonus Proficiency: When you choose this domain at 1st level, you gain proficiency with all martial weapons.

Blasphemy: At 1st level, you can weaken your foes with a profane utterance. As an action, you can speak dark words and choose one creature within 30 feet of you that can hear you. If you use a feature or spell that requires the creature to make a saving throw before the end of your next turn, it has disadvantage on the saving throw. Creatures with immunity to being frightened or a Challenge Rating higher than your cleric level are immune to this feature. You can use this feature a number of times equal to your Wisdom modifier (minimum 1). You regain all expended uses after finishing a long rest.

Channel Divinity: Fiendish Obedience: At 2nd level, you can use your Channel Divinity to charm fiends to aid you. All fiends within 60 feet of you that you can see must make a Wisdom saving throw. On a failed save, the creature is charmed for 1 minute or until it takes damage. You also gain advantage on Intimidation checks against all fiends for the next minute whether they succeeded at or failed the saving throw. Fiends with a Challenge Rating equal to or higher than your cleric level have advantage on the saving throw.



Channel Divinity: Tongue of Fire: At 6th level, your voice can summon fire from the Lower Planes to consume your enemies. As an action, you present your holy symbol and breathe a 30-ft. cone of flame. Each creature within the cone must make a Dexterity saving throw or take fire damage equal to 3d10 + your cleric level (half as much on a successful save).

Potent Spellcasting: At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Master of Fiends: At 17th level, your power is so great that lesser demons tremble at your command. When creatures are charmed by your Fiendish Obeisance feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

NEW CLERIC DOMAIN: MADNESS DOMAIN

Although rare, some deities exist in a state of such insanity that they are nearly incomprehensible to mortals. Perhaps they were driven to grief or rage through suffering or isolation, or they simply act according to incomprehensible chaos. At their most nihilistic, these gods may seek the destruction of their universe as a result of embodying a particular principle of decay or viewing creation as irrevocably flawed. Deities with this domain could include Apep, Lyssa, or Yog-Sothoth. Clerics with this domain exhibit abnormal behaviors and often take leadership of “doomsday” cults.

Madness Domain Spells

- 1st – *dissonant whispers, Tasha’s hideous laughter*
- 3rd – *crown of madness, phantasmal force*
- 5th – *fear, hunger of Hadar*
- 7th – *confusion, hallucinatory terrain*
- 9th – *legend lore, modify memory*

Mad Insight: At 1st level, your exposure to forbidden lore has made you capable of resisting mental effects at a subsequent cost to your sanity. Whenever you make an Intelligence or Wisdom saving throw, you can use your reaction to gain advantage on it and all other Intelligence or Wisdom saving throws for 1 minute. Once you do this, you have disadvantage on Intelligence and Wisdom saving throws until after you finish a long rest. You also gain proficiency with your choice of two from the Arcana, Insight, and Religion skills.

Channel Divinity: Maddening Presence: At 2nd level, you can use your Channel Divinity to disrupt the emotions of your foes. As an action, you can cause each creature within a 10-foot cube originating from you to make a Wisdom saving throw against your cleric spell save DC.

Creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Channel Divinity: Sow Confusion: At 6th level, you can use your Channel Divinity to shift attacks away from you and onto other creatures. When a creature you can see within 30 feet makes an attack roll against you, you can use your reaction to divert the attack to another creature within the attack's range. The attacker must make a Wisdom saving throw against your cleric spell save DC. On a failed save, the attacker must instead target the creature you chose. You must choose to use this feature before knowing whether the attack hits or misses.

Divine Strike: At 8th level, once on each of your turns you can infuse your weapon strikes with divine energy, causing the attack to deal an extra 1d8 psychic damage. When you reach 14th level, the extra damage increases to 2d8.

