

Adventuring Classes

Adept

TABLE: ADEPT

LEVEL	PROF. BONUS	MARTIAL ARTS	FEATURES	TECHNIQUES KNOWN	FOCUS FEATURES	BONUS EXERTION	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	1d4	Adroit Defense, Martial Arts	—	—	—	—	—
2nd	+2	1d4	Combat Maneuvers, Exertion Focus, Practiced Techniques	1	—	—	2	1st
3rd	+2	1d4	Adept Archetype, Battlefield Etiquette	1	1	—	2	1st
4th	+2	1d4	Ability Score Improvement	2	2	1	3	2nd
5th	+3	1d6	Extra Attack	2	3	1	3	2nd
6th	+3	1d6	Tradition Feature	3	4	2	4	2nd
7th	+3	1d6	Empty Mind	3	5	3	4	2nd
8th	+3	1d6	Ability Score Improvement	4	6	3	5	3rd
9th	+4	1d6	—	4	7	4	5	3rd
10th	+4	1d6	—	5	8	4	6	3rd
11th	+4	1d8	Tradition Feature	5	9	5	6	3rd
12th	+4	1d8	Ability Score Improvement	6	10	5	6	3rd
13th	+5	1d8	Acquired Knowledge	6	11	6	7	4th
14th	+5	1d8	—	7	12	7	7	4th
15th	+5	1d8	Great Reputation	7	13	7	8	4th
16th	+5	1d10	Ability Score Improvement	8	14	8	8	4th
17th	+6	1d10	Tradition Feature	8	15	8	9	5th
18th	+6	1d10	—	9	16	9	9	5th
19th	+6	1d10	Ability Score Improvement	9	17	9	10	5th
20th	+6	1d10	Grandmaster	10	18	10	10	5th

Hit Points

Hit Dice: 1d8 per adept level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per adept level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons, punching daggers, shortwords, throwing daggers

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Perception, Religion, and Stealth

Equipment

You begin the game with 30 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Dungeoneer's Set (Cost 18 gp):** Quarterstaff, 10 darts, dungeoneer's pack
- **Explorer's Set (Cost 25 gp):** Shortsword, 10 darts, explorer's pack

Adroit Defense

At 1st level, choose one of the following options.

Agile Defense

While you aren't wearing armor and not using a shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

Brutal Defense

You are proficient with light armor. While you are wearing light armor, you can use Strength instead of Dexterity when calculating your Armor Class. If you know the Adept Speed practiced technique or any other technique that has it as a prerequisite, you can use them while wearing light armor.

Martial Arts

At 1st level, when you are unarmed or wielding only an adept weapon (a punching dagger, quarterstaff, shortsword, or any simple melee weapon that doesn't have the heavy or two-handed property) and you aren't using a shield, you gain the following benefits:

- You can use Dexterity instead of Strength when calculating attack and damage rolls with your unarmed strikes and adept weapons.
- Instead of the normal damage of your unarmed strike or adept weapon, you can use the die shown in the Martial Arts column of the Adept table, which starts as a d4.
- When you use the Attack action to make an unarmed strike or an adept weapon attack on your turn, you can use a bonus action to make an unarmed strike.

Combat Maneuvers

Starting at 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Mirror's Glint, Rapid Current, Razor's Edge, Unending Wheel. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus. You use your

maneuvers by spending points from your exertion pool, and you regain all spent exertion when you finish a rest. The Maneuvers Known column of the Adept table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest-degree maneuver you can select at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

As an adept, you gain a +1 bonus to your maneuver DC.

Exertion Focus

At 2nd level, you can spend exertion points to fuel various focus features. You start knowing three such features: Flurry of Blows, Focused Defense, and Long Step. You learn more focus features as you gain levels in this class.

Some of your focus features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Focus save DC = 8 + your proficiency bonus + your Wisdom modifier

Flurry of Blows

On your turn, immediately after you take the Attack action, you can spend 1 exertion to make two unarmed strikes as a bonus action.

Focused Defense

On your turn, you can spend 1 exertion to take the Dodge action as a bonus action.

Long Step

On your turn, you can spend 1 exertion to take the Dash or Disengage action as a bonus action, and your jump distance is doubled until the end of the turn.

Practiced Techniques

At 2nd level, you gain a practiced technique of your choice. Your practiced techniques are detailed at the end of the class description. The Techniques Known column of the Adept table shows when you learn more practiced techniques. Unless otherwise noted, you can gain each technique only once.

Adept Archetype

When you reach 3rd level, choose an adept archetype. Your archetype grants you features at 3rd, 6th, 11th, and 17th level.

Focus Feature

At 3rd level and every level after that, choose one option from the list below.

Additional Attack

Prerequisite: 11th level

You can attack three times, instead of twice, when you take the Attack action.

Adept Weaponry

Prerequisite: 5th level

Choose two simple or martial weapons, or one rare weapon. You become proficient with those weapons, and they count as adept weapons for you.

Battering Shield

Prerequisite: 11th level

When you hit a creature with two or more melee attacks in the same round, you gain a +2 bonus to Armor Class against that creature until the start of your next turn.

Battle Dance

You gain proficiency in the Performance skill. As a bonus action, you can spend 2 exertion to bob and sway, starting a battle dance. Until the end of your turn, your Speed increases by 20 feet and opportunity attacks against you are

made with disadvantage. When a creature makes an opportunity attack against you and misses, you can use your reaction to make an unarmed strike against that creature.

Battle Meditation

As an action, you can spend 1 Hit Die to regain 1d4 exertion. You can't use this feature again until you finish a rest.

Beyond Size

Prerequisite: 11th level

You can use basic maneuvers against creatures of any size. When a creature larger than you makes a saving throw against your basic maneuver, you can use your reaction to force that creature to make the save with disadvantage.

Closed Soul

Prerequisite: 9th level

When you make a saving throw, you can use your reaction and spend 2 exertion to gain advantage on saves against spells and other magical effects until the start of your next turn.

Dancing Maneuver

Prerequisite: 11th level, any dance

When you use a bonus action to activate a combat maneuver, you can spend 2 exertion to start one of your dances as part of the same bonus action.

Deflect Missiles

When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier + your adept level. If you reduce the damage to 0, you can catch the missile if it is possible to do so (the missile is small enough to hold, you have a hand free). If you catch the missile, as part of this reaction you can spend 1 exertion to make a ranged weapon attack with the weapon or ammunition you just caught. The missile

counts as an adept weapon and you have proficiency for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Deflect Spells

Prerequisite: Deflect Missiles, 9th level

When you are hit by a ranged spell attack that deals damage, you can use your reaction and spend 2 exertion to reduce the damage by 2d10 + your Dexterity modifier + your adept level. If you reduce the damage to 0, you can spend 1 exertion to redirect the spell to another target within 30 feet of you as part of the same reaction. Your bonus for this attack is equal to your proficiency bonus + your Wisdom modifier.

Distant Death Dance

Prerequisite: 5th level

As a bonus action, you can spend 2 exertion to start the distant death dance. Until the end of your turn, your reach with unarmed strikes increases to 60 feet. You have disadvantage on melee attacks against creatures more than 20 feet away from you.

Dual Stance

Prerequisite: 11th level, two stance combat maneuvers

You can have two stances active at the same time. If you are knocked unconscious, stunned, or start a long rest, both stances end.

Eye for Detail

Prerequisite: Proficiency in the Insight skill

As an action, you can spend 1 exertion to study a creature you have watched speak for at least 1 minute. You can ask the Narrator one of these questions:

- Is the creature hiding any strong emotions?

- Does the creature have a secret agenda?
- Did the creature lie in the last minute?
- Is the creature hiding their true heritage and/or culture?

The Narrator must give you a truthful answer.

Focused Strikes

Prerequisite: 5th level

Your unarmed strikes ignore resistance and immunity to nonmagical damage.

Forbidden Strike

Prerequisite: 7th level

Once per turn, when you hit an opponent with at least one attack from Flurry of Blows, you can spend 1 exertion to deal additional damage equal to your martial arts die.

Hooked Swords Dance

When you are fighting with a shortsword in each hand, you can use a bonus action and spend 2 exertion to hook them together to start a hooked swords dance. Until the end of your next turn, your shortswords gain the reach property. If you hit a target with both swords in the same turn, the target takes an extra 1d10 slashing damage.

Last Dance

Prerequisite: Any dance

When one of your dances ends, you can spend 2 exertion to extend the dance until the end of your next turn. In addition, if you know two or more dance focus features, you can spend 3 additional exertion to activate two dances using the same bonus action.

Magic Resistance

Prerequisite: 15th level, Closed Soul

You have advantage on saving throws against spells and other magical effects.

Maneuver Rush

Prerequisite: 7th level

When you hit with a maneuver that requires two attacks from your Attack action, you can use another maneuver that requires one or two attacks from your Attack action as part of the same Attack action. You can't use this feature again until you finish a rest.

Mind Over Body

You can use a bonus action and spend 2 exertion to gain temporary hit points equal to your martial arts die plus your adept level.

Mirage Dance

Prerequisite: 5th level

As a bonus action, you can spend 2 exertion to start a mirage dance. Until the end of your next turn, you are under the effect of the *mirror image* spell.

Paralyzing Strike

Prerequisite: 9th level

When you hit a creature with a melee weapon attack, you can spend 2 exertion to attempt a paralyzing strike. The target must succeed on a Constitution saving throw or be paralyzed until the end of your next turn.

Powerful Blow

Prerequisite: 5th level

As a bonus action, you prepare a crushing blow. If you hit a creature with a melee weapon attack before the end of your next turn, you can spend 1 exertion to deal additional damage equal to your martial arts die.

Pressure Point Secrets

Prerequisite: Paralyzing Strike or Stunning Strike

When you use Paralyzing Strike or Stunning Strike, you can spend an additional 2 exertion. If you do, your

target has disadvantage on its first saving throw made against the focus feature.

Purity of Body

Prerequisite: 7th level

You can use your action to end one effect on yourself that is causing you to be poisoned or diseased.

Share Focus

Prerequisite: 11th level

As an action, choose a creature. That creature can add your martial arts die to its next saving throw. You can't use this feature again until you finish a rest.

Shockwave

Prerequisite: 5th level

You can use an action and spend 3 exertion to hit the ground so hard it creates a shockwave in a 40-foot line that is 5 feet wide. Each creature in that line makes a Dexterity saving throw. On a failed save, the creature takes 4d6 bludgeoning damage and is knocked prone. On a success, the creature takes half damage and isn't knocked prone.

Stillness of Mind

Prerequisite: 7th level

You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Stunning Strike

Prerequisite: 5th level

When you hit a creature with a melee weapon attack, you can spend 1 exertion to force the target to make a Constitution saving throw. On a failed save, the target is stunned until the end of your next turn.

Total Combat

Prerequisite: 11th level

When you deal basic melee damage with a basic maneuver, you can deal additional damage equal to your martial arts die.

Undefeated

Prerequisite: 11th level

When a creature would reduce you to 0 hit points, you can use your reaction to make an unarmed strike against a creature within your reach. On a hit, you can spend 1 exertion to roll your martial arts die and gain that many temporary hit points. You can't use this feature again until you finish a rest.

Unlikely Wield

Prerequisite: 11th level

You can wield three weapons with the dual-wielding property at once. When you engage in two-weapon fighting, you can use the third weapon to make an additional weapon attack.

Vengeful Spirit

Prerequisite: 15th level

When you make a death saving throw, you can choose to set your own spirit loose. The spirit acts on your initiative, uses your statistics, carries ethereal copies of your equipment, and has full hit points and half your exertion pool. Your vengeful spirit is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons. It can move through other creatures and objects as if they were difficult terrain, but it takes 1d10 force damage if it ends its turn inside an object.

The vengeful spirit targets only the creature that reduced you to 0 hit points. Once that creature is defeated, the spirit returns to your body. While the vengeful spirit is active, you don't need to make death saving throws, but you still suffer failures if you are hit by an attack or take damage. You can't use this feature again until you finish a long rest.

Warding Dance

Prerequisite: 5th level

When you are unarmed or holding a weapon in one hand and nothing in the other, you can use a bonus action and spend 2 exertion to start a warding dance. Until the end of your next turn, you have resistance to bludgeoning, piercing, and slashing damage.

Weapon Skill

Choose a martial weapon that does not have the heavy or special properties. You become proficient with that weapon, and it counts as an adept weapon for you.

Battlefield Etiquette

At 3rd level, you learn the unwritten rules of the battlefield. After you have fought beside a martial artist for an encounter, battled against them, or observed them for at least 10 minutes, you gain an expertise die on Charisma checks made to influence them. Any creature that has a martial arts die, knows a maneuver from a combat tradition, or possesses an exertion pool is considered to be a martial artist.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Bonus Exertion

Also at 4th level, your exertion pool increases by the amount listed in the Bonus Exertion column of the Adept table.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Empty Mind

Starting at 7th level, as an action, you can spend 1 exertion to enter a meditative empty mind state. This lasts for 1 hour. While in this state, Insight checks against you have disadvantage.

In addition, you gain resistance to psychic damage and make saving throws against enchantment spells with advantage.

Acquired Knowledge

Starting at 13th level, you gain proficiency with one language and one tool of your choice.

Great Reputation

Starting at 15th level, when you interact with martial artists, their initial attitude towards you is friendly.

Grandmaster

At 20th level, you gain the following features.

Death Blow

When you hit with a melee weapon attack, you can choose to make your attack a critical hit that deals maximum damage. In addition, if the target is a creature, it makes a Constitution saving throw or it is reduced to 0 hit points. You can't use this feature again until you finish a rest.

Perfection Achieved

Any time you roll your martial arts die, you can spend 1 exertion to roll a d12 instead. If you roll a 12 on this die, you can roll another d12 and add it to the result.

Practiced Techniques

When you gain access to a new practiced technique, choose one of the following.

Adept Speed

While you are not wearing armor or wielding a shield, your Speed increases by 10 feet. You can choose this technique more than once. Its effects stack.

Focus Speech

Prerequisite: 15th level

You understand any language you hear, and any creature that can understand a language can understand you when you speak.

Gale Walk

Prerequisite: Adept Speed, proficiency in the Athletics skill

You have advantage on Athletics checks made to jump. On your turn, you can spend 1 exertion to triple your jump distances until the start of your next turn.

Hurricane Walk

Prerequisite: Gale Walk

You can use a bonus action and spend 1 exertion to cast *fly* on yourself. You also have advantage on Stealth checks made to move silently. The effect lasts until the start of your next turn.

Instant Step

Prerequisite: Adept Speed, 11th level

You can use an action to spend 4 exertion and choose an unoccupied space you can see within 500 feet. You teleport and arrive at exactly the spot desired. You can bring along your gear, carried items smaller than your arm, and a single creature of your size category or smaller. In addition, you become invisible until the start of your next turn.

Marathon Runner

When you move at a fast pace, you don't suffer a penalty to your passive

Perception. In addition, when you make a Constitution saving throw to avoid fatigue during a forced march, you gain a bonus to the save equal to your martial arts die.

Nimble Athlete

You can always choose to use your Dexterity when you make an Athletics check.

Power Tumble

You can always choose to use your Strength when you make an Acrobatics check.

Religious Training

You gain proficiency in the Religion skill. When you touch a holy relic, religious artifact, or a similar object or structure, you can spend 2 exertion to learn something about it. The Narrator truthfully answers one question you ask about the object that can be answered with a yes or no.

Shadow Walk

Prerequisite: 11th level, proficiency in the Stealth skill

When you are in dim light or darkness, you can use a bonus action to teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on Stealth checks until the start of your next turn.

Sixth Sense

Prerequisite: 11th level

You have advantage on initiative rolls. In addition, you can always choose to use your Wisdom for Arcana, History, Investigation, Nature, and Religion checks.

Slow Fall

You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your adept level.

Wall Walk

Prerequisite: Adept Speed, proficiency in the Acrobatics skill

You can use a bonus action and spend 1 exertion to cast *spider climb* on yourself. The effect lasts until the start of your next turn.

Warrior's Awareness

Prerequisite: Proficiency in Survival skill

When you make a Survival check to avoid being lost, you ignore penalties for moving at a fast pace and gain a bonus to the check equal to your martial arts die.

Water Walk

Prerequisite: Adept Speed

You can use a bonus action and spend 1 exertion to cast *water walk* on yourself. The effect lasts until the start of your next turn.

Wilderness Training

You gain proficiency in the Survival skill. For the purposes of adept class features, you consider beasts to be martial artists.

Adept Archetypes

Brawler

Unorthodox Arsenal

Starting at 3rd level, you are proficient with improvised weapons. When you hit a target with an improvised weapon, you can spend 1 exertion to deal additional damage equal

to your martial arts die or use a basic maneuver against the same target.

No Sell

Starting at 6th level, when you are hit by a melee attack, you can use your reaction to spend 1 exertion and reduce the impact. After damage is determined (including any resistances you might have), roll your martial arts die. Reduce the damage you would take by that amount.

Unpredictable Style

Starting at 11th level, when you make an ability check that could use a skill or tool you are not proficient with, you can roll your martial arts die and add it to that check. On a successful check, you can't use this feature with the same ability until you finish a rest. On a failure, you fall prone and roll your martial arts die, taking damage equal to that amount.

Unrelenting

At 17th level, when you drop to 0 hit points, you can roll your martial arts die. You regain that many hit points and lose that much exertion. Similarly, when your exertion pool reaches 0, you can roll your martial arts die. You regain that much exertion and lose that many hit points.

Once you have regained hit points or exertion from this feature, you can't use this feature again until you finish a rest.

Exalted Athlete

Blessed Prowess

Starting at 3rd level, when you make a Strength, Dexterity, or Constitution check, you can add your martial arts die. When you fail a Strength, Dexterity, or Constitution saving throw, you can use your reaction to spend 2 exertion and reroll the save.

Master Athlete

Starting at 6th level, your jump distances double, and you have advantage on ability checks made to jump. In addition, you gain a climb speed equal to your Speed and a swim speed equal to your Speed.

Finally, once per long rest when you would gain a level of fatigue, you can choose not to gain that level of fatigue.

Sacred Boon

Starting at 11th level, choose three of the following benefits:

Boon of Death. When you reduce a living creature to 0 hit points, you can use your reaction to spend 2 exertion and gain a number of temporary hit points equal to your martial arts die plus your proficiency bonus. If you do, you have advantage on death saving throws for 1 minute.

Boon of Hunting. When you succeed on a Survival check to Hunt and Gather as a journey activity, you gather twice as much Supply.

Boon of Love. When you succeed on a Persuasion check to influence a creature that is indifferent to you, you can spend 3 exertion to make that creature friendly towards you for 1 hour.

Boon of Speed. When you move a distance greater than your Speed during your turn, you can use your reaction to spend 2 exertion and take the Dodge action.

Boon of Tactics. When you make an opportunity attack, you can spend 2 exertion to gain advantage on the attack.

Boon of War. When you critically hit a creature, you can use your reaction to spend 2 exertion. If you do, your next successful melee weapon attack deals additional damage equal to your martial arts die plus your proficiency bonus.

Eternal Favor

At 17th level, you gain a token from the gods. While you are wearing the token, you are immune to fatigue and the blinded, deafened, and poisoned conditions. In

addition, you can spend 1 exertion to use your Blessed Prowess feature on any ability check, and you don't need to spend exertion to use Sacred Boons. Finally, when you roll initiative, you can roll your martial arts die and regain that much exertion.

If your Eternal Favor token is destroyed, the gods bestow another token upon you after you complete an arduous task to prove you are still worthy.

Warrior Monk

Lost Tradition

Starting at 3rd level, choose a combat tradition you are not proficient in. You become proficient in that tradition. When you use a combat maneuver that requires a weapon with a particular property (such as finesse or heavy), your unarmed strikes count as having that property.

Way of the Fist

Starting at 6th level, you regain exertion equal to half your proficiency bonus (rounded down) when you critically hit with an unarmed strike. When you hit a creature with an unarmed strike, you can spend 1 exertion to deal additional damage equal to your martial arts die.

Ancestral Guidance

Starting at 11th level, you can meditate during a long rest. Choose a combat tradition. If you are proficient in that tradition, learn two maneuvers from it. If you are not proficient in that tradition, you become proficient in it and learn two maneuvers from it. Combat maneuvers learned through this feature are forgotten when you begin your next long rest.

Perfect Fist

Starting at 17th level, when you make an unarmed strike, you score critical hits on a roll of 19–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1

(maximum 17–20). In addition, when you use a bonus action to make an unarmed strike, the attack deals an additional damage die.

When your unarmed strike reduces a creature to 0 hit points, you can spend 3 exertion to utterly destroy the target's body and soul. The target can't be restored to life by any means short of a *wish* spell.

When you hit a creature with two or more unarmed strikes in the same turn, you can spend 3 exertion to force it to make a Constitution saving throw. On a failed save, the target suffers one effect you choose from the list below. For each successful unarmed strike after the second, you can spend 1 exertion to deal one additional effect. For example, if you hit with four unarmed attacks, you can spend 5 exertion to deal three effects. You can't choose the same effect more than once, and a successful saving throw negates all effects.

- The target takes extra damage equal to twice your martial arts die.
- The target is blinded and deafened for 1 minute.
- The target is paralyzed for 1 minute. At the start of each of its turns, the target can repeat the saving throw, ending the effect on a success.
- The target is knocked prone and becomes poisoned for 1 minute.
- Features, spells, and traits that would restore the target's hit points have no effect on the target until the start of your next turn.
- The target loses a spell slot from its highest available level.
- The target loses 6 exertion.
- The target can't use bonus actions, legendary actions, or reactions until the start of your next turn.
- The target gains a level of fatigue.

Bard

TABLE: BARD

LEVEL	PROFICIENCY BONUS	FEATURES	BATTLE HYMNS	TRICKS KNOWN
1st	+2	Art Speciality, Bardic Inspiration, Battle Hymn, Spellcasting	1	—
2nd	+2	Adventuring Tricks, Jack-of-All-Trades, Varied Expertise	1	1
3rd	+2	Bard Archetype Feature	1	1
4th	+2	Ability Score Improvement, Bardic Legend (1st), Battle Hymn Focus	2	1
5th	+3	Bardic Inspiration (d8), Key Change, Renewed Inspiration,	2	1
6th	+3	Bard Archetype Feature, Prestigious, Varied Expertise	2	2
7th	+3	Bardic Legend (2nd), Maestro	3	2
8th	+3	Ability Score Improvement, Battle Hymn Specialization	3	2
9th	+4	Bard Archetype Feature	3	3
10th	+4	Bardic Inspiration (d10), Varied Expertise	4	3
11th	+4	Art Mastery, Bardic Legend (3rd)	4	3
12th	+4	Ability Score Improvement, Battle Hymn Specialization	4	3
13th	+5	Universal Trick	5	4
14th	+5	Bard Archetype Feature, Varied Expertise	5	4
15th	+5	Bard Archetype Feature, Bardic Inspiration (d12)	5	4
16th	+5	Ability Score Improvement, Universal Trick	6	5
17th	+6	Art Mastery, Grand Battle Hymn	6	5
18th	+6	Varied Expertise	6	5
19th	+6	Ability Score Improvement, Universal Trick	7	5
20th	+6	Virtuoso	8	6

TABLE: BARD SPELLS

SPELL SLOTS PER LEVEL

LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	2	4	2	—	—	—	—	—	—	—	—
2nd	2	5	3	—	—	—	—	—	—	—	—
3rd	2	6	4	2	—	—	—	—	—	—	—
4th	3	7	4	3	—	—	—	—	—	—	—
5th	3	8	4	3	2	—	—	—	—	—	—
6th	3	9	4	3	3	—	—	—	—	—	—
7th	3	10	4	3	3	1	—	—	—	—	—
8th	3	11	4	3	3	2	—	—	—	—	—
9th	3	12	4	3	3	3	1	—	—	—	—
10th	4	13	4	3	3	3	2	—	—	—	—
11th	4	14	4	3	3	3	2	1	—	—	—
12th	4	15	4	3	3	3	2	1	—	—	—
13th	4	16	4	3	3	3	2	1	1	—	—
14th	4	17	4	3	3	3	2	1	1	—	—
15th	4	18	4	3	3	3	2	1	1	1	—
16th	4	19	4	3	3	3	2	1	1	1	—
17th	4	20	4	3	3	3	2	1	1	1	1
18th	4	21	4	3	3	3	3	1	1	1	1
19th	4	22	4	3	3	3	3	2	1	1	1
20th	4	23	4	3	3	3	3	2	2	1	1

TABLE: BATTLE HYMNS

BARD LEVEL	BATTLE HYMN
1st–4th	<p>Harmony of Pain. The target gains a number of temporary hit points equal to your Bardic Inspiration die.</p> <p>Overbearing Rhythm. Attacks against the target have disadvantage.</p> <p>Song of Clarity. At the start of the target’s turn, if it is not at 0 hit points it can expend one of its Hit Dice to regain hit points.</p>
5th–8th	<p>Bastions of Justice. The target gains a bonus to saving throws equal to your Charisma modifier (minimum +1).</p> <p>Call to Arms. The target can roll one additional weapon damage die with its weapon attacks. If the target makes at least one weapon attack on its turn and misses with all attacks, you can sustain this battle hymn for 1 round without expending a use of Bardic Inspiration.</p> <p>Placid Tones. The target gains an expertise die on Intelligence, Wisdom, and Charisma checks.</p>
9th–12th	<p>Heaven’s Blessing. When the target benefits from your Bardic Inspiration, it rolls the Bardic Inspiration die twice and uses the higher result.</p> <p>Ode of Blood. If the target is dying, it continues making death saving throws but regains consciousness for up to 3 rounds. The target falls unconscious again if it takes damage, and it dies if it fails its last death saving throw. Once a creature has benefited from this battle hymn, it can’t benefit from it again until it finishes a rest.</p> <p>Willful Serenade. Until the end of the combat, the target ignores up to 4 levels of fatigue or strife it is suffering from (how much of each to ignore is determined by the creature).</p>
13th–16th	<p>Doomsayer. The target takes a –1d8 penalty on attack rolls.</p> <p>Onward to Battle. The target’s Speed increases by 40 feet.</p> <p>Rise and Fight. If the target is dying, it regains hit points equal to your Bardic Inspiration die. Once a creature has benefited from this battle hymn, it can’t benefit from it again until it finishes a long rest.</p>
17th–20th	<p>Bring Low the Foe. The target takes a –1d8 penalty to saving throws. In addition, it is rattled for 1d4 rounds after the battle hymn ends.</p> <p>Carry the Spirit. The target gains advantage on saving throws.</p> <p>Inspiring Crescendo. The target gains a 1d6 expertise die on ability checks. Unlike normal, this expertise die can be as high as a d12.</p>

Hit Points

Hit Dice: 1d8 per bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Two musical instruments of your choice, or one musical instrument and any other tool

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

You begin the game with 135 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Agitator's Set (Cost 111 gp):** Dagger, hand crossbow and quiver with 20 bolts, padded cloth, entertainer's pack, flute
- **Ambassador's Set (Cost 91 gp):** Longsword, shortbow with 20 arrows, padded leather, diplomat's pack, violin

Art Speciality

Starting at 1st level, any musical instrument that you have proficiency with counts as a spell focus for the purposes of spellcasting. Although spells can be cast without these instruments, only targets that are able to perceive your performance can benefit from this feature. Whenever you finish a rest, choose one of the following as your Art Specialty.

Percussion (Casabas, Castanets, Drums, Maracas). Any instrument played by being struck or scraped (either by other

instruments or against each other) qualifies as a percussion instrument. When you cast a bard spell from the sound school using a percussion instrument as your spell focus, double the spell's range. A sound spell that has a range of Touch increases its range to 30 feet.

String Instruments (Dulcimer, Harp, Lute, Lyre, Violin). String instruments are played by plucking and twanging strings. When using a string instrument as a spell focus, whenever you cast a bard spell from the movement or teleportation school, you can target an additional creature within 15 feet of you.

Visual (Calligraphy, Dance, Light Manipulation, Shapes). There are many ways to undertake a visual performance, whether through illustration, illusion magic, or legerdemain. When using visual art as a spell focus, whenever you cast a bard spell, you can make one ally that can see you the point of origin of that spell. You must be able to see any targets of the spell.

Voice (Humming, Insults, Oration, Singing). When using this musical art as a spell focus, you have advantage on checks made to maintain concentration on a bard spell.

Wind Instruments (Bagpipes, Flute, Horn, Ocarina, Trombone). Any instrument played by passing air through it qualifies as a wind instrument. When you cast a bard spell using a wind instrument as a spell focus, you can make a Deception or Performance check as a part of casting the spell. Creatures with a passive Insight score equal to or less than the result of your check do not see or hear you cast the spell. Once you have used this feature three times, you can't do so again until you finish a long rest.

Bardic Inspiration

A number of times equal to your Charisma modifier (minimum once) per long rest, you can use a bonus action to choose one creature other than yourself within 60 feet

that can hear or see you. That creature gains a d6 Bardic Inspiration die.

Within the next 10 minutes, before or after rolling an ability check, attack roll, or saving throw (but before the result is determined), the creature can roll the Bardic Inspiration die and add the number rolled to the result. Once the Bardic Inspiration die is rolled, it is expended. A creature can have only one Bardic Inspiration die at a time.

At 5th level, your Bardic Inspiration die increases to a d8. At 10th level it increases to a d10, and at 15th level it increases to a d12.

Battle Hymn

At 1st level, you learn a battle hymn, which can be expressed in any type of performance. Once at the start of your turn, you can activate a battle hymn by expending one use of your Bardic Inspiration (no action is required). Performing a battle hymn requires your concentration, as though you were casting a spell. Once activated, a battle hymn continues until you lose concentration or the start of your next turn.

The number of battle hymns you know are listed in the Battle Hymns Known column of the Bard table. Whenever you gain a bard level, you may choose one battle hymn you know and replace it with a new battle hymn. Your bard level determines what battle hymns you can learn.

Audience. Unless otherwise noted, a battle hymn does not have a target until you choose one, and each hymn targets a single creature within 30 feet. You can choose to target a creature at any time, but once you have chosen a target of your battle hymn, the hymn's target can't be changed.

Sustained Song. When you have an activated battle hymn but have not chosen a creature to benefit from it yet, at the start of your turn when it would end you can instead choose to sustain the battle hymn until the start of your next turn without expending a use of Bardic Inspiration.

Spellcasting

Cantrips

You learn two bard cantrips of your choice at 1st level and additional bard cantrips at higher levels, as shown in the Cantrips Known column of the Bard Spells table.

Spell Slots

To cast a bard spell, you must expend a spell slot of the spell's level or higher. The Bard Spells table shows how many spell slots you have to cast your bard spells. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher

At 1st level, you know your choice of four 1st-level spells from the bard spell list. Consult the Spells Known column of the Bard Spells table to see when you can choose more bard spells. Each of these spells must be of a level for which you have spell slots.

Additionally, when you gain a bard level, you can replace a bard spell you know with another from the bard spell list, provided it is of a level for which you have spell slots.

Ritual Casting

You can cast a bard spell you know as a ritual if that spell can be cast as a ritual.

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier to set the attack bonus and saving throw DC for your bard spells, as follows:

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

When casting a bard spell, you can use an arcane focus or Art Speciality as your spellcasting focus.

Adventuring Tricks

At 2nd level, you learn one adventuring trick of your choice. Adventuring tricks are detailed at the end of the class description. The Tricks Known column of the Bard table shows when you learn more adventuring tricks.

Jack-of-All-Trades

Starting at 2nd Level, if you are not proficient with a skill or tool, you can add half your proficiency bonus (rounded down) to ability checks using that skill or tool.

Varied Expertise

Also at 2nd level, you gain an expertise die on one skill or tool of your choice. At 6th, 10th, 14th, and 18th level, choose an additional skill or tool.

Bard Archetype

At 3rd level, choose a bard archetype. Your archetype grants you features at 3rd, 6th, and 14th level.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Bardic Legend

At 4th level, you write a bardic tale of your adventures. Your bardic legend takes whatever form you like. When you enter a settlement and spend a day playing or recounting the tale, the reputation of you and your allies starts to grow. In addition to receiving local quests suited to the exploits detailed in your bardic legend, when you rest in a settlement that knows your bardic

legend, you and your allies regain all spent hit dice over the course of a long rest. In addition, you gain an expertise die on Prestige checks made in the settlement.

Starting at 7th level, you craft a second bardic legend. Commoners are either more amenable or afraid of you, depending on the type of bardic legend you create. Choose one of the following skills: Deception, Insight, Intimidation, or Persuasion. You gain advantage on checks made using the chosen skill to influence any commoner that has heard your bardic legend.

Beginning at 11th level, whenever you enter a settlement, you can name a new bardic legend of your choice. Allies that are part of the tale gain inspiration when they finish a long rest in that settlement. Any other creatures that are part of that tale have their reputations ruined—either they confront you directly to stop the rumor, or they are unable to hide or deal in that town for the length of time you are in it. Once you have used this feature in a settlement, you can't do so again until you finish a long rest.

Battle Hymn Focus

Also at 4th level, at the end of another creature's turn, you can use your reaction to activate a battle hymn. This battle hymn replaces any currently activated battle hymns. Replacing an activated battle hymn does not require expending a use of Bardic Inspiration if the previously activated hymn doesn't have a target.

In addition, choose one of the following.

- Your battle hymns don't require concentration.
- Your battle hymns can affect a number of additional creatures equal to your Charisma modifier (minimum one).
- You learn an additional battle hymn, which doesn't count against the number of battle hymns you know. When choosing this battle hymn, treat your bard level as four higher for the purposes of meeting the hymn's prerequisites. If you change

this Battle Hymn Focus, you forget the additional battle hymn.

Whenever you gain a bard level, you can change your Battle Hymn Focus.

Renewed Inspiration

Starting at 5th level, you regain all expended uses of Bardic Inspiration whenever you finish a rest.

Key Change

Also at 5th level, you can use a bonus action to change your Art Speciality. Once you have used this feature, you can't do so again until you finish a rest.

Prestigious

Beginning at 6th level, your Prestige rating increases by an amount equal to half your proficiency bonus (rounded down). When you reach 11th level, your Prestige rating instead increases by an amount equal to your proficiency bonus.

Maestro

At 7th level, choose one Art Speciality. You always gain the benefits of that Art Speciality, no matter what instrument or art you are using.

Battle Hymn Specialization

At 8th level, the range of your battle hymns increases to 60 feet.

In addition, choose one of the following.

- You can expend two uses of Bardic Inspiration to activate two Battle Hymns at the same time. Losing concentration or changing battle hymns ends both hymns.
- Pick three spells of 4th-level or lower that have only vocalized components. These spells can be from any class spell list. You can spend two uses of Bardic Inspiration to cast one of the chosen spells at the start of your turn without using

an action. If you do, you can't activate a battle hymn that turn.

- When you expend a use of Bardic Inspiration to activate a battle hymn, you can also grant a Bardic Inspiration die to a creature within 60 feet.

Whenever you gain a bard level, you can change your Battle Hymn Specialization.

Art Mastery

At 11th level, you gain one of the following art masteries. At 17th level, you gain an additional art mastery.

Percussion: Rolling Rhythm. When using a percussion instrument as a spell focus, if you cast a spell that targets only one creature, you can target an additional creature. The additional target must be within range of the first (as if the original target were casting the spell). You can use this feature a number of times equal to half your proficiency bonus (rounded down) per rest.

String Instruments: Melody for All. You gain a number of melody charges equal to your Charisma modifier (minimum 1), which you regain whenever you finish a long rest. When using a string instrument as a spell focus, if you cast a spell that targets only one creature, you can spend a melody charge to target an additional creature within the spell's range.

Visual: Dual Masterpiece. When using visual art as a spell focus, if you cast a bard spell that uses an ally as its point of origin and then cast that spell again on your next turn, the spell is cast as if you had used a spell slot two levels higher. You can use this feature a number of times equal to your proficiency bonus per long rest.