Gift of Insanity: At 17th level, your mind has shattered under the strain of the dark knowledge you possess, but this renders it almost impossible to influence it from the outside. You gain immunity to fright, charm, and possession, and your thoughts can't be read by telepathy or other means unless you allow it. You also gain resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

NEW DRUID CIRCLE: THE DREAD WITCH

Most druids revere nature above all else, dedicating their lives to keeping the world primal and pure. Others spend years fighting against civilization's encroachment and adopt a more pragmatic approach. Giving up none of their mastery over nature, they turn to darker powers for support, learning the secrets of black magic from hags, fiends, or evil deities. These magicians often become folklorish terrors, practicing their dark craft in seclusion and wielding fear and horror as their chief weapons in defense of the world.

Circle Spells: Your connection to dark powers grants you additional spells. At 3rd, 5th, 7th, and 9th level you gain circle spells that are always prepared and do not count against the number of spells you can prepare each day. These spells are considered druid spells for you.

- 3rd – *blindness / deafness*
- 5th – *bestow curse*
- 7th – *confusion*
- 9th – *contagion*

Dread Shape: Starting at 2nd level when you choose this circle, you can spend one use of your Wild Shape as an action to temporarily assume a horrifying visage. All enemies within 30 feet of you that can see you must make a Wisdom saving throw against your druid spell save DC or

be frightened for 1 minute. They may repeat the saving throw at the end of each of their turns. Once a creature has been affected by this feature, it is immune for 24 hours. This feature may be used during Wild Shape.

Horrifying Touch: Also starting at 2nd level, when you hit with an unarmed strike or a natural attack you can expend one druid spell slot to deal extra psychic damage to the target in addition to the attack's base damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8 for a 5th-level spell. This feature may be used during Wild Shape.

Unnatural Will: At 6th level, you gain advantage on any saves to avoid the frightened condition.

Master of Terror: Beginning at 10th level, you can unleash a burst of psychic energy as an action to disrupt your enemies' mental defenses. For 1 minute, enemy creatures within 60 feet of you are more vulnerable to fear effects, gaining disadvantage on their saving throws to resist the frightened condition. Creatures that are immune to psychic damage are also immune to this feature. Once you use this feature, you can't use it again until you finish a short or long rest.

Consume Fear: Starting at 14th level, you can overload the mind of a frightened creature, consuming their fear in a burst of psychic energy. As an action, choose one frightened creature within 30 feet of you. That creature takes psychic damage equal to 1d8 + your druid level but is no longer frightened. You regain one expended use of Wild Shape if you successfully damage the creature.

NEW FIGHTER ARCHETYPE: FIST OF THE IRON TYRANT

Of all the dark gods, the Iron Tyrant is one of the most favored by soldiers. The multi-armed Prince of Hell exemplifies mastery of warfare and incessantly battles his divine foes. The most devoted warriors who pay him homage gain a measure of their dark lord's power and hope one day to battle at his side in the black pits of Tartarus.

Brutal Strikes: Beginning at 3rd level when you take this archetype, you can empower your attacks beyond those of other mortals. Once per round you may add your Fighter level as bonus damage to a successful melee weapon attack that adds your Strength modifier.

Tyrant's Might: Starting at 7th level, you invoke the Iron Tyrant's name as a reaction or bonus action and gain advantage on any Strength, Dexterity, or Constitution saving throw or ability check. You can use this feature a number of times equal to your Constitution modifier (minimum 1). You regain all expended uses after finishing a short or long rest.

Tyrant's Will: Starting at 10th level, you can attempt to frighten your foes after a successful melee attack. As a bonus action, you can force all enemy creatures within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be affected by the frightened condition for 1 minute. Creatures that fail the save can repeat the saving throw at the end of their turn. Once you use this feature you can't use it again until you finish a long rest.

Tyrant's Blessing: At 15th level, your Strength and Constitution scores increase by 2 each. Additionally, your maximum for those scores is now 22.

Tyranny's Champion: Beginning at 18th level, you can channel the Iron Tyrant's energy to subjugate enemy creatures. When you make a successful melee weapon attack that adds your Strength modifier against a frightened creature, you can force that creature to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier). If it fails, it is charmed for 1 minute as it submits to your authority. You can issue simple general commands with no action required, such as "Attack that creature or "Move there," and the creature will do its best to obey. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, 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.

If the target takes damage, it makes a new Wisdom saving throw. If the saving throw succeeds, the effect ends. You can have only one creature under the effect of this feature at a time. You can choose to end it harmlessly without using an action.

NEW MONASTIC TRADITION: SOUL EATER

While monks focus on physical perfection, spiritual discipline is just as important. After years of training, one order uncovered a secret long thought to be the province of possessive fiends: how to use one's own soul to attack and destroy others' spiritual energies. Although this tradition maintains a few adherents who claim to use these abilities for good, its rather dark emphasis attracts many who seek to dominate and impose their will on others.

Soul Strike: Beginning at 3rd level when you take this tradition, you learn how to use your *ki* to strike at your enemies' inner being. When you hit with an unarmed strike, you may spend a number of *ki* points up to half your monk level. You deal an additional 1d10 psychic damage for every *ki* point spent in this way, and you gain half of the damage dealt by this feature in temporary hit points. Constructs and undead are immune to this feature.

Soul Sense: At 6th level, you can use your *ki* to detect the nearby energy of other living souls. By spending 1 *ki* point as an action, you can detect the location of any aberrations, beasts, celestials, dragons, elementals, fey, fiends, or humanoids within 60 feet of you that do not have total cover until the end of your next turn.

Soul Protection: At 11th level, your mastery of soul energies has granted you the ability to resist attacks against yours. When you receive psychic or necrotic damage, you can spend 1 *ki* point as a reaction to gain immunity to psychic and necrotic damage for 1 minute. This immunity takes effect after damage is applied. Additionally, your maximum hit point total can never be reduced.

Soul Devour: At 17th level, you can more fully absorb your enemies' life energy. When you successfully damage a creature with your *soul strike* feature, you instead gain all of the psychic damage dealt as hit points, up to your total hit point maximum. Any damage in excess of your hit point maximum is still gained as temporary hit points. If you drop a creature to 0 hit points with this feature, you regain 2 *ki* points (up to your maximum total) and the creature's soul is destroyed, requiring a *wish* or *miracle* to reform it before it can be raised from the dead.

NEW PALADIN OATH: OATH OF DAMNATION

These fallen paladins have dedicated themselves to vileness, forfeiting their soul in the pursuit of power. Whether by trickery or temptation, these paladins are wholly dedicated to spreading evil and often find themselves in service to a powerful fiend or evil deity.

Tenets of Damnation:

Power at a Price: The gifts given to me should be expended freely—I use my profane abilities as often as possible and try never to rest while I still have spells or other unused class features remaining.

Slay the Celestial: When in combat, I target paladins, holy clerics, and their celestial allies first.

Protect the Profane: My unholy master must be protected at all costs—I submit to its missions, conceal its true name, and hide my affiliation when in public.

Oath Spells: You gain access to the following spells at the paladin levels listed.

- 3rd – *armor of Agathys, arms of Hadar*
- 5th – *blindness / deafness, darkness*
- 9th – *hunger of Hadar, stinking cloud*
- 13th – *Evard's black tentacles, phantasmal killer*
- 17th – *cloudkill, hallow*

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

- *Turn the Pure:* As an action, you present your holy symbol and rebuke the purest of extraplanar creatures. Each celestial or elemental that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.
- *Devastating Smite:* When you roll necrotic damage, you can use a bonus action to Channel Divinity to deal maximum damage instead of rolling.

Blackguard's Blade: Also starting at 3rd level, your Divine Smite class feature deals necrotic damage instead of radiant damage. Additionally, whenever you would deal radiant damage with a paladin spell or class feature, it becomes necrotic damage instead.

Aura of Despair: Beginning at 7th level, creatures within 10 feet of you have disadvantage on saving throws to resist becoming frightened as long as you are conscious. At 18th level, the range of this aura increases to 30 feet.

Champion of Depravity: Beginning at 15th level, you can cast the spell *protection against evil and good* on yourself at will.

Unholy Visage: At 20th level, you can become an avatar of evil. Using your action, you undergo a profane transformation, growing horns, sprouting fangs, and the like. For 1 minute, you gain the following benefits:

- You emanate an aura of terror in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes damage. Attack rolls against the frightened creature have advantage.
- Enemy creatures that begin their turn within 30 feet of you take 10 necrotic damage. Once you use this feature, you can't use it again until you finish a long rest.