Voice: Everlasting Song. When concentrating on a bard spell you cast using your voice as a spell focus, you automatically succeed on checks made to maintain concentration on that spell.

Wind Instruments: Perfect Pitch. While using a wind instrument as a spell focus, you gain advantage on Deception

and Performance checks to conceal the casting of bard spells.

Universal Trick

At 13th, 16th, and 19th level, you learn a developed talent from the berserker class, a sign of faith from the cleric class, a soldiering knack from the fighter class, or an elective study from the wizard class. You can't learn more than one Universal Trick from any individual class.

Grand Battle Hymns

At 17th level, you learn one of the following grand battle hymns, which doesn't count against the number of battle hymns you know.

Beyond the Grave. When you activate this hymn, each ally within 60 feet that is bloodied or unconscious is restored to half their hit point maximum. In addition, each target recovers from up to 3 levels of fatigue.

Magic Never Dies. When you activate this hymn, each ally within 30 feet regains up to five levels worth of spell slots or gains 30 temporary hit points.

Taste of Victory. When you activate this hymn, each ally within 30 feet of you gains a blessing of victory that lasts for 24 hours or until it is expended. Whenever a target makes an attack roll or contested ability check, they can expend their blessing of victory to gain advantage on the roll.

Once you have activated your grand battle hymn, you can't do so again until you finish a long rest.

Virtuoso

At 20th level, you can use an action and expend a use of Bardic Inspiration to start an epic performance that lasts for 1d4 rounds. While the performance lasts, you can choose up to 50 creatures that are within 120 feet and that can hear or see your performance. Each creature you choose makes a Charisma saving throw. On a failed save, the target is charmed by you

for the performance's duration and for 6 days afterwards, or until you or your companions do anything harmful to it. A charmed creature regards you as a friendly acquaintance.

The performance ends early if you are incapacitated or silenced, or if you voluntarily end it (no action required). At the end of the performance, you can extend the duration by 1d4 rounds by expending an additional use of Bardic Inspiration.

If your epic performance lasts at least 1 minute, when the performance ends each charmed creature you choose is affected by a *mass suggestion* spell cast at 9th level. Creatures do not make saving throws to resist this effect. The commands you give a charmed creature are not obvious, and other creatures must make an Insight check contested by your Performance check to notice that you are doing anything more than giving a performance. You can give each creature its own set of commands but can give out only six different sets of commands.

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

Adventuring Tricks

When you gain access to a new adventuring trick, choose one of the following.

Bewitching Companion

Choose one skill in which you are proficient. You gain an expertise die on checks made using the chosen skill.

In addition, you gain an expertise die on checks made to influence anyone accompanying you on a journey.

Brutish Confrontation

Choose one skill in which you are proficient. You gain an expertise die on checks made using the chosen skill.

In addition, you gain advantage on ability checks made to prepare an ambush.

Improvised Engineering

You gain proficiency in the Engineering skill. If you are already proficient in Engineering, you instead gain an expertise die.

In addition, you gain advantage on Engineering checks made to build a temporary construction (such as a bridge or ladder) or shore up an existing structure (like the wall of a collapsing building).

Marching Song

Allies within 30 feet of you travel 1 mile per hour faster than normal. Your party can't use Stealth while traveling in this manner.

Profitable

You gain proficiency in the Performance skill. If you are already proficient with Performance, you instead gain an expertise die.

Additionally, whenever you make a Performance check to earn coins, you gain twice as much as normal.

Resonance

Choose one skill in which you are proficient. You gain an expertise die on checks made using the chosen skill.

In addition, when either you or a companion casts a ritual spell, its duration is doubled and it affects twice the usual number of targets.

Sly Confidant

Choose one skill in which you are proficient. You gain an expertise die on checks made using the chosen skill.

In addition, when you succeed on a contested Intelligence, Wisdom, or Charisma check, you gain advantage on your next contested Intelligence,

Wisdom, or Charisma check against the same creature.

Song of Rest

When you perform during a short rest, creatures who can perceive your performance regain an additional 1d8 hit points when they expend Hit Dice to regain hit points.

Showoff

Choose one skill in which you are proficient. You gain an expertise die on checks made using the chosen skill.

In addition, when you succeed on an Acrobatics or Athletics check to balance, climb, jump, or otherwise physically overcome an obstacle, a number of allies equal to your proficiency bonus gain advantage on the same check made to overcome that obstacle.

Townie

Choose one skill in which you are proficient. You gain an expertise die on checks made using the chosen skill.

In addition, if you have a positive reputation in a town or city, all basic goods and spellcasting components cost you one-third less in that settlement.

Widely Known

You do not have disadvantage on Prestige checks made outside the area described by your Prestige rating.

Bard Archetypes

Loremaster

Bonus Proficiencies and Specialties

When you select this archetype at 3rd level, choose three of the following skills: Arcana, Culture, Engineering, History, Medicine,

Nature, Religion. You gain proficiency in the chosen skills. In addition, you gain three additional specialties, and you gain another specialty whenever your proficiency bonus increases. These additional specialties must be in Arcana, Culture, Engineering, History, Medicine, Nature, or Religion.

Cunning Words

Also at 3rd level, when a creature that you can see within 60 feet makes an ability check, attack roll, or damage roll, you can use your reaction to expend a use of Bardic Inspiration. If you do, roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. If you roll the minimum or maximum result on your Bardic Inspiration die, the creature is rattled until the end of your next turn.

You can choose to use this feature after the creature makes its roll, but before the Narrator determines whether the attack roll or ability check succeeds or fails, or before damage is dealt. The creature is immune to this feature if it can't hear you or if it's immune to being charmed.

School Knowledge

At 6th level, choose one school of magic that is not a classical school of magic, the arcane school of magic, or the divine school of magic. All spells from the chosen school of magic count as bard spells for you.

In addition, you learn two bard spells. A spell you choose must be a cantrip or of a spell level you can cast.

Skillful Knowledge

Starting at 14th level, you can use your Bardic Inspiration on yourself. When you roll the minimum or maximum result on your Bardic Inspiration die, you also gain an expertise die on the triggering check.

Minstrel

Bonus Proficiency and Specialties

When you select this archetype at 3rd level, you gain proficiency in Culture and Performance. If you are already proficient in either skill, you instead gain an expertise die. In addition, you gain additional specialties equal to your proficiency bonus, and you gain another specialty whenever your proficiency bonus increases. These bonus specialties must be in Culture or Performance.

Better Bardic Inspiration

Also starting at 3rd level, when you have granted a creature Bardic Inspiration, if the creature would make a saving throw at the end of its turn to end an effect on it, it can expend the Bardic Inspiration to attempt a saving throw at the start of its turn instead.

In addition, you can use Bardic Inspiration on yourself, but only to make Performance checks.

Endless Legends

Starting at 6th level, you can use Bardic Inspiration an additional number of times equal to your Wisdom modifier (minimum one). In addition, when a creature rolls your Bardic Inspiration die, it gains a bonus to the roll equal to your Wisdom modifier (minimum +1).

Act of Unison

Starting at 14th level, on your turn you can use an action and a bonus action to expend a use of Bardic Inspiration and choose a creature you can see within 60 feet. If the creature can see or hear you, it gains an action, which it must use before the end of your turn. A creature can benefit from this feature only once between long rests.

Mountebank

Bonus Proficiency and Specialties

When you select this archetype at 3rd level, you gain proficiency in Deception and Persuasion. If you are already proficient in either skill, you instead gain an expertise die. In addition, you gain additional specialties equal to your proficiency bonus, and you gain another specialty whenever your proficiency bonus increases. These bonus specialties must be in Deception or Persuasion.

Rapid Response

Also starting at 3rd level, when initiative is rolled and you are not surprised, you can choose to cast a spell with a vocalized component and casting time of 1 action. If you do so, the effects of the spell occur at the start of the first creature's turn, and on your first turn you do not receive an action.

Honeyed Words

Starting at 6th level, when you cast a bard spell, you can replace any vocalized components with speech and any seen components with gestures. Any observers with a passive Insight score equal to or less than your passive Deception or Perception score do not see or hear you cast the spell. If you make a Deception, Intimidation, or Persuasion check as part of your speech or gestures, the effects of the spell occur before the check is made.

You can use this feature a number of times equal to your proficiency bonus per long rest.

Kill Me Last

At 14th level, when a creature you can see targets you with an attack or spell, you can use your reaction to focus its attention on a creature you choose within its reach or within range of it. It makes a Charisma saving throw and on a failure, it instead targets the chosen creature with its attack or

spell (gaining advantage if the chosen creature is an ally).

You can use this feature a number of times equal to your proficiency bonus per long rest.

Warchanter

Bonus Proficiency and Specialties

When you select this archetype at 3rd level, you gain proficiency in History. If you are already proficient in History, you instead gain an expertise die in that skill. In addition, you gain additional specialties in History equal to your proficiency bonus, and you gain another specialty whenever your proficiency bonus increases.

In addition, you gain proficiency with medium armor, shields, and martial weapons.

Victorious Hymn

Also at 3rd level, you learn an additional battle hymn chosen from the Battle Hymns table. When choosing this battle hymn, double your bard level for the purposes of meeting the hymn's prerequisites. This battle hymn does not count against your number of battle hymns known. When you reach 8th level, you can trade one of the battle hymns you know for a new Victorious Hymn.

Second Chorus

Starting at 6th level, when you see a spell cast on an ally within 30 feet, you can use your reaction and expend a use of Bardic Inspiration. If the spell is 3rd level or lower, targets only that ally, and you are also within the spell's range, you are also targeted by the spell.

When you reach 14th level in this class, you can expend two uses of Bardic Inspiration to target a different ally instead of you.

Slaying Momentum

At 14th level, when an ally under the effects of one of your battle hymns reduces a creature to 0 hit points, they regain hit points equal to your Bardic Inspiration die + your Charisma modifier.

Bard Spell List

As a bard you can choose from the following spells.

Cantrips

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.

Circular Breathing (tra): Breathe and sing underwater, and regulate your breath to avoid harmful gases.

Dancing Lights (evo): Create up to four floating, magical lights.

Friends (enc): Gain an expertise die on a Charisma check.

Light (evo): Enchant one object to emit light.

Mending (tra): Perform simple repairs on an object.

Message (tra): Send short messages to other creatures.

Minor Illusion (ill): Create a small, limited illusion.

Prestidigitation (tra): Perform various minor magical tricks.

True Strike (div): Gain advantage on attacks against a single creature.

Vicious Mockery (enc): Make an insult that delivers psychic damage and gives disadvantage on a creature's next attack roll.

1st-Level

Air Wave (cjr): Cut through the air with a melee weapon to damage a creature within 30 feet.

Animal Friendship (enc): Befriend an animal.

Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.

Bane (enc): Cause enemies to be distracted from their attacks.

Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Comprehend Languages (div): Use magic to better interpret languages you don't understand.

Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.

Detect Magic (div): Sense the presence and school of magical auras.

Disguise Self (ill): Create an illusion that makes you appear like another humanoid.

Dramatic Sting (enc): Frighten a creature by echoing its movements with ominous music and terrifying sound effects.

Faerie Fire (evo): Highlight creatures with magical radiance.

Feather Fall (tra): Reduce or eliminate damage from falling.

Harmonic Resonance (abj): Harmonize with the rhythm of those around you to better help allies.

Healing Word (evo): Restore a small number of hit points to a creature at range with only a word.

Heroism (enc): Imbue a creature with bravery and vigor.

Hideous Laughter (enc): Cripple a creature with humor.

Identify (div): Divine the nature of an enchanted item.

Illusory Script (ill): Hide a message with illusions.

Phantasmal Talons (enc): Sprout invisible talons of pure will from your fingers.

Silent Image (ill): Create an illusion that can move but has no other sensory details.

Sleep (enc): Cause enemies to fall into a magical slumber.

Speak with Animals (div): Gain the ability to talk with animals.

Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

Traveler's Ward (abj): Protect a creature from pickpockets.

Unseen Servant (cjr): Use an invisible, mindless, shapeless force to perform simple tasks.

2nd-Level

Animal Messenger (enc): Use a Tiny creature as a magical messenger.

Blindness/Deafness (nec): Strike a creature blind or deaf.

Calm Emotions (enc): Suppress strong and harmful emotions, negating effects or sapping aggression.

Detect Thoughts (div): Read the minds of nearby thinking creatures.

Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.

Enthral (enc): Monopolize a creature's attention.

Flex (ill): Bestow a glamor upon a creature that highlights its physique to show a stunning idealized form.

Heat Metal (tra): Make a metallic object too hot to touch.

Hold Person (enc): Paralyze a humanoid.

Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.

Knock (tra): Open a locked object.

Lesser Restoration (abj): Remove one affliction from a creature.

Locate Animals or Plants (div): Gain knowledge about the location of flora and fauna.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Magic Mouth (ill): Enchant an object to repeat a message in certain circumstances.

Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to three creatures.

Silence (ill): Create a bubble of magical silence.

Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

Zone of Truth (enc): Create a zone that minimizes spoken deceptions.

3rd-Level

Aspect of the Moon (tra): Adopt a number of traits similar to a werewolf.

Battlecry Ballad (abj): Transform your bardic inspiration into a rallying cry that enhances the attacks of your allies.

Bestow Curse (nec): Lay a curse upon a creature, giving it potentially long-lasting penalties.

Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.

Dispel Magic (abj): End ongoing magical effects.

Fear (ill): Frighten creatures in a cone-shaped area.

Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.

Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.

Nondetection (abj): Hide a person, place, or thing from divination magic for 8 hours.

Plant Growth (tra): Use magic to increase the yield of plants or create difficult terrain.

Sending (evo): Send a short message to another creature, no matter their location.

Speak with Dead (nec): Call forth memories from a corpse, compelling it to answer questions.

Speak with Plants (tra): Awaken nearby plants, bestowing intelligence and animation.

Stinking Cloud (cjr): Make a thick, noxious cloud that leaves foes retching and unable to act.

Tiny Hut (evo): Create an immobile dome of protective force that shelters the party.

Tongues (div): Understand any heard language and be understood by others you speak to.

4th-Level

Accelerando (tra): Play a jaunty tune that instills swiftness into up to six creatures.

Charm Monster (enc): Make a creature view you as a trusted friend.

Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.

Dimension Door (cjr): Teleport yourself and one willing creature great distances.

Freedom of Movement (abj): Free a creature from most constraints on its movement.

Greater Invisibility (ill): Turn a creature invisible even while it takes hostile actions.

Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

Polymorph (tra): Temporarily transform a creature into another creature.

Tearful Sonnet (enc): Quietly play a tragic tune that fills those around you with magical sorrow.

5th-Level

Animate Objects (tra): Create constructs to smite foes.

Awaken (tra): Impart sentience to a creature or plant.

Dominate Person (enc): Take over the mind of a humanoid.

Dream (ill): Invade a creature's dreams to communicate with and possibly terrorize it.

Geas (enc): Give a creature a command with an extremely long duration.

Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.

Hold Monster (enc): Paralyze a creature.

Legend Lore (div): Magically obtain knowledge about a creature or topic.

Mass Cure Wounds (evo): Heal several allies a moderate amount.

Mislead (ill): Confuse those around you by replacing yourself with a duplicate.

Modify Memory (enc): Alter a creature's memory.

Planar Binding (abj): Force a creature from another plane of existence to become your servant.

Raise Dead (nec): Return a recently-dead creature to life.

Scrying (div): Observe a creature on the same plane of existence as you.

Seeming (ill): Craft an illusory appearance for as many creatures as you choose.

Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.

Warrior's Instincts (div): Sharpen your senses to anticipate incoming attacks and find weaknesses in the defenses of your foes.

6th-Level

Find the Path (div): Know the way to a location of your choice.

Guards and Wards (abj): Ward an area, making it difficult to traverse for those that you do not permit.

Irresistible Dance (enc): Cripple a creature with the urge to dance.

Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.

Programmed Illusion (ill): Set an illusion that triggers once a specified condition is met.

True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

7th-Level

Arcane Sword (evo): Create a deadly sword-shaped force that attacks at your command.

Etherealness (tra): Enter the border of the Ethereal Plane.

Forcecage (evo): Creatures in the area are trapped in an invisible cube of force.

Magnificent Mansion (cjr): Create a magnificent extradimensional dwelling.

Project Image (ill): Create an illusionary duplicate you can sense through.

Regenerate (tra): Cause a creature to heal itself over time and can regrow lost limbs.

Resurrection (nec): Return a long-dead creature to life.

Symbol (abj): Inscribe a potent arcane glyph, setting a magical trap for unsuspecting creatures.

Teleport (cjr): Teleport one or more creatures instantly across vast distances.

8th-Level

Dominate Monster (enc): Take over the mind of a creature.

Feeblemind (enc): Crush a creature's mind.

Glibness (tra): Gain a bonus to Charisma checks and lie even under magical detection.

Mind Blank (abj): Prevent a creature's mind from being read.

Power Word Stun (enc): Stun a creature with a single word.

9th-Level

Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.

Power Word Kill (enc): Slay a creature with a single word.

True Polymorph (tra): Change a creature into another creature or object, or an object into a creature.

Berserker

TABLE: BERSERKER

LEVEL	PROF. BONUS	FEATURES	RAGES	RAGE HIT POINTS	TALENTS KNOWN	MANEUVERS KNOWN	MANEUVER R DEGREE
1st	+2	Battle Defense, Developed Talents, Rage	2	+2	1	—	—
2nd	+2	Combat Maneuvers, Honed Senses, Furious Critical	2	+2	1	2	1st
3rd	+2	Versatile Exploration, Warrior Born, Way of Wrath	3	+2	2	3	1st
4th	+2	Ability Score Improvement, Furious Critical	3	+2	2	3	1st
5th	+3	Crushing Blows, Extra Attack	3	+2	2	4	2nd
6th	+3	Furious Critical, Martial Presence, Way Feature	4	+2	3	4	2nd
7th	+3	Advanced Battle Defense	4	+2	3	5	2nd
8th	+3	Ability Score Improvement, Furious Critical	4	+2	4	5	2nd
9th	+4	Battle Moxie	4	+3	4	6	3rd
10th	+4	Furious Critical, Way Feature	4	+3	5	6	3rd
11th	+4	School of the Open Road	4	+3	5	7	3rd
12th	+4	Ability Score Improvement, Crushing Blows, Furious Critical	5	+3	5	7	4th
13th	+5	Notable Reputation	5	+3	6	8	4th
14th	+5	Furious Critical, Way Feature	5	+3	6	8	4th
15th	+5	Prickly Mind	5	+3	7	9	4th
16th	+5	Ability Score Improvement, Furious Critical	6	+4	7	9	4th
17th	+6	Crushing Blows, Reliable Might	6	+4	7	10	5th
18th	+6	Furious Critical	6	+4	8	10	5th
19th	+6	Ability Score Improvement	6	+4	8	11	5th
20th	+6	Paragon of Rage	Unlimited	+5	9	11	5th

Hit Points

Hit Dice: 1d12 per berserker level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per berserker level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose four from Animal Handling, Athletics, Intimidation, Nature, Perception, Stealth, and Survival

Equipment

You begin the game with 120 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Rugged Explorer's Set (Cost 118 gp):** Greatsword, 4 javelins, spear, hide, medium shield, climbing gear, explorer's pack
- **Tracker's Set (Cost 117 gold):** Greataxe, shortbow and quiver with 20 arrows, chain shirt, explorer's pack

Battle Defense

Starting at 1st level, choose one of the following options.

Juggernaut

You gain proficiency with heavy armor. In addition, your speed is not reduced by wearing heavy armor, you can still benefit from raging while wearing heavy armor, and the weight of any armor you wear doesn't count against your carrying capacity.

Rugged Defense

While you aren't wearing armor or your only armor is a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

In addition, your speed increases by 5 feet while you aren't wearing heavy armor. At 5th level, your speed increases an additional 5 feet.

Developed Talents

At 1st level you gain a developed talent of your choice. Your developed talents are detailed at the end of the class description. The Talents Known column of the Berserker table shows when you learn more developed talents.

Rage

Starting at 1st level, on your turn you can use a bonus action to enter a rage. For as long as you remain in your rage and provided you aren't wearing heavy armor, you gain the following benefits and restrictions:

- You have advantage on Strength checks and saving throws.
- While you remain in your rage, at the start of your turn you gain a number of rage hit points, which increase as you gain levels as a berserker, as shown in the Rage Hit Points column of the Berserker table. Whenever you take damage, you reduce your rage hit points first, then your regular hit points. Rage hit points stack each round until your rage ends, at which point they disappear. The maximum number of rage hit points you can have at one time is equal to 5 × your berserker level.
- You gain resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells.
- You gain no benefit from temporary hit points.

- You can't choose to use the Fall Back reaction.

Your rage lasts for 1 minute. It ends early if you fall unconscious or if you end your rage on your turn as a bonus action.

You can use this feature a number of times shown on the Rages column of the Berserker table per long rest.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Adamant Mountain, Mirror's Glint, Rapid Current, Tempered Iron, Tooth and Claw. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, and you regain any spent exertion when you finish a rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Berserker table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest-degree maneuver you can select at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Honed Senses

At 2nd level, while you aren't blinded, deafened, or incapacitated, you have advantage on Dexterity saving throws against effects that you can see.

Furious Critical

Also at 2nd level, choose one Furious Critical. At 4th level and every even berserker level after, you learn an additional Furious Critical.

Unless otherwise noted, the DC to resist your Furious Critical effects is equal to 8 +

your proficiency bonus + your Constitution modifier. The attack must use a melee weapon that has the heavy, two-handed, or versatile property. You can take each Furious Critical only once, and you can only use one Furious Critical per critical hit, unless otherwise noted.

Blinding Maneuver

When you critically hit, the target is blinded for a number of rounds equal to your proficiency bonus.

Dazzling Prowess

Prerequisite: 6th level

When you critically hit, the target makes a Wisdom saving throw or is stunned until the end of your next turn.

Deafening Blow

When you critically hit, the target is deafened for a number of rounds equal to half your proficiency bonus (rounded down). If the target tries to cast a spell while deafened in this way, it must make a Constitution saving throw in order to do so. The DC of the save equals 10 or half the damage the creature took from the attack that inflicted the condition, whichever is higher.

Disorienting Strike

When you critically hit, the target treats all creatures as though they have half cover (+2 to AC, Dexterity saving throws, and ability checks made to hide). This effect lasts for a number of rounds equal to your proficiency bonus and does not stack with subsequent critical hits.

Elemental Wrath

When you critically hit, the weapon that dealt the blow becomes charged with acid, cold, fire, or lightning, chosen when you take this Furious Critical. For a number of rounds equal to your proficiency bonus, the weapon deals an

additional 1d6 damage of the chosen type. This extra damage does not stack with subsequent critical hits.

The weapon now deals an additional 1d6 damage of the chosen type. This effect lasts for a number of rounds equal to your proficiency bonus and does not stack with successive critical hits.

This Furious Critical can be taken multiple times as you gain berserker levels, increasing the damage each time; 2d6 at 10th level, 3d6 at 16th level, and 4d6 at 20th level.

Whenever you gain a berserker level, you can change the damage type.

Furious Momentum

When you critically hit, the next melee weapon attack you make before the end of your next turn is a critical hit on a roll of 17–20. Once you have used this feature, you can't do so again until you finish a rest. Alternatively, you can expend one use of Rage to use this feature. You can combine the effects of this Furious Critical with any other.

Inspiring Flair

When you critically hit, choose a creature that can see you. That creature gains an expertise die on its next attack roll.

Jockeying Blow

When you critically hit, you can move up to 30 feet. This movement does not provoke opportunity attacks from the target of your attack. In addition, you gain advantage on any ability checks made to jump as part of this movement. You can combine the effects of this Furious Critical with any other.

Knockdown Strike

When you critically hit, the target makes a Strength saving throw or is knocked prone. You can take this Furious Critical

a second time to combine its effects with Overbearing Hit.

Mighty Blow

Prerequisite: 6th level

When you critically hit with a melee weapon attack, roll one additional weapon damage die and add the result to your damage roll. You can take this Furious Critical again at 13th level and 17th level.

Overbearing Hit

When you critically hit, you can push the target up to 15 feet directly away from you. You can take this Furious Critical a second time to increase the distance to 30 feet.

Pinning Strike

When you critically hit, the target is grappled (escape DC equal to your Furious Critical DC).

Relentless Attack

When you critically hit, you can immediately make an additional melee weapon attack without using an action or reaction to do so. If this subsequent attack is also a critical hit, you can activate this feature again, up to a number of times equal to half your proficiency bonus (rounded down). You can't combine the effects of another Furious Critical during these additional attacks.

Terrifying Force

When you critically hit, each creature you choose within 60 feet that can see you makes a Wisdom saving throw or is frightened of you for a number of rounds equal to half your proficiency bonus (rounded down). You can combine the effects of this Furious Critical with any other.

Vitalizing Force

When you critically hit, your Speed increases by 20 feet for 1 minute or until you use this Furious Critical again.

Versatile Exploration

Beginning at 3rd level, whenever you learn a new developed talent, you can instead choose from fighter soldiering knacks.

Warrior Born

Also at 3rd level, choose one of the following.

Agitate

Make an Intimidation check contested by the Insight check of a creature you can see and hear within 20 feet. On a success, you subtly press the creature to act out. What exactly the creature does—back away quickly, blurt out something compromising, draw a weapon, look towards a concealed or disguised companion, protectively touch something it is carrying—is at the Narrator's discretion.

Once you have used this feature, you can't do so again until you finish a rest.

Fearsome Reputation

Word spreads of your prodigious strength or how terrifying you can be in battle. Whenever you are in a settlement, at least one commoner approaches you with a modest gift or bribe and beseeches you to help settle a feud, move a large obstacle, or otherwise make use of your impressive might. In addition to their offering, they are eager to tell you about their home and neighbors.

Imposing Prowess

When an ally you can see and hear makes a Deception or Persuasion

check, you can use your reaction to support them. Your ally rerolls the check, gaining an expertise die on the roll.

Once you have used this feature, you can't do so again until you finish a long rest.

Way of Wrath

At 3rd level, you choose a berserker archetype. Your archetype grants you features at 3rd, 6th, 10th, and 14th level.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Crushing Blows

At 5th level, your melee weapon attacks critically hit on a roll of 19–20. At 12th level, your melee weapon attacks critically hit on a roll of 18–20. At 17th level, your melee weapon attacks critically hit on a roll of 17–20.

Extra Attack

Starting at 5th level, when you take the Attack action on your turn, you can attack twice instead of once.

Martial Presence

At 6th level, choose one of the following:

Forceful

You can always choose to use Constitution when making a Persuasion check.

In addition, in every settlement you visit, you inspire a number of followers equal to your proficiency bonus. While you remain in that settlement, your followers perform minor tasks to help you, feed you and your allies, carry your belongings to nearby destinations, share their mount animals, reveal some of

their secrets to try to gain your favor, and ask you for help with a problem before turning to the authorities.

Mighty

You can always choose to use Constitution when making an Intimidation check.

In addition, when you enter a tavern or other social gathering, you can make a DC 15 Intimidation check while loudly declaring that you are looking for something or someone. On a success, most of the people there look at or otherwise point out whoever or whatever they believe you are looking for, or the person most likely to know about what you seek.

Scary

You can always choose to use Constitution when making a Deception check.

In addition, when you fail a Deception check opposed by a creature's Insight, that creature makes a Wisdom saving throw against your passive Deception score. On a failed save, your Deception check becomes a success.

Advanced Battle Defense

At 7th level, choose one of the following.

Enhanced Vitality

Choose Intelligence, Wisdom, or Charisma. When you use that ability to make a saving throw against an effect that deals half damage on a success, you can choose to make a Constitution saving throw instead.

Preternatural Agility

When you make a Dexterity saving throw against an effect that deals half damage on a success, you take no

damage on a success and half damage on a failure.

Battle Moxie

At 9th level, choose one of the following.

Provoking Attitude

You can expend one use of Rage and choose a creature within 60 feet that can hear or see you. The creature makes a Charisma saving throw against your Furious Critical DC. On a failed save, it makes or accepts a challenge. The nature of this challenge is at the Narrator's discretion but is usually a duel or contested check.

Roaring Pause

When initiative is rolled and you aren't surprised, you can expend one use of Rage to make an Intimidation check against a DC equal to 8 + number of creatures that rolled initiative. On a success, each creature stops what it is doing and can only make statements and a Deception, Intimidation, or Persuasion check on its next turn. If you succeed on the check by 5 or more, initiative is rerolled, and you can choose a number of creatures equal to your Constitution modifier (minimum one creature) to gain advantage on their initiative roll.

Takes One To Know One

When you see a creature, you know if it is proficient with more than simple weapons or has access to combat maneuvers.

School of the Open Road

At 11th level, choose one of the following.

Don't Get Fooled Again

You can always choose to use Constitution when making an Insight

check, and you gain an expertise die when rolling to detect a falsehood.

In addition, you are seen as an arbiter of truth by those who have heard of your reputation, and you may be called in to mediate trials or question suspected wrong-doers.

Storyteller

You can always use Constitution when making a History check, and you gain an expertise die when the subject has something to do with war, battle, or martial prowess.

In addition, your reputation means that people assume that you want to know the history (or perhaps gossip) of the settlement you're visiting.

Mechanical bonuses are at the Narrator's discretion but could include gaining an expertise die on Insight checks made to influence a particular NPC.

Trial and Error

You can always choose to use Constitution when making a Nature check, and you gain an expertise die on checks made to identify a plant or beast.

In addition, you are regarded as someone who loves a good survival story. When you are at a tavern or social gathering, people are likely to approach you with information about local hazards or wildlife. The benefits of this insight are at the Narrator's discretion but might include an expertise die on Survival checks to track a creature, additional beneficial effects from a medicinal, or advantage on checks made to recall a beast or plant creature's weakness.

Notable Reputation

At 13th level, choose one of the following.

Armed Assistance

Mercenary groups make a point of making your acquaintance, especially in

larger towns. As part of their hospitality, they feed you and your companions, provide you a safe place to sleep, and offer to trade information and word of any jobs your group might be interested in. When these meetings go particularly well, the mercenaries might offer more tangible help in the form of scouting the area around a monster's den or distracting a group of bandits to give you an edge.

Noble Curiosity

When you enter the holdings of a noble, a liveried servant is likely to invite you to take part in their employer's hospitality. This invitation might include lavish feasting, introductions to the rich and powerful, and offers of assistance such as mounts, the repair of your armor and weapons, and miscellaneous items worth less than 5 gp.

Token of Gratitude

Upon recognizing you, merchants offer up to 15 percent off of the listed price of a particular item in exchange for a small token of your favor, such as an autograph.

Prickly Mind

Starting at 15th level, when you make a saving throw to resist being charmed, you can use your reaction to deal psychic damage equal to your proficiency bonus to the creature attempting to charm you. This backlash does not reveal the creature that tried to charm you.

In addition, you gain proficiency in Wisdom saving throws.

Reliable Might

At 17th level, when you make a Strength or Constitution check and the result is less than the corresponding score, you can use that score in place of the result.

Paragon of Rage

At 20th level, your Strength and Constitution scores increase by 4, and your maximum for those abilities becomes 24.

In addition, while raging you gain the following benefits:

- Your size increases by one category (from Small to Medium, or Medium to Large), to a maximum size of Large. Your size doubles in all dimensions and your weight increases eightfold.
- You gain twice as many rage hit points as normal.
- Creatures have disadvantage on saving throws made to resist your basic combat maneuvers.
- You deal double damage to objects.
- Your horizontal jump distance increases by 40 feet, and your vertical jump distance increases by 20 feet.
- You gain a 1d8 expertise die on Strength and Constitution ability checks and saving throws.

Developed Talents

When you gain access to a new developed talent, choose one of the following.

Agile Sprinter

You gain an expertise die on Athletics and Acrobatics checks made to climb, run, and swing.

Flock Step

You gain an expertise die on Stealth checks made to hide amongst or blend in with a group of five or more creatures.

Lead the Pack

Prerequisite: 5th level

You gain an expertise die on Athletics or Acrobatics checks made to climb, jump, run, and swim. When your party makes a group Athletics or Acrobatics check,

you can apply the result of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but you must do so before the Narrator says whether you succeed or fail.

Mark of the Wilderness

You gain an expertise die on Intimidation checks. In addition, you can always choose to use Strength when rolling an Intimidation or Persuasion check.

Natural Tracker

After you spend at least 1 minute observing a creature, you gain an expertise die on checks made to track that specific creature.

Path of Blustery Autumns

You gain a 10-foot bonus to your Speed when calculating your Travel Pace. Additionally, you can choose to ignore difficult terrain outside of combat.

Path of Drowning Springs

Prerequisite: 5th level

You gain a swim speed equal to your Speed and can hold your breath for a number of minutes equal to 1 + twice your Constitution modifier.

In addition, while swimming you can use a bonus action and spend one use of Rage to move your swim speed in a straight line.

Path of Lean Winters

You gain advantage on saving throws made to resist the effects of cold weather, as though you were wearing cold weather gear but without the disadvantages in hot weather. Additionally, you can go without Supply for a number of days equal to 3 + your Constitution modifier (minimum 1) before suffering a level of fatigue.

Path of Scorching Summers

You gain advantage on saving throws made to resist the effects of hot weather, as though you were wearing hot weather gear but without the disadvantages in cold weather. You also gain advantage on saving throws made to resist the effects of thirst.

Sharpened Senses

You gain an expertise die on Investigation, Perception, or Survival checks made to follow a creature's trail.

Berserker Archetypes

Dreadnought

Leveling Charge

Starting at 3rd level, if you hit a creature with an attack after moving at least 20 feet, you can attempt to knock that creature to the ground. The target must make a Strength saving throw against your Furious Critical DC or be knocked prone.

At 10th level, you can use a bonus action to attempt to knock down a creature that is within your reach during your Leveling Charge.

Standing Firm

Also at 3rd level, you gain advantage on ability checks and saving throws made to avoid being knocked prone. In addition, while you are wearing heavy armor, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Ever Onwards

Starting at 6th level, while you are raging you ignore all movement penalties caused by difficult terrain.

In addition, while raging you gain advantage on saving throws made to resist being charmed or frightened.

Terrifying Inevitability

Beginning at 10th level, you gain an aura that extends 10 feet from you in every direction, but not through total cover. While raging you can use a bonus action to choose one creature you can see in your aura and focus your will on it. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your bonus action to extend the duration of this effect until the end of your next turn. The effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

A creature that successfully saves is immune to your Terrifying Inevitability for 24 hours.

Rebounding Blow

Starting at 14th level, while you are wearing heavy armor and a creature within 5 feet of you misses you with a weapon attack, you can use your reaction to turn the miss into a hit. You take half damage from the attack, and the triggering creature takes an equal amount of damage.

Rager

Hard to Kill

Starting at 3rd level, when you drop to 0 hit points, you can immediately make a death saving throw. On a success, you instead gain a number of hit points equal to your Constitution modifier (minimum 1) and don't lose the benefits of your rage. Once you have used this feature, you can't do so again until you finish a rest.

Enraged Focus

Also at 3rd level, while you are raging, you gain an expertise die on your first attack roll each round.

Thirst for the Kill

Starting at 6th level, when you reduce a hostile creature to 0 hit points, the next time you hit a creature with a weapon attack in the next minute, you gain a bonus to the damage roll equal to the triggering creature's Hit Die.

Relentless

Starting at 10th level, if a creature uses the Disengage action to leave your reach while you are raging, you can use your reaction to follow them a number of feet equal to double your Speed. You can use this feature a number of times equal to your proficiency bonus per long rest.

Pitiless Gaze

Starting at 14th level, when a creature within 5 feet of you hits you with a melee attack while you are raging, that creature takes 1d6 psychic damage.

Tempest

Touched by Thunder

Beginning at 3rd level, you can empower a melee weapon you touch. While you are raging, your attacks with the weapon deal an additional 1d6 lightning or thunder damage (choose the damage type when you begin the rage). This damage increases to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level. You can empower only one weapon at a time, but you can use a bonus action to transfer the effect to a different weapon.