NEW PALADIN OATH: OATH OF TYRANNY

Some paladins maintain a strict adherence to law but nevertheless find themselves justifying increasingly evil actions out of a need to maintain order. These warriors often end by pledging themselves to archdevils or evil deities for power, using their unholy abilities to enact their harsh mandates.

Tenets of Tyranny:

Order Indomitable: I must maintain law and order by any means necessary.

Might Makes Right: Only the strongest are merited to make rules for others.

Cruel Castigation: Mistakes deserve punishment, not forgiveness.

Oath Spells: You gain access to the following spells at the paladin levels listed.

- 3rd – *comprehend languages, thunderwave*
- 5th – *enthrall, shatter*
- 9th – *slow, tongues*
- 13th – *compulsion, dominate beast*
- 17th – *cloudkill, hold monster*

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

- *Subjugating Touch:* As an action, you can present your holy symbol and mentally compel a creature's submission. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw. On a failed save, the creature is charmed for 1 minute or until it takes damage. You also gain advantage on Intimidation checks against the creature for the next minute whether it succeeded at or failed its saving throw.
- *Turn the Disorderly:* As an action, you present your holy symbol and rebuke the most chaotic creatures. Each aberration or fey that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Blackguard's Blade: Also starting at 3rd level, your Divine Smite class feature deals necrotic damage instead of radiant damage. Additionally, whenever you would deal radiant damage with a paladin spell or class feature, it becomes necrotic damage instead.

Aura of Tyranny: Beginning at 7th level, your loyalty is unshakeable and influences your allies. You are immune to being charmed, and if allies within 10 feet of you become charmed you can choose for them to be frightened of the creature instead. This feature functions if your allies are immune to becoming frightened through your other class features or abilities. At 18th level, the range of this aura increases to 30 feet. This feature ceases to function if you are unconscious.

Infernal Wrath: At 15th level, when you take damage you can use your reaction to send a wave of hellfire at an opponent. The creature must make a Dexterity saving throw or suffer 1d10 + your paladin level in fire damage (half on a saving throw).

Devilkin: At 20th level, you can become a diabolical creature. Using your action, you undergo a profane transformation, sprouting wings, growing claws, and the like. For 1 hour, you gain the following benefits:

- Batlike wings unfurl from your back and grant you a flying speed of 60 feet.
 - You gain immunity to cold, fire, and poison damage.
- Once you use this feature, you can't use it again until you finish a long rest.

NEW PALADIN OATH: OATH OF SLAUGHTER

Paladins who follow these tenets pledge service to abyssal lords, the demons of chaos who crave violence and bloodshed. Those who have seen them speak fearfully of the extreme bloodlust they display in the whirl of battle.

Tenets of Slaughter:

Blood: I relish in violence, inflicting damage whenever and however possible.

Pain: I delight in causing not only physical but also mental anguish.

Chaos: Disorder and turmoil shall reign.

Oath Spells: You gain access to the following spells at the paladin levels listed.

- 3rd – *dissonant whispers, Tasha's hideous laughter*
- 5th – *crown of madness, Melf's acid arrow*
- 9th – *fear, hypnotic pattern*
- 13th – *confusion, hallucinatory terrain*
- 17th – *contagion, insect plague*

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

- *Turn the Holy:* As an action, you present your holy symbol and rebuke the most exalted of creatures. Each celestial or dragon that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.
- *Abyssal Pulse:* As an action, you present your holy symbol and send a pulse of necrotic energy into your foes. Hostile creatures within 30 feet of you must make a Constitution saving throw. A creature takes necrotic damage equal to 2d10 + your paladin level on a

failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Blackguard's Blade: Also starting at 3rd level, your Divine Smite class feature deals necrotic damage instead of radiant damage. Additionally, whenever you would deal radiant damage with a paladin spell or class feature, it becomes necrotic damage instead.



Blasphemous Approach: Beginning at 7th level, if an enemy creature within 30 feet of you becomes frightened, you may immediately move up to your speed as a reaction if you end this movement next to the frightened creature. This movement does not prove attacks of opportunity.