In addition, you gain resistance to either lightning or thunder damage, chosen by you when you gain this feature.

Whirling Winds

Starting at 6th level, while raging you have an aura extending 10 feet from you in every direction, but not through total cover. While the aura lasts, treat all attacks against you as though you had half cover (+2 to AC, Dexterity saving throws, and ability checks made to hide).

In addition, you gain resistance to either lightning or thunder damage, whichever you did not choose at 3rd level.

Forceful Gale

Starting at 10th level, once per turn while you are raging, when you damage a creature with a melee attack you can force the target to make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failed save, you can push the creature up to 10 feet directly away from you. This distance stacks with any forced movement caused by a Furious Critical.

Perfect Storm

Starting at 14th level, a hostile creature that begins its turn inside your Whirling Winds aura makes a Constitution saving throw (DC 8 + your proficiency bonus + your Strength modifier). The creature takes lightning or thunder damage (the same damage type you chose when you gained the Touched by Thunder feature) equal to your berserker level on a failure or half damage on a success.

Cleric

TABLE: CLERIC

LEVEL	PROFICIENCY BONUS	FEATURES	SIGNS KNOWN
1st	+2	Cleric Archetype, Defensive Blessing, Sacred Call, Spellcasting	—
2nd	+2	Archetype Feature, Channel Divinity, Principles of Devotion	—
3rd	+2	Signs of Faith	1
4th	+2	Ability Score Improvement, Sacred Office	1
5th	+3	Empowered Turning	1
6th	+3	Archetype Feature, Channel Divinity	1
7th	+3	—	2
8th	+3	Ability Score Improvement, Archetype Feature, Empowered Turning	2
9th	+4	Sacred Presence	2
10th	+4	Providence	2
11th	+4	Empowered Turning	3
12th	+4	Ability Score Improvement	3
13th	+5	—	3
14th	+5	Empowered Turning	3
15th	+5	—	4
16th	+5	Ability Score Improvement	4
17th	+6	Archetype Feature, Empowered Turning	4
18th	+6	Channel Divinity	4
19th	+6	Ability Score Improvement	4
20th	+6	Avatar of Faith	5

TABLE: CLERIC SPELLS

SPELL SLOTS PER LEVEL

LEVEL	CANTRIPS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	3	2	—	—	—	—	—	—	—	—
2nd	3	3	—	—	—	—	—	—	—	—
3rd	3	4	2	—	—	—	—	—	—	—
4th	4	4	3	—	—	—	—	—	—	—
5th	4	4	3	2	—	—	—	—	—	—
6th	4	4	3	3	—	—	—	—	—	—
7th	4	4	3	3	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	3	3	3	1	—	—	—	—
10th	5	4	3	3	3	2	—	—	—	—
11th	5	4	3	3	3	2	1	—	—	—
12th	5	4	3	3	3	2	1	—	—	—
13th	5	4	3	3	3	2	1	1	—	—
14th	5	4	3	3	3	2	1	1	—	—
15th	5	4	3	3	3	2	1	1	1	—
16th	5	4	3	3	3	2	1	1	1	—
17th	5	4	3	3	3	2	1	1	1	1
18th	5	4	3	3	3	3	1	1	1	1
19th	5	4	3	3	3	3	2	1	1	1
20th	5	4	3	3	3	3	2	2	1	1

Hit Points

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons

Tools: Choose one from herbalism kit, one type of artisan's tool, or a musical instrument

Saving Throws: Wisdom, and either Intelligence or Charisma

Skills: Choose two from Culture, History, Insight, Medicine, Persuasion, and Religion

Equipment

You begin the game with 125 gp. You can select your own gear or choose one of the following equipment packages. Also consult

the Suggested Equipment section of your chosen background.

- **Holy Warrior's Set (Cost 122 gp):** Longbow and quiver with 20 arrows, mace, scale mail, explorer's pack, reliquary divine focus (holy symbol)
- **Righteous Combat Set (Cost 87 gp):** 4 javelins, warhammer, 5 wooden stakes, chain shirt, medium shield, emblem divine focus (holy symbol), explorer's pack
- **Spiritual Protector's Set (Cost 90 gp):** Quarterstaff, 2 flasks of holy water, padded leather, healer's satchel, amulet divine focus (holy symbol), priest's pack

Cleric Archetype

Choose one of the following archetypes: Healer, Oracle, Sun Priest, or Warpriest. At 1st level you gain archetype spells and other features. Your archetype grants you additional features at 2nd, 6th, 8th, and 17th level.

Archetype Spells

With your archetype you gain access to a list of archetype spells at the levels noted in your archetype description. Archetype spells are always prepared in addition to the spells you can prepare each day.

If you gain an archetype spell that is not on the cleric spell list, it is considered a cleric spell for you.

Defensive Blessing

At 1st level, choose one of the following options.

Armor of Conviction

While you are not wearing any armor or wielding a shield, your AC equals 10 +

your Dexterity modifier + your Wisdom modifier.

Also, in addition to the spells you normally prepare, you always have *shield of faith* prepared.

Sacred Archery

You gain proficiency with light armor, medium armor, and ranged martial weapons.

Spirit Soldier

You gain proficiency with light armor, medium armor, and shields.

Sacred Call

Also at 1st level, choose one of the following.

Clerical Charisma

You gain proficiency in the Performance skill. Whenever you use Performance to deliver a sermon or to sing holy songs in a town or city, even on a failed check other than a natural 1, you still attract a crowd of people no smaller than your spell save DC.

Ordination

As a formal leader within your religious order, you are expected to perform the ceremonies of your faith, including weddings and funerals. In exchange, members of your faith provide you and your companions with food, lodging, and a modest lifestyle.

Additionally, if your congregation or order is able, they send you letters with regular updates about their well-being. They are willing to help connect you with other chapters of your faith through letters of introduction.

Zeal of the Convert

You gain advantage on Persuasion checks when you invoke the name of your deity or movement during a

conversation with a pious person. If the listener is negatively disposed to your greater entity or movement, you have disadvantage instead.

Spellcasting

Cantrips

You learn three cleric cantrips of your choice at 1st level and additional cleric cantrips at higher levels, as shown in the Cantrips Known column of the Cleric Spells table. You also know the *thaumaturgy* cantrip.

Preparing and Casting Spells

To prepare cleric spells to make them available to cast, choose a number of spells equal to your Wisdom modifier + your cleric level (minimum of one spell) from the cleric spell list. You can't prepare a spell with a higher level than your highest-level spell slot.

To cast a cleric spell, you must spend a spell slot of the spell's level or higher. The Cleric Spells table shows how many spell slots you have to cast your cleric spells. You regain all expended spell slots when you finish a long rest.

Casting spells doesn't remove them from your list of prepared spells.

During a long rest, you can change your list of prepared spells by meditating.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier to set the attack bonus and saving throw DC for your cleric spells, as follows:

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell you know as a ritual if that spell can be cast as a ritual. You can also cast the *ceremony* spell as a ritual whether you have the spell prepared or not.

Spellcasting Focus

When casting a cleric spell, you can use a holy symbol as your spellcasting focus.

Channel Divinity

At 2nd level, you are able to magically channel the energy of your greater entity. You start with two ways to channel divinity: Turn Undead and an additional effect dependent on your chosen Cleric Archetype.

You may choose which Channel Divinity effect to create each time you use this feature. You must then finish a rest before you're able to Channel Divinity again.

If a Channel Divinity effect requires a saving throw, use your cleric spell save DC.

Starting at 6th level you can use your Channel Divinity twice between rests, and beginning at 18th level you can use it three times between rests.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a divine word. Each undead creature within 30 feet that can see or hear you must succeed on a Wisdom saving throw or be turned for 1 minute or until it takes damage. A turned creature must use its movement to move away from you and its actions to Dash or to escape from an effect that prevents it from moving away. If it can't move away, it can take the Dodge action. It can't willingly approach within 30 feet of you and it can't take reactions.

Principles of Devotion

At 2nd level, you pledge to uphold certain standards of behavior beyond what is necessary for adventure. In return, your greater entity grants you one of the following related boons. When you fail to uphold this pledge, you lose any benefits from it until 24 hours after you finish a long rest and rededicate yourself.

Chaste

In exchange for forgoing pleasures of the heart and flesh, you are hardened to the persuasions of others. Add your Wisdom modifier (minimum +1) to saving throws made to resist being charmed. You also gain one skill specialty chosen from Insight, Persuasion, or Religion.

Destitute

In exchange for forgoing material luxury, vendors who are not explicitly opposed to your greater entity are compelled to give you heavy discounts of up to 20 percent, and inkeeps offer you free lodging.

Devotional Integrity

When an action you take is honest and non-violent, until the end of your turn you are immune to the rattled condition and you do not suffer disadvantage or penalties on Intelligence, Wisdom, or Charisma checks made as part of that action.

Image of the Divine

You exhibit a uniform, makeup, tattoo, or body modification indicating your higher entity or religious order. Creatures have advantage when discerning your religious identity. You gain advantage on saving throws against fear and ability checks made against Intimidation. You also gain one skill specialty chosen from Insight, Intimidation, or Persuasion.

Merciful

In exchange for forgoing bloodshed—torture, attacking unconscious creatures, and dealing lethal wounds to creatures you reduce to 0 hit points—you are yourself granted mercy. When you have already succeeded on two death saving throws, you have advantage on death saving throws.

Rule of Ritual

You make formal religious observances and perform ritual timekeeping. You can spend 1 hour during a long rest to make these observances, and if you do you only need 4 hours of sleep instead of the normal 6. You learn the *guidance* cantrip if you don't already know it, and when you use a spell of 1st-level or higher to grant an expertise die, the expertise die you grant increases by one step.

Secrecy

Your mission from your deity requires you to work undercover, concealing your true self with a secret identity. In exchange for forgoing the pleasure of true connection and friendship, you gain an expertise die on Deception checks.

Severity

In exchange for forgoing weaknesses such as helping or protecting others (except when it serves you), you add your Wisdom modifier (minimum +1) to Perception checks made to find valuable objects, and on contested checks made against the Persuasion check of another creature.

Silence

The only time you may speak is while casting spells. Otherwise you adhere to a vow of silence. In exchange, others can feel your dedication and intent with a mere glance. When a creature within 10 feet of you makes a Persuasion check,

you can add your Wisdom modifier (minimum +1) to the result.

Signs of Faith

At 3rd level, you gain a sign of faith of your choice. Signs of faith are detailed at the end of your class description. The Signs Known column of the Cleric table shows when you gain new signs.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Sacred Office

Also at 4th level, choose one of the following.

Auspicious Collaborator

You gain one specialty chosen from Culture or Persuasion, and you gain an expertise die on Persuasion checks related to seeking aid.

Divine Authority

Your connection to religious hierarchy opens many doors. Sermons you give and courtesy calls you make to different religious groups put you in contact with a local representative of your faith, who is happy to strongly recommend you to another local leader. You gain one specialty chosen from Culture, Insight, or Persuasion. In addition, you gain an expertise die on Culture, Insight, and Persuasion checks made against local leaders to whom you are recommended that would otherwise be indifferent towards you.

Engaging Proclaimer

You gain an expertise die on Performance checks to gather and hold the attention of two or more people. In

addition, you gain two skill specialties, chosen from Performance or Religion.

Reputation

Common folk frequently recognize you on sight, and those who do often have a friendly disposition towards you. They often ask you for counsel, favors, and blessings. The disposition of people they introduce you to are one step better than normal (the indifferent become friendly, the hostile become indifferent).

Symbol of Might

You gain one Intimidation specialty, and you gain an expertise die on Intimidation checks made to convince others to comply with your demands. The people you intimidate are no longer friendly towards you, if they were previously.

Empowered Turning

At 5th level your greater entity grants you improved ways to turn undead or other abhorrent beings. You gain this feature again at 8th, 11th, 14th, and 17th level. Each time you gain Empowered Turning, choose one of the following:

Command Undead

If you choose, creatures you turn instead regard you as their master for the duration. While they are under this effect, you can use your action to issue simple commands (no more than a sentence or two) which they are compelled to obey. They will not take any action that is obviously harmful to them, and so will not leap from a great height, jump onto a sword, or purposefully self-inflict any damage. They follow the command until you issue a new one.

Destroy Undead

Creatures turned by you of CR 1/2 or less are immediately destroyed, transformed into dust by a blinding flash

of light. You can select this option multiple times. Each time you choose it, you are able to destroy more powerful creatures, progressing to CR 1, CR 2, CR 3, and then CR 4 each subsequent time you select this option.

Turn Ideology

Choose one of the following: Chaotic, Evil, Good, or Lawful. When you use Turn Undead, you can also choose to affect creatures with the chosen alignment trait. You can select this option multiple times, choosing a different alignment trait each time.

Turn Supernatural

Choose a creature type from celestial, elemental, fey, or fiend. When you use Turn Undead, you can also choose to affect creatures of that type. You can select this option multiple times, choosing a different creature type each time.

Sacred Presence

At 9th level, you bring the true presence of your ideals wherever you go. Choose one of the following.

Cosmic Idealist

Choose Chaotic, Evil, Good, Lawful, or one of the following: Chaotic and Evil, Chaotic and Good, Lawful and Evil, or Lawful and Good. You gain the chosen alignment trait or alignment traits. You can identify creatures that have the same alignment traits as you, and you have advantage on Intelligence, Wisdom, or Charisma ability checks you make against them.

Additionally, you do not suffer negative effects from being on a plane with which you share an alignment trait.

Eyes of the Heart

When you succeed on a contested Insight check, if the opposing creature's

Charisma score is equal to or less than your spell save DC, for the next 24 hours you do not need to make any further checks to recognize whenever that creature is lying, telling the truth, or withholding information.

Spiritual Salve

Your constant encouragements and proverbs allow allies within 30 feet of you to reroll a Constitution check or saving throw that they fail. If they do so, they must use the new roll. This feature can't be used on saving throws made to maintain concentration on a spell. Once a creature has used your Spiritual Salve to make a reroll, it can't do so again until it has finished a long rest.

Providence

At 10th level, the potency of your faith increases. Choose one of the following.

Divine Intervention

Starting at 10th level, you can use an action to pray for a miracle. Make a request and roll percentile dice. If you roll a number equal to or lower than your cleric level, your request is granted in a manner chosen by the Narrator. The Narrator chooses the nature of the intervention, which might take the form of the effect of any cleric spell or cleric archetype spell. You can use this feature once between long rests, but you if your deity intervenes you can't use it again for 7 days.

After each failed divine intervention roll, add 1 to the number required to succeed until it is a success, at which point it resets to your cleric level.

At 20th level, your call for intervention succeeds automatically.

Imminent Turning

You can Turn Undead from up to 60 feet away.

Master Ritualist

You can cast any ritual spell on the cleric spell list you could cast as a ritual, whether or not you have it prepared.

Prayer of Protection

After each long rest choose one damage type from the following list: cold, fire, force, lightning, necrotic, psychic, radiant, or thunder. You gain resistance to this damage type until the end of your next long rest.

Avatar of Faith

At 20th level, you can use your Channel Divinity to become a conduit of the divine, flooding the world around you with the unfettered power of the Moral Planes. Once you have used either of these options, you can't use that option again until you finish a long rest.

Channel Negative Energy

Each creature of your choice that you can see must make a Charisma saving throw, taking 5d10 damage force damage and 5d10 necrotic damage on a failure or half damage on a success.

When you use this feature, you also choose one of the following conditions: blinded, confused, deafened, frightened, poisoned, rattled, or slowed. A creature that failed its saving throw also gains the chosen condition. At the end of each of its turns, a creature can repeat the saving throw to end the effect on itself.

In addition, you can choose any number of creatures you can see that have the Evil alignment trait. Each creature regains 5d10 hit points.

Channel Positive Energy

You restore up to 200 hit points, divided as you choose among any number of creatures that you can see.

A creature that regains hit points from this feature also recovers from one level of fatigue and one level of strife, and if it

is blinded, charmed, confused, deafened, doomed, frightened, paralyzed, petrified, poisoned, rattled, slowed, or stunned, those conditions end for it. This feature can't be used on undead or constructs.

Signs of Faith

When you gain access to a new sign of faith, choose one of the following.

Ancestral Guidance

In addition to the spells you normally prepare, you always have *speak with dead* prepared, and you can use this feature to cast it once between long rests without spending a spell slot. When you do so, you do not have to target a corpse; you can also target a grave marker, memorial, statue, painting, or other depiction of the deceased creature you wish to talk to. If the chosen creature is not dead, or if such a creature never existed in the first place, the spell fails.

Compassionate Nurse

You gain an expertise die on Medicine checks. In addition, you can use Wisdom when making Medicine checks.

Faithful Historian

You gain an expertise die on History checks. In addition, you can use Wisdom when making History checks.

Gentle Healer

During a short rest, you can spend uses from your healer's satchel to aid your allies in their recovery. A creature you choose can roll each expended hit die twice, taking the higher result. You can't expend your own hit dice while using this feature, since you use all of your energies to heal your companions.

Graceful Fall

Falling from a height greater than 30 feet causes your greater entity to intervene. You are protected as if by the *feather fall* spell. This sign does not use your reaction.

Monastic Austerity

The first level of fatigue you would take each day is prevented.

Numinous Awareness

When you see a creature that appears to be a beast, you automatically recognize whether it is a celestial, fiend, or fey. You have advantage on Arcana and Medicine checks made to interact with magical wounds and maladies caused by celestials, fiends, and fey.

Premonition

You have the ability to interpret messages sent to you in dreams or visions by your greater entity. After each long rest, you receive one of the following:

- A piece of information that will help in your endeavors before the end of your next long rest,
- A premonition. Roll a d20. Before the end of your next long rest, you can choose to replace any roll made by a creature within 30 feet that you can see with the result of this d20 roll.

The Narrator lets you know which benefit is available whenever you finish a long rest.

Preservation

Your connection to a greater entity allows you to sense poison or disease in food, drink, or other consumables.

You must make direct contact with them or their container in order to sense this corruption.

Righteous Path

Once per day you can choose to walk the Righteous Path for 1 hour. While walking the Righteous Path, you are aware when enemies are within 60 feet of you, and you know if backtracking or alternate routes could avoid them. You can also use an action to sense if there are traps within 30 feet, but not the location or nature of the traps.

Soothing Words

Once between long rests, you can reduce one ally's strife by one level.

Supernal Intuition

Choose a creature type from celestial, elemental, fey, fiend, or undead. You know when a creature of this type is within 60 feet of you, although you don't know its location. The *nondetection* spell protects against this feature. You can select this sign multiple times, choosing a different creature type each time.

Theologian

You gain an expertise die on Religion checks. In addition, you can use Wisdom when making Religion checks.

Voice of Doom

You gain an expertise die on Intimidation checks. In addition, you can use Wisdom when making Intimidation checks.

Cleric Archetypes

Healer

TABLE: HEALER SPELLS

CLERIC LEVEL	SPELLS
1	<i>cure wounds, healing word</i>
3	<i>lesser restoration, prayer of healing</i>
5	<i>beacon of hope, mass healing word</i>
7	<i>rage of the meek, tearful sonnet</i>
9	<i>flame strike, greater restoration</i>

Heal Up

Starting at 1st level when you choose this archetype, you can add your Wisdom modifier (minimum 1) to the hit points restored by healing spells of 1st-level or higher.

Small Mercy

Also at 1st level, you learn the *spare the dying* cantrip. This does not count against your number of known cantrips.

Better Than Cure

Beginning at 2nd level, when an ally within 30 feet of you is hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to halve the damage. At 8th level, you can negate all of the attack's damage.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Healing Aura

Starting at 6th level, allies taking a short rest within 30 feet of you gain the maximum amount of hit points from any expended hit dice.

Balance in All Things

Starting at 8th level, when you hit with a spell attack, you and any allies within 30 feet of you regain hit points equal to your Wisdom modifier + the spell's level. A creature can't benefit from this effect more than once per short rest.

Channel Divinity: Divine Protection

Starting at 17th level, when one or more allies within 30 feet would take damage from an attack, effect, or spell, you can use your reaction and Channel Divinity to negate that damage.

Oracle

TABLE: ORACLE SPELLS

CLERIC LEVEL	SPELLS
1	<i>comprehend languages, identify</i>
3	<i>augury, detect thoughts</i>
5	<i>clairvoyance, nondetection</i>
7	<i>divination, locate creature</i>
9	<i>commune with nature, contact other plane</i>

Unfickle Fate

Starting at 1st level when you choose this archetype, once between long rests you can use an action to touch a willing creature and grant them a single premonition that they remember for 1 hour. While they remember the premonition, the creature can choose to reroll an attack roll, ability check, or saving throw and use the new result, after which the premonition is gone from its mind.

Channel Divinity: All-Seeing Oracle

Starting at 2nd level, you can use your Channel Divinity to briefly look through the eyes of another creature you name. As long as the creature is alive and on the same plane of existence, you recall a still image

of its surroundings exactly as it saw them in a single moment. If the creature is dead, blinded, unconscious, or protected from divination magic, this feature has no effect.

Channel Divinity: Aural Oracle

At 6th level, you are able to use your Channel Divinity to see and hear through the senses of another creature you name for 1 minute. As long as the creature is alive and on the same plane of existence, it makes a Wisdom saving throw. On a failure, you can see what it sees and hear what it hears. An unconscious creature automatically fails its save but only hears (it sees nothing). You can't see through the eyes of a blinded creature or hear through the ears of a deafened creature. If the creature is dead or protected from divination magic, this feature has no effect. While using this feature, you become blinded and deafened to your surroundings. On a successful save, a creature is immune to this feature for 24 hours.

Potent Premonitions

Starting at 8th level, your premonitions are more powerful. Your Unfickle Fate feature now lasts up to 8 hours. In addition, you gain one premonition per long rest. Roll a d20. Before the end of your next long rest, you can choose to replace any roll made by a creature within 30 feet that you can see with the result of this d20 roll.

Channel Divinity: All-Powerful Oracle

Starting at 17th level, your ability to see from the perspective of another creature using Channel Divinity reaches its ultimate form. As long as the creature you name is alive and on the same plane of existence, it makes a Wisdom saving throw. On a failure, you can see and hear everything the creature sees and hears for up to a number of minutes equal to your Wisdom modifier (minimum 1 minute).

In addition, you can access all of the creature's memories and knowledge related to a single object, place, person, or subject.

The subject and place must be somewhat specific.

You can't see through the eyes of a blinded creature or hear through the ears of a deafened creature. If the creature is dead or protected from divination magic, this feature has no effect. An unconscious creature automatically fails its saving throw and you may hear what it hears and access its knowledge. While using this feature, you become blinded and deafened to your surroundings. On a successful save, a creature is immune to this feature for 24 hours.

Sun Priest

TABLE: SUN PRIEST ARCHETYPE SPELLS

CLERIC LEVEL	SPELLS
1	<i>burning hands, faerie fire</i>
3	<i>continual flame, scorching ray</i>
5	<i>darklight, fireball</i>
7	<i>fire shield, wall of fire</i>
9	<i>creation, wall of force</i>

Favored Illumination

Starting at 1st level when you choose this archetype, you learn the *dancing lights*, *light*, or *produce flame* cantrip. This does not count against your number of known cantrips.

Flash Fight

Also at 1st level, you can use an action to touch a hostile creature within your reach, gently illuminating it with your divine will and granting advantage on attacks made against it before the start of your next turn.

Alternatively, you can use an action to touch an ally within reach, surrounding them with a coruscating shimmer of bright light. Until the start of your next turn, creatures have disadvantage on attack rolls against the touched ally.

You can use this feature a number of times equal to your Wisdom modifier, regaining all expended uses when you finish a long rest.

Channel Divinity: Radiant Burst

Starting at 2nd level, you can use an action to clutch your holy symbol and emit a bright blast. In addition to dispelling any magical darkness within 30 feet, creatures of your choice within 30 feet must succeed on a Constitution saving throw or be blinded by the light for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Alternatively, you can choose to make the light more harmful. On a failed saving throw, a creature takes radiant damage equal to 2d10 + your cleric level instead of being blinded, or half damage on a success.

Fierce Flash

Starting at 6th level, you can use Flash Fight on creatures within 30 feet of you, in addition to creatures you can touch.

Harness the Flame

Starting at 8th level, when you deal damage with a cleric cantrip or a weapon, you deal additional fire or radiant damage equal to your Wisdom modifier (minimum +1). You must choose the damage type at the beginning of each long rest, and can't change it until you have finished another long rest.

Channel Divinity: Summon the Stars

Starting at 17th level, you can use an action to choose an object or creature you can see within 60 feet. For 1 minute, the target emits bright light in a 60-foot radius and dim light for an additional 30 feet. When a creature starts its turn within 30 feet of the target or first enters a space within 30 feet of the target on its turn, it must succeed on a Constitution saving throw or be blinded

for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The first time you use this feature per long rest, each creature within 30 feet of the target takes 12d6 radiant damage on a failed save, or half damage on a success. Magical auras within the light's radius become visible, shedding dim light in a 5-foot radius for 1 hour. An invisible creature that fails its saving throw against the radiant damage is also revealed, and it sheds dim light in a 5-foot radius for 1 hour.

Warpriest

TABLE: WARPRIEST SPELLS

CLERIC LEVEL	SPELLS
1	<i>divine favor, inflict wounds</i>
3	<i>blur, spiritual weapon</i>
5	<i>crushing haymaker, spirit guardians</i>
7	<i>fire shield, stoneskin</i>
9	<i>antilife shell, warrior's instincts</i>

Boon of the Protector

Starting at 1st level when you choose this archetype, when a creature within your reach hits you or an ally with a melee weapon attack, you can use your reaction to make a melee weapon attack against it.

Fighting Fit

Also at 1st level, you gain proficiency with all armors and weapons, except for rare weapons.

Channel Divinity: Blessed Proficiency

Starting at 2nd level, you can use Channel Divinity to gain proficiency with improvised weapons or one rare weapon until the end of your next long rest.

Clerical Precision

Starting at 6th level, whenever you miss with a melee weapon or melee spell attack, you gain advantage on your next melee weapon or melee spell attack.

Boon of Fury

Starting at 8th level, your weapon attacks deal extra damage equal to your Wisdom modifier (minimum +1). In addition, when you hit a target with a weapon attack, you can infuse divine power into the attack to deal an extra 1d8 radiant damage. You can infuse divine power into an attack a number of times equal to your Wisdom modifier (minimum one time), regaining all expended uses when you finish a long rest.

Boon of Resistance

Starting at 17th level, after each long rest you can choose to gain resistance either to bludgeoning, piercing and slashing damage from nonmagical weapons or to magical bludgeoning, magical piercing, or magical slashing damage.

Cleric Spell List

As a cleric you can choose from the following spells.

Cantrips

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.

Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.

Light (evo): Enchant one object to emit light.

Mending (tra): Perform simple repairs on an object.

Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.

Sacred Flame (evo): Use radiant energy to scorch an enemy.

Spare the Dying (nec): Stabilize a dying creature with a jolt of healing energy.

Thaumaturgy (tra): Manifest a minor magical effect to display divine power.

1st-Level

Bane (enc): Cause enemies to be distracted from their attacks.

Bless (enc): Bless a number of creatures, improving their attack rolls and saving throws.

Calculated Retribution (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.

Ceremony (evo): Perform a religious ceremony for a funeral, last rites, offering, purification, or rite of passage.

Command (enc): Compel a creature to follow a one-word command.

Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.

Create or Destroy Water (tra): Create or destroy up to 10 gallons of water.

Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.

Detect Evil and Good (div): Sense the presence and nature of otherworldly influences.

Detect Magic (div): Sense the presence and school of magical auras.

Detect Poison and Disease (div): Sense the presence of and identify poisons and diseases.

Guiding Bolt (evo): Attack a creature with a bolt of radiant energy that guides the attack of an ally.

Healing Word (evo): Restore a small number of hit points to a creature at range with only a word.

Inflict Wounds (nec): Assail a creature with necrotic energy.

Protection from Evil and Good (abj): Protect a creature from certain creature types.

Sanctuary (abj): Guard one creature against attacks.

Shield of Faith (abj): Bestow holy protection upon a creature.

Traveler's Ward (abj): Protect a creature from pickpockets.

Wind Up (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

Aid (abj): Boost the hit points of allies.

Augury (div): Consult fate.

Blindness/Deafness (nec): Strike a creature blind or deaf.

Calm Emotions (enc): Suppress strong and harmful emotions, negating effects or sapping aggression.

Continual Flame (evo): Create a torch-like flame that can't be extinguished.

Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.

Find Traps (div): Know whether traps are present.

Force of Will (abj): Reduce the damage dealt by an attack.

Gentle Repose (nec): Prevent a corpse from decaying or being raised as undead.

Hold Person (enc): Paralyze a humanoid.

Lesser Restoration (abj): Remove one affliction from a creature.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.

Prayer of Healing (evo): Heal up to six creatures during a short rest.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to three creatures.

Silence (ill): Create a bubble of magical silence.

Soulwrought Fists (tra): Harden a creature's hands with inner power, turning dexterous fingers into magical iron cudgels.

Spiritual Weapon (evo): Conjure a floating, incandescent weapon to attack enemies with a bonus action.

Warding Bond (abj): Forge a mystical bond with a willing creature that grants them several benefits, but you take the damage being prevented from harming it.

Zone of Truth (enc): Create a zone that minimizes spoken deceptions.

3rd-Level

Animate Dead (nec): Create undead to do your bidding.

Beacon of Hope (abj): Fill a creature with hope and vitality, improving saving throws and healing.

Bestow Curse (nec): Lay a curse upon a creature, giving it potentially long-lasting penalties.

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.

Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.

Create Food and Water (cjr): Conjure food and water to sustain one or more humanoids.

Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.

Daylight (evo): Fill an area with magical daylight.

Dispel Magic (abj): End ongoing magical effects.

Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.

Mass Healing Word (evo): Heal up to six allies for a small amount.

Remove Curse (abj): Remove all curses from a creature.

Revivify (nec): Restore life to a creature that has been dead for less than a minute.

Sending (evo): Send a short message to another creature, no matter their location.

Speak with Dead (nec): Call forth memories from a corpse, compelling it to answer questions.

Spirit Guardians (cjr): Spectral spirits surround you, damaging and slowing enemies in the area.

Tongues (div): Understand any heard language and be understood by others you speak to.

4th-Level

Banishment (abj): Send a creature to another plane.

Control Water (tra): A body of water moves at your command.

Death Ward (abj): Grant a creature a one-time escape from death.

Divination (div): Ask a higher power about the future.

Freedom of Movement (abj): Free a creature from most constraints on its movement.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

Stone Shape (tra): Reshape stone into something beneficial, like a weapon or door.

5th-Level

Commune (div): Reach out to beyond the realms material to answer your questions.

Contagion (nec): Afflict a creature with disease.

Dispel Evil and Good (abj): Gain protection from otherworldly foes and abilities to combat them.

Flame Strike (evo): Call forth flames that descend from on high.

Geas (enc): Give a creature a command with an extremely long duration.

Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.

Hallow (evo): Imbue an area with powerful protections that help or hinder creatures of your choice.

Insect Plague (cjr): Summon a biting, stinging swarm of insects.

Legend Lore (div): Magically obtain knowledge about a creature or topic.

Mass Cure Wounds (evo): Heal several allies a moderate amount.

Planar Binding (abj): Force a creature from another plane of existence to become your servant.

Raise Dead (nec): Return a recently dead creature to life.

Scrying (div): Observe a creature on the same plane of existence as you.

Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

6th-Level

Blade Barrier (evo): Create an offensive and defensive wall of slashing blades.

Create Undead (nec): Raise three or fewer humanoid corpses as ghouls.

Find the Path (div): Know the way to a location of your choice.

Forbiddance (abj): Protect an area against magical travel and damage certain trespassing creatures.

Harm (nec): Wither a creature, dealing damage and reducing its maximum health.

Heal (evo): Channel positive energy into a creature, restoring a large number of hit points and removing negative conditions.

Heroes' Feast (cjr): Create a fabulous feast that feeds and bolsters those that eat it.

Planar Ally (cjr): Entreat cosmic forces for assistance and summon forth an ally—for a price.

True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

Word of Recall (cjr): You and up to five willing creatures instantly teleport to a previously designated sanctuary.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Angel Paradox (evo): Deal 40 radiant damage that ignores resistances and

protects a corpse from being turned into undead.

Conjure Celestial (cjr): Summon an angelic being to your aid.

Divine Word (evo): Hamper and possibly destroy otherworldly foes.

Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.

Etherealness (tra): Enter the border of the Ethereal Plane.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there.

Regenerate (tra): Cause a creature to heal itself and regrow lost limbs over time.

Resurrection (nec): Return a long-dead creature to life.

Symbol (abj): Inscribe a potent arcane glyph, setting a magical trap for unsuspecting creatures.

8th-Level

Antimagic Field (abj): Negate magic within a small area.

Control Weather (tra): Alter the weather in a 5-mile radius.

Earthquake (evo): Shake the ground to damage creatures and structures.

Holy Aura (abj): Create a powerful aura that aids allies and hinders outsiders.

9th-Level

Astral Projection (nec): Travel the astral plane.

Gate (cjr): Create a portal to another plane.

Mass Heal (evo): Share 700 points of healing amongst any number of allies.

True Resurrection (nec): Return to life a creature that has been dead up to 200 years without any of its remains.

Druid

TABLE: DRUID

LEVEL	PROFICIENCY BONUS	FEATURES	WILD SHAPES KNOWN	SECRETS KNOWN
1st	+2	Druidic Training, Secrets of Nature, Spellcasting	—	2
2nd	+2	Druid Archetype, Nature's Bond, Wild Shape	3	2
3rd	+2	Natural Demeanor	3	2
4th	+2	Ability Score Improvement, Wild Shape Improvement	4	2
5th	+3	—	4	3
6th	+3	Druid Archetype Feature	5	3
7th	+3	Druidic Lore	5	3
8th	+3	Ability Score Improvement, Wild Shape Improvement	6	3
9th	+4	Ferocity or Serenity	6	4
10th	+4	Druid Archetype Feature	7	4
11th	+4	Improved Natural Bond	7	4
12th	+4	Ability Score Improvement, Wild Shape Improvement	8	4
13th	+5	—	8	5
14th	+5	Druid Archetype Feature	9	5
15th	+5	Harmonize or Tyrannize	9	5
16th	+5	Ability Score Improvement, Wild Shape Improvement	10	5
17th	+6	—	10	6
18th	+6	Greater Natural Bond	11	6
19th	+6	Ability Score Improvement	11	6
20th	+6	Archdruid, Wild Shape Improvement	12	6

TABLE: DRUID SPELLS

SPELL SLOTS PER LEVEL

LEVEL	CANTRIPS KNOWN	SPELL SLOTS PER LEVEL								
		1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	2	2	—	—	—	—	—	—	—	—
2nd	2	3	—	—	—	—	—	—	—	—
3rd	2	4	2	—	—	—	—	—	—	—
4th	3	4	3	—	—	—	—	—	—	—
5th	3	4	3	2	—	—	—	—	—	—
6th	3	4	3	3	—	—	—	—	—	—
7th	3	4	3	3	1	—	—	—	—	—
8th	3	4	3	3	2	—	—	—	—	—
9th	3	4	3	3	3	1	—	—	—	—
10th	4	4	3	3	3	2	—	—	—	—
11th	4	4	3	3	3	2	1	—	—	—
12th	4	4	3	3	3	2	1	—	—	—
13th	4	4	3	3	3	2	1	1	—	—
14th	4	4	3	3	3	2	1	1	—	—
15th	4	4	3	3	3	2	1	1	1	—
16th	4	4	3	3	3	2	1	1	1	—
17th	4	4	3	3	3	2	1	1	1	1
18th	4	4	3	3	3	3	1	1	1	1
19th	4	4	3	3	3	3	2	1	1	1
20th	4	4	3	3	3	3	2	2	1	1

Hit Points

Hit Dice: 1d8 per druid level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

Proficiencies

Armor: Light armor, medium armor, shields (you are never proficient with metal armors or shields)

Weapons: Blowguns, clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, scythes, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Strength, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Perception, Religion, and Survival

Equipment

You begin the game with 115 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Hermit's Set (Cost 107 gp):** Quarterstaff, hide, light shield, herbalism kit, priest's pack, focus tattoo nature focus, tent (one person), healer's satchel
- **Forager's Set (Cost 98 gp):** Blowgun with 50 needles, sickle, padded leather, explorer's pack, healer's satchel, herbalism kit, ironwood acorn, poisoner's kit, staff nature focus
- **Survivor's Set (Cost 114 gp):** 4 javelins, spear, bone breastplate, medium shield, explorer's pack, hunting trap, totem nature focus

Secrets of Nature

At 1st level you gain two secrets of nature of your choice, detailed at the end of the class description. The Secrets Known column of the Druid table shows when you learn more secrets of nature.

Druidic Training

Also at 1st level, you gain proficiency in the Nature skill.

You can speak, sign, and understand the secret language Druidic. You can write in Druidic, which looks like random scratches to non-speakers. Non-Druidic speakers can spot Druidic and discern that it is writing with a successful DC 15 Perception check but can't read it without magic.

Spellcasting

Cantrips

You learn two druid cantrips of your choice at 1st level and additional druid cantrips at higher levels, as shown in the Cantrips Known column of the Druid Spells table. You also know the *druidcraft* cantrip.

Preparing and Casting Spells

To prepare druid spells to make them available to cast, choose a number of spells equal to your Wisdom modifier + your druid level (minimum of one spell) from the druid spell list. You can't prepare a spell with a higher level than your highest-level spell slot.

To cast a druid spell, you must spend a spell slot of the spell's level or higher. The Druid Spells table shows how many spell slots you have to cast your druid spells. You regain all expended spell slots when you finish a long rest.

Casting spells doesn't remove them from your list of prepared spells.

During a long rest, you can change your list of prepared spells by meditating.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier to set the attack bonus and saving throw DC for your druid spells, as follows:

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a druid spell you know as a ritual if that spell can be cast as a ritual.

Spellcasting Focus

When casting a druid spell, you can use a nature focus as your spellcasting focus.

Druid Archetype

At 2nd level, you choose a circle of druids to identify with. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Wild Shape

At 2nd level, you know 3 wild shapes of your choice for creatures of CR 1/2 or less that have the beast or plant type. You learn additional and more powerful wild shapes of your choice at higher levels, as shown in the Wild Shapes Known column of the Druid table.

Whenever you gain a level in this class, you can replace one of the wild shapes you know with a new one.

As an action you can magically assume one of your known wild shapes. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Whenever you use your Wild Shape feature to transform into a creature, you

gain a number of temporary hit points equal to $1d4 \times$ the creature's CR (minimum 1d4).

You can stay in a wild shape for a number of hours equal to your druid level. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- You use the statistics of the creature, except you retain your hit points and hit dice, personality, the ability to speak and understand any languages you know, and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has a higher bonus to a skill or saving throw, you may use the creature's bonus instead.
- You gain all of the wild shape's senses, movement speeds, resistances, immunities, vulnerabilities, traits, actions, and attacks. If you use a creature's Multiattack action, you can't make any further attacks that turn, even if another feature would normally allow you to do so.
- While in a wild shape, your Armor Class equals $12 + 1/4$ your druid level, as shown on the Wild Shapes table. If your wild shape would have a higher AC, you may use that instead.
- While in a wild shape, you can only cast spells with a range of Self or Touch. You can perform the verbal and somatic components of such spells while in a wild shape, and your wild shape itself acts as your

spellcasting focus. Transforming doesn't break your concentration on a spell you've already cast, nor does it prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.

- You retain the benefit of any features from your class, destiny, or culture and can use them if your wild shape is physically capable of doing so. However, you can't utilize any features gained from your heritage or heritage gift while in a wild shape.
- Any equipment you are wearing or wielding merges into your new form. Equipment that merges with your form has no effect until you leave the form.

TABLE: WILD SHAPES

LEVEL	MAX CR	ARMOR CLASS	EXAMPLE
2nd	1/2	12	Ape
4th	1	13	Giant Eagle
8th	2	14	Awakened Tree
12th	3	15	Giant Scorpion
16th	4	16	Elephant
20th	5	17	Triceratops

Nature's Bond

Also at 2nd level, nature provides you with the ability to summon its minor spirits. As an action, you can expend a use of your Wild Shape feature to cast the *find familiar* spell, without material components.

Familiars summoned in this way are fey instead of beasts, and they disappear after a number of hours equal to half your druid level.

Natural Demeanor

At 3rd level, choose one of the following:

A Way With Animals

Beasts understand anything you verbally communicate in Druidic, and you can comprehend them in return. Beasts can usually give you information about nearby locations and monsters and whatever they have perceived within the past day. At the Narrator's discretion, you might be able to persuade a beast to perform a small task. In addition, you gain an expertise die on Animal Handling checks.

Firsthand Naturalist

You gain an expertise die on Nature checks. In addition, you can use Wisdom when making Nature checks.

Leyline Awareness

While you are on the Material Plane, you always know the following information:

- Which way is north.
- The direction of the nearest forest.
- The direction of the nearest natural body of water.
- The direction of the nearest city or other humanoid community.
- The general health of the local ecosystem and if anything unnatural or magical is upsetting the natural order.

Scholar of Old Ways

You gain proficiency with Arcana, or if you already have proficiency you instead gain an expertise die on Arcana checks. In addition, you can use Wisdom when making Arcana checks.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Druidic Lore

At 7th level, choose one of the following:

Druidic Secrets

Once between long rests, when you cast a druid spell you can choose to utilize silent and subtle Druidic motions and signs in place of both the spell's seen and vocalized components. Creatures that can speak Druidic recognize these gestures.

Toxin Intuition

You automatically know if any flora or fauna is poisonous or venomous. In addition, you gain advantage on checks made to determine if a foodstuff is poisonous and saving throws against poison.

Truthspeaker

Once between long rests, you can cast the spell *legend lore* without expending a spell slot and without material components.

Waste Not

With 10 minutes work you can scavenge valuable cuts from the corpse of a beast, dragon, monstrosity, or plant of CR 1 or higher that has died within the last hour. If sold to a collector, naturalist, or other druid, this notable component is worth an amount of gold equal to $5 \times$ the creature's CR.

Ferocity or Serenity

At 9th level, choose one of the following:

Embraced Ferocity

You gain a +2 bonus on attack rolls you make while in a wild shape. In addition, whenever you use Wild Shape to transform into a creature, you gain a number of temporary hit points equal to $1d8 \times$ the creature's CR (minimum 1d8) instead of $1d4 \times$ CR.

Embraced Serenity

You have advantage on Constitution checks and saving throws made to maintain concentration on a spell. In addition, as a bonus action you can expend a use of your Wild Shape feature to recover an expended spell slot of 3rd-level or lower, or two uses to recover an expended spell slot of 6th-level or lower.

Improved Natural Bond

At 11th level, as an action, you can expend a use of your Wild Shape feature to cast the *conjure animals* spell.

Harmonize or Tyrannize

At 15th level, choose one of the following:

Harmonize

During a short rest, you can choose to meditate and harmonize with your surroundings. If you do, at the end of the rest you attune to the area in a 5-mile radius around you. You magically know what types of creatures are present, their approximate numbers, and if there are any magics disturbing the natural order in your attuned area. While in your attuned area, you have blindsight out to a range of 30 feet and advantage on Nature, Perception, and Survival checks. Once attuned to an area, you remain attuned for the next 24 hours. You can attune to only one area at a time.

Tyrannize

Whenever you transform into a wild shape, you can assume the apex form of that wild shape. An apex form is one size category larger than the creature's normal size category (to a maximum of Gargantuan) and any attack made by an apex form wild shape deals an extra 1d8 damage. In addition, while in an apex form wild shape you gain an expertise die on Strength, Dexterity, and Constitution checks and saving throws.

Greater Natural Bond

At 18th level your bond expands to encompass the Dreaming. As an action, you can expend a use of your Wild Shape feature to cast the *conjure woodland beings* spell as if using a 6th-level spell slot.

Archdruid

At 20th level, you become an extension of nature. Your Wild Shape feature has no duration. In addition, when you cast a druid spell you don't need seen or vocalized components or any material components that have no cost and aren't consumed by the casting. You gain this benefit in both your normal shape and while using Wild Shape.

You also learn to tap into the intricate ebb and flow of life around you and how to divert it as you see fit. You can cast the spells *power word kill* and *true resurrection* without expending a spell slot and without any material components. Once you cast either spell in this way, you can't do so again until you finish a long rest.

Finally, you can turn nature in its rawest elements into deadly weapons no matter your form. As a bonus action on your turn, you can choose a point within 30 feet and one of the following element options. If the element you choose is not present at or near the target point, damage dealt by this feature is halved, you have disadvantage on your spell attack, and creatures have

advantage on saving throws made to resist the effect.

Air. Each creature within 20 feet of the point you choose must make a Strength saving throw. On a failure, the target takes bludgeoning damage equal to 3d8 + your Wisdom modifier and is flung up to 20 feet away from the origin point in a random direction and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes an additional 1d8 bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against your spell save DC or it takes the same damage and is knocked prone. If the saving throw is successful, the target takes half damage and isn't flung away or knocked prone.

In addition, all ranged attacks within 30 feet of the origin point are made with disadvantage until the start of your next turn.

Earth. Clumps of dirt and stone explode outward. Creatures within 10 feet of the point you choose must make a Strength saving throw against your spell save DC. On a failure, the target takes 4d8 bludgeoning damage and is knocked prone. On a success, the target takes half damage and isn't knocked prone.

Fire. Flames roil outward in a burst of inferno. Creatures within 15 feet of the point you choose take 6d6 fire damage, or half damage on a successful Dexterity saving throw against your spell save DC.

Ice. You condense and flash freeze the water from a vast area above you into a massive boulder that drops down with immense force. Make a ranged spell attack against a creature directly below the point you choose. On a hit, you deal the target 4d6 bludgeoning damage and 4d6 cold damage.

In addition, the area in a 20-foot radius around the target becomes difficult terrain for 1 minute.

Water. You create a 20-foot-tall, 20-foot-wide wave that travels 30 feet in one direction and then crashes down. Any Large or smaller objects and creatures in

the wave's path make a Strength saving throw against your spell save DC. On a failure, the target takes 4d8 bludgeoning damage and is carried along with the wave. On a success, the target takes no damage and isn't moved.

Wood. Splinters appear and fling themselves into flesh and armor alike. Creatures within 20 feet of the point you choose take 4d6 piercing damage, or half damage on a successful Dexterity saving throw against your spell save DC.

Secrets of Nature

When you gain access to a new secret of nature, choose one of the following.

Aerial Surveyor

By spending a minute to study your surroundings while flying or at great heights, you can familiarize yourself with a 5-mile-radius area around you. Once you familiarize yourself with an area, you gain an expertise die on Perception or Survival checks you make while outdoors in that area for the next 24 hours, and you can't familiarize yourself with another area until you finish a long rest.

Aquatic Delver

You gain a swim speed equal to your Speed and you add your Wisdom modifier (minimum +1) to the number of minutes you can hold your breath before suffocating. In addition, while fully submerged in water you gain blindsight out to a range of 10 feet.

Cavern Skulker

You always know the actual direction of any sound you hear regardless of any echoes. In addition, while you are in complete darkness and not deafened you gain blindsight out to a range of 15 feet.

Desert Dweller

You are naturally acclimatized to hot weather and extremely high temperatures. In addition, while in a desert or similar arid environment you can spend 1 hour scouring the area for food and digging for water to generate 1 Supply. Once you use this feature to generate Supply, you can't do so again until you finish a long rest.

Eldritch Survivor

You can make Survival checks in place of Arcana checks regarding magical environments, foodstuffs, and creatures, and you gain an expertise die on any checks made this way.

Herbal Apothecary

You gain an expertise die on checks made using an herbalism kit and checks made to locate herbal ingredients. In addition, whenever you obtain a medicinal or rare herb using an herbalism kit, you gain twice as many medicinals or rare herbs.

Marshland Guide

Moving through swamps, bogs, or muddy difficult terrain costs you no extra movement and you can't become naturally lost while traveling through marshlands. In addition, you ignore the effects of roughing it as a result of resting in wet or swampy environments.

Master Forager

You have advantage on checks made to locate or harvest edible flora in the wild and gain twice as many Supply as normal when doing so.

Mountain Climber

You gain a climb speed equal to your Speed. You gain an expertise die on Athletics checks made while climbing

and you are also acclimated to high altitudes. In addition, you ignore the effects of roughing it as a result of resting in rocky or uneven terrain.

Tundra Explorer

You are naturally acclimated to cold weather and extremely low temperatures, you ignore any restrictions to Perception checks imposed by blizzards or snowy conditions, and you automatically succeed on concentration checks imposed by blizzards. In addition, you ignore the effects of roughing it as a result of resting without warmth in environments of extreme cold.

DRUID ARCHETYPES

Guardian

Advanced Druidcraft

At 2nd level, when you cast the *druidcraft* cantrip you can choose from the following effects:

- You can magically convey a simple concept to a beast or plant.
- You can alter the weather within a 10 feet of yourself by one stage of precipitation, temperature, or wind, as per the *control weather* spell. This alteration lasts until the surrounding weather conditions change or you cast *druidcraft* again.
- Stabilize a dying creature within range.

Headology

At 2nd level you gain proficiency in the Persuasion skill, or if you already have proficiency you instead gain an expertise

die on Persuasion checks. In addition, you can use Wisdom when making Persuasion checks.

Hedge Herbalism

Also at 2nd level you gain an expertise die on checks made with an herbalism kit, and you can harvest in areas with even scant flora or that are otherwise barren.

In addition, you can use a bonus action to drink or administer medicinal items such as potions and remedies.

Druidic Tradition

At 6th level, choose one of the following:

Harvest Boon

You always have the *plant growth* spell prepared, and it doesn't count against the number of spells you can prepare each day. In addition, you can cast *plant growth* without expending a spell slot when casting the spell using the Enlarged option.

Traditional Spells

When you first gain this feature, select three spells from the air, beasts, earth, healing, nature, plants, terrain, water, or weather schools as your traditional spells. You can select up to two additional traditional spells from those schools when you reach 7th, 9th, and 11th level in this class. You always have your traditional spells prepared, and they don't count against the number of spells you can prepare each day. If you select a spell that doesn't appear on the druid spell list, the spell is a druid spell for you.

Transfer Vitality

You can expend a use of your Wild Shape feature to cast *cure wounds* at a spell level equal to one-third your druid level.

In addition, once between long rests, when you restore a creature's hit points,

you can choose to restore twice as many hit points as normal.

Community Symbol

At 10th level your favored form has become a bolstering symbol for those around you. When you first gain this feature, select a wild shape you know. While you are in your chosen wild shape, each ally within 30 feet gains an expertise die on attack rolls and saving throws.

Take Root

At 14th level you've learned how to ingratiate yourself into a community or tie yourself to the magic of the land. Using a series of rituals requiring 24 hours of uninterrupted work, you can take root in a specific community such as a village, city, or commune, or a place of magical importance such as a temple, revered grove, or convergence of ley lines. You can cast the *transport via plants* spell to travel to the place you've taken root without expending a spell slot. In addition, while within a mile of the place where you've taken root, you can cast the *tree stride* spell without expending a spell slot.

These effects end when you take root in a new location.

Skinchanger

Dire Shape

Starting at 2nd level, when you would gain temporary hit points from assuming a wild shape, you gain twice as many temporary hit points instead.

In addition, you can add your Wisdom modifier to your AC while in a wild shape.

Nature's Champion

Also at 2nd level, you can select wild shapes with a CR of 1 and wild shapes with a CR no higher than one-third your druid level at later levels.

In addition, you can use a bonus action to assume a wild shape.

Nature's Wrath

At 6th level you learn to let the power of the elements flow through your wild shapes. When you first gain this feature, choose one of the following damage types: acid, cold, fire, or lightning.

While in a wild shape, any attacks you make deal an additional 1d6 damage of the chosen type, and your natural weapons count as magical.

Rediscovered Self

At 10th level you discover an animal form that resonates with you. When you first gain this feature, select a wild shape you know. Once per day, you can assume your chosen wild shape without expending a use of your Wild Shape feature. You can remain in your chosen wild shape indefinitely. You can also rest in your chosen wild shape and remain in that form even while unconscious.

Shifting Form

Starting at 14th level, while in a wild shape, you can choose to assume a different wild shape without expending a use of your wild shape feature. When assuming a wild shape in this way, you don't gain any temporary hit points.

Treespeaker

Treespeak

At 2nd level plants understand anything you verbally communicate in Druidic, and you can comprehend them in return. Plants can usually give you information about nearby weather, locations, and monsters, as well as anything they have perceived within the past day. At the Narrator's discretion, you might be able to persuade a creature with the plant type to perform a small task.

In addition, whenever you cast a spell of the plants school, roll a number of d4s equal to the spell's level. You and allies within 10 feet regain a number of hit points equal to the result.

Vine Whip

At 2nd level you can use a bonus action to create a 10-foot-long vine at a point you can see within 60 feet. The vine lasts for 1 minute or until you use a bonus action to dismiss it or create another vine. When you create the vine, you can make a melee spell attack against one target within 10 feet of it. On a hit the target takes 1d6 force damage, and it must make a Strength saving throw against your spell save DC. On a failure, the target is restrained by the vine (escape DC equal to your spell save DC). When you reach 10th level in this class, the damage increases to 2d6.

As a bonus action on your turn, you can move the vine up to 30 feet and repeat the attack, or if a creature is currently restrained by the vine you can move the vine and the restrained creature 10 feet in any direction.

Primal Vitality

At 6th level, choose one of the following:

Insidious Nectar

Your body becomes laced with poison that drips from thorns at your wrists, which you can use to make unarmed strikes that deal poison damage equal to 1d8 + your Wisdom modifier. In addition, your spell save DC is increased by 2 when casting a spell of the poison school. Finally, whenever a spell you cast or a creature you've summoned or transformed into deals poison damage, it deals an extra 1d6 damage.

Plant Bond

As an action you can expend 2 uses of your Wild Shape feature to summon a plant creature with a CR no greater than one-third your druid level. The creature

appears in an unoccupied space you can see within 30 feet. Plants summoned in this way are allied to you and your companions. While plants summoned in this way are within 60 feet, you can use a bonus action to mentally command them. When you command multiple plants in this way, you must give them all the same command. You may decide the action the plant takes and where it moves during its next turn, or you can issue a general command, such as guarding an area. If not given a command, a summoned plant only defends itself. Plants you summon in this way remain for up to 8 hours, until they die, or until you magically dismiss them as a bonus action.

Verdant Beauty

Colorful patterns and petals grow across your body. You gain proficiency in the Deception and Persuasion skills. If you already have proficiency with either of these skills, you instead gain an expertise die in that skill. In addition, you can use an action to emit charming spores at a target within 30 feet, with effects identical to those of the *charm person* spell. Creatures that are immune to the poisoned condition are unaffected by the spores. You can emit spores in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Ingrained Vitality

At 10th level, choose one of the following or gain an additional Primal Vitality feature you haven't previously selected.

Deathly Nectar

Prerequisite: Insidious Nectar

The additional poison damage dealt by your Insidious Nectar feature increases to 1d8. In addition, spells you cast and attacks by you or creatures you've summoned or transformed into ignore resistance to poison damage and treat

immunity to poison damage as resistance instead.

Overgrown Summons

Prerequisite: Plant Bond

Plant creatures you summon gain a +2 bonus to AC and attack rolls.

Verdant Beguiler

Prerequisite: Verdant Beauty

When you emit charming spores using your Verdant Beauty feature, you can choose to affect the target as per the *suggestion* spell.

Embodied Vitality

At 14th level, you gain an additional Primal Vitality or Ingrained Vitality feature you haven't previously selected, as well as your choice of one of the following.

Familiar Bond

Prerequisite: Overgrown Summons

You can summon a plant creature using your Plant Bond feature without expending any uses of your Wild Shape feature. Once you summon a plant in this way, you can't do so without expending uses of Wild Shape until you finish a long rest.

Noxious Miasma

Prerequisite: Deathly Nectar

As an action you can expend a use of your Wild Shape feature to cause yourself or a creature you've summoned to give off a noxious miasma in a 10-foot radius for the next minute. Whenever a non-plant creature other than you starts its turn within the miasma or moves there for the first time on its turn, it must make a Constitution saving throw against your spell save DC or be poisoned until the start of its next turn.

Verdant Sovereign

Prerequisite: Verdant Beguiler

When you emit charming spores using your Verdant Beauty feature, you can choose to affect the target as per the *charm monster* spell.

If you don't meet any of the prerequisites, you instead gain an additional Primal Vitality and an additional Ingrained Vitality feature you haven't previously selected.

Druid Spell List

As a druid you can choose from the following spells.

Cantrips

Druidcraft (tra): Produce a variety of useful minor nature effects.

Grapevine (evo): Send a message in Druidic great distances to appear on a plant or tree known to you.

Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.

Mending (tra): Perform simple repairs on an object.

Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.

Produce Flame (cjr): Create a fierce flame for utility or attack.

Resistance (abj): Give a creature a bonus to one saving throw.

Shillelagh (tra): Imbue your staff or club with magical essence.

1st-Level

Animal Friendship (enc): Befriend an animal.

Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.

Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.

Detect Magic (div): Sense the presence and school of magical auras.

Detect Poison and Disease (div): Sense the presence of and identify poisons and diseases.

Earth Barrier (abj): Call forth a pillar of earth or stone to gain three-quarters cover.

Entangle (cjr): Fill an area with plants that impede or prevent movement.

Faerie Fire (evo): Highlight creatures with magical radiance.

Fog Cloud (cjr): Create an area of fog.

Goodberry (tra): Create a handful of magical berries that can be consumed to regain 1 hit point.

Healing Word (evo): Restore a small number of hit points to a creature at range with only a word.

Jump (tra): Imbue a creature with astonishing leaping abilities.

Longstrider (tra): Increase a creature's Speed.

Purify Food and Drink (tra): Cleanse food and drink of poisons and disease.

Speak with Animals (div): Gain the ability to talk with animals.

Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

2nd-Level

Animal Messenger (enc): Use a Tiny creature as a magical messenger.

Barkskin (tra): Turn a creature's skin to bark, increasing its defensiveness.

Darkvision (tra): Grant a creature the ability to see in the dark.

Deadweight (tra): Greatly increase the weight of an object.

Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.

Find Traps (div): Know whether traps are present.

Flame Blade (evo): A blade of fire appears in your hand, allowing you to make fire attacks.

Flaming Sphere (cjr): Create and control a 5-foot-diameter burning sphere.

Force of Will (abj): Reduce the damage dealt by an attack.

Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.

Heat Metal (tra): Make a metallic object too hot to touch.

Hold Person (enc): Paralyze a humanoid.

Invigorated Strikes (tra): Increase the damage dealt by a creature's unarmed strikes and natural weapons.

Lesser Restoration (abj): Remove one affliction from a creature.

Locate Animals or Plants (div): Gain knowledge about the location of flora and fauna.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Moonbeam (evo): Control a moveable beam of moonlight that harms your foes.

Pass Without Trace (abj): Give you and allies a bonus to Stealth checks and prevent tracked pursuit.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.

Protection from Poison (abj): Protect a creature from poison, and purge any poisons from their system.

Seed Bomb (cjr): Conjure four seeds and imbue them with a variety of explosive effects.

Sleet Storm (cjr): Conjure a magical storm of freezing rain and sleet that hampers creatures caught in it.

Spike Growth (tra): Create damaging difficult terrain by filling an area with sharp thorns and stones.

3rd-Level

Aspect of the Moon (tra): Adopt a number of traits similar to a werewolf.

Call Lightning (cjr): Create a storm cloud and call upon bolts of lightning every round.

Cobra's Spit (cjr): Spit venom at a creature within 30 feet.

Conjure Animals (cjr): Summon beasts to your aid.

Darklight (evo): Create a heatless flame that sheds light only you and creatures you choose can see.

Daylight (evo): Fill an area with magical daylight.

Dispel Magic (abj): End ongoing magical effects.

Meld Into Stone (tra): You are enveloped by any stone surface large enough to contain you.

Plant Growth (tra): Use magic to increase the yield of plants or create difficult terrain.

Poison Skin (abj): Make a creature brightly colored and poisonous to the touch.

Speak with Plants (tra): Awaken nearby plants, bestowing intelligence and animation.

Venomous Succor (evo): Deal a small amount of poison damage to restore a creature's hit points.

Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.

Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.

Whirlwind Kick (tra): Unleash a spinning kick that strikes creatures in a 60-foot line and carries you across the battlefield.

Wind Wall (evo): Create a 50-foot-long wall of upwardly rushing wind that both protects and deals bludgeoning damage.

4th-Level

Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.

Charm Monster (enc): Make a creature view you as a trusted friend.

Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.

Conjure Minor Elementals (cjr): Summon one, two, or three elementals.

Conjure Woodland Beings (cjr): Summon up to three blink dogs, satyrs, or sprites.

Control Water (tra): A body of water moves at your command.

Dominate Beast (enc): Take over the mind of a beast.

Freedom of Movement (abj): Free a creature from most constraints on its movement.

Giant Insect (tra): Transform insects into monstrous versions.

Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.

Ice Storm (evo): Batter an area with massive shards of ice.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

Mindshield (abj): Grant resistance to psychic damage and protection from charms and fear.

Polymorph (tra): Temporarily transform a creature into another creature.

Stone Shape (tra): Reshape stone into something beneficial, like a weapon or door.

Stoneskin (abj): Make a creature resistant to weapon damage.

Wall of Fire (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th-Level

Antilife Shell (abj): Surround yourself with a globe that prevents living creatures from approaching.

Awaken (tra): Impart sentience to a creature or plant.

Commune with Nature (div): Become one with nature to learn about the surrounding land.

Conjure Elemental (cjr): Summon a bound elemental to aid you.

Contagion (nec): Afflict a creature with disease.

Geas (enc): Give a creature a command with an extremely long duration.

Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.

Insect Plague (cjr): Summon a biting, stinging swarm of insects.

Mass Cure Wounds (evo): Heal several allies a moderate amount.

Planar Binding (abj): Force a creature from another plane of existence to become your servant.

Reincarnate (tra): Create a new body for a recently dead humanoid.

Scrying (div): Observe a creature on the same plane of existence as you.

Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

Tree Stride (cjr): Step into one tree and out from another tree of the same kind within 500 feet.

Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.

6th-Level

Conjure Fey (cjr): Summon a hag, hound, or redcap.

Find the Path (div): Know the way to a location of your choice.

Heal (evo): Channel positive energy into a creature, restoring a large number of hit points and removing negative conditions.

Heroes' Feast (cjr): Create a fabulous feast that feeds and bolsters those that eat it.

Move Earth (tra): Bend the earth to create permanent changes to the terrain.

Sunbeam (evo): A beam of sunlight damages and blinds creatures in its path each turn.

Transport via Plants (cjr): Step into one plant and out from another plant on the same plane of existence.

Wall of Thorns (cjr): Create a thorny bush in the shape of a line or circle that prevents line of sight and deals damage.

Wind Walk (tra): You and up to 10 willing creatures transform into gaseous forms that have a fly speed of 300 feet and resistance to nonmagical weapons.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Mirage Arcane (ill): Transform an area of terrain with a convincing, immersive illusion.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there.

Regenerate (tra): Cause a creature to heal itself and regrow lost limbs over time.

8th-Level

Animal Shapes (tra): Work powerful magics to turn allies into sentient beasts.

Antipathy/Sympathy (enc): Create an attraction or distaste in intelligent creatures.

Control Weather (tra): Alter the weather in a 5-mile radius.

Earthquake (evo): Shake the ground to damage creatures and structures.

Sunburst (evo): A burst of radiant sunlight damages and blinds creatures caught in its area.

9th-Level

Foresight (div): Grant a creature a preternatural awareness that makes it immune to being surprised and grants it advantage on checks.

Forest Army (div): Awaken and control an army of trees and plants.

Shapechange (tra): Take on the form of another creature.

Storm of Vengeance (cjr): Create a supernatural storm that rages for a minute and produces varying effects in a wide area.

True Resurrection (nec): Return to life a creature that has been dead up to 200 years without any of its remains.

Fighter

TABLE: FIGHTER

LEVEL	PROF. BONUS	FEATURES	KNACKS KNOWN	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	Fighting Style, Combat Maneuvers, Soldiering Knacks	1	3	1st
2nd	+2	Steely Mien	1	4	1st
3rd	+2	Maneuver Specialization, Martial Archetype	1	4	1st
4th	+2	Ability Score Improvement, Reserves (1)	1	5	2nd
5th	+3	Extra Attack	2	6	2nd
6th	+3	Martial Lore	2	7	2nd
7th	+3	Maneuver Specialization, Martial Archetype Feature	2	7	2nd
8th	+3	Ability Score Improvement, Reserves (2)	2	8	3rd
9th	+4	Indomitable (one use)	3	9	3rd
10th	+4	Martial Archetype Feature, Reputation	3	10	3rd
11th	+4	Extra Attack (2), Maneuver Specialization	3	10	3rd
12th	+4	Ability Score Improvement, Reserves (3)	3	11	4th
13th	+5	Indomitable (two uses)	4	12	4th
14th	+5	War's Toll	4	13	4th
15th	+5	Maneuver Specialization, Martial Archetype Feature	4	13	4th
16th	+5	Ability Score Improvement, Reserves (4)	4	14	5th
17th	+6	Indomitable (three uses)	5	15	5th
18th	+6	Martial Archetype Feature, Martial Legacy	5	16	5th
19th	+6	Ability Score Improvement	5	16	5th
20th	+6	Warmaster	5	17	5th

Hit Points

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

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

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

You begin the game with 140 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Brigand's Set (Cost 114 gp):** 2 dueling daggers, garrote, rapier, 5 throwing daggers, leather brigandine, burglar's pack, vial of basic poison
- **Guard's Set (Cost 108 gp):** Longbow and quiver with 20 arrows, pike, shortsword, medium shield, padded leather, backpack, bell, lantern (standard), manacles, signal whistle
- **Scout's Set (Cost 117 gold):** Greatsword, 4 javelins, hide, medium shield, climbing gear, explorer's pack
- **Squire's Set (Cost 129 gp):** Shortbow and quiver with 20 arrows, shortsword, leather

brigandine, pony with padded cloth barding, sewing kit, smith's tools

Fighting Style

At 1st level you adopt a particular style of fighting. Choose one of the following options. You can't take a particular Fighting Style more than once.

Archery

You gain a +2 bonus to attack rolls with ranged weapons.

Battle Ready

You can activate up to two combat stances you know without expending any exertion points using the same bonus action. Once you activate a set of combat stances in this way, you can't use this feature again until you finish a rest.

Defense

You gain a +1 bonus to AC while wearing armor.

Dueling

You deal an extra 2 damage with melee weapons held in one hand while you aren't wielding another weapon.

Great Weapon Fighting

When you hit with a versatile or two-handed weapon you are wielding in two hands, you can reroll any 1 or 2 on a damage die. You must use the new roll, even if it is a 1 or 2.

Mounted Combatant

While mounted, you gain an expertise die on attack rolls against creatures that are Medium or smaller and not mounted. In addition, you gain an expertise die on saving throws made to resist being dismounted.

Protection

When a creature you can see attacks another target within 5 feet of you, if you are wielding a shield you can use your reaction to hinder the attack, forcing the creature to roll with disadvantage.

Technical Fighting

Whenever you use a combat maneuver, any damage dealt by attacks using it deals an additional 2 damage, and your maneuver DC increases by 1.

Thrown Weapon Fighting

Whenever you would make an attack using a weapon with the Thrown property, you can draw the weapon as part of the attack. In addition, your ranged weapon attacks with thrown weapons deal an additional 2 damage.

Tireless Fighting

Whenever you expend Hit Dice to recover exertion points, you recover 3 exertion points per Hit Die expended (instead of 1d4 exertion points as normal).

Two-Weapon Fighting

While two-weapon fighting, you can add your ability modifier to the damage of the off-hand attack.

Unarmed Fighting

Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier. If you aren't wielding any weapons or a shield, you can strike with both of your hands to deal damage equal to 1d8 + your Strength modifier. If you start your turn grappling a creature, you can deal your basic melee damage to any creature you are grappling.

Combat Maneuvers

At 1st level, you gain the ability to use combat maneuvers. You gain proficiency in

two combat traditions of your choice. You learn three maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, and you regain any spent exertion when you finish a rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Fighter table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest-degree maneuver you can select at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Soldiering Knacks

At 1st level you gain a soldiering knack of your choice. Your soldiering knacks are detailed at the end of the class description. The Knacks Known column of the Fighter table shows when you learn more fighter soldiering knacks.

Steely Mien

At 2nd level choose one of the following options:

Closed Helm

Creatures have disadvantage on Insight checks made against you. In addition, you gain an expertise die on saving throws against being charmed or frightened.

Heroic Flair

You have advantage on Persuasion checks made to influence friendly creatures with a CR lower than your fighter level.

Watchful Eye

You have advantage on Insight checks made to determine hostile intent or predict violence, and your passive Perception increases by 5.

Maneuver Specialization

. At 3rd level, and again at 7th, 11th, 15th, and 19th level you can choose to master a combat maneuver you know. You can't master the same maneuver more than once in this way.

The exertion cost of mastered maneuvers is reduced by 1 (minimum 1).

Your maneuver DC for mastered maneuvers increases by 1.

Any attack you make as part of a mastered maneuver (including triggering attacks) deals 2 additional damage.

Martial Archetype

Also at 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Reserves

At 4th, 8th, 12th, and 16th levels, your exertion pool increases by 1 point.

Extra Attack

Starting at 5th level, when you take the Attack action on your turn, you can attack twice instead of once. The number of attacks increases to three when you reach 11th level in this class.

Martial Lore

At 6th level, your knowledge of martial lore deepens. Choose one of the following options:

Military Traditions

You gain an expertise die on Intelligence checks made to recall lore or gather information regarding warfare or military action. In addition, you gain an expertise die on Charisma checks made to influence soldiers, guards, or other organized martial forces.

Size Up

You can use a bonus action to determine the CR of a creature you can see within 200 feet, as well as that creature's maneuver DC.

Weapon Lore

You gain an expertise die on Intelligence checks made to recall lore or gather information about weapons, armor, and other martial equipment. In addition, you can use an action to investigate the magical properties of such an item by handling it, such as swinging a sword or hefting a shield. You learn its properties, how to use them, whether it requires attunement, and how many charges it has. You also learn if the item has any sentience or bears a curse, though you only learn if it is sentient or cursed (not the nature of that sentience or curse).

Indomitable

At 9th level you can use this feature to take any of the following reactions:

- Reroll a failed saving throw. If you do so, you must use the new roll.
- Reduce the damage you would take from a single source or attack by $2d8 + \text{half your fighter level}$.

- Make a single attack against a creature that has just completed an attack against you.

You gain an additional use of this feature at 13th level and a third use starting at 17th level. You regain all spent uses of this feature whenever you finish a long rest.

Reputation

At 10th level choose one of the following options:

Inspiring

You gain an expertise die on Persuasion checks. In addition, you can spend 1 exertion as a bonus action to inspire a creature that can hear you. The creature makes an Insight check contested by your Persuasion check, becoming inspired by you on a failure. Indifferent creatures you inspire in this way become friendly towards you and your allies, and friendly creatures you inspire in this way consider you an ally and may provide you with local information that would otherwise remain secret. Creatures remain inspired by you indefinitely unless you do something that would make them hostile or lose confidence in you, such as lying, stealing, or causing them or their allies harm, or being proven cowardly or untrustworthy in any way.