Dark One's Blessing: Beginning at 15th level, when you reduce a creature to 0 hit points you gain temporary hit points equal to your Charisma modifier + your paladin level (minimum of 1).

Abyssal Form: At 20th level, you can temporarily become a demonic creature. Using your action, you undergo a profane transformation, growing spikes, claws, or horns and even vestigial limbs. For 1 hour, you gain the following benefits:

- You can cast the spell *alter self* at will.
- You gain resistance to cold, fire, and lightning damage.
- You gain immunity to poison.

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

NEW RANGER ARCHETYPE: ARACHNAE'S CHOSEN

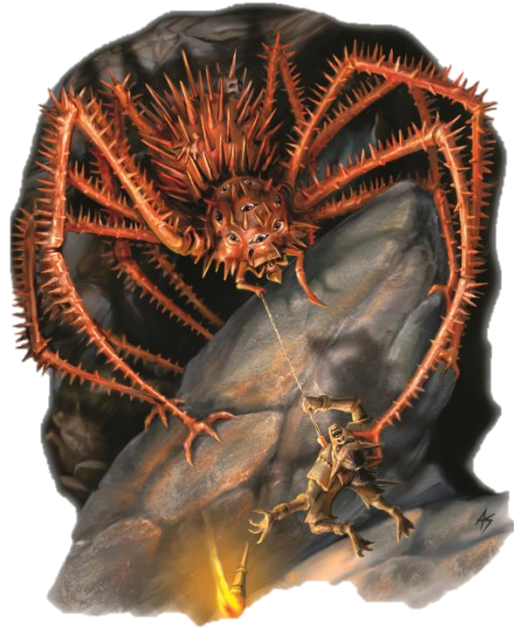
Subterranean creatures love the great network of caverns that forms their home, but the surprising variety of monsters who live there requires that they employ hunters to clear such lairs and secure their cities. The best of these rangers, who serve the shadowy spider goddess Arachnae, receive direct power from her, striking from the shadows with a variety of poisons.

Spider's Sting: Beginning at 3rd level when you choose this archetype, you can poison your opponents with your weapons. On a successful weapon attack, you can force the creature to make a Constitution saving throw equal to your ranger spell save DC. If it fails, the target suffers from the poisoned condition until the end of its next turn. If your attack is made with a ranged weapon, the target has advantage on the saving throw. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a short or long rest.

Scarpering Scramble: Starting at 7th level, you gain extra speed when threatened. When you are subjected to an effect that allows a Dexterity saving throw to reduce damage, you can move up to one-half your current walking speed. This movement does not provoke attacks of opportunity.

Spider's Fang: Beginning at 11th level, when you hit with a weapon attack you deal an additional 1d8 poison damage. You also have resistance to poison damage and advantage on saving throws against the poisoned condition

Spider's Dodge: Starting at 15th level, you can select one creature you can see as a bonus action. As long as you can still perceive that creature, until the start of your next turn that creature makes attacks against you with disadvantage, and you make Dexterity saving throws against effects from that creature with advantage. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a short or long rest.



NEW ROGUE ARCHETYPE: INFERNAL AGENT

Travel from the Lower Planes is difficult, which is why the denizens of Hell find it useful to keep mortal agents on the Material Plane.

While the most prominent pacts provide power to warlocks, other types of individuals also seek infernal aid. Rogues who desire fiendish might generally offer their services to diabolic masters—the demons of the Abyss are usually too chaotic and bloodthirsty for a subtler approach to adventuring.

Diabolical Distraction: When you choose this archetype at 3rd level, you can use the bonus action granted by your Cunning Action to take the Help action.



Infernal Allure: Starting at 9th level, you can cast the *charm person* spell once. Once you use this feature, you can't use it again until you finish a short or long rest.

Additionally, if you have not expended your *Infernal Allure* feature, you have use of the *friends* and *dissonant whispers* cantrips. Charisma is your spellcasting ability for this feature.

Devil's Due: Starting at 13th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee attack against that creature. If this attack would qualify for Sneak Attack and you did not successfully Sneak Attack on your previous turn, you may add extra fire damage equal to your Sneak Attack damage dice.

Pactbound Soul: Starting at 17th level, you are always under the effects of a *protection from good and evil* spell. You can change the creature type against which you are protected after finishing a short or long rest.

NEW ROGUE ARCHETYPE: EYE OF ARACHNAE

Whispers tell of elite assassins among the followers of Arachnae who embody the quickness and stealthiness of the spiders their goddess favors. The most promising find themselves recruited as the goddess's spies and infiltrators, stalking those suspected of dissent or wrongdoing as they spin their webs.

Skitter: When you choose this archetype at 3rd level, you can use the bonus action granted by your Cunning Action to climb up to your current walking speed. Additionally, you gain advantage on Athletics checks made to scale difficult slopes.

Poisoned Strike: Additionally at third level, you know how to use debilitating poisons against vulnerable foes. When you make a successful Sneak Attack, you can exchange Sneak Attack dice for one of the following effects:

- You deal 1d6 poison damage for each Sneak Attack die exchanged.
- You can force the enemy to make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Intelligence bonus). If it fails, it deals only half damage on the next damage roll it makes within the next minute that uses its Strength score. The duration of this effect is increased by a number of attack rolls equal to every Sneak Attack die you sacrifice beyond the first.
- The creature's current walking speed is reduced by 5 ft. (to a minimum of 0 ft.) for each Sneak Attack die you sacrifice.

Creatures that are immune to poison are unaffected by this feature.

Ensnaring Web: Beginning at 13th level, you can restrain your foes with a sticky web. As an action, you can conjure a sticky web and force your enemy to make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Intelligence bonus). If it fails, it is restrained for

1 round. You can use this feature a number of times equal to your Intelligence modifier (minimum 1). You regain all expended uses after finishing a short or long rest.

Drider Form: Starting at 17th level, Arachnae gives you one of her greatest “blessings.” As an action, you can transform yourself into a drider for up to 1 minute. You take all the new statistics of a drider, including hit points, and if you are reduced to 0 hit points you transform back into your normal form. On returning to your normal form, you also regain a number of hit points equal to your rogue level. You can end this feature as a bonus action. Once you use this feature, you can’t use it again until you finish a short or long rest.

NEW SORCEROUS ORIGIN: HELLBROOD

Some fiends desire to sire mortal children, whether out of a misguided parental instinct or simply to increase their potential influence on the mortal planes. When magically gifted fiends have mortal offspring, their descendants may find they inherit a spark of that magical power. Whether their consorts were willing or unwilling, this fiendish influence on a bloodline lingers even to distant generations and can manifest in a child born to otherwise normal parents.

Profane Heritage: At 1st level, you know Infernal or Abyssal as a bonus language. You also gain advantage on Charisma checks made when dealing with fiends. You also gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

- 1st – *hellish rebuke*
- 3rd – *misty step*
- 5th – *fear*
- 7th – *dimension door*
- 9th – *telekinesis*

Fiendish Blessing: At 1st level, you have learned how to project your force of will as a physical defense. As long as you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier. This feature does not stack with Unarmored Defense.

Conflagration: At 6th level, when you cast a spell of 1st level or higher that deals fire damage to a target, you can spend 1 sorcery point to ignite that creature, causing additional damage and distraction. The target must make a Dexterity saving throw against your sorcerer spell save DC or catch on fire for 1 minute. While on fire, the creature takes 1d4 fire damage per round and suffers disadvantage on attack rolls and ability checks. On its turn, the creature can use its action to attempt to smother the flames, giving it an additional Dexterity saving throw with advantage. At the end of each of its turns, the creature may attempt a Dexterity saving throw to end the effect. If your spell dealt fire damage to multiple creatures, you can include additional

targeted creatures to ignite, but you must spend 1 + 1 additional sorcery point for each creature beyond the first. That is, igniting two creatures would require 3 sorcery points, while three creatures would require 6 sorcery points, four creatures 10 sorcery points, and so on. This feature has no effect on creatures immune to fire damage.