Intimidating

You gain an expertise die on Intimidation checks. In addition, you can spend 1 exertion as a bonus action to intimidate one creature you can see. The creature makes a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or becomes frightened of you for 1 minute. At the end of each of its turns, a frightened creature can repeat the saving throw, ending the effect on itself on a success.

Legendary

You gain an expertise die on Deception checks. In addition, you can spend 1 exertion point to weave your real legendary deeds into a Persuasion check or include fabricated legendary deeds into a Deception check. When you do so, you have advantage on the check.

War's Toll

At 14th level you choose one of the following.

Battle Scarred

Whenever you are reduced to 0 hit points you gain a new permanent scar or mark, and you gain inspiration. Once you gain inspiration in this way, you can't do so again until you finish a long rest.

Carouser

You can gain the benefits of a long rest by spending 4 hours drinking, carousing, and taking the occasional blackout nap. You can carouse in this way so long as you consume at least 4 pints' worth of ale (or equivalent drink), and you are alert and aware of your surroundings while doing so. If you carouse with another creature in this way, you can attempt to learn secrets from it by drinking it under the table. Each hour you spend carousing with a willing creature, make a contested Constitution check. On a success, that creature answers a question truthfully (even questions it would not normally answer).

In addition, you can enjoy alcohol as normal but can't gain the poisoned condition from it.

This feature has no effect on creatures that are immune to the poisoned condition.

One Eye Open

You are alert and aware of your surroundings while sleeping during long rests. In addition, you can't be surprised

and you gain an expertise die on initiative checks.

Martial Legacy

At 18th level, you can spend 8 hours sparring in order to teach another willing creature a maneuver you have mastered using Maneuver Specialization. A creature must be proficient in at least one combat tradition to learn a maneuver in this way, and it can only learn maneuvers of a degree from which it already knows at least one maneuver. This counts against its numbers of maneuvers known.

Warmaster

At 20th level, you have become an undisputed master of battle. You gain the following features.

Master of Combat

You master every maneuver you know and any future maneuvers you learn, as per Maneuver Specialization. Additionally, choose one maneuver of 3rd degree or less that you know. You can use the chosen maneuver without expending exertion points.

Finishing Blow

Once between rests, when you miss with a weapon attack while taking the Attack action, you can choose to hit instead. Alternatively, you can choose to change a hit with a weapon attack into a critical hit, or when you critically hit you can choose to deal maximum damage.

All hostile creatures who see your Finishing Blow make a Wisdom saving throw against your maneuver DC or become frightened for 1 minute.

Soldiering Knacks

When you gain access to a new soldiering knack, choose one of the following.

Amphibious Combatant

You gain a swim speed equal to your Speed, and you can spend 1 exertion to reroll a failed Strength, Dexterity, or Constitution check related to aquatic activity (such as an Athletics check to swim, an Acrobatics check to keep balance on a ship's deck, or a Constitution check to hold your breath). You may choose whether to use the new roll or the original. In addition, you add your proficiency bonus to the number of minutes you can hold your breath before suffocating, and you can spend 1 exertion to hold your breath for additional minutes equal to your proficiency bonus.

Burst of Strength

You can spend 1 exertion to add your proficiency bonus to a Strength check, even if you already add your proficiency bonus to the check.

Campaigner

You double your Strength score when determining your carrying capacity and the weight you can lift, push, or drag. In addition, you can add your proficiency bonus to the number of hours you can march before you risk fatigue from a forced march.

Clearsight Sentinel

You gain darkvision out to a range of 60 feet. In addition, you don't suffer disadvantage on Perception checks in lightly obscured areas (such as in light fog, moderate foliage, or heavy precipitation).

Extreme Leap

When you take the Dash action and move at least 20 feet, your long jump distance is doubled until the end of your turn. You can spend 1 exertion to triple

your jump distance until the end of your turn instead. If you do, you can move the full distance of your jump, even if it exceeds your Speed.

Mountaineer

You gain a climb speed equal to your Speed, and you can spend 1 exertion to reroll a failed Athletics check to climb, choosing whether to use the new roll or the original. In addition, moving through nonmagical difficult terrain costs you no extra movement.

Nightwatch

When taking a long rest, add your proficiency bonus to the number of hours you can spend in light activity. In addition, one hour of that time can be spent in strenuous activity near the rest site (such as patrolling, fighting, or other adventuring activities) without interrupting your rest.

Stable Footing

You have advantage on checks and saving throws to avoid falling prone. You never fall prone after falling, and when calculating damage you take from falling, treat the fall distance as if it were shorter by a number of feet equal to $10 \times$ your proficiency bonus.

Weather Beaten

You gain advantage on saving throws against cold and hot weather, as well as any adverse effects from wind or precipitation.

FIGHTER ARCHETYPES

Brute

Brute Strength

Starting at 3rd level, whenever you hit a creature with a melee weapon attack, you can expend exertion to deal an extra 1d8 bludgeoning damage per exertion point spent. The maximum amount of exertion you can spend in this way on a single attack is equal to your proficiency bonus.

Brutish Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Adamant Mountain, Tempered Iron, Tooth and Claw. When you gain this feature, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Tough as Nails

At 7th level, whenever you finish a rest, you gain a number of temporary hit points equal to twice your Strength modifier. When you reach 15th level, you instead gain a number of temporary hit points equal to your Strength score.

Overpowering Strike

At 10th level, once per turn when you make a melee weapon attack, you can force the target to make a Strength saving throw (DC $8 +$ your proficiency bonus $+$ your Strength modifier). On a failure, you can either push the target 5 feet away from you or knock it prone.

Unstoppable

Starting at 15th level, you gain advantage on saving throws made to resist being knocked prone, paralyzed, petrified, or

restrained, as well as saving throws against any spell or effect of the compulsion school.

Overwhelming Onslaught

Starting at 18th level, when you successfully hit the same target with two or more melee attacks in a single turn, you can spend 2 exertion to deal the target extra bludgeoning damage equal to $2d8 +$ your Strength modifier. If you do, the target makes a Constitution saving throw (DC $8 +$ your proficiency bonus $+ your Strength$ modifier). On a failure, it is stunned until the end of your next turn.

Duelist

Dueling Traditions

At 3rd level, you gain proficiency in one of the following combat traditions of your choice: Mirror's Glint, Mist and Shade, Rapid Current. When you gain this feature you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Panache

Starting at 3rd level, whenever you would spend exertion points on a duelist feature or a maneuver from the Mirror's Glint, Mist and Shade, or Rapid Current combat traditions, you can reduce the exertion cost of that maneuver or feature by 1 (minimum 0). You can use this feature a number of times equal to your Charisma modifier (minimum one time), regaining all expended uses when you finish a long rest.

Quick-Witted Defense

Also starting at 3rd level, while you are not wearing armor or wielding a shield your AC equals $10 +$ your Dexterity modifier $+ your Charisma$ modifier. In addition, while you are wielding at least one weapon with the Defensive, Finesse, or Parrying quality, your Armor Class increases by 1.

Parry and Thrust

Starting at 7th level, you treat any weapon with the Finesse property as if it also had the Parrying property. In addition, whenever you add an expertise die to your AC using a parrying weapon and the triggering attack misses you, you can immediately spend 1 exertion to make a melee weapon attack against the creature that attacked you.

Duelist's Challenge

Starting at 10th level, you can use a bonus action to expend a use of Panache to challenge a creature within 30 feet to an honorable duel. Once you challenge a creature in this way, you have disadvantage on attacks against creatures other than the challenged creature, and the challenged creature has disadvantage on attacks against creatures other than you. A creature remains challenged in this way until either you or the challenged creature is incapacitated, dies, or ends their turn out of line of sight from the other. The challenge also ends if you use this feature again to challenge a different creature, or if a third creature challenges either you or your challenged creature.

Elusive

Starting at 15th level, your movement out of a creature's threatened area does not provoke opportunity attacks. In addition, whenever you parry an attack using a parrying weapon, the expertise die to your AC increases by one step.

Master Duelist

Starting at 18th level, you have advantage on melee weapon attacks against creatures you are currently challenging using your Duelist's Challenge feature.

Gladiator

Arena Training

At 3rd level, you gain proficiency in one of the following skills: Acrobatics, Athletics, Intimidation, or Performance.

Gladiatorial Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Mist and Shade, Razor's Edge, Tooth and Claw. When you gain this feature you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Bloodsport Flourishes

Starting at 3rd level, you treat any weapon you wield as if it had the Flamboyant property. In addition, whenever you critically hit with a weapon attack, you can choose to perform either a Bloody Flourish or Glorious Flourish.

Bloody Flourish. You make an Intimidation check. Each hostile creature within 20 feet that can see you makes a Wisdom saving throw against a DC equal to the result of your Intimidation check. On a failure, a creature becomes frightened of you until the end of your next turn.

Glorious Flourish. Make a Performance check. Each hostile creature within 20 feet that can see you makes a Charisma saving throw against a DC equal to the result of your Performance check. On a failure, a creature becomes charmed by you until the end of your next turn.

Champion of the Arena

Starting at 7th level, your weapon attacks score a critical hit on a roll of 19–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Gladiatorial Reputation

When you gain this feature at 10th level, you gain every feature from Reputation instead of only selecting one.

Unmistakable Presence

Starting at 15th level, the range of your Bloodsport Flourishes increases from 20 feet to 60 feet.

Effortless Flourishes

Starting at 18th level, you can use a bonus action to perform a Bloodsport Flourish (without requiring an attack or critical hit).

Knight

Armory Training

At 3rd level, you gain the following benefits:

- Your passive Perception is not reduced while wearing a helm or visored helm.
- You never suffer fatigue from wearing armor or sleeping in armor.
- You can don or doff armor in half the time it would normally take.
- You never have disadvantage on Acrobatics or Stealth checks due to wearing armor or using a heavy shield.

Chivalrous Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Adamant Mountain, Sanguine Knot, Spirited Steed. When you gain this feature you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Honor Bound

Also at 3rd level, choose one of the following.

Loyal to the Crown. You are loyal to a specific nation, lord, organization, or other authority. While you are in good standing with that authority and are within their area of influence, you and your allies can easily find free food and lodging, and creatures with a CR lower than your level that are also loyal to that authority may perform simple tasks at your request. You lose good standing with that authority if you go against their wishes. Consult the Narrator on authorities within the campaign setting, their wishes, and what will keep or return you to good standing with them.

Loyal to the Code. You are loyal to a specific code of honor. You gain an expertise die on Persuasion checks. However, whenever you break your code you suffer a level of strife and instead have disadvantage on Persuasion checks for the following 7 days. Choose one of the following codes to keep:

- I will never harm a creature that has surrendered.
- I will never steal from a living soul.
- I will never let a lie pass my lips.

Alternatively, consult the Narrator for any codes specific to the campaign setting.

Inspiring Charge

Starting at 7th level, you can use an action to spend 1 exertion and perform an Inspiring Charge. Move up to your Speed (or your mount's Speed) in a straight line and make a melee weapon attack. You gain an expertise die on this attack. Until the end of your next turn, attacks made by you or allies within 10 feet gain an expertise die.

Additional Fighting Style

At 10th level, you gain an additional Fighting Style from the following list: Battle Ready, Defense, Dueling, Great Weapon Fighting,

Mounted Combatant, Protection, Tireless Fighting.

Ever-Ready

Starting at 15th level, whenever you roll for initiative and have no exertion points remaining, you gain a number of exertion points equal to your proficiency bonus.

Knight of Renown

At 18th level, the range of your Inspiring Charge increases from 10 feet to 60 feet, and any of your allies that enter that area for the first time on their turn or begin their turn there gain inspiration. A creature can gain inspiration in this way only once between long rests.

Sharpshooter

Crack Shot

Starting at 3rd level, your training with ranged weapons grants the following benefits:

- You do not have disadvantage on ranged attack rolls due to being within 5 feet of a hostile creature or attacking at long range.
- Your ranged weapon attack rolls ignore half cover and three-quarters cover.

Sharpshooting Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Biting Zephyr, Razor's Edge, Unending Wheel. When you gain this feature you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Focus Shot

At 7th level, once per turn, whenever you take the Attack action and are able to make multiple ranged attacks, you can forgo one of those ranged attacks to turn one of your remaining attacks into a Focus Shot. When you make a Focus Shot, choose one of the following options and make a ranged weapon attack. You gain an expertise die on the attack, and on a hit it does your chosen effect in addition to the weapon's damage.

Aim for the Eyes. You aim for the creature's weak and delicate eyes. The target makes a Dexterity saving throw against your maneuver DC or is blinded until it recovers.

Bring it Down. You aim for weak points on the creature's legs. The target makes a Constitution saving throw against your maneuver DC or its Speed is reduced by half until it recovers.

Center of Mass. You aim for the heart or its horrid equivalent. Your attack scores a critical hit on a roll of 19–20. If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Vein Slice. You aim for a vital vein or artery to bleed your target out. The target makes a Constitution saving throw against your maneuver DC or it takes 1d6 ongoing damage until it recovers.

Wing Clip. You aim for your target's wings. The target makes a Dexterity saving throw against your maneuver DC. On a failure, its fly speed is reduced by half until it recovers. A creature that fails this saving throw while flying immediately

falls 60 feet, taking damage as normal if it strikes a solid surface.

A creature wounded by any of these effects makes a Constitution saving throw against your maneuver DC at the end of each of its turns, recovering and ending the effect on itself on a success. Alternatively, the wounded creature (or a creature within 5 feet of it) can use an action to make a Medicine check against your maneuver DC, ending the effect on a success. Healing magically or from a trait (such as Regeneration) also ends the effect. You can't choose effects that specifically target body parts a creature doesn't have.

Hawkeye

At 10th level, you gain an expertise die on Investigation and Perception checks, and when rolling initiative.

Reflexive Shot

At 15th level, you can make opportunity attacks using ranged weapons, and your threatened area is equal to the normal range of any ranged weapon you wield.

Critical Shot

At 18th level, whenever you take the Attack action and are able to make multiple ranged attacks, you can forgo all of those ranged attacks except for one to turn that remaining attack into a Critical Shot, making a ranged weapon attack with advantage. If your Critical Shot hits, it becomes a critical hit.

Herald

TABLE: HERALD

LEVEL	PROF. BONUS	FEATURES	LESSONS KNOWN	SMITE DAMAGE	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	Divine Sense, Lay on Hands, Spellcasting	—	—	—	—
2nd	+2	Combat Maneuvers, Divine Smite	—	1d8	2	1st
3rd	+2	Divine Lessons, Herald Archetype	1	1d8	2	1st
4th	+2	Ability Score Improvement, Empowered Smite	1	1d8	3	1st
5th	+3	Extra Attack, Heraldic Sermon	2	2d8	3	1st
6th	+3	Sacred Aura	2	2d8	3	1st
7th	+3	Archetype Feature	3	2d8	4	2nd
8th	+3	Ability Score Improvement, Greater Empowered Smite	3	2d8	4	2nd
9th	+4	Inspiring Devotion	4	3d8	4	2nd
10th	+4	Improved Sacred Aura	4	3d8	5	2nd
11th	+4	Divine Warrior	5	3d8	5	2nd
12th	+4	Ability Score Improvement, Divine Recovery	5	3d8	5	2nd
13th	+5	—	5	4d8	6	3rd
14th	+5	Infectious Resolve	6	4d8	6	3rd
15th	+5	Archetype Feature	6	4d8	6	3rd
16th	+5	Ability Score Improvement	6	4d8	7	3rd
17th	+6	—	6	5d8	7	3rd
18th	+6	Aura Improvements	6	5d8	7	3rd
19th	+6	Ability Score Improvement	7	6d8	8	4th
20th	+6	Archetype Feature, Holy Exemplar	7	6d8	8	4th

TABLE: HERALD SPELLS **SPELL SLOTS PER LEVEL**

LEVEL	CANTRIPS KNOWN	1ST	2ND	3RD	4TH	5TH
1st	2	2	—	—	—	—
2nd	2	2	—	—	—	—
3rd	2	3	—	—	—	—
4th	2	3	—	—	—	—
5th	3	4	2	—	—	—
6th	3	4	2	—	—	—
7th	3	4	3	—	—	—
8th	3	4	3	—	—	—
9th	4	4	3	2	—	—
10th	4	4	3	2	—	—
11th	4	4	3	3	—	—
12th	4	4	3	3	—	—
13th	4	4	3	3	1	—
14th	4	4	3	3	1	—
15th	4	4	3	3	2	—
16th	4	4	3	3	2	—
17th	4	4	3	3	3	1
18th	4	4	3	3	3	1
19th	4	4	3	3	3	2
20th	4	4	3	3	3	2

Hit Points

Hit Dice: 1d10 per herald level

Hit Points at 1st Level: 10 + your Constitution modifier

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

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Acrobatics, History, Insight, Intimidation, Medicine, Persuasion, and Religion

Equipment

You begin the game with 200 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Blessed Explorer's Set (Cost 189 gp):** 4 handaxes, hauberk, priest's pack
- **Divine Warrior's Set (Cost 200 gp):** Longsword, hauberk, medium shield, explorer's pack

Divine Sense

Choose one of the following sets of creatures: celestials and fiends, fey and elementals, or aberrations and undead. You can sense when a creature of one of your chosen types is within 30 feet of you, but you can't determine their number, type, or location. As a bonus action, you can focus your senses to learn the location, number, and type of any creatures of your chosen types within 30 feet of you. When you do so, creatures of those types that are within range make a Wisdom saving throw against your spell save DC, with advantage if the

creature's CR is higher than your herald level. On a failed save, you also learn the creature's identity. You also detect any locations within 30 feet that have been consecrated or desecrated with the *hallow* spell or another effect.

You can activate this feature a number of times equal to your Charisma modifier (minimum one time), and you regain spent uses when you finish a long rest. Upon finishing a long rest, you may also swap your chosen set of creature types for another.

Lay on Hands

You have a pool of power equal to your herald level \times 5 that replenishes when you finish a long rest. As an action, you can touch a creature and spend from this pool of power to restore hit points equal to the number of points you chose to expend. This healing can't bring a creature above their hit point maximum.

Alternatively, you can spend 5 points to touch a creature and cure one disease or neutralize one poison currently affecting the creature. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands if you can expend sufficient points.

This feature has no effect on undead and constructs.

Spellcasting

You have learned to use divine magic.

Cantrips

You learn two herald cantrips of your choice at 1st level and additional herald cantrips at higher levels, as shown in the Cantrips Known column of the Herald Spells table.

Preparing and Casting Spells

To prepare herald spells to make them available to cast, choose a number of spells equal to your Charisma modifier +

half your herald level (minimum of one spell) from the herald spell list. You cannot prepare a spell of a higher level than your highest level spell slot.

To cast a herald spell, you must spend a spell slot of the spell's level or higher. The Herald Spells table shows how many spell slots you have to cast your herald spells. You regain all expended spell slots when you finish a long rest.

Casting a spell does not remove it from your list of prepared spells. You can change the spells you have prepared by spending at least 1 minute per spell level reflecting in meditation.

Spellcasting Ability

Charisma is your spellcasting ability for your herald spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier to set the attack bonus and saving throw DC for your herald spells, as follows:

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

When casting a herald spell, you can use a holy symbol as your spellcasting focus.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Sanguine Knot, Spirited Steed, or Tempered Iron. You learn two maneuvers of your choice from traditions you are proficient with.

You use your maneuvers by spending exertion points, but you do not gain an exertion pool. Instead, at the start of each of your turns you can expend spell slots of 1st-level or higher to gain exertion points that go into a temporary exertion pool which

lasts until you start your next long rest. You gain 2 exertion points for a 1st-level spell slot, and 2 more for each spell slot level above 1st. Only spell slots gained from the herald class can be expended in this way.

The Maneuvers Known column of the Herald table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest-degree maneuver you can select at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Divine Smite

Starting at 2nd level, whenever you hit a creature with a weapon attack, you can choose to deliver a divine smite that deals an extra 1d8 radiant damage. The amount of extra damage increases at higher levels, as shown on the Herald table.

You can use this feature a number of times equal to your proficiency bonus, and you regain spent uses when you finish a long rest.

Divine Lessons

At 3rd level, you gain a divine lesson of your choice. The divine lessons available to you are detailed at the end of the class description. The Lessons Known column of the Herald table shows when you learn more divine lessons.

Herald Archetype

Also at 3rd level, you choose the oath and tenets that you as a herald will swear to uphold. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level.

Archetype School

Each archetype has an associated school of spells, which you gain access to upon

reaching 3rd level. You can choose spells from this school when preparing your herald spells. If you would choose a spell that is not on the herald spell list, it is considered a herald spell for you.

Channel Divinity

When you choose an archetype, you gain the ability to Channel Divinity once per rest. When you use this feature, you choose which option to use. Each Channel Divinity option granted by your archetype explains how to use it. Some Channel Divinity options require your target to make a saving throw. In such a case, use your herald spell save DC.

Empowered Smite

At 4th level, you can manipulate magic to add extra power to your smites. Whenever you would use your Divine Smite feature, you can choose one of the following effects. Once you have used this feature, you can't do so again until you finish a long rest. Alternatively, you can empower a smite by expending a spell slot of 1st-level or higher. Some empowerments require your target to make a saving throw. In such a case, use your herald spell save DC.

Igniting Smite

Your smite deals fire damage instead of radiant damage, and the target makes a Constitution saving throw at the start of each of its turns. On a failed save, it takes 1d6 fire damage. On a success, it takes no damage and the fire is extinguished. The fire can also be put out as an action or by the environment, and it burns out naturally after 1 minute.

Marking Smite

Your smite causes the target to shed bright light for 5 feet, and dim light for an additional 5 feet. The effect lasts for 1 minute or until you target another creature with a weapon attack. As long as the effect lasts, the target gains no benefit

from invisibility and has disadvantage on checks made to hide.

Repelling Smite

Your smite deals force damage instead of radiant damage, and the target makes a Strength saving throw. On a failed save, it is pushed back 10 feet and knocked prone. On a success, it is pushed back 5 feet and isn't knocked prone.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Extra Attack

Starting at 5th level, when you take the Attack action on your turn, you can attack twice instead of once.

Heraldic Sermon

Also at 5th level, choose one of the following features.

Devout

You gain proficiency in the Persuasion skill. You have advantage on Persuasion checks to influence others by discussing your oath or deity, and witnesses that hear your words are inspired to share any useful or important information they might have.

Evangelism

You gain proficiency in the Performance skill. You have advantage on Performance checks to convert others when preaching about your oath or deity, and witnesses that hear your words are inspired to donate to your cause.

Fearmonger

You gain proficiency in the Intimidation skill. You have advantage on Intimidation

checks when using your faith to intimidate others, and witnesses with opposing views make obvious efforts to avoid you.

Sacred Aura

At 6th level, you can manifest an aura that aids you and your allies. Each aura has a radius of 15 feet and is centered on you. You must be conscious for you and your allies to benefit from the aura. You can have only one of the following auras active at a time but can change which aura is active whenever you finish a long rest. At 18th level, the radius of all auras increases to 30 feet.

Aura of Courage

You and allies within your aura can't be frightened.

Aura of Resistance

You and allies within your aura gain a bonus to saving throws equal to your Charisma modifier (minimum +1).

Aura of Willpower

You and allies within your aura can't be charmed.

Greater Empowered Smite

At 8th level you learn the following new empowerments for your smites, and you can empower your smite at no cost twice between long rests. Alternatively, you can use an empowered smite by expending a spell slot of 1st-level or higher.

Blinding Smite

The target makes a Constitution saving throw. On a failure, it is blinded for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

Disorienting Smite

Your smite deals psychic damage instead of radiant damage, and the target makes a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls for 1 minute. At the end of each of its turns the target can repeat the saving throw, ending the effect on a success.

Taunting Smite

The target makes a Wisdom saving throw. On a failed save, it takes an additional 1d6 radiant damage each time it attacks a creature other than you, and it can't make opportunity attacks against anyone but you. This effect lasts 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Inspiring Devotion

At 9th level choose one of the following features.

Lend Faith

When an ally within 30 feet that can see and hear you would make an ability check or saving throw, you can inspire them with your faith, adding your Charisma modifier (minimum +1) to the roll. Once you have used this feature, you can't do so again until you finish a rest.

Reveal Heresy

You gain proficiency in the Insight skill, and you gain an expertise die on Insight checks. Whenever a creature is lying to you, it makes a Charisma saving throw against a DC equal to your passive Insight score. This save is made with disadvantage and is done in secret by the Narrator. On a failure, you get a strong sense that they are being untruthful.

Truth of Conviction

Whenever you or an ally are telling the truth and make a Charisma ability check to do so, you can use this feature to treat any roll of 10 or less as an 11 for that roll. Once you have used this feature, you can't do so again until you finish a rest.

Improved Sacred Aura

At 10th level, you gain a more powerful aura that is active alongside your Sacred Aura. The range of this aura is the same, and you can have only one Improved Sacred Aura active at a time. You can swap your active improved aura when you finish a long rest.

Aura of Healing

Whenever you or an ally cast a spell to heal yourself or another ally while both are within your aura, both the spellcaster and target regain additional hit points equal to your Charisma modifier (minimum +1).

Aura of Overcoming

Weapon attacks made by allies within your aura are considered magical for the purpose of overcoming damage resistances and immunities.

Aura of Smiting

Whenever an ally within your aura critically hits with a weapon attack, they deal additional radiant damage equal to half your herald level.

Divine Warrior

Beginning at 11th level, whenever you hit a creature with a melee weapon attack, you deal an extra 1d8 radiant damage.

Divine Recovery

At 12th level, you can use a bonus action to recite a short prayer or mantra and expend

a use of Channel Divinity to regain a spell slot of 3rd-level or less.

You can use this feature three times, regaining all expended uses when you finish a long rest.

Infectious Resolve

Starting at 14th level, you can use your action to touch one willing creature (or yourself) and choose one of the following effects.

All In. The target has advantage on its next weapon attack roll, and it deals an extra 1d8 radiant damage on a hit.

Iron Will. For the next minute, as long as you are conscious, the target gains advantage on Wisdom saving throws made against spells and other magical effects.

Walk It Off. One spell or condition affecting the target ends.

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

Holy Exemplar

At 20th level, when you die after being reduced to 0 hit points by an attack or spell, after 1d4 rounds you return to life with 100 hit points. Once you have used this feature, you can't do so again until you finish a long rest.

Divine Lessons

When you gain access to a new divine lesson, choose one of the following.

Bestowed Understanding

When attempting to understand a language (whether spoken or written) that you don't know, you can make a DC 15 Insight check to understand the basic message. If the language is considered forgotten, you roll with disadvantage. You can use this feature a number of times equal to your Wisdom

modifier, and you regain spent uses when you finish a long rest.

Divine Health

You are immune to disease and have advantage on saving throws made to resist the poisoned condition.

Divine Vision

You gain darkvision out to a range of 60 feet. In addition, you always have the *see invisibility* spell prepared and can use this feature once per long rest to cast it without expending a spell slot.

Do Without

You can survive without Supply for a number of days equal to your Charisma modifier (minimum 1) without suffering any adverse effects.

Exemplary

You gain an expertise die on Acrobatics and Athletics checks made to climb, jump, run, and swim. When your party makes a group Acrobatics or Athletics check, you can apply the result of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but you must do so before the Narrator says whether you succeed or fail.

Glorious Purpose

When you agree to undertake a quest that specifically fulfills the tenets of your herald archetype, you gain proficiency with a skill that will be crucial to completing that quest. The skill is chosen by the Narrator. If you are already proficient with the skill, you gain an expertise die instead. The benefits of this divine lesson do not change until the quest has been completed.

Heraldic Order

Whenever you would pay for a meal, room, or minor supplies (such as mundane ammunition), roll 1d6. On a result of 4 or

higher, the merchant recognizes you as a herald of an order they either fear or respect and charges you nothing. If you insist on paying, they might offer you information about individuals or places of interest to your heraldic order.

Miraculous Discovery

You gain an expertise die on Investigation checks, and your passive Investigation score increases by 3. Additionally, you can use Charisma when making Investigation checks.

Naturalist

Choose one type of terrain: arctic, coast, desert, forest, grassland, mountain, subterranean, or swamp. You gain an expertise die on Nature and Survival checks made in this terrain. In addition, once each week when you have run out of Supply, you can spend 8 hours in the wilderness to find 1d4+2 Supply.

Prophetic Protection

Whenever you would trigger a trap, the Narrator makes a secret Charisma (Perception) check for you against the DC to spot the trap. On a success, you don't spot the trap but get a strong sense that moving any further will put you in danger.

Seek Truths

You gain an expertise die on Insight checks made to discern the truth. In addition, after you make a successful Insight check contested by a creature's Deception check, you have advantage on Insight checks made against that creature for 24 hours.

Sense Import

Your Divine Sense extends to detect whenever you enter a place that is or once was of great holy or unholy significance, and you learn basic information about why or to whom it was important. Additionally, you have advantage on checks made to

learn more information about the area while you are there.

Silvered Tongue

You gain an expertise die on Intimidation and Persuasion checks. In addition, when you successfully intimidate or persuade a creature, you have advantage on Intimidation and Persuasion checks made against that creature for the next 24 hours.

Undaunted

While exploring a place you've never been to before, you can use your reaction to gain advantage on ability checks and attack rolls until the end of your next turn. You can use this feature a number of times equal to your Wisdom modifier, and you regain spent uses when you finish a long rest.

HERALD ARCHETYPES

Green Knight

Tenets of the Green Knight

All green knights hold similar tenets, regardless of the deity they serve.

- **Defend Nature.** Protect and heal the lands you travel through.
- **Embody Strength.** Be as mighty as a boulder and when needed stand firm like a rooted tree.
- **Ensure the Cycle.** Do not suffer that which defies the natural flow of life and teach these ways to others.
- **Walk the World.** Travel far and experience the beauty of nature beyond your territory.

Archetype School

Add the nature school of magic to your list of herald spells.

Channel Divinity

At 3rd level when you choose this archetype, you gain the following two Channel Divinity options.

Blessing of Nature. For the next hour, you have advantage on Persuasion checks made to influence druids and beasts. Alternatively, you can end the blessing early to gain advantage on a Survival check made to find Supply or a haven in the wilderness.

Rely on Nature. When you fail a Nature or Survival check, you can use your reaction to succeed instead.

Empowered Bond

Also at 3rd level, you learn the *find familiar* spell and can cast it as a ritual. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: awakened shrub, shrieker, sprite, or violet fungus.

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 with its reaction.

Nature's Sanctuary

At 7th level, when a beast or plant attacks you, it must make a Wisdom saving throw against your herald spell save DC. The beast or plant has advantage on this saving throw if it has a CR equal to or higher than your herald level. On a failed save, the creature must choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. A creature is aware of this effect before it makes its attack against you.

In addition, you can't be charmed or frightened by elementals or fey.

Armaments of Nature

Starting at 15th level, you can use an action and expend one use of Channel Divinity to cover yourself in bark, rock, soil, and vines for 1 hour.

For the duration, your Armor Class equals 10 + your proficiency bonus + your Dexterity modifier + your Charisma modifier, and when a creature grappling you starts its turn, it takes 2d6 piercing damage.

In addition, you can use a bonus action to grow a melee weapon in your hands. You are proficient with the weapon and it deals 1d12 bludgeoning, piercing, or slashing damage (determined by the weapon's shape). While wielding the weapon, your reach increases by 5 feet. The weapon can't be disarmed, but it can be damaged (AC equal to your herald spell save DC and hit points equal to your herald level).

Timeless Body

Also at 15th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Nature's Servant

At 20th level, if you start your turn bloodied, you regain hit points equal to 5 + your Constitution modifier. While your Armaments of Nature feature is active, the amount of hit points you regain doubles, and you regain hit points even when you aren't bloodied. You don't gain these benefits while you have 0 hit points.

In addition, the weapon you form using Armaments of Nature is considered magical and grants you a +3 bonus to attack and damage rolls you make with it.

Holy Champion

Tenets of the Holy Champion

All holy champions hold similar tenets, regardless of the deity they serve.

- **Lead by Example.** Strive to embody the principles of your deity, and inspire others to do the same.
- **Life In Service.** When your deity calls, you answer, and all you do is in dedication to them.
- **Quick of Mind.** Steel yourself against psychic attacks that may sway you from service.
- **Strong of Body.** Peak physical condition must be maintained, in order to serve to the best of your abilities.

Archetype School

Add the good and radiant schools of magic to your list of herald spells (or if you are an unholy champion, the evil and necrotic schools of magic).

Channel Divinity

At 3rd level when you choose this archetype, you gain the following two Channel Divinity options.

Negative Energy Flood. As an action, you can use your Channel Divinity to unleash a flood of negative energy on your foes. Creatures you choose within 30 feet of you make a Constitution saving throw. On a failed save, a creature takes 2d8 necrotic damage and is pushed back 5 feet. On a success, it takes half damage and isn't pushed back.

Positive Energy Flood. As a bonus action, you can use your Channel Divinity to send out a flood of positive energy to heal your allies. Creatures you choose (including yourself) within 30 feet regain hit points equal to your proficiency bonus + your Charisma modifier.

Aura of the Champion

Beginning at 7th level, you gain a third aura that is active alongside your Sacred Aura and has the same range. Choose one of the following options.

Aura of Darkness. After initiative is rolled, when a hostile creature starts its

turn in your aura or first enters into it on a turn, it must succeed on a Wisdom saving throw or become frightened of you for 1 minute. Once a creature has been frightened by this aura, it is immune to the aura's effects for 24 hours.

Aura of Light. An unconscious ally with 0 hit points that starts its turn in your aura automatically succeeds on the first death saving throw it makes that turn. Once a creature succeeds on three death saving throws while in your aura, it can't benefit from this effect again until it finishes a long rest.

Divine Protection

Starting at 15th level, when you are bloodied at the end of your turn, you regain hit points equal to half your Charisma level + your Charisma modifier.

Champion of Legend

At 20th level, you gain one of the following benefits.

Emissary of Darkness. You gain the Evil alignment trait. You can use an action to call upon your deity and emit an aura of magical darkness. For 1 minute, magical darkness fills the area around you in a 30-foot radius. You and a number of creatures you choose equal to your Charisma modifier (minimum one creature) can see in this darkness as if it were dim light. When a hostile creature starts its turn in your aura or first enters your aura on a turn, it takes necrotic damage equal to 10 + your Charisma modifier.

Emissary of Light. You gain the Good alignment trait. You can use an action to call upon your deity and emit an aura of sunlight. For 1 minute, you shine bright light in a 30-foot radius, and dim light for an additional 30 feet. When a hostile creature starts its turn in your aura or first enters your aura on a turn, it takes radiant damage equal to 10 + your Charisma modifier.

Inquisitor

Tenets of the Inquisitor

All inquisitors hold similar tenets, regardless of the deity they serve.

- **Have Faith.** Have faith in yourself, your actions, and above all the order which you serve.
- **Loyalty Above All.** Your word is your bond, and loyalty is an integral part of who you are.
- **Question Everyone.** All outside of your order should be regarded as potential heretics, lest worldly connections prevent you from carrying out your duty.
- **Without Mercy.** You must pass judgment without mercy as you carry out divine retribution.

Archetype School

Add the communication school of magic to your list of herald spells.

Channel Divinity

At 3rd level when you choose this archetype, you gain the following two Channel Divinity options.

Compelling Inquiry. When questioning a creature with which you share a language, you can use your Channel Divinity to compel it to speak the truth. The creature makes a Constitution saving throw or finds itself unable to be dishonest for 1 minute. Regardless of whether it succeeds or fails, you know the outcome of the saving throw.

Inquisitorial Challenge. As a bonus action, you can use your Channel Divinity to issue a challenge of combat to one creature you can see within 30 feet. The creature makes a Wisdom saving throw. On a failed save, the creature can't move more than 30 feet away from you and has

disadvantage on attacks against creatures other than you for 1 minute.