Fiendish Flight: At 14th level, you gain the ability to sprout a pair of batlike wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest these wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

The Fires Below: At 18th level, you learn the secret of channeling hellfire, further amplifying your abilities as the unholy magic bypasses creatures' protection against more mundane flames. Your sorcerer spells and abilities ignore fire resistance. Additionally, when you deal damage you treat fire immunity as fire resistance.

NEW WARLOCK PACT: THE PACT OF FLESH

As a reward for your service, your patron begins transforming your very essence to mirror aspects of its nature. Your eyes may glow with a fey light, your tongue may split in two, or your hand might appear decayed and gangrenous. These changes give you proficiency on Intimidation checks (or add double your proficiency bonus if you are already proficient). You also grow a natural weapon of your choice (such as a claw, slam, or horn) that either deals 1d6 damage and uses your Strength modifier for attack rolls and damage or deals 1d4 damage and has the "Finesse" weapon property.

New Eldritch Invocations

Acolyte of the Skin:

Pre-requisite: Pact of Flesh.

Your body transforms even further as your flesh becomes more resilient and takes an appearance suited to your otherworldly patron. While you are not wearing any armor, your Armor Class is equal to 10 + your Dexterity modifier + your Constitution modifier. This feature does not stack with Unarmored Defense. You can still use a shield and gain the benefits of this invocation.

Horrific Visage

Pre-requisite: 5th level.

You can cast *fear* once as a 3rd-level spell without using a warlock spell slot. You can't do so again until you finish a long rest. You may also add the spell to your list of spells known and use your warlock spell slots to cast it.



Master of Flesh

You gain proficiency in the Medicine and Nature skills.

Patronic Apotheosis:

Pre-requisite: 18th level, Pact of Flesh.

You can cast *shapechange* once using a warlock spell slot, though you are restricted to assuming the form of a creature closely related to your patron, such as a fey, fiend, or aberration. You can't do so again until you finish a long rest.

Savage Mauler:

Pre-requisite: 5th level, Pact of Flesh.

You can attack with your natural weapon twice, instead of once, whenever you take the Attack action on your turn.

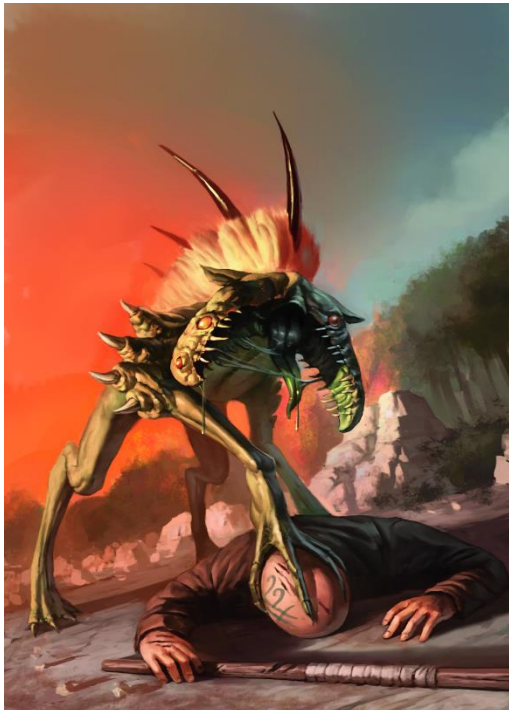
Vampiric Assault:

Pre-requisite: 12th level, Pact of Flesh.

Whenever you hit a creature with your natural weapon and successfully deal damage, you gain temporary hit points equal to your Charisma modifier (minimum of 1).

NEW WIZARD SCHOOL: FIENDBINDER

Intemperate, hostile, malevolent—the Lower Planes are not a place to go lightly. Even consorting with their denizens is dangerous. Yet in their arrogance, mortal spellcasters often believe that they can harness fiendish powers and even command them to do their bidding.



Some have found a small measure of success in this approach, but it rarely ends well as the devils and demons so commanded return to exact their vengeance.

Conjuration Savant: Beginning when you select this school at 2nd level, the gold and time you must spend to copy a conjuration spell is halved.

Eldritch Blast: At 2nd level, you gain the *eldritch blast* cantrip as a wizard cantrip.

Profane Presence: Also starting at 2nd level, when you use the *friends* cantrip on a fiend you can choose a number of additional fiends up to your Intelligence modifier (minimum 1) to be affected by the spell.

Improved Magic Circle: Starting at 6th level, you add

the *magic circle* spell to your spellbook if it is not there already. When you cast *magic circle*, you make the following improvements:

- Affected creatures have disadvantage on the Charisma saving throw to enter the cylinder.
- Targets within the cylinder have resistance to damage from spells cast by the creature.
- The duration of the *magic circle* spell doubles.

Summon Minor Fiends: At 10th level, you can use your action to summon a group of fiends to appear in unoccupied spaces that you can see within 60 feet. Choose one of the following options for what appears:

- One spined devil (p. 78 of the *Monster Manual*)
- Two imps (p. 76 of the *Monster Manual*) or quasits (p. 63 of the *Monster Manual*)
- Four dretches (p. 57 of the *Monster Manual*)
- Eight lemures (p. 76 of the *Monster Manual*) or manes (p. 60 of the *Monster Manual*)

These creatures begin as friendly to you and generally obey your wishes. Roll initiative for the fiends as a group, which has its own turns. They obey any verbal commands that you issue to them in the appropriate language. If you don't issue any commands, they defend themselves from hostile creatures and generally act in a manner according to their personality, based on the DM's discretion. This feature requires concentration and can last up to 1 hour. Once you use this feature, you can't use it again until you finish a long rest.

Command Fiends: At 14th level, you can bring fiendish creatures under your control. As an action, you can choose one fiend that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. 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. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

FEATS

Blasphemous Ritual: You can enact a brief 10-minute ritual while taking a short rest to empower yourself and your allies with unholy might. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. All participating creatures gain one of the following benefits of your choice:

- **Unholy Vigor:** Each participant may spend a number of Hit Dice up to your Intelligence or Charisma modifier (whichever is higher, minimum of 1). These hit points are placed into a shared pool that any participant can access as an action, drawing out a number of hit points up to your level x 5 or enough to restore it to its current maximum hit points. Any creature that moves more than 120 feet away from you forfeits its place in the pool, though any hit points it contributed remain. This benefit ends when you take a short or long rest.
- **Dark Resolve:** Each participant gains advantage on saving throws against the frightened condition. This benefit ends when you take a short or long rest.
- **Profane Thoughts:** Each participant can use the *message* cantrip as long as they remain within 30 feet of you. Participants can only use the cantrip to communicate with other creatures connected by this ritual. This benefit ends when you take a long rest.

Once you have performed this ritual, you or participating creatures cannot benefit from this feat until after you have finished a long rest.

Fiendish Heritage: Somewhere in your family tree is an unholy ancestor. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, up to a maximum of 20.
- You learn the *thaumaturgy* cantrip.
- You gain advantage on all ability checks (but not saving throws or other rolls) made against or in relation to fiends.

Forbidden Lore: Although these subjects might have been better left unstudied, you have learned a great deal from your research. You gain the following benefits:

- Increase your Intelligence score by 1, up to a maximum of 20.
- When you encounter a creature in combat, you can make an Arcana, History, Nature, or Religion check (determined by your DM) to gain knowledge about the creature's capabilities. The DC for this check is equal to 10 + the creature's Challenge Rating, and you can learn two of the following pieces of information: a single ability score, Armor Class, current hit points, one of its Action options, a single special quality, or its

damage or condition resistances, vulnerabilities, or immunities. You can make only a single check for each creature you encounter.

- You have advantage on Arcana, History, Nature, or Religion checks made outside of combat to look up information.

Profaned Soul: You don't need a thing like that. Not with the power you're getting, anyway. You gain the following benefits:

- You have resistance to psychic damage.
- You must fail 4 death saving throws before you die.
- Your corpse is relatively unaffected by magic, becoming immune to necromancy spells like *animate dead* or *speak with dead*. Additionally, only a *true resurrection* or *wish* spell can restore your soul and bring you back to life.