Mark of the Heretic

Beginning at 7th level, you can use a bonus action to choose one creature you can see within 30 feet. The target is marked for 1 minute, or until either you or the target die. While the target is marked, you gain the following benefits:

- Damage rolls you make against the creature deal extra damage equal to your spell attack modifier.
- Attacks made by you or your allies score critical hits against the creature on a roll of 19–20.
- The creature makes a Dexterity saving throw or it becomes outlined in a nimbus of light (of a color chosen by you) for the duration. This nimbus of light negates the benefits of invisibility on the creature.

If the marked target isn't killed or captured within 1 hour, you have disadvantage on melee weapon attacks against other creatures until you finish a rest.

Once you have used this feature, you can't do so again until you finish a rest. At 15th level, you can use this feature twice between rests.

Divine Justice

Starting at 15th level, when you use Mark of the Heretic, you need only point at a creature to mark it. Additionally, when a creature marked by this feature dies, you can apply the mark to another creature you can see within 30 feet without expending another use of Mark of the Heretic.

Ear for Deceit

At 20th level, when listening to a creature speak, provided you share at least one language, you are immediately aware if it is

being dishonest—though you have no special ability to obtain the truth without using your Channel Divinity. Creatures protected from divination, such as by the *nondetection* spell, are immune to this feature.

Herald Spell List

As a herald you can choose from the following spells.

Cantrips

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.

Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.

Light (evo): Enchant one object to emit light.

Mending (tra): Perform simple repairs on an object.

Message (tra): Send short messages to other creatures.

Resistance (abj): Give a creature a bonus to one saving throw.

Thaumaturgy (tra): Manifest a minor magical effect to display divine power.

True Strike (div): Gain advantage on attacks against a single creature.

1st-Level

Bless (enc): Bless a number of creatures, improving their attack rolls and saving throws.

Calculated Retribution (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.

Ceremony (evo): Perform a religious ceremony for a funeral, last rites, offering, purification, or rite of passage.

Command (enc): Compel a creature to follow a one-word command.

Create or Destroy Water (tra): Create or destroy up to 10 gallons of water.

Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.

Detect Evil and Good (div): Sense the presence and nature of otherworldly influences.

Detect Magic (div): Sense the presence and school of magical auras.

Detect Poison and Disease (div): Sense the presence of and identify poisons and diseases.

Divine Favor (evo): Deal bonus radiant damage with your attacks.

Heroism (enc): Imbue a creature with bravery and vigor.

Protection from Evil and Good (abj): Protect a creature from certain creature types.

Purify Food and Drink (tra): Cleanse food and drink of poisons and disease.

Shield of Faith (abj): Bestow holy protection upon a creature.

Traveler's Ward (abj): Protect a creature from pickpockets.

Wind Up (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

Aid (abj): Boost the hit points of allies.

Deadweight (tra): Greatly increase the weight of an object.

Find Steed (cjr): Summon a spirit that takes the form of a mount.

Force of Will (abj): Reduce the damage dealt by an attack.

Lesser Restoration (abj): Remove one affliction from a creature.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Magic Weapon (tra): Imbue a weapon with magic, making it more powerful.

Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.

Protection from Poison (abj): Protect a creature from poison, and purge any poisons from their system.

Zone of Truth (enc): Create a zone that minimizes spoken deceptions.

3rd-Level

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.

Create Food and Water (cjr): Conjure food and water to sustain one or more humanoids.

Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.

Daylight (evo): Fill an area with magical daylight.

Dispel Magic (abj): End ongoing magical effects.

Magic Circle (abj): Create a protective cylinder of magic.

Remove Curse (abj): Remove all curses from a creature.

Revivify (nec): Return life to a creature that has been dead for less than a minute.

4th-Level

Banishment (abj): Send a creature to another plane.

Death Ward (abj): Grant a creature a one-time escape from death.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

5th-Level

Dispel Evil and Good (abj): Gain protection from otherworldly foes and abilities to combat them.

Geas (enc): Give a creature a command with an extremely long duration.

Raise Dead (nec): Return a recently dead creature to life.

Marshal

TABLE: MARSHAL

LEVEL	PROF. BONUS	FEATURES	COMMANDING PRESENCE	FOLLOWERS	MANEUVERS KNOWN	MANEUVER R DEGREE	LESSONS KNOWN
1st	+2	Commanding Presence, Rallying Surge	10 feet	—	—	—	—
2nd	+2	Combat Maneuvers, Lessons of War	10 feet	—	2	1st	1
3rd	+2	Marshal Archetype, Mark Foe	10 feet	—	3	1st	1
4th	+2	Ability Score Improvement	10 feet	—	3	2nd	1
5th	+3	Combat Directives, Extra Attack, Followers	20 feet	1	4	2nd	1
6th	+3	Call to Arms, Martial Renown, Versatile Exploration	20 feet	1	4	2nd	2
7th	+3	Marshal Archetype Feature	20 feet	1	5	2nd	2
8th	+3	Ability Score Improvement	20 feet	1	5	3rd	2
9th	+4	Spur Ally	20 feet	1	6	3rd	2
10th	+4	Expanded Directives, Rouse the Troops	30 feet	2	6	3rd	3
11th	+4	Extra Attack (2), Marshal Archetype Feature	30 feet	2	7	3rd	3
12th	+4	Ability Score Improvement, Commanding Demeanor	30 feet	2	7	4th	3
13th	+5	Dauntless, Stronghold	30 feet	2	8	4th	3
14th	+5	Advantageous Action	30 feet	2	8	4th	4
15th	+5	Marshal Archetype Feature	45 feet	3	9	4th	4
16th	+5	Ability Score Improvement, Greater Stronghold	45 feet	3	9	5th	4
17th	+6	Critical Weakness	45 feet	3	10	5th	4
18th	+6	Impressive Reputation, Marshal Archetype Feature	45 feet	3	10	5th	5
19th	+6	Ability Score Improvement	45 feet	3	11	5th	5

20th	+6	Legendary Commander, Supreme Stronghold	60 feet	4	11	5th	5
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Hit Points

Hit Dice: 1d10 per marshal level

Hit Points at 1st Level: 10 + your Constitution modifier

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

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, History, Insight, Intimidation, Medicine, Perception, and Persuasion

Equipment

You begin the game with 200 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Skirmisher's Set (Cost 193 gp):** 6 javelins, longsword, hauberk, light shield, explorer's pack
- **Soldier's Set (Cost 111 gp):** Battleaxe, scimitar, 2 spears, longbow and quiver with 20 arrows, padded leather, dungeoneer's pack

Commanding Presence

Starting at 1st level, you have a Commanding Presence that extends from you in a 10-foot radius.

When you take the Attack action, you can forgo making one attack to allow a creature

within range of your Commanding Presence to make an attack instead. If the target can hear or see you, it can use its reaction to either cast a cantrip or make one weapon attack.

The radius of your Commanding Presence increases to 20 feet at 5th level, 30 feet at 10th level, 45 feet at 15th level, and 60 feet at 20th level.

Rallying Surge

Also starting at 1st level, you can use a bonus action to choose a creature within 30 feet of you. If the target can hear or see you, it regains hit points equal to 1d8 + your marshal level. Once you use this feature, you must finish a long rest before you can use it again.

You can target two creatures simultaneously with this feature at 3rd level, and starting at 7th level you regain use of this feature after finishing a short or long rest.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Biting Zephyr, Mirror's Glint, Mist and Shade, Rapid Current, Razor's Edge, Sanguine Knot, Spirited Steed, Unending Wheel. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, and you regain any spent exertion when you finish a rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Marshal table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest-degree maneuver you can select at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Lessons of War

Also at 2nd level, you learn a lesson of war of your choice. Your lessons are detailed at the end of the class description. The Lessons Known column of the Marshal table shows when you learn more lessons of war.

Marshal Archetype

At 3rd level, you choose an archetype that focuses on the military stratagems you devise. Your choice grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Mark Foe

Also at 3rd level, you can use a bonus action to choose a creature you can see within 30 feet. Until the start of your next turn, creatures able to hear or see you gain an expertise die on attacks made against that creature.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Combat Directives

Starting at 5th level, you learn one combat maneuver from the Sanguine Knot tradition. The degree of this maneuver can't be higher than the highest-degree maneuver you can learn. This combat maneuver does not count against the number of combat maneuvers that you know.

In addition, when a creature makes an attack granted by your Commanding Presence, it can simultaneously use one Sanguine Knot combat maneuver that you know. If the creature does not have any

exertion points to spend on combat maneuvers, it does not require exertion points for that use but it can't benefit from Combat Directives again until it finishes a rest.

Extra Attack

Starting at 5th level, when you take the Attack action on your turn, you can attack twice instead of once. At 11th level, you can attack three times instead of once.

Followers

At 5th level, you gain one inexperienced follower. At 10th, 15th, and 20th level, you gain an additional follower, or one of your followers becomes more experienced. If one of your followers dies, after 1 month you receive word that their replacement is ready to join you.

Call to Arms

Beginning at 6th level, when you roll initiative, you and each creature you choose within your Commanding Presence gains an expertise die to their initiative roll. Additionally, when you roll for initiative, you can switch your result with that of any ally you can see.

Martial Renown

At 6th level, you add half your proficiency bonus to your Prestige rating.

In addition, your reputation strongly affects how you are perceived, and when it becomes known that you are in a settlement, people treat you accordingly. At the Narrator's discretion, there may be settlements (such as an enemy's war camp) where you can't utilize this feature. Choose one of the following:

Famous

When you arrive in a settlement, after you reveal who you are, local authority figures seek you out to make

introductions and invite you to share a meal or drink. In addition, you gain an expertise die on Persuasion checks.

Infamous

When you arrive in a settlement, after you reveal who you are, common folk hurry to get out of your way, and when you corner a commoner to ask about something local, they rapidly tell you whatever details they think you might want to know. In addition, you gain an expertise die on Intimidation checks.

Maverick

When you arrive in a settlement, after you reveal who you are, the local watch starts keeping an eye on you. Heads of illegal organizations might introduce themselves to you if they have goals well suited to your talents. Additionally, guards expect you're up to no good and are quick to leave their posts to follow you.

Versatile Exploration

Also at 6th level, whenever you learn a new lesson of war or replace an existing one, you can instead choose from fighter soldiering knacks.

Spur Ally

Beginning at 9th level, once per long rest, when a creature you can see that can hear or see you fails an ability check or saving throw, you can use your reaction to allow them to reroll the triggering ability check or saving throw.

Starting at 13th level, you regain use of this feature after finishing a short or long rest.

Expanded Directives

Starting at 10th level, your capacity to direct your companions broadens. Choose one tradition that you know combat maneuvers from. You are able to use Combat Directives to grant uses of combat maneuvers from the chosen tradition.

At 15th level, choose a second tradition that you know combat maneuvers from.

Rouse the Troops

Also starting at 10th level, you can spend 1 minute speaking words of encouragement and support to reinvigorate your companions. Each creature of your choice that can hear or understand you can spend any number of Hit Dice to regain hit points without having to finish a short rest. In addition, each creature spends at least one Hit Die in this way can remove one level of fatigue or strife it is currently suffering. Once a creature has removed a level of fatigue or strife in this way, it can't do so again until it finishes a long rest.

Commanding Demeanor

Starting at 12th level, the lessons you've learned on the battlefield become useful tools beyond the realm of combat. Choose one of the following:

Calm

When you first meet an NPC, you can choose to remain silent and communicate through nonverbal cues. So long as the NPC has a CR lower than your level, you remain silent for 1 minute, and the NPC stays within sight of you for the duration, they act as if you succeeded on an Intimidation check.

In addition, you gain an expertise die on Insight checks.

Resolute

Whenever you make an Intelligence, Wisdom, or Charisma check against a creature and fail, you gain an expertise

die on your next Intelligence, Wisdom, or Charisma check made against that creature.

Responsive

When you overhear an interesting conversation between NPCs, you can interject so seamlessly and casually that the speakers think they already know you, answering one question you ask before realizing that they don't.

In addition, you gain an expertise die on Persuasion checks.

Dauntless

Starting at 13th level, you and creatures you choose have advantage on saving throws against the charmed or frightened conditions while within your Commanding Presence.

Stronghold

Also at 13th level, you gain an average, grade 4 stronghold (castle, house, or training hall). Unlike normal strongholds, you can't sell this stronghold.

Advantageous Action

Starting at 14th level, you can use the Help action as a bonus action. In addition, when you take the Help action, choose one of the following effects:

- One frightened creature within 30 feet that can hear or see you is no longer frightened.
- One creature within 5 feet gains temporary hit points equal to your Charisma modifier (minimum 1).
- You touch a living creature that has 0 hit points. The creature regains 1 hit point.

Greater Stronghold

At 16th level, your stronghold is upgraded to grade 5.

Critical Weakness

Beginning at 17th level, you can focus your mind to identify any enemy's weaknesses. Once per rest, you can use a bonus action to choose one creature you can see within 60 feet and expose a flaw in its defenses. Until the end of your next turn, any creature that can hear or see you has advantage on attack rolls made against that creature, and their attacks and spells deal an extra 6 damage to it.

Impressive Reputation

Starting at 18th level, you choose one of the following:

Hero

Nobles and royalty treat you as an equal, granting you free food, lodging, and a place in their court for a number of days up to your marshal level.

Iconoclast

Whenever you arrive in a settlement, you are visited by 1d4+1 bards, scholars, and sages who ask you to recount your recent exploits. In exchange, they each either share a piece of information they think might be relevant to your current quest or make an Intelligence, Wisdom, or Charisma check (with a +5 bonus) to answer a specific question on your behalf.

Slaughterer

Bandit and pirate captains, crimelords, intelligent monsters of ill intent, and even fiends know who you are and that you are a valuable ally, doing their best to persuade you to take up the sword against their enemies. Whenever you encounter such a creature, it spends its first action (even in combat) declaring that

it knows of your prowess and offering an alliance.

Legendary Commander

At 20th level, creatures within your Commanding Presence add your Charisma modifier (minimum 1) to saving throws. Additionally, choose one of the following:

Commander's Expertise

Whenever a creature uses your Commanding Presence to make an attack or use a combat maneuver, it gains an expertise die. If the combat maneuver has a save DC, it increases by an amount equal to the result of the expertise die. This expertise die can be increased to a maximum of a d12.

Feedback Loop

Whenever a creature uses your Commanding Presence and successfully hits a target, you gain a reaction. You must use this reaction before the start of your next turn or it is lost.

Rapid Deployment

After initiative is rolled and until combat ends, your Speed increases by 20 feet, and creatures you choose that can see or hear you increase their Speed by 20 feet.

Supreme Stronghold

Also at 20th level, your stronghold is upgraded to grade 6.

Lessons of War

When you gain access to a new lesson of war, choose one of the following.

Exacting

You gain proficiency with navigator's tools, or if you're already proficient, an expertise die on checks made using them. When determining the distance

you travel while journeying, you can make a DC 10 navigator's tools check to travel an additional number of miles equal to your proficiency bonus.

Keep Walking

Once between long rests, you can choose a number of allies equal to twice your proficiency bonus who can hear or see you. Each ally can travel an additional hour before needing to make a Constitution saving throw for a forced march.

Lay of the Land

By spending 10 minutes observing the area in a 2-mile radius, you can spend 2 exertion points to pick out where there are choke points, large swaths of cover, watercourses, vegetation that can offer concealment, ridgelines, and so on. You gain an expertise die on Engineering and Survival checks made within the area, as well as on checks made to prepare an ambush or realize you are being ambushed.

Rewarding Repute

Whenever you visit a settlement, the commoners there tell you all the valuable information they can about their home, including the history of nearby ruins, the general features of the immediate wilderness, and how populated the region is. You gain an expertise die on Nature and Survival checks made within 10 miles of any settlement you have visited.

Soldier Kitting

You and a number of creatures equal to your proficiency bonus can carry one additional bulky item.

Team Tactics

When more than one creature takes the Help action to aid an ally making an ability check, for each additional creature helping the check is made with a +1 bonus. Only a number of additional creatures equal to half your proficiency bonus are able to Help in this way.

Teamwork

When you are involved in a group check, all members of the check gain an expertise die. Once you use this feature, you can't do so again until you finish a long rest.

MARSHAL ARCHETYPES

Gambling General

Daring Commander

At 3rd level when you select this archetype, choose one of the following.

Daring Assault

While you are conscious, any ally within your Commanding Presence that makes an attack roll can choose to roll with a –5 penalty. If the attack hits, the attack deals an extra 2d6 damage. At 15th level, the amount of extra damage increases to 3d6.

Daring Charge

While you are conscious, an ally that starts its turn within your Commanding Presence can use an action to move up to twice its Speed in a straight line and take the Attack action. Until the end of that ally's next turn, creatures they did not attack on their turn have advantage on attack rolls against them.

Defensive Measures

At 7th level, choose one of the following.

Desperate Avoidance

When you make a saving throw, you can choose to make the saving throw with advantage. If you do, you make attack rolls with disadvantage until the end of your next turn. Once you use this feature, you can't do so again until you finish a rest.

Frantic Avoidance

When you would make a saving throw against an area effect, you can use your reaction to move up to half your Speed. If you end your movement outside the area, it has no effect on you. Once you use this feature, you can't do so again until you finish a long rest.

Hold the Line

At 11th level, choose one of the following.

Stand Firm

While you are conscious, when an ally within your Commanding Presence would make a saving throw against an effect that deals half damage on a success, that ally can choose to make the saving throw with disadvantage. If they do and the saving throw succeeds, the ally takes no damage instead.

Stand Strong

While you are conscious, when an ally within your Commanding Presence is hit by a melee weapon attack, they can use their reaction to make a melee weapon attack against the creature that attacked them.

Risky Tactics

At 15th level, choose one of the following.

Risky Gambit

You can use a bonus action to choose one willing creature within your Commanding Presence. The target immediately provokes an opportunity attack from one creature that can reach it. If the creature makes the opportunity attack, attack rolls against that creature are made with advantage until the start of your next turn.

Risky Foray

When a creature starts its turn within your Commanding Presence, you can use your reaction to spur them into violent action. Until the start of its next turn, your ally gains an expertise die on melee weapon attacks, and creatures gain an expertise die on melee weapon attack rolls against it.

Canny Adversary

At 18th level, choose one of the following.

Feinting Retreat

When you take the Disengage action, until the start of your next turn, whenever a creature you choose ends its movement within your Commanding Presence, it provokes an opportunity attack.

Lay the Trap

While you are conscious, whenever a creature makes an attack roll against you and misses, you and one creature you choose have advantage on the next attack roll they make against the triggering creature before the end of your next turn.

Swift Strategist

Make Haste

At 3rd level when you select this archetype, choose one of the following.

Fast Feet

Whenever a creature starts its turn within your Commanding Presence, you can choose to increase that creature's Speed by 5 feet until the end of its turn.

Fast Retreat

Once per round when you take the Attack action, you can forgo making one attack to allow a creature within your Commanding Presence to move up to half its Speed without provoking opportunity attacks.

Skirmisher

Also at 3rd level, you increase your speed by 10 feet whenever you're wearing light or no armor and not wielding a shield. In addition, when your movement would provoke an opportunity attack, you impose disadvantage on the attack roll made against you.

At 15th level, the increase to your speed becomes 20 feet.

Nimble Troops

At 7th level, choose either Acrobatics or Athletics. Creatures you choose within your Commanding Presence add your Charisma modifier (minimum +1) to checks using the chosen skill.

Glorious Sacrifice

At 11th level, choose one of the following:

Miraculous Protector

When a creature within your Commanding Presence is critically hit, you can use your reaction to become the target of the attack instead. Once you have used this feature, you cannot do so again until you finish a rest.

Take Cover

When you and at least one other creature within your Commanding Presence would make a saving throw, you can choose to

make your saving throw with disadvantage. If you do, creatures you choose within your Commanding Presence make that saving throw with advantage.

Portentous Escape

At 15th level, choose one of the following:

Fortifying Encouragement

Whenever you succeed on a saving throw, you can choose one friendly creature within 60 feet of you. If the target can see or hear you, the target gains temporary hit points equal to 5 + your Charisma modifier.

Get Them Out

When a creature within your Commanding Presence would make a saving throw against an area effect, you can use your reaction to shout at them, and that creature can use its reaction to move up to half its Speed. If the creature ends its movement outside the area, the area effect has no effect on them. Once you use this feature, you can't do so again until you finish a long rest.

Unbound Horde

At 18th level, choose one of the following.

Among the Ranks

Creatures you choose have disadvantage on opportunity attacks made against creatures within your Commanding Presence.

March Together

The first time you move on your turn, each creature you choose that is within your Commanding Presence can use its reaction to move up to 10 feet, provided the creature's Speed is at least 10 feet.

Talented Tactician

Tactical Edge

Starting at 3rd level when you choose this archetype, whenever you roll initiative, you gain a tactics die, which is a d4. While you have this die, when a creature within 60 feet that can hear or see you would make an attack, you can roll the tactics die and add the result to that creature's attack roll. Once rolled, the tactics die is lost until you regain it at the start of your next turn. The tactics die disappears when the combat ends.

If you start your turn and no one has rolled the tactics die, you can trade out the die for a die of the next larger size, such that a d4 becomes a d6, a d6 becomes a d8, and so on, up to a maximum of d12.

Student of War

At 7th level, choose either Culture, History, or Nature. You gain proficiency in the chosen skill and an expertise die on checks made using that skill.

Operations Leader

Starting at 11th level, you devise a set of communication cues. Any creature with whom you've shared these cues—usually taking 10 minutes of discussion and practice—does not need to share a language with you to benefit from this feature.

Additionally, you can use a bonus action on your turn to spend 5 exertion points and make it easier for you and your allies to help each other with certain skills. For the next 10 minutes, your chosen allies can take the Help action as a bonus action to help each other. This coordination requires you to maintain concentration (as if concentrating on a spell), and both chosen creatures—the one helping and the one making the ability check—must be within 30 feet of you at the time the ability check is made.

Each turn, you can use your bonus action to change which creatures benefit from the coordination each turn. The skills that can

benefit from this feature are Acrobatics, Animal Handling, Athletics, Deception, Insight, Intimidation, Investigation, Stealth, and Survival.

If you have proficiency in Stealth, this coordination can happen silently via surreptitious signals. If you have proficiency in Deception, this coordination can happen as a series of code words interspersed with other conversation. An onlooker needs to succeed on an Insight check contested by your ability check—whether Stealth or Deception—to realize the coordination is taking place.

Superior Tactics

At 15th level, choose one of the following.

More Tactical

Whenever you gain a tactics die, you gain an additional tactics die, to a maximum of two dice. The second tactics die can be used like the first and increases size in the manner described under the Tactical Edge class feature.

Tactical Efficacy

Your tactics die begins at d6. When you reach 20th level, your tactics die begins at d8. After the tactics die is rolled, when regained it reverts to a d4.

Hidden Resources

At 18th level, choose one of the following.

Dig Deeper

You can use a bonus action on your turn to allow a creature to regain the use of an origin trait or class feature that would normally be regained by finishing a short rest. You can use this feature twice, and you regain all expended uses when you finish a long rest.

Reach Further

While you are conscious, when a creature you choose within the radius of your

Commanding Presence would drop to 0 hit points, that creature can use its reaction to roll your tactics die and gain temporary hit points equal to the result plus your Charisma modifier (minimum 1). Once a creature has benefited from your tactics die in this way, it can't do so again until it finishes a long rest.

Ranger

TABLE: RANGER

LEVEL	PROF. BONUS	FEATURES	KNACKS KNOWN	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	Exploration Knacks, Familiar Terrain, Studied Adversary	2	—	—
2nd	+2	Combat Maneuvers, Stride and Seek, Trained Accuracy	3	2	1st
3rd	+2	Ranger Archetype	3	3	1st
4th	+2	Ability Score Improvement, Wilderness Mystique	4	3	1st
5th	+3	Extra Attack, Stride and Seek (2)	4	4	2nd
6th	+3	Adversarial Focus, Game Hunting	5	4	2nd
7th	+3	Ranger Archetype Feature	5	5	2nd
8th	+3	Ability Score Improvement, Explorer's Instinct	6	5	2nd
9th	+4	Flash of Steel, Hunter's Focus	6	6	3rd
10th	+4	Trackless Hunting	7	6	3rd
11th	+4	Ranger Archetype Feature	7	7	3rd
12th	+4	Ability Score Improvement, Wilderness Lore	8	7	3rd
13th	+5	Guarded Post	8	8	4th
14th	+5	Tactical Advantage	9	8	4th
15th	+5	Ranger Archetype Feature	9	9	4th
16th	+5	Ability Score Improvement, Survivalcraft	10	9	4th
17th	+6	Hunter's Intent	10	10	5th
18th	+6	Flora and Fauna	11	10	5th
19th	+6	Ability Score Improvement, Extreme Exploration	11	11	5th
20th	+6	Nature's Scion	12	11	5th

TABLE: WILDBORN SPELLCASTING

LEVEL	CANTRIPS SPELLS					
	KNOWN	KNOWN	1ST	2ND	3RD	4TH
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Hit Points

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Choose one from herbalism kit, navigator's kit, poisoner's kit, and a musical instrument

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

You begin the game with 150 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Deep Delver's Set (Cost 144 gp):** Longbow and quiver with 20 arrows, scimitar, shortsword, scale mail, dungeoneer's pack
- **Marksman's Set (Cost 107 gp):** Battleaxe, longbow and quiver with 20 arrows, scimitar, padded leather, explorer's pack

Exploration Knacks

You start with two ranger exploration knacks of your choice. Your exploration knacks are detailed at the end of the class description. The Knacks Known column of the Ranger table shows when you learn more exploration knacks.

Familiar Terrain

When making an Intelligence or Wisdom check related to natural terrain, you gain an expertise die if using a skill in which you're proficient. While traveling in natural terrain, you gain the following benefits:

- Your group's travel isn't slowed by difficult terrain, and you can't become lost by nonmagical means. While traveling, you remain alert. Your passive Perception increases by 2.
- If you are traveling alone, you can move stealthily without sacrificing speed. You travel at a normal pace.
- When you Hunt and Gather, you find double the Supply you normally would.
- While tracking other creatures, you can discern their size, number, and how recently they left the tracks.

Studied Adversary

Choose one creature type (aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead) or two humanoid heritages (humans, orcs, and so on) as your studied adversary.

When you make an ability check to recall information about your studied adversary, or a Survival check to track them, you have advantage. You also learn to communicate with basic words in a language of your choice that is spoken by your studied adversaries, if they speak one.

You can replace a current studied adversary with a new one when you finish a long rest.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list:

Biting Zephyr, Mirror's Glint, Rapid Current, Razor's Edge, Spirited Steed, and Unending Wheel. You learn two maneuvers of your choice from traditions you are proficient in.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion when you finish a rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Ranger table shows when you learn more maneuvers from a tradition you are proficient in, while the Maneuver Degree column shows the highest-degree maneuver you can select at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Stride and Seek

You gain one of the following features at 2nd level. You gain the other feature when you reach 5th level in this class.

Hunter's Target

Once per rest, you can use your bonus action to focus your attention on a specific enemy. Choose a creature you can see within 90 feet to mark as your quarry. For 1 hour, you are focused on this creature. You gain a +1 bonus to weapon attack rolls against your quarry, and your weapon attacks against it deal an extra 1d6 damage. In addition, you have advantage on Perception and Survival checks you make to find your quarry. If your quarry drops to 0 hit points before the hour ends, you can use a bonus action to mark a new quarry.

Swift Feet

Once per rest, you can use your bonus action to move with greater agility. For 1 minute, your movement doesn't provoke opportunity attacks. You can choose to end this effect early to either increase your Speed by 30 feet until the end of

your turn or gain advantage on a weapon attack.

Trained Accuracy

At 2nd level, choose one of the following:

Accuracy Bonus

When you make a weapon attack, you can use your reaction to gain an attack bonus or damage bonus, as shown on the Accuracy Bonus table. You can use this feature a number of times equal to your Wisdom modifier (minimum one time), and you regain all spent uses when you finish a long rest.

TABLE: ACCURACY BONUS

BONUS	COST
+1 hit or +1d6 damage	1 use
+2 hit or +3d6 damage	2 uses
+3 hit or +5d6 damage	3 uses

Accuracy Reserve

If you haven't moved since the start of your last turn, you gain a +1 bonus to weapon attack rolls until the end of your turn. You lose this bonus if you move.

Ranger Archetype

At 3rd level, you choose a ranger archetype. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Wilderness Mystique

At 4th level, choose one of the following options:

Answering Silence

When a creature within 5 feet of you makes a Nature or Survival check, you can grant that creature an expertise die on the roll.

Fearsome Mysticism

You gain an expertise die on Intimidation checks against any creature that isn't proficient in Arcana and doesn't cast spells.

Kindred Spirit

Your passive Perception to detect hidden or invisible creatures within 30 feet of you increases by 5, and you always know if a creature you can see is proficient with Stealth or Survival.

Extra Attack

Starting at 5th level, when you take the Attack action on your turn, you can attack twice instead of once.

Adversarial Focus

At 6th level, you gain an additional studied adversary. In addition, you gain a +1 bonus on weapon attack rolls made against your studied adversaries.

Game Hunting

Starting at 6th level, you have advantage on ability checks made to locate or catch local game animals in the wild. In addition, you gain the following features:

- You have proficiency with nets, and being within 5 feet of a hostile creature doesn't impose

disadvantage on your ranged attack rolls with a net.

- You can use a length of rope or strong vine at least 30 feet long as a lasso, allowing you to perform the Grapple maneuver against creatures within 20 feet of you. While a creature is grappled by your lasso, it is also restrained. The lasso has AC 13 and 7 hit points. It is vulnerable to slashing damage and resistant to bludgeoning damage. If the lasso is reduced to 0 hit points, it is destroyed.
- When you use the Attack action and attack with a dual-wielding weapon, you can use a bonus action to attack with a net or use a lasso you are holding.

Explorer's Instinct

At 8th level, once between long rests, you can take two reactions in a round instead of one.

In addition, whenever you learn a new ranger exploration knack or replace an existing one, you can choose to learn a druid secret of nature or fighter soldiering knack instead.

Flash of Steel

At 9th level you gain the Missile Volley or Whirlwind Strike combat maneuver. The maneuver doesn't count against your number of maneuvers known, and you don't have to spend exertion points to activate it.

Hunter's Focus

At 9th level, you can remain focused on your Hunter's Target for up to 8 hours.

Trackless Hunting

At 10th level, you can't be tracked except by magical means, unless you choose to leave a trail.

In addition, whenever you learn a new ranger exploration knack or replace an existing one, you can choose to learn a rogue skill trick instead.

Wilderness Lore

At 12th level, choose one of the following options:

Big Game Traps

Leveraging your skill with snaring small game, you take 10 minutes to set a trap or snare for a Large or smaller creature.

The trap's DC is 8 + your proficiency bonus + your Dexterity modifier. A creature can spot the trap by making a Perception check against the trap's DC.

Describe the mechanics of your trap to the Narrator, including what triggers it and what happens when triggered. You can use the following examples or work with the Narrator to invent your own.

When a creature enters the trapped area or interacts with the trapped object, it makes a Dexterity saving throw against the trap's DC. On a failed save, it triggers the trap.

Pendulum Trap. Creatures within 5 feet of the trap are struck by a swinging object that deals bludgeoning, piercing, or slashing damage (determined by the object) equal to 1d8 + your Wisdom modifier.

Pit Trap. The creature falls into a pre-existing pit or hazard that you have concealed.

Rope Trap. The creature is either knocked prone or restrained by a net or rope.

Waste Not

With 10 minutes work you can scavenge valuable cuts from the corpse of a beast, dragon, monstrosity, or plant of CR 1 or higher that has died within the last hour. If sold to a collector, druid, or other naturalist, this notable component is

worth an amount of gold equal to 5 × the creature's CR.

Guarded Post

At 13th level, choose one of the following options:

Defensive Marksman

When a creature moves closer to you or one of your companions, you can use your reaction to make a ranged weapon attack against that creature.

Hunter's Blind

You can spend 10 minutes constructing a natural shelter. The shelter blends in with its surroundings, and so long as you don't move into or out of it, the shelter is indistinguishable from a natural object. It is designed to allow you to see out while inside, but it prevents anyone outside the shelter from seeing in.

The shelter is comfortable and dry, regardless of the weather outside, and it counts as a haven for you. Any other creature that tries to use your Hunter's Blind inadvertently ruins it after 2d4 hours.

Tactical Advantage

At 14th level you gain a third studied adversary. In addition, you can choose one of the following ranger tactics:

Covered Shot

When you are protected by half cover, you gain the benefits of three-quarters cover (+5 to AC, Dexterity saving throws, and ability checks made to hide).

Nature's Shadow

You gain an expertise die on Stealth checks.

Survivalcraft

At 16th level, choose one of the following options:

Under the Stars

You gain the benefits of a long rest in half the normal amount of time.

Woodlore

Using your action, you can produce a flame at a moment's notice, even in wet or cold environments. You can hold the flame in your hand without harming yourself or your equipment. Without additional fuel, the flame lasts for 10 minutes, shedding bright light in a 10-foot radius and dim light for an additional 10 feet.

Hunter's Intent

At 17th level, you add your Wisdom modifier to the damage you inflict with a weapon attack.

Flora and Fauna

At 18th level, choose one of the following benefits:

Beastly Attack

Once on each of your turns, a beast that is friendly to you and able to see or hear you can use its reaction to make a single attack.

High Ground

You instantly analyze the natural foliage and features of a given terrain, as well as how to leverage them to your advantage. You gain the following benefits:

- Your walking and climbing speed increase by 5 feet.

- When you are protected by three-quarters cover, you gain the benefits of total cover.
- When you make a weapon attack against a creature, your movement does not provoke opportunity attacks from it until the start of your next turn.
- When you move through a space, you can cause that space to become difficult terrain until the start of your next turn. While the space is difficult terrain, any creature that moves into that space has disadvantage on the next attack it makes before the end of its next turn.

Extreme Exploration

At 19th level, you gain two of the following benefits:

- You gain resistance to cold and fire damage.
- You gain immunity to poison.
- You gain a climb speed and a swim speed equal to your Speed.

Nature's Scion

At 20th level, you learn the Master Tracker exploration knack, and you can use that knack at will.

In addition, you learn Primordial and gain one of the following:

Elemental Mastery

Once per long rest, you can focus on a specific natural element (air, fire, earth, water, or wood) within 100 feet and attract similar essences to you. After 10 minutes of concentration, a creature of that element is drawn to your presence and becomes your loyal companion. This creature uses the wilderness guardian template (below) with certain traits determined by its type. The creature is

friendly to you and your companions, takes its turn immediately after yours, and obeys your verbal commands. The creature disappears after 1 hour, when it is reduced to 0 hit points, or when you use a bonus action to dismiss it.

TABLE: ELEMENTAL MASTERY

WILDERNESS GUARDIANS

GUARDIAN TYPE	BASE CREATURE
Air	Air elemental
Earth	Earth elemental
Fire	Fire elemental
Water	Water elemental
Wood	Shambling mound

Wilderness Guardian Template

A wilderness guardian keeps the statistics of its base creature, except as follows:

Armor Class. The guardian's Armor Class increases by 2.

Challenge. The guardian's challenge rating increases to CR 7.

Languages. The guardian speaks Primordial, in addition to any other languages it knows.

New Trait: Primal Force. The guardian gains +1 bonus to attack rolls with its weapon attacks and deals an extra 5 force damage on a hit.

Multiattack. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15), and the guardian uses its Engulf on it.

New Action: Engulf. The guardian engulfs a Medium or smaller creature grappled by it. The engulfed creature is blinded, restrained, can't breathe, and at the start of each of the guardian's turns it must succeed on a DC 15 Constitution saving throw or take 2d8 + 4 bludgeoning damage (or fire damage for a fire guardian). If the guardian moves,

the engulfed creature moves with it. The guardian can have only one creature engulfed at a time.

New Action: Guard Life. The guardian uses its Engulf on a willing or unconscious ally without dealing damage. While engulfed, the ally is grappled but not restrained, can see and breathe normally, and has total cover. As soon as the ally takes an action, reaction, or bonus action, they are no longer engulfed. The guardian can release the ally at will (no action required).

Summon Stampede

Once per long rest, you can use an action to make all beasts within a 1-mile radius friendly to you for 1 minute. Alternatively, for 1 minute on initiative count 20 (losing initiative ties), you can choose one of the following effects. You can't choose the same effect two rounds in a row.

Enraged Fauna. Up to three Huge native creatures of CR 8 or lower charge forward, bowling into your enemies. Choose any number of creatures you can see within 100 feet. Each creature makes a Strength saving throw against your maneuver DC, taking 6d8 bludgeoning damage on a failure, or half damage on a success.

In addition, you can choose one of the Huge creatures to stay and fight. Only one such creature can assist in this way at a time, and the creature retreats when bloodied or when you command it to leave.

Rushing Stampede. A Huge-sized horde of Small, Medium, and Large native creatures hurry through the area, traveling in a straight, 30-foot-wide line from a point you choose. Until the start of your next turn, the area is difficult terrain. In addition, each creature you chose in the area when you summon the stampede makes a Dexterity saving throw against your maneuver DC. On a failed save, a creature takes 6d6 bludgeoning damage, is knocked prone,

and is stunned until the start of your next turn. On a success, the creature instead takes half damage and is rattled until the start of your next turn.

Swarming Pests. Several Medium-sized swarms of Tiny native creatures enter the spaces of up to five Small, Medium, or Large creatures you choose, or the space of one Huge or Gargantuan creature. Each creature you choose when you summon the swarms makes a Constitution saving throw against your maneuver DC. On a failed save, a creature loses concentration on any spell or effect it is concentrating on and is blinded and slowed until the start of your next turn. On a success, the creature is instead slowed until the start of your next turn.

Exploration Knacks

When you gain access to a new exploration knack, choose one of the following.

Beast Friend

If you spend 10 minutes befriending and feeding a Medium or smaller beast of CR 1/8 or less, you become its guardian ranger. It follows you and is loyal to you, but it acts independently. In combat, it rolls its own initiative and acts on its own turn. The beast won't attack except as a reaction to being attacked, but it can take other actions as normal and makes death saving throws. You can be a guardian ranger to only one beast at a time.

Build Shelter

You can spend 8 hours building a basic shelter that protects up to eight Medium or smaller creatures from the elements and reduces the likelihood of attack from monsters and bandits. The shelter counts as a haven. It lasts for as long as it is needed but falls apart permanently after being left for a month unattended.

Once you have used this knack, you can't do so again for 7 days.

Calls of the Wild

Using verbal and nonverbal cues to communicate with beasts, you can gain basic information from them or make a simple request (like delivering a short message or small object).

Ear to the Ground

If you spend 1 minute without moving, you can deduce information about your environment in a 30-foot radius, as if using blindsight or tremorsense. The effect ends if you move or take an action.

Expert Foraging

Once between long rests, you can spend 1 minute to collect a number of edible, non-poisonous plants and grubs equal to your proficiency bonus. A creature can use its action to eat up to five plants or grubs, each of which restores 1 hit point and constitutes 1 Supply. The plants and grubs spoil 1 hour after being collected.

Forced Marcher

You can travel an additional number of hours equal to your proficiency bonus before needing to make a Constitution saving throw for a forced march.

Guide

While traveling, when you would roll a failure or critical failure for a Scout journey activity, you can choose to succeed instead. In addition, you can Scout while engaged in any other journey activity.

Healing Salves

Once between long rests, you can spend an hour collecting natural ingredients and concoct an ointment that speeds healing. This salve is potent for 24 hours and has a number of uses equal to 1 + your Wisdom modifier. As an action, you can use the salve to restore 1d4 hit points to a creature within reach.

Herbal Bitters

You can spend an hour to collect ingredients and brew two servings of a bitter drink that is potent for 24 hours. Imbibing a serving requires an action and reduces fatigue by one level for 4 hours.

Huntsman

When you use the Hunt and Gather journey activity, you gain advantage on your Survival checks.

Longwalker

When you would gain a level of fatigue due to lack of Supply during a journey, you don't gain that level of fatigue. Alternatively, you can choose to accept the level of fatigue, allowing up to two traveling companions to forgo gaining a level of fatigue instead. Once you have used this feature, you can't do so again for 7 days.

Master Tracker

Prerequisite: 9th level

Once between long rests, while outdoors you can spend 5 minutes scouring the ground in a 30-foot-diameter area for clues. You learn all events that transpired in the area in the last 24 hours as though you had witnessed them yourself, although you don't learn secret information not obvious to an observer. The information

you gain is only that which would be learned by sight.

Monster Mimic

By imitating how a beast or one of your studied adversaries sounds, looks, and moves, you can gain advantage on Deception and Intimidation checks made to convince a creature that it is seeing or hearing that beast or studied adversary.

Poisons and Antidotes

Once between long rests, you can spend 1 hour searching your environment and make a DC 10 Survival check. On a success, you collect poisonous plants. You can spend 10 minutes to extract three doses of liquid poison from the plants. A creature that ingests a dose of the poison makes a DC 10 Constitution saving throw or is poisoned for 1 hour. Alternatively, you can spend 1 hour to create one dose of antitoxin.

Read the Room

By spending 10 minutes observing facial expressions, body language, and vocal intonation, you can detect minute details that give you insight into the nature of creatures within 30 feet of you. For the next minute, you can direct your focus on any one creature you can see within 30 feet. You learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can shift your attention to another creature's thoughts. Creatures with an Intelligence of 3 or lower or that doesn't speak a language can't be studied in this way.

Relentless Pursuit

Once you have successfully picked up the tracks of a creature, you can follow those tracks without any need for further checks for a period of up to 7 days.

See the Unseen

Prerequisite: 5th level

Once between long rests, you can focus your attention on peripheral sights, sounds, and other signs of unseen passage. For the next hour, you can detect invisible creatures and objects, their location, movement, and actions, and even sense creatures and objects in the Ethereal Plane.

Survivalist

When traveling, you can undertake two journey activities instead of one. Both activities must be from the following list: Befriend Animal, Harvest, Hunt and Gather, Scout.

RANGER ARCHETYPES

Beastmaster

Beast Whisperer

At 3rd level when you choose this archetype, you gain the Beast Friend knack if you don't already know it, and the beast can be of CR 1/4 or less. In addition, whenever the beast rolls initiative, it gains a number of temporary hit points equal to your level multiplied by your proficiency bonus, and its Armor Class increases by an amount equal to your proficiency bonus.

As a bonus action on your turn, you can order the beast to take an action on its turn. If you order the beast to attack, it adds your proficiency bonus to attack and damage rolls.

Hunter's Pet

Starting at 7th level, any beast you are the guardian ranger of treats its natural weapons as magical. In addition, the beast gains one of the following features:

Camouflage. The beast can take the Hide action as a bonus action.

Celerity. The beast can take the Dash action as a bonus action.

Evasion. The beast can take the Dodge action as a bonus action.

Friend of a Friend

Starting at 11th level, you can become a guardian ranger to two beasts at once, one of which can be Large.

Loyalty's Reward

Starting at 15th level, if damage reduces your guardian ranger beast to 0 hit points, it makes a Constitution saving throw against a DC equal to 10 + the attack modifier of the damaging attack. On a success, the beast drops to 1 hit point instead.

A beast can use this feature once between long rests.

Warden

Organized Training

At 3rd level, you become proficient with two of the following: heavy armor, Animal Handling, History, or vehicles (land).

Saddled Up

Also at 3rd level, you choose an animal to serve as your mount, such as a draft horse, a pony, a camel, an elk, or a mastiff (the Narrator might allow other animals as your mount.) Your mount must be at least one size larger than you. If your mount has an Intelligence of 5 or less, its Intelligence becomes 6. Your mount can understand one language of your choice that you speak.

Skillful Execution

At 7th level, you gain one of the following features.

A Royal Audience

You gain an expertise die on Persuasion checks.

Contingency Planning

You gain resistance to poison damage and can add your Wisdom bonus to saving throws you make to resist being poisoned.

False Pretense

You obtain a disguise kit and a forgery kit, and you gain proficiency with both tool kits. You gain an expertise die on Deception checks.

Decisive Mind

At 11th level you gain proficiency in Wisdom saving throws.

Riding Out

Starting at 15th level, when you use any combat maneuver that requires you to be mounted, you expend only half the exertion required (rounded up).

In addition, you gain the Ride Enemy combat maneuver. It doesn't count against your number of maneuvers known, and you don't have to spend exertion points to activate it.

Wildborn

Spellcasting

When you reach 3rd level, you gain the ability to cast spells.

Cantrips

At 3rd level, you learn two cantrips of your choice from the druid spell list. These spells count as ranger spells for you. You learn an additional cantrip at 10th level.

Spell Slots

To cast a ranger spell, you must expend a spell slot of the spell's level or higher. The

Wildborn Spellcasting table shows how many spell slots you have to cast your ranger spells. You regain all expended spell slots when you finish a long rest.

Spells Known of 3rd-Level and Higher

At 3rd level, you learn your choice of two 1st-level spells from the druid spell list. Consult the Spells Known column of the Wildborn Spellcasting table to see when you can learn more druid spells. Each of these spells must be of a level for which you have spell slots. Spells learned in this way count as ranger spells for you.

Additionally, when you gain a ranger level, you can replace a ranger spell you know with another from the druid spell list, as long as it is of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier to set the attack bonus and saving throw DC for your ranger spells, as follows:

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Nature's Wellspring

At 7th level, you gain one of the following features.

Magical Intuition

You can cast *detect magic* at will, without expending a spell slot.

Magical Weapons

Your weapon attacks are magical.

Overcome Magic

You gain an expertise die on saving throws against spells and other magical effects.

Hardy Resilience

At 11th level, you gain proficiency in Constitution saving throws.

Naturally Attuned

At 15th level, you gain one of the following features.

Magical Abundance

You can attune to up to four magic items at once, provided at least one of the items is made of organic materials (such as wood or leather).

Magic Resistance

You have advantage on saving throws against spells and other magical effects.

Rogue

TABLE: ROGUE

LEVEL	PROF. BONUS	FEATURES	SNEAK ATTACK	TRICKS KNOWN	MANEUVERS KNOWN	MANEUVER DEGREE
1st	+2	Skill Tricks, Sneak Attack	1d6	1	—	—
2nd	+2	Combat Maneuvers, Combat Tactic, Cunning Action	1d6	1	2	1st
3rd	+2	Rogue Archetype	2d6	2	2	1st
4th	+2	Ability Score Improvement, Innocent Facade	2d6	2	3	1st
5th	+3	Aim	3d6	3	3	1st
6th	+3	Self-Preservation	3d6	3	3	1st
7th	+3	Improved Critical	4d6	4	4	2nd
8th	+3	Ability Score Improvement, Shrewd Judgment	4d6	4	4	2nd
9th	+4	Rogue Archetype	5d6	5	4	2nd
10th	+4	Low Profile	5d6	5	5	2nd
11th	+4	Cunning Celerity, Expert Talent	6d6	6	5	2nd
12th	+4	Ability Score Improvement, Self-Preservation	6d6	6	5	2nd
13th	+5	Rogue Archetype	7d6	7	6	3rd
14th	+5	Guarded Aspect	7d6	7	6	3rd
15th	+5	Elusive	8d6	8	6	3rd
16th	+5	Ability Score Improvement	8d6	8	7	3rd
17th	+6	Rogue Archetype	9d6	9	7	3rd
18th	+6	Overpowering Personality, Self-Preservation	9d6	9	7	3rd
19th	+6	Ability Score Improvement	10d6	10	8	4th
20th	+6	Grand Larcenist	10d6	10	8	4th

Hit Points

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, dueling daggers, hand crossbows, rapiers, sabres, shortbows, shortswords, throwing daggers

Tools: Disguise kit, poisoner's kit, thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Culture, Deception, Engineering, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You begin the game with 125 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Skulker's Set (Cost 91 gp):** 2 daggers, shortbow and quiver with 20 arrows, shortsword, padded leather, explorer's pack, thieves' tools
- **Swashbuckler's Set (Cost 92 gp):** Saber, sling and 20 sling bullets, 2 throwing daggers, padded leather, burglar's pack, thieves' tools

Skill Tricks

At 1st level, you gain a skill trick of your choice. Your tricks are detailed at the end of the class description. The Tricks Known column of the Rogue table shows when you

learn more skill tricks. Unless otherwise noted, you can gain each trick only once.

Sneak Attack

Starting at 1st level, once per turn you can deal extra weapon damage when you hit a creature with a finesse weapon or ranged weapon attack. The amount of extra damage is shown in the Sneak Attack column of the Rogue table.

In order to deal this damage, you must not have disadvantage on the attack and your target must be within 5 feet of another enemy of the target that isn't incapacitated. Alternatively, you can deal sneak attack damage if you have advantage on the attack.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Biting Zephyr, Mist and Shade, or Rapid Current. You learn two maneuvers of your choice from traditions you are proficient in.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion when you finish a rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Rogue table shows when you learn more maneuvers from a tradition you are proficient in, while the Maneuver Degree column shows the highest-degree maneuver you can select at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient in.

Combat Tactic

At 2nd level, choose one of the following options. Each time you gain a level, you may change this choice.

Ambusher

When you start your turn hidden from a creature, you have advantage on melee attacks against it until the end of your turn.

Carver

When you deal sneak attack damage with a dagger, your attack deals an additional 1d6 damage. At 11th level, you deal an additional 2d6 damage.

Sniper

Once per turn, when you hit a target with a ranged weapon attack, you can add your proficiency bonus to the damage roll.

Cunning Action

Starting at 2nd level, you can use a bonus action on each of your turns in combat to take the Dash, Disengage, Hide, or Use an Object action.

Rogue Archetype

At 3rd level, you choose an archetype. Your archetype choice grants you features at 3rd level and again at 9th, 13th, and 17th level.

Innocent Facade

At 4th level, choose one of the following options. You must be proficient in a skill or with a tool to gain an expertise die from Innocent Facade.

Cipher

You gain an expertise die on Deception checks. You can invent ciphers and can teach a cipher to others. Anyone who knows a cipher can encode and read hidden messages made with it; the apparent text must be at least four times longer than the hidden message. Other creatures can spend a minute to make an Investigation check (DC 8 + your

proficiency bonus + your Intelligence modifier) to detect the presence of a cipher, and they can read the hidden message if they succeed by 5 or more.

In addition, you have advantage on Investigation checks made to detect and decode ciphers and codes.

Distraction

You gain an expertise die on Performance checks. You can use an action to make a Performance check contested by the Insight of creatures of your choice that can see or hear you. On a failure, until the end of your next turn the creatures have disadvantage on Perception checks and a –5 penalty to their passive Perception scores.

Social Expertise

You gain an expertise die on checks made with one of the following skills: Insight, Persuasion, or Sleight of Hand.

Veiled Threat

You gain an expertise die on Intimidation checks. When you succeed on a verbal Intimidation check, creatures of your choice other than the target of your check don't recognize your hostile intent.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Aim

Beginning at 5th level, if you haven't yet moved since the start of your turn, you can use your Cunning Action to Aim, gaining advantage on the next attack roll you make before the start of your next turn. If you do so, your Speed is reduced to 0 until the end of your turn.

Self-Preservation

At 6th level, choose two of the following options. You can choose an additional option at 12th level and two more at 18th level.

Blindsense

You can use Cunning Action to reach out with your senses. Until the end of your next turn, you are aware of the presence and location of any hidden or invisible creature within 10 feet of you, provided you are able to hear.

Evasion

When you make a Dexterity saving throw against an effect that deals half damage on a success, you take no damage on a success and half damage on a failure.

Slippery Mind

You gain proficiency in Wisdom saving throws.

Street Tough

You gain proficiency in Constitution saving throws.

Tumbling Retreat

When a melee attack misses you, you can use your reaction to move up to half your speed. This movement doesn't provoke opportunity attacks.

Uncanny Dodge

When a creature you can see hits you with an attack, you can use your reaction to halve the damage from the attack.

Improved Critical

At 7th level, your weapon attacks score a critical hit on a roll of 19 or 20. If you already have a feature that increases the range of

your critical hits, your critical hit range increases by 1 (maximum 17–20).

Shrewd Judgment

At 8th level, choose one of the following options. You must be proficient in a skill or with a tool in order to gain an expertise die from Shrewd Judgment.

Quick Frisk

You gain an expertise die on Sleight of Hand checks. In addition, you can touch a creature to learn what it is carrying. Make a Sleight of Hand check contested by the target's Perception. On a success, you learn what types of objects it is carrying. If it carries coins, you know the approximate number. For the next 24 hours, you have advantage on Sleight of Hand checks you make against the target. On a failure, you can't use Quick Frisk against that target for 24 hours.

Social Expertise

You gain an expertise die on checks made with one of the following skills: Intimidation, Performance, or Persuasion.

Spot Tell

You gain an expertise die on Insight checks. Whenever a creature makes a Deception check contested by your Insight and you win the opposed check, you also learn to recognize signs that the target is bluffing. For the next 24 hours, you have advantage on Insight checks made against the target.

Tricky Interrogation

You gain an expertise die on Deception checks. When you ask a creature you can see a yes or no question to, you can make a Deception check contested by the target's Deception. On a success, you learn whether the target believes the answer to be yes or no, even if they didn't

reply. On a failure, you can't use Tricky Interrogation against that target for 24 hours.

Low Profile

At 10th level, choose one of the following options. You must be proficient in a skill or with a tool in order to gain an expertise die from Low Profile.

Costumer

You gain an expertise die on checks made to use a disguise kit. When you use a disguise kit on yourself or another person, creatures have disadvantage on checks made to see through the disguise.

Social Expertise

You gain an expertise die on checks made with one of the following skills: Insight, Intimidation, Performance, or Sleight of Hand.

True Lie

You gain an expertise die on Persuasion checks. Your lies are so convincing that you half believe them yourself. You can use Persuasion instead of Deception when you are telling a lie.

Walk it Back

You gain an expertise die on Deception checks. When an ally fails a Deception check to tell a lie, you can use your reaction to add a supporting detail. Make a Deception check and use your result instead of your ally's.

Cunning Celerity

Starting at 11th level, you can take two different bonus actions on your turn. You can use this feature a number of times equal to your proficiency bonus. You regain all uses of this feature when you finish a rest.

Expert Talent

At 11th level, whenever you make an ability check on which you roll expertise dice, you treat a d20 roll of 9 or lower as a 10.

Guarded Aspect

At 14th level, choose one of the following options. You must be proficient in a skill or with a tool in order to gain an expertise die from Guarded Aspect.

Hidden Signs

You gain an expertise die on Sleight of Hand checks. You can use body language and hidden hand signals to communicate a short message to some observers while hiding it from others. Make a Sleight of Hand check contested by the Insight of observers from whom you want to hide your communication. On a success, a creature isn't aware that you sent a message. On a failure, the creature is aware that you signaled but doesn't know the content of your message. If you fail by 5 or more, the creature learns your message.

Master of Disguise

You gain an expertise die on checks made to use a disguise kit. As long as you are wearing a disguise, your true identity can't be determined even if your disguise fails. Additionally, you can don or doff a disguise as an action.

Seen It All

You gain an expertise die on Insight checks. Your passive Insight score increases by 3.

Social Expertise

You gain an expertise die on checks made with one of the following skills: Deception, Intimidation, Performance, or Persuasion.

Elusive

At 15th level, you know how to avoid vulnerable positions. As long as you aren't incapacitated, attack rolls against you can't be made with advantage.

Overpowering Personality

At 18th level, choose one of the following options. You must be proficient in a skill in order to gain an expertise die from Overpowering Personality.

Dress Rehearsal

You gain an expertise die on Performance checks. Once per rest, you can spend 10 minutes practicing a skill of your choice, at the end of which time you make a Performance check. You can use this result to replace the die roll of one ability check you make using that skill in the next hour. You can decide to use this feature after seeing the die roll.

Psych Out

You gain an expertise die on Intimidation checks. As an action, you can make an Intimidation check contested by the Charisma check of a creature that can see you. On a success, the next attack roll or contested ability check you make against that creature within the next 10 minutes is made with advantage. Once you've failed a contested Intimidation check, you can't use this feature again until you finish a long rest.

Roguish Charm

You gain an expertise die on Persuasion checks. After you spend a minute in conversation with a creature that isn't hostile towards you, you can make a Persuasion check contested by its Insight. On a success, the creature is nonmagically charmed by you for 1 hour. The charm ends early if you or your allies harm the creature. Once you've used this

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

Social Expertise

You gain an expertise die on checks made with one of the following skills: Deception, Insight, or Sleight of Hand.

Grand Larcenist

At 20th level, you gain the following abilities.

Hide in Plain Sight

When you see a creature look in your direction, you can use your reaction to hide from that creature, even if you have nothing to hide behind, aren't obscured or invisible, or otherwise out of sight. If you hide successfully, you are invisible to that creature until you move or take an action. If you are targeted by an effect that requires a Dexterity saving throw, you can choose to fail it to remain invisible to the creature.

Skill Mastery

Also at 20th level, you are unparalleled in your chosen fields. For each skill and tool proficiency with which you have an expertise die, you gain another expertise die with that skill or proficiency. Your expertise dice can be upgraded from a d8 to a d10 or from a d10 to a d12 in this way.

Unstoppable

Also at 20th level, no portal—be it door, window, or planar device—is closed to you. You no longer need to make ability checks to pick locks, and you succeed automatically whenever you attempt to unlock any lock of any kind. You require no special equipment to use this feature.

Skill Tricks

When you gain access to a new skill trick, choose one of the following.

Agile Athlete

You gain an expertise die on Athletics checks and a climb speed equal to your Speed.

Analysis

You gain an expertise die on checks made to use a poisoner's kit. With 10 minutes of experimentation, you can identify a dose of a poison and learn the recipe to make it. You can use your poisoner's kit and spend a day creating the poison for half its cost.

Boobytrapper

You gain an expertise die on Sleight of Hand checks. You can make a Sleight of Hand check to conceal caltrops, ball bearings, a hunting trap, an alarm bell, or other Tiny traps or alarms. The result of your Sleight of Hand check is the DC for discovering these obstacles. They can be spotted without a check if they are not obscured.

Cat's Eyes

You gain an expertise die on Perception checks and darkvision to a range of 30 feet. If you already have darkvision from another source, its range increases by 30 feet.

Delay Trap

You gain an expertise die on checks made with thieves' tools. When you would trigger a mechanical trap on your turn, your alert senses warn you of danger before you complete the action. You can immediately end your turn in

order to delay the trap's effects until the start of your next turn.

Expertise Training

You gain an expertise die on checks made with one of the following skills or tools: Acrobatics, Athletics, Investigation, Perception, Stealth, or any tool. You can choose this trick more than once.

Extra Skill Training

You gain proficiency in one of the following: Acrobatics, Athletics, Investigation, Perception, Stealth, or any tool. You can choose this trick more than once.

Graceful Leap

Prerequisite: 13th level, d8 expertise die on Acrobatics checks

Your expertise die on Acrobatics checks increases to d10. As a bonus action, you can jump up to half your Speed horizontally and up to 10 feet vertically. Opportunity attacks provoked by this movement are made with disadvantage.

Hide in the Shadows

You gain an expertise die on Stealth checks. You can attempt to hide from creatures without darkvision while you are in an area of dim light. When a creature tries to enter your space, your position is revealed.

Keen Eye

Prerequisite: 13th level, d8 expertise die on Perception checks

Your expertise die on Perception checks increases to d10. In addition, you don't have disadvantage on Perception checks that rely on sight as a result of being in a lightly obscured area. If you have darkvision, you treat darkness and dim light as if it were bright light.

Kip Up

You gain an expertise die on Acrobatics checks. When you are prone, standing up uses none of your movement. When you are knocked prone, you can use your reaction to stand up.

Locksmith

You gain an expertise die on checks made with thieves' tools. You can spend a minute using thieves' tools to improve an unlocked lock. At the end of the minute, make a Dexterity (thieves' tools) check against the lock's DC. On a success, you permanently increase the lock's DC by 10. A lock can only be improved in this way once.

In addition, you can spend a minute using thieves' tools to probe an unlocked lock. At the end of the minute, make a thieves' tools check against the lock's DC. On a success, you make a key for the lock.

Loot Runner

You gain an expertise die on Athletics checks, your Speed increases by 5 feet, and you can carry 2 extra bulky items.

Observer

You gain an expertise die on Perception checks and increase your passive Perception score by 3.

Poison Expert

Prerequisite: 13th level, d8 expertise die with poisoner's kit

Your expertise die on checks you make to use a poisoner's kit increases to d10. In addition, you can add this expertise die to saving throws made against poison. Finally, choose a poison. You are immune to the effects of this poison.

Practiced Dash

Prerequisite: 13th level, d8 expertise die on Athletics checks

Your expertise die on Athletics checks increases to d10. When using the Dash action, you ignore difficult terrain and don't fall on slippery surfaces.

Quick Scan

You gain an expertise die on Investigation checks. You can use a bonus action to take the Search action.

Scout Leader

You gain an expertise die on Stealth checks. When your party makes a group Stealth check, you can apply your result to yourself and one ally after seeing the results of all rolls.

In addition, you can move stealthily at a normal pace while traveling.

Sense Aura

Prerequisite: 13th level, d8 expertise die on Investigation checks

Your expertise die on Investigation checks increases to d10. You can make an Investigation check to find magical traps. In addition, you can spend 10 minutes to sense whether an object or creature you can see bears magic. This feature is nonmagical.

Sense for Secrets

You gain an expertise die on Investigation checks. You have a sense for finding hidden things. You can spend a minute observing an area. If there are tricks, traps, secret doors, or other unusual features of a nonmagical nature within 30 feet of you on an unobscured surface you can see, you know something nearby is worth investigating, but not what or where it is. You can't use Sense for Secrets twice on the same area.

Shadow Skulk

Prerequisite: 13th level, d8 expertise die on Stealth checks

Your expertise die on Stealth checks increases to d10. You have a passive Stealth score of 10 + your proficiency bonus + your Dexterity modifier. When you have not attempted to hide from a creature but aren't visible to it and aren't making noise, you are considered hidden from that creature, using your passive Stealth score.

Skeleton Key

Prerequisite: 13th level, d8 expertise die with thieves' tools

Your expertise die on checks made with thieves' tools increases to d10. As part of successfully picking a lock, you can alter the lock so that it opens to a key in your possession in addition to, or instead of, whatever keys previously opened it.

Tuck and Roll

You gain an expertise die on Acrobatics checks. When you would take damage from falling, you can make an Acrobatics check and reduce the damage by an amount equal to the result of the check.

Unstable Poison

You gain an expertise die on checks made to use a poisoner's kit. You learn the recipe for creating basic poison. During a rest, you can brew one poison for which you have the recipe without spending gold or using ingredients (no check required). This version of the poison lasts until the next time you finish a rest.

Rogue Archetypes

Burglar

Unfair Advantage

When you choose this archetype at 3rd level, choose one of the following options.

Backstab

Whenever you deal sneak attack damage with a melee weapon, you roll d8s instead of d6s for your sneak attack damage.

Deuces Wild

When you roll a natural 2 on the d20 roll on an attack roll or ability check, you can reroll it. You must use the second roll. Also, you can reroll any sneak attack damage die on which you roll a 2. You must use the second roll.

Bonus Expertise

Also at 3rd level, you gain proficiency in Sleight of Hand, and you gain an expertise die on checks using Sleight of Hand or thieves' tools. In addition, your expertise dice in Sleight of Hand and thieves' tools can be upgraded from d8 to d10, exceeding the usual limit on expertise dice. Finally, you can use your Cunning Action to make a Sleight of Hand check or to use thieves' tools.

Ambidextrous

Starting at 9th level, when using two-weapon fighting, you can add your Dexterity modifier to the damage roll of the off-hand attack.. Additionally, you can use your Cunning Action to draw and throw, or pick up and throw, a weapon or improvised weapon.

Legitimate Business

Also at 9th level, you have advantage on ability checks you make to find a buyer or seller of an item.

Pointed Wit

At 13th level, choose one of the following options.

Conversational Parry

You can reroll a failed Deception check and use the second result. Once you use this feature, you can't do so again until you finish a rest.

Disarming Manner

You have advantage on ability checks made to make peace or end hostility.

Verbal Riposte

When a creature threatens you or attempts an Intimidation check against you, you can use your reaction to make an Intimidation check against the creature with advantage. On a success, the creature is frightened of you for 1 minute. Once you use this feature, you can't use it again until you finish a rest.

Improved Backstab

Starting at 17th level, you gain the Backstab feature. If you already have Backstab, whenever you deal sneak attack damage with a melee weapon, you roll d10s instead of d8s for your sneak attack damage.

Cutthroat

Bonus Expertise

When you choose this archetype at 3rd level, you gain proficiency in Deception. In addition, you gain an expertise die on Deception checks and checks made to use a poisoner's kit. Finally, your expertise dice in Deception and poisoner's kits can be

upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Master of Poisons

Starting at 3rd level, you learn the recipe for a special injury poison called Blackblade. During a rest, you can use your poisoner's kit to brew a number of doses of this poison equal to your proficiency bonus without spending money or resources doing so. These poisons lose their effectiveness at the start of your next rest.

Blackblade poison can be applied to a weapon or piece of ammunition before combat or as a Cunning Action. The first time a poisoned weapon or ammunition deals damage, it deals an additional 3d6 poison damage.

Quick Strike

Starting at 9th level, you have advantage on initiative rolls.

Hidden Resources

Starting at 9th level, when you hide a weapon or small object on your person, you make a Sleight of Hand check with advantage to set the DC for finding it.

Deceptive Mind

Starting at 13th level, when you succeed on a saving throw against an effect that would read your mind, detect whether you are lying, or force you to tell the truth, you are aware of the magical intrusion and can present false thoughts or make a lie appear to be true.

First Blood

You are exceptionally deadly against unprepared opponents. Starting at 17th level, you have advantage on your first attack in combat if it's against a creature who hasn't taken a turn yet. If this attack hits, it is a critical hit.

Investigator

Bonus Expertise

When you choose this archetype at 3rd level, you gain proficiency in Insight, Investigation, and Perception. In addition, you gain an expertise die on checks made using these skills, and your expertise dice for these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice. Finally, you can use all three of these skills with your Cunning Action, when they'd normally take an action.

Adept Researcher

Starting at 3rd level, you have advantage on rolls made to perform the Research downtime activity.

Teamwork

At 3rd level, you gain proficiency with the Sanguine Knot tradition. In addition, choose one of the following options.

Helper

You can use a bonus action to choose one ally within 30 feet who can see or hear you. That ally gains advantage on the next ability check or attack roll they make before the start of your next turn.

Hinderer

You can use a bonus action to choose a creature within 30 feet that can see or hear you. That creature has disadvantage on the next ability check or attack roll it makes before the start of your next turn.

Track Recognition

Starting at 9th level, when you examine a creature's trail (footprints or similar signs), you can recall the circumstances under which you examined this individual creature's trail before.

Defiant Mind

Also at 9th level, you have proficiency in Wisdom saving throws. When a creature targets you with a spell or attack that forces you to make a Wisdom or Intelligence saving throw, if you succeed on the save you can use your reaction to make a melee or ranged attack against that creature.

Gather Lore

Starting at 13th level, you can try to secretly gather information about a person or object. You can only do so in a settlement in which you've spent at least a week. You must spend a day and 100 gp or more in order to make this attempt. You can't use this feature to gather lore about a creature or object more than once.

If you gather lore about a person, you learn at least one location where they've been seen within the last month (if any) and one secret about the person, as well as any notable allies, enemies, and current gossip.

If you gather lore about an object, you learn its last owner and one place it was seen within the last month, or its last known approximate location. If the object is magical, you learn any powers it possesses. Unless the Narrator decides otherwise, you don't learn about the object's curses or similar secrets.

Study Weakness

Starting at 17th level, you recognize the flaws in a creature's defenses. You can use your Cunning Action to study a creature you can see. For the next 24 hours or until you use this feature to study another creature, you have advantage on attack rolls and contested ability checks against that creature.

Trapsmith

Bonus Expertise

When you choose this archetype at 3rd level, you gain proficiency in Engineering

and with tinkerer's tools. In addition, you gain an expertise die on Engineering checks and checks made to use thieves' tools or tinkerer's tools. Finally, your expertise dice in these skills and tools can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Cunning Trap

Starting at 3rd level, you can use your Cunning Action to spread caltrops or ball bearings, or to throw a vial containing holy water, acid, or the like. You treat vials as simple weapons that have the thrown property (20/40 feet).

Trapmaking

Starting at 3rd level, with 10 minutes of work you can use your thieves' tools to boobytrap a 5-foot-square area or a Large or smaller object. Your trap can be anything from a needle in a lock to a rockfall in a passageway. Describe the mechanics of your trap to the Narrator. Logic determines which traps can be built where; for instance, a swinging axe can't be hidden in a jewelry box.

The trap's DC is 8+ your proficiency bonus + your Dexterity bonus. A creature can spot the trap by making a Perception check against the trap's DC. Creatures aware of the trap can avoid or disable it without a check. When a creature enters the trapped area or interacts with the trapped object, it makes a Dexterity saving throw against the trap's DC. On a failure, the trap is triggered and the creature takes an amount of damage equal to 1d6 damage × one-half your rogue level. The type of damage dealt (bludgeoning, piercing, slashing, or poison) is determined by the nature of your trap. Once a trap has been triggered, it is disabled.

You can use this feature a number of times equal to your proficiency bonus. You regain all uses of this feature when you finish a rest.

Trap Sense

Also starting at 3rd level, you have advantage on saving throws made against traps. You have advantage on ability checks to detect and disarm traps, and you can do so using your Cunning Action.

Augmented Trapmaking

At 9th level, you learn one of the following trap capabilities. When using Trapmaking to create a trap, you can choose to augment it with the new capability, which is triggered when your trap damages a creature.

Immobilization Trap

The target is caught in the jaws of the trap. The target's movement speed is reduced to 0. A creature can use an action or legendary action to make a DC 13 Strength check, freeing itself or another creature on a success. Building this trap requires a hunting trap, which can be recovered after the trap is triggered.

Poison Trap

You add a contact or injury poison to the trap, which consumes the poison. The victim of the trap is affected by the poison.

Vial Trap

You add a vial of liquid, such as acid or alchemists' fire, to the trap, which consumes the liquid. Each creature within 5 feet when the trap is triggered makes a Dexterity saving throw. On a failure, the creature is splashed with the liquid.

Improvised Crafting

Starting at 13th level, during a rest you can use tinker's tools to create a mundane item that lasts until the start of your next rest.

You can create one of the following items:

- A vial of alchemist's fire or acid.

- Any weapon, ammunition, or gear worth 20 gp or less (or several identical items with a total cost not exceeding 20 gp). The item functions like the original object but can be made of different materials.

Deadly Trapmaking

Starting at 17th level, the traps you create with your Trapmaking feature deal damage equal to $1d6 \times$ your rogue level.

Sorcerer

TABLE: SORCERER

LEVEL	PROF. BONUS	SORCER Y POINTS	FEATURES	INNOVATIONS KNOWN
1st	+2	—	Sorcerer Archetype, Spellcasting	—
2nd	+2	2	Source of Magic, Manifestation	—
3rd	+2	3	Latent Power, Metamagics	—
4th	+2	4	Ability Score Improvement, Arcane Innovations	1
5th	+3	5	Additional Metamagics	1
6th	+3	6	Arcane Refinement, Sorcerer Archetype Feature	1
7th	+3	7	—	1
8th	+3	8	Ability Score Improvement	2
9th	+4	9	Rapturous Presence	2
10th	+4	10	Additional Metamagics	2
11th	+4	11	—	2
12th	+4	12	Ability Score Improvement, Evolving Manifestation	3
13th	+5	13	—	3
14th	+5	14	Sorcerer Archetype Feature	3
15th	+5	15	Additional Metamagics, Major Metamagic	3
16th	+5	16	Ability Score Improvement	4
17th	+6	17	—	4
18th	+6	18	Sorcerer Archetype Feature	4
19th	+6	19	Ability Score Improvement, Additional Metamagics	4
20th	+6	20	Arcane Clutch, Explosive Magics	5

TABLE: SORCERER SPELLS

SPELL SLOTS PER LEVEL

CANTRIPS SPELLS											
LEVEL	KNOWN	KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	4	2	2	—	—	—	—	—	—	—	—
2nd	4	3	3	—	—	—	—	—	—	—	—
3rd	4	4	4	2	—	—	—	—	—	—	—
4th	5	5	4	3	—	—	—	—	—	—	—
5th	5	6	4	3	2	—	—	—	—	—	—
6th	5	7	4	3	3	—	—	—	—	—	—
7th	5	8	4	3	3	1	—	—	—	—	—
8th	5	9	4	3	3	2	—	—	—	—	—
9th	5	10	4	3	3	3	1	—	—	—	—
10th	6	11	4	3	3	3	2	—	—	—	—
11th	6	12	4	3	3	3	2	1	—	—	—
12th	6	12	4	3	3	3	2	1	—	—	—
13th	6	13	4	3	3	3	2	1	1	—	—
14th	6	13	4	3	3	3	2	1	1	—	—
15th	6	14	4	3	3	3	2	1	1	1	—
16th	6	14	4	3	3	3	2	1	1	1	—
17th	6	15	4	3	3	3	2	1	1	1	1
18th	6	15	4	3	3	3	3	1	1	1	1
19th	6	16	4	3	3	3	3	2	1	1	1
20th	6	16	4	3	3	3	3	2	2	1	1

Hit Points

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

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

Proficiencies

Armor: None

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

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Performance, Persuasion, and Religion

Equipment

You begin the game with 100 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Light Traveler's Set (Cost 37 gp):** Quarterstaff, sling and 20 sling bullets, component pouch, explorer's pack
- **Troublemaker's Set (Cost 71 gp):** 2 daggers, light crossbow and quiver with 20 bolts, explorer's pack, wand arcane focus

Sorcerer Archetype

Choose a sorcerer archetype. Your choice grants you features when you choose it, and again at 6th, 14th, and 18th level.

Spellcasting

Cantrips

You learn three sorcerer cantrips of your choice at 1st level and additional sorcerer cantrips at higher levels, as shown in the Cantrips Known column of the Sorcerer Spells table.

Spell Slots

To cast a sorcerer spell, you must expend a spell slot of the spell's level or higher. The Sorcerer Spells table shows how many spell slots you have to cast your sorcerer spells. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher

At 1st level, you know your choice of four 1st-level spells from the sorcerer spell list. Consult the Spells Known column of the Sorcerer Spells table to see when you can choose more sorcerer spells. Each of these spells must be of a level for which you have spell slots.

Additionally, when you gain a sorcerer level, you can replace a sorcerer spell you know with another from the sorcerer spell list, provided it is of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier to set the saving throw DC for your sorcerer spells and spell attack rolls, as follows:

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

When casting a sorcerer spell, you can use an arcane focus as your spellcasting focus.

Source of Magic

At 2nd level, you gain sorcery points.

Sorcery Points

You have a maximum number of sorcery points shown in the Sorcery Points column of the Sorcerer table (2 points at 1st level). You can spend sorcery points as detailed below, and you regain all spent sorcery points when you finish a long rest.

Flexible Casting

As a bonus action, you can convert sorcery points into one spell slot or vice versa, using Table: Creating Spell Slots. You can't convert 6th-level or higher slots.

TABLE: CREATING SPELL SLOTS

SPELL SLOT LEVEL	SORCERY POINT COST
1st	2
2nd	3
3rd	5
4th	6

Manifestation

Also at 2nd level, choose one of the following manifestations. When you cast a spell that deals acid, cold, fire, lightning, poison, or thunder damage, you can change the damage type to your manifestation's damage type.

Blizzard (Cold)

When you cast a spell that deals cold damage, you can spend 1 sorcery point and choose one creature you can see. If that creature takes cold damage from the spell, it is also chilled, reducing its movement speeds by 10 feet for a number of rounds equal to the spell's level (minimum 1 round).

Corrosion (Acid)

When you cast a spell that deals acid damage, you can spend 1 sorcery point and choose one creature you can see. If that creature takes acid damage from the spell, its Armor Class is reduced by 2 until the end of your next turn.

Hurricane (Lightning or Thunder)

You can treat both lightning and thunder as your manifestation's damage types. When you cast a spell that deals lightning or thunder damage, you can spend 1 sorcery point to produce a thunderous blast around you. Large or smaller creatures within 5 feet of you make a Strength saving throw against your spell save DC. On a failed save, the creature is pushed back 10 feet and knocked prone.

Inferno (Fire)

When you cast a spell that deals fire damage, you can spend 1 sorcery point and choose one creature you can see. If that creature takes fire damage from the spell, it is also set ablaze, taking 2d4

ongoing fire damage for a number of rounds equal to the spell's level, or until it uses an action to put itself out.

Venom (Poison)

When you cast a spell that deals poison damage, you can spend 1 sorcery point. If you do, creatures immune to poison damage take half damage from the spell, and creatures resistant to poison damage take full damage.

Latent Power

At 3rd level, choose one of the following.

All Eyes

You gain an expertise die on Performance and Persuasion checks. In addition, as a bonus action you can spend 1 sorcery point to put out a subtle pulse that causes all creatures within 60 feet to take notice of you, allowing you to speak and be heard even in the midst of chaos. During combat, this notice lasts only a split second—not long enough to distract, but allowing you to make a Charisma check as part of the bonus action used to activate this feature.

Daunting Energy

You gain an expertise die on Intimidation checks. If you fail an ability check or saving throw against a creature trying to intimidate you, or against an effect that would cause you to become frightened, you can spend 1 sorcery point to reroll the check or save. If you do, you must use the new result.

Unsuspecting

You gain an expertise die on Deception checks. When you fail a Deception check against a humanoid, you can spend 1 sorcery point to reroll the check. On a success, their memory skips a beat and fills in the gap with your new story. On a

failure, not only do they not believe you, but anyone who can cast spells and observed the exchange (including your target, if applicable) recognizes your attempt at arcane subterfuge.

Metamagic

At 3rd level, you gain two minor Metamagic options, and one moderate Metamagic option. You gain another minor Metamagic option at 5th level, 10th level, 15th level, and 19th level. You gain an additional moderate Metamagic option at 10th and 19th level. When you gain a level in this class, you can replace one Metamagic option with another of the same degree, instead of replacing a spell.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Minor Metamagic

Delayed Spell. When you ready a spell, you can spend 1 sorcery point. The spell can be held for up to 1 minute, instead of until the start of your next turn.

Distant Spell. When you cast a spell that has a range listed in feet, you can spend 1 sorcery point to double the range of a spell. If you cast a spell that has a range of Touch, you can spend 1 sorcery point to make the range of the spell 20 feet.

Persistent Spell. When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double the duration, to a maximum of 24 hours.

Reliable Spell. When you roll a 4 or lower on a spell attack, you can spend 1 sorcery point to reroll the attack. If you do, you must use the new result. You can use Reliable Spell even if you have already used a different Metamagic option on the spell.

Subdual Spell. When damage from one of your spells reduces one or more creatures to 0 hit points, you can use your reaction and spend 1 sorcery point to

stabilize one of the creatures knocked unconscious by it.

Subtle Spell. You can spend 1 sorcery point to cast a spell without vocalized or seen components.

Treacherous Spell. When you cast a spell, you can spend 1 sorcery point to alter its components in subtle ways. A creature attempting to identify the spell based on its components perceives it as a different spell of your choice of the same or lower level. Attempts to interrupt this spell via *counterspell* are made at disadvantage.

Moderate Metamagic

Careful Spell. When you cast a spell with an instantaneous duration that affects an area, you can spend 1 sorcery point. If you do, choose a number of creatures in the area up to your Charisma modifier (minimum one creature). Creatures you choose are unaffected by the spell.

Empowered Spell. When you roll a spell's damage, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). If you do, you must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option on the spell.

Heightened Spell. When a creature makes a saving throw to avoid or resist the effects of a spell you cast, you can spend 3 sorcery points to give that target disadvantage on its initial saving throw against the spell.

Quickened Spell. When you cast a spell with a casting time of 1 action, you can spend 2 sorcery points to cast it as a bonus action instead.

Reflexive Spell. Immediately before rolling initiative, you can spend 2 sorcery points to cast a spell of up to 3rd-level that has a casting time of 1 action or 1 bonus action. The spell activates before any other actions in initiative, but doing so uses your action for your first turn in the combat.

Refracting Spell. When you cast a spell that involves a spell attack roll and targets only a single creature, you can spend an additional 2 sorcery points. If the spell hits, a creature within 5 feet of the original target takes half the spell's damage.

Twinned Spell. When you target a creature with a spell that can target only one creature at the level it is cast and doesn't have a range of Self, you can spend a number of sorcery points equal to the spell's level (minimum 1) to target a second creature within range with the same spell.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Arcane Innovations

At 4th level, you gain an arcane innovation of your choice. Your arcane innovations are detailed at the end of the class description. The Innovations Known column of the Sorcerer table shows when you gain additional innovations.

Arcane Refinement

At 6th level, choose one of the following.

Deep Source

When you finish a short rest, you can expend a number of Hit Dice up to your Charisma modifier to regain some of your magic essence. For each Hit Die you expend, you regain 2 sorcery points. Once you have used this feature, you can't do so again until you finish a long rest.

Patient Aptitude

Choose a number of spells with the ritual tag equal to your Charisma modifier. These spells need not be from the sorcerer spell list, but they must be of a

level for which you have spell slots. You can cast these spells as rituals, though you don't gain the ability to cast them normally with spell slots. The spells don't count toward your spells known. If you increase your Charisma modifier, the number of ritual spells you know also increases. Each time you gain a sorcerer level, you can replace one of these ritual spells with another eligible spell.

Prodigious Innovator

You learn three cantrips from any spell list. These cantrips don't count toward your cantrips known.

Rapturous Presence

At 9th level, choose one of the following.

Larger Than Life

You have advantage on Intimidation checks made to threaten someone with your magic. On a failure, your target is unconvinced, and unless you make good on your threat, this feature no longer functions until you prove your reputation again. Additionally, features and traits that attempt to evaluate how tough you are, such as the fighter's Size Up, always give the impression that you are more dangerous than you actually are.

Nobody's Fool

You gain a bonus to Insight checks equal to your Charisma modifier. In addition, you can spend 1 sorcery point as an action to project a magical aura of honesty. For the next 10 minutes, creatures within 10 feet of you have disadvantage on Deception checks made to lie or conceal the truth. When a creature in this aura fails a Deception check, it accidentally blurts out something it didn't mean to while attempting to spin its lie.

Otherworldly

Select three of the following creature types: aberration, celestial, dragon, elemental, fey, fiend, or undead. You have advantage on Charisma checks to make a first impression on a creature of one of your chosen types, and if you do not share a common language, you can still communicate some simple concepts to them such as “friendly,” “help,” and “run.” In addition, by spending 2 sorcery points and 1 minute in meditation, you can change your creature type to one of the chosen creature types. This transformation lasts for 1 hour or until you repeat the meditation and spend 2 sorcery points to reverse it.

Evolving Manifestation

At 12th level, you gain the improved form of the manifestation you selected at 2nd level. Alternatively, you can choose an additional manifestation from the Manifestation list.

Evolving Blizzard

When you cast a spell of 1st-level or higher that deals cold damage, you can spend 1 sorcery point to gain 1d6 temporary hit points per level of the spell. While you have these temporary hit points, whenever a creature hits you with a melee weapon attack, that creature takes 1d10 cold damage. The temporary hit points last 1 hour.

Evolving Corrosion

When you cast a spell of 1st-level or higher that deals acid damage, you can spend 1 sorcery point to create a 10-foot-radius pool of acid centered on either the target of the spell or the spell's point of origin. The area becomes difficult terrain, and whenever a creature ends its turn in the area, it takes 2d8 acid damage. The pool remains for 1 minute or until you use a bonus action to dismiss it.

Evolving Hurricane

When you cast a spell of 1st-level or higher that deals lightning or thunder damage, you can spend 1 sorcery point to create a 15-foot-radius storm centered on you. The storm moves with you when you move. The area of the storm is heavily obscured and counts as difficult terrain, but you can see and move through it normally. At the end of each of your subsequent turns, you can spend an additional sorcery point to maintain the storm. Otherwise, it dissipates.

Evolving Inferno

When you cast a spell of 1st-level or higher that deals fire damage, you can spend 1 sorcery point to store some of the spell's energy as a flame you hold in one hand. You can use an action to throw this flame, making a ranged spell attack against a target you can see within 30 feet. On a hit, the creature takes 1d8 fire damage per level of the spell you cast to trigger this effect. The flame lasts for up to 1 minute or until it is thrown.

Evolving Venom

When you cast a spell that deals poison damage, you can spend 1 sorcery point and choose one creature you can see. If that creature takes poison damage from the spell, it takes 2d6 ongoing poison damage for 1 minute or until a creature uses an action to treat the poison by making a Medicine check against your spell save DC.

Major Metamagic

At 15th level, in addition to a minor metamagic option, you gain one major metamagic option. You gain an additional major metamagic option at 20th level.

Major Metamagic Options

Consumptive Spell. When you cast a spell that deals damage, you can spend 4

sorcery points. You or a creature you can see within 10 feet of you regains hit points equal to half the spell's damage roll. If you roll the spell's damage multiple times, you only restore hit points from the first roll.

Contingent Spell. When you cast a spell, rather than have it go off immediately, you can spend 6 sorcery points and describe an external condition. If that condition occurs before you finish a long rest, you can use your reaction to trigger the spell. You can have only one Contingent Spell at a time.

Echo Spell. When you cast a spell of 5th-level or lower, you can spend sorcery points equal to the sorcery point conversion cost for a spell slot of that level (see Table: Creating Spell Slots). The spell repeats on the next turn, originating from the same point and aimed at the same target as the first instance of the spell.

Intense Spell. When you cast a spell that deals damage, before rolling damage or determining the result of any of the spell's attack rolls or saving throws, you can spend sorcery points equal to the spell's level. If you do, the spell deals its maximum possible damage to one target.

Arcane Clutch

Starting at 20th level, you can reclaim some fraction of the energies you expend as you cast. Whenever you cast a spell of 3rd-level or higher, you regain sorcery points equal to one-third of the expended spell slot's level.

Explosive Magics

Also at 20th level, the magic you bring to bear can be made to build upon itself. When you cast a spell of 4th-level or lower that deals damage, you can spend a number of sorcery points equal to half the spell's level (minimum 1) to reroll any dice that have the maximum result and add them to the total. For example, if you cast an exploding *fireball* and roll three 6s among your damage dice, you roll an additional 3d6 and

continue rerolling any 6s, adding them to the total damage dealt.

Arcane Innovations

When you gain access to a new arcane innovation, choose one of the following.

Draw Nourishment

You can spend 3 sorcery points before eating a pound of just about anything organic—bark, grass, cactus flesh, bone, whatever's at hand—and so long as you can stomach the taste, it counts as 1 Supply for you as your body transmutes it into something more edible. A poisonous substance consumed in this way is still poisonous.

Hot Air

Any time you have sorcery points remaining, your weight is reduced by half, and you take half damage from falling. Additionally, if you are carrying less than a quarter of your maximum equipment load, you float on water.

Lingering Touch

When you encounter a shed piece of a creature (such as a lock of hair, a bloody bandage, a scale, or a tooth), you can touch that object and instantly attune to it as if it were a magic item. While you are attuned to the object, when you see the creature from which it originated, you immediately know that it belongs to that creature, at which point the attunement ends. At the Narrator's discretion, you might learn additional cryptic information as a result of being attuned to such things.

Mage Hunter

When tracking a creature that can cast at least one spell, you can focus on the

mystic energy it leaves in its wake, allowing you to use your Charisma for any ability checks made to track it.

Magnetic Step

You can move along vertical surfaces at half your Speed without needing to make an ability check. If you end your turn on such a surface, you immediately fall unless you have some other way to support yourself.

Retrace

By spending 1 minute in meditation, you can reflect on the magical aura you leave behind as you travel. After doing so, you can perfectly retrace the steps you've taken in the past 4 hours.

Strange Traces

While traveling, you can spend 1 sorcery point to obscure your trail. For the next hour, any tracks your group leaves become random, zigzagging, and incomprehensible. Creatures have disadvantage on Survival checks to track you and become lost on a failed check.

Ominous Insight

When you fail an Arcana, History, Nature, or Religion check, you can draw on your magics to find an answer and reroll the check. On a failure, your attempt clouds your mind and you have disadvantage on Intelligence checks until you finish a rest. While your mind remains clouded, you can't use Ominous Insight again.

Wode Sense

While traveling, any time you enter illusory terrain or magic causes you to become lost, you notice within 1 minute of being affected.

Sorcerer Archetypes

Sorcerer Archetype Spells

You know additional spells from your sorcerer archetype. At 1st level, choose one spell from the 1st-level row of your archetype's Archetype Spells table and add it to your spell list. It does not count against your total spells known. At 3rd, 5th, 7th, and 9th level, choose an additional spell from a row on the table equal to or lower than your sorcerer level. When you gain a level, you can replace one of your archetype spells with an archetype spell of equal or lower level.

Draconist

TABLE: DRACONIST ARCHETYPE SPELLS

SORCERER LEVEL	ARCHETYPE SPELLS
1st	<i>animal friendship, burning hands, charm person, thunderwave</i>
3rd	<i>alter self, gust of wind, scorching ray, shatter</i>
5th	<i>fear, fireball, fly, lightning bolt</i>
7th	<i>dominate beast, ice storm, private sanctum, wall of fire</i>
9th	<i>cone of cold, dominate person, insect plague, legend lore</i>

Draconic Toughness

At 1st level when you choose this archetype, your hit point maximum increases by 1, and it increases by 1 whenever you gain a sorcerer level. Also, when you are unarmored, your AC equals 13 + your Dexterity modifier.

Voice of the Dragon

Also at 1st level, you understand the language of dragons. You can speak, sign, read, and write Draconic. You have advantage on Charisma checks made to influence the behavior of dragons, so long as you converse with them in their native tongue.

Lord Among Beasts and Mortals

Starting at 6th level, when you start a rest in an area that isn't within 1 mile of an established settlement, you can spend 10 minutes in communion with the land to protect your camp until you finish your rest. Beasts who approach within 100 feet of your camp become docile and placid, refusing to attack you or your companions. Additionally, friendly creatures in your camp gain advantage on Perception checks to spot danger, as well as on Intimidation checks against intruders.

If you repeat this effect every day in the same location for a year, the radius of the effect increases to 500 feet, and the effect becomes permanent. When you have a permanent lair, your Prestige increases by an amount equal to half your proficiency bonus. You can have only one permanent lair at a time, and the effect fades if you are ever away from your lair for a year or longer. If you die, the effect fades after 2d10 days.

Soaring Wings

Starting at 14th level, you can use a bonus action to sprout dragon wings. The wings grant you a flying speed equal to your Speed. You can dismiss these wings as a bonus action. You can't manifest the wings while wearing armor, unless the armor has been specially modified for that purpose (increasing its cost by 50 percent). The wings tear clothing that is not similarly modified.

Draconic Presence

Starting at 18th level, you can use an action and spend 5 sorcery points to exude a

60-foot aura of your choice of awe or fear. For 1 minute, when a hostile creature starts its turn in this aura it makes a Wisdom saving throw. On a failure, it becomes charmed (in an awe aura) or frightened (in a fear aura) until the aura ends. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on the saving throw is immune to your Draconic Presence for 24 hours.

Enigma

TABLE: ENIGMA ARCHETYPE SPELLS

SORCERER LEVEL	ARCHETYPE SPELLS
1st	<i>color spray, faerie fire, grease, hideous laughter</i>
3rd	<i>blindness/deafness, enlarge/reduce, levitate, shatter</i>
5th	<i>darklight, fear, hypnotic pattern, stinking cloud</i>
7th	<i>black tentacles, confusion, hallucinatory terrain, phantasmal killer</i>
9th	<i>cloudkill, flame strike, wall of force, wall of stone</i>

Deeper Understanding

Starting at 1st level when you choose this archetype, you gain an expertise die on ability checks made to identify spells being cast or sense the presence of lingering magic in any form.

Reach Beyond

Also at 1st level, you can use a bonus action to attempt to replace one of your archetype spells. Declare which spell you're trying to replace and make a Charisma saving throw (DC 10 + the spell's level). On a success, you replace the spell with

another archetype spell of the same or lower level until you finish a long rest, at which point the original spell returns to your spell list. This newly gained spell can't be replaced again.

On a failure, the new spell isn't added to your spell list, and you inadvertently cast the spell you're attempting to replace, expending no spell slots but targeting a creature or point within range of the Narrator's choice (possibly yourself). The spell is too wild to alter with metamagic, and if it requires concentration it instead lasts its full duration with no concentration required. The archetype spell you attempted to replace is then removed from your spell list until you finish a long rest, at which point it returns.

Retributive Surge

At 6th level, when a creature you can see damages you, you can use your reaction to cast a 1st- or 2nd-level spell. The spell must either target the creature that damaged you or be centered on a space it occupies. The spell must have a casting time of 1 action or 1 bonus action, and you must spend sorcery points equal to the spell's level, in addition to the spell slot you used to cast the spell.

At 14th and 18th level, the highest level of spell you can cast in this way increases by 1.

Tenuous Serenity

At 14th level, when you make a Charisma saving throw, you can spend 1 sorcery point to add an expertise die to the roll, or to reroll an expertise die used in the roll. You can do so after seeing the result of the saving throw.

Additionally, when you finish a short rest, select a spell that's been removed from your spell list by one of your class features. You reclaim the spell. Once you've used this feature to reclaim a lost spell, you can't do so again until you finish a long rest.

Erupting Nova

At 18th level, you can cast two spells simultaneously, expending spell slots for each, so long as both spells have a casting time of 1 action, the sum of their levels is less than 6, and neither spell requires concentration. When you do so, make a Charisma saving throw (DC 12 + the sum of the spells' levels). On a failure, you waste your action (but not any spell slots) and both spells are removed from your spell list until you finish a long rest.

Traveler

TABLE: TRAVELER ARCHETYPE SPELLS

SORCERER LEVEL	ARCHETYPE SPELLS
1st	<i>comprehend languages, faerie fire, feather fall, longstrider</i>
3rd	<i>darkvision, levitate, misty step, pass without trace</i>
5th	<i>blink, fly, protection from energy, water walk</i>
7th	<i>banishment, dimension door, freedom of movement, greater invisibility</i>
9th	<i>conjure elemental, mislead, teleportation circle, tree stride</i>

Beyond the Boundary

At 1st level, you can speak, sign, read, and write Primordial.

In addition, you can use Charisma when making an ability check to navigate, survive in, or remember information about planes of existence other than the Material Plane.

Flutter

Also at 1st level, after you cast a spell of 1st-level or higher, you can teleport a short distance to an unoccupied space you can

see. The maximum range of this teleportation is equal to 5 feet + 5 feet per level of the spell.

Gift of Impermanence

Starting at 6th level, once per round when you fail a saving throw against an effect that would cause you to become grappled, incapacitated, paralyzed, petrified, restrained, or stunned, you can spend 1 sorcery point, and reroll one d20 used in the saving throw.

All Terrains

At 14th level, choose one of the following boons:

- You ignore difficult terrain.
- You ignore the effects of extreme heat, extreme cold, and high altitude.
- You gain a swim speed equal to your Speed.
- You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- You can spend 1 sorcery point to gain a fly speed equal to your Speed for 1 hour.

When you finish a long rest, you can replace your active boon with a different boon from this list.

Touch the Void

At 18th level, you can spend 1 hour in meditation to cast *astral projection*, *dream*, or *etherealness*. Each of these spells is slightly different when cast using this feature, as described below:

Astral Projection. The spell requires no material components, but it only affects you.

Dream. You are the messenger in the dream, and while you are influencing the dream you are unaware of your surroundings.

Etherealness. When the spell ends, you reappear in the space you were in when you originally cast the spell.

Once you have used this feature, you can't do so again until you finish a long rest.

Sorcerer Spell List

As a sorcerer you can choose from the following spells.

Cantrips

Acid Splash (cjr): Conjure a localized bubble of acid that splashes over creatures.

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.

Calculate (div): Instantly know the answer to any mathematical equation.

Chill Touch (nec): Attack with the chill of the grave, injuring and preventing healing.

Dancing Lights (evo): Create up to four floating, magical lights.

Fire Bolt (evo): Shoot a flame at a creature to deal fire damage.

Friends (enc): Gain an expertise die on a Charisma check.

Light (evo): Enchant one object to emit light.

Mage Hand (cjr): Conjure a hand to manipulate small objects.

Mending (tra): Perform simple repairs on an object.

Message (tra): Send short messages to other creatures.

Minor Illusion (ill): Create a small, limited illusion.

Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.

Prestidigitation (tra): Perform various minor magical tricks.

Ray of Frost (evo): Shoot a ray of cold damage that slows a creature.

Shocking Grasp (evo): Deal lightning damage to a creature within reach.

True Strike (div): Gain advantage on attacks against a single creature.

1st-Level

Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.

Burning Hands (evo): Shoot forth a sheet of flames from your hands, damaging creatures in a cone.

Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Color Spray (ill): Create a flash of brilliant colored light, blinding creatures in front of you.

Comprehend Languages (div): Use magic to better interpret languages you don't understand.

Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.

Detect Magic (div): Sense the presence and school of magical auras.

Disguise Self (ill): Create an illusion that makes you appear like another humanoid.

Expeditious Retreat (tra): Move much faster than normal.

False Life (nec): Gain temporary hit points.

Feather Fall (tra): Reduce or eliminate damage from falling.

Fog Cloud (cjr): Create an area of fog.

Force Punch (evo): Use a blast of magic to punch a creature.

Grease (cjr): Coat an area in grease, making it hard to move through.

Jump (tra): Imbue a creature with astonishing leaping abilities.

Mage Armor (abj): Magically increase your AC.

Magic Missile (evo): Shoot bolts of arcane energy certain to hit one or more creatures.

Shield (abj): Create a temporary barrier of arcane energy around yourself.

Silent Image (ill): Create an illusion that can move but has no other sensory details.

Sleep (enc): Cause enemies to fall into a magical slumber.

Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

Wind Up (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

Acid Arrow (evo): Create a magical arrow that covers a creature or object in acid.

Alter Self (tra): Use magic to warp your body.

Blindness/Deafness (nec): Strike a creature blind or deaf.

Blur (ill): Cloak yourself in distortion, imposing disadvantage on attacks against you.

Darkness (evo): Shroud an area in magical darkness.

Darkvision (tra): Grant a creature the ability to see in the dark.

Deadweight (tra): Greatly increase the weight of an object.

Detect Thoughts (div): Read the minds of nearby thinking creatures.

Enlarge/Reduce (tra): Increase or decrease a creature's size.

Flex (ill): Bestow a glamor upon a creature that highlights its physique to show a stunning idealized form.

Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.

Hold Person (enc): Paralyze a humanoid.

Invigorated Strikes (tra): Increase the damage dealt by a creature's unarmed strikes and natural weapons.

Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.

Knock (tra): Open a locked object.

Lemure Transformation (tra): Melt your body into a humanoid-shaped mass of liquid flesh.

Levitate (tra): Cause one creature or object to float.

Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.

Misty Step (cjr): Teleport short distances in a puff of shimmering mist.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.

Scorching Ray (evo): Shoot rays of fire damage able to target multiple creatures.

See Invisibility (div): See invisible creatures and objects.

Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to three creatures.

Sleet Storm (cjr): Conjure a magical storm of freezing rain and sleet that hampers creatures caught in it.

Soulwrought Fists (tra): Harden a creature's hands with inner power, turning dexterous fingers into magical iron cudgels.

Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.

Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

Web (cjr): Conjure a 20-foot-cube or 5-foot-layer of sticky webbing that restrains creatures and is flammable.

3rd-Level

Blink (tra): Have a 50 percent chance of vanishing each turn to avoid being harmed.

Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.

Counterspell (abj): Interrupt another spellcaster as they cast a spell.

Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.

Darklight (evo): Create a heatless flame that sheds light only you and creatures you choose can see.

Daylight (evo): Fill an area with magical daylight.

Dispel Magic (abj): End ongoing magical effects.

Fear (ill): Frighten creatures in a cone-shaped area.

Fireball (evo): Engulf an area in a blast of flame that deals 6d6 fire damage.

Fly (tra): Grant a creature the ability to fly.

Gaseous Form (tra): Make a creature insubstantial and able to fly.

Haste (tra): Allow a creature to move and act more quickly.

Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.

Lightning Bolt (evo): Shoot lightning through multiple enemies.

Major Image (ill): Create a large, realistic illusion.

Slow (tra): Slow time for six creatures, making them sluggish and vulnerable.

Stinking Cloud (cjr): Make a thick, noxious cloud that leaves foes retching and unable to act.

Tongues (div): Understand any heard language and be understood by others you speak to.

Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.

Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.

Whirlwind Kick (tra): Unleash a spinning kick that strikes creatures in a 60-foot line and carries you across the battlefield.

4th-Level

Banishment (abj): Send a creature to another plane.

Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.

Charm Monster (enc): Make a creature view you as a trusted friend.

Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.

Dimension Door (cjr): Teleport yourself and one willing creature great distances.

Dominate Beast (enc): Take over the mind of a beast.

Greater Invisibility (ill): Turn a creature invisible even while it takes hostile actions.

Ice Storm (evo): Batter an area with massive shards of ice.

Mindshield (abj): Grant resistance to psychic damage and protection from charms and fear.

Polymorph (tra): Temporarily transform a creature into another creature.

Stoneskin (abj): Make a creature resistant to weapon damage.

Wall of Fire (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th-Level

Animate Objects (tra): Create constructs to smite foes.

Cloudkill (cjr): Create a cloud of poisonous fog that obscures the area and damages creatures.

Cone of Cold (evo): Create a blast of frigid air, dealing damage in a cone.

Creation (ill): Create from shadow-stuff a physical object no larger than a 5-foot cube.

Dominate Person (enc): Take over the mind of a humanoid.

Hold Monster (enc): Paralyze a creature.

Insect Plague (cjr): Summon a biting, stinging swarm of insects.

Seeming (ill): Craft an illusory appearance for as many creatures as you choose.

Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

Telekinesis (tra): Use the power of thought to move a creature or object.

Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.

Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.

Warrior's Instincts (div): Sharpen your senses to anticipate incoming attacks and find weaknesses in the defenses of your foes.

6th-Level

Chain Lightning (evo): Fire a bolt of lightning that arcs to multiple foes.

Circle of Death (nec): Suck the life force from an area, dealing necrotic damage in a large sphere.

Disintegrate (tra): Use a magical ray to disintegrate a creature or object.

Eyebite (nec): Use a gaze attack to curse creatures.

Globe of Invulnerability (abj): Create a sphere protected from outside magic.

Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.

Move Earth (tra): Bend the earth to create permanent changes to the terrain.

Sunbeam (evo): A beam of sunlight damages and blinds creatures in its path each turn.

True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Delayed Blast Fireball (evo): Create a fiery explosion that deals more damage the longer it is held before release.

Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.

Etherealness (tra): Enter the border of the Ethereal Plane.

Finger of Death (nec): Wrack a creature with negative energy that deals 7d8+30 necrotic damage.

Inescapable Malady (nec): Infect a creature with an arcane disease.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there.

Prismatic Spray (evo): Unleash a kaleidoscopic cone of energy that deals various types of damage and harmful effects.

Reverse Gravity (tra): Reverse the gravity of a specific area.

Sporesight (evo): Create a 50-foot-radius cloud of spores that allows you to see everything in the area.

Teleport (cjr): Teleport one or more creatures instantly across vast distances.

Unholy Star (cjr): Explode a meteor ripped from the sky into four fiery chunks that rain down unholy energies.

8th-Level

Dominate Monster (enc): Take over the mind of a creature.

Earthquake (evo): Shake the ground to damage creatures and structures.

Incendiary Cloud (cjr): Create a roiling cloud of fire and ash that immolates all within it.

Power Word Stun (enc): Stun a creature with a single word.

Sunburst (evo): A burst of radiant sunlight damages and blinds creatures caught in its area.

9th-Level

Gate (cjr): Create a portal to another plane.

Meteor Swarm (evo): Cause fiery spheres to fall from the sky for up to a mile.

Power Word Kill (enc): Slay a creature with a single word.

Time Stop (tra): Stop time and take extra turns.

Wish (cjr): Duplicate any other spell regardless of requirements, choose from a list of other effects, or create your own—be careful.

Warlock

TABLE: WARLOCK

LEVEL	PROF. BONUS	FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	SPELL POINTS	SPELL LEVEL	SECRETS KNOWN	INVOCATIONS KNOWN
1st	+2	Warlock Archetype, Pact Magic, Eldritch Blast	2	2	2	1st	—	—
2nd	+2	Eldritch Invocations, Secrets of Arcana	2	3	4	1st	1	1
3rd	+2	Pact Boon	2	4	6	2nd	1	2
4th	+2	Ability Score Improvement, Invocation of the Courts (1)	3	5	8	2nd	1	2
5th	+3	Extra Blast	3	6	10	3rd	1	3
6th	+3	Archetype Feature, Eldritch Evolution (1)	3	7	11	3rd	1	3
7th	+3	—	3	8	12	4th	1	4
8th	+3	Ability Score Improvement	3	9	13	4th	2	4
9th	+4	—	3	10	14	5th	2	5
10th	+4	Invocation of the Courts (2), Archetype Feature	4	11	17	5th	2	5
11th	+4	—	4	11	21	5th	2	5
12th	+4	Ability Score Improvement, Eldritch Evolution (2)	4	12	22	5th	2	6
13th	+5	—	4	12	24	5th	2	6
14th	+5	Archetype Feature	4	13	25	5th	3	6
15th	+5	—	4	13	26	5th	3	7
16th	+5	Ability Score Improvement, Invocation of the Courts (3)	4	14	27	5th	3	7
17th	+6	—	4	14	28	5th	3	7
18th	+6	Eldritch Evolution (3)	4	15	29	5th	3	8
19th	+6	Ability Score Improvement	4	15	30	5th	3	8
20th	+6	Dread Thaumaturge	4	16	31	5th	3	8

Hit Points

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: Game set (any)

Saving Throws: Intelligence, Wisdom

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

Equipment

You begin the game with 110 gp. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Heretical Scholar's Set (Cost 73 gp):** Dagger, sickle, padded cloth, grimoire arcane focus, scholar's pack
- **Inconspicuous Civilian's Set (Cost 61 gp):** Quarterstaff, padded cloth, crystal arcane focus, dice set, explorer's pack, laudanum
- **Shadowy Scoundrel's Set (Cost 103 gp):** 2 daggers, light crossbow and quiver with 20 bolts, padded leather, component pouch, dungeoneer's pack

Warlock Archetype

At 1st level, you have reached out to, stumbled upon, or otherwise crossed paths with a powerful entity beyond the ken of mortals, an otherworldly patron who sets you on the path of a Warlock Archetype. Your choice of archetype grants you an

expanded spell list and additional features at 1st, 6th, 10th, and 14th level.

Pact Magic

With care, practice, and dedication you have learned to siphon and channel the otherworldly powers you've gained from your patron.

Cantrips

You learn two warlock cantrips of your choice at 1st level and additional warlock cantrips at higher levels, as shown in the Cantrips Known column of the Warlock table. If you gain a bonus cantrip, it doesn't count against your cantrips known.

Spell Points

The Warlock table shows how many spell points you have. To cast one of your warlock spells of 1st-level or higher, you must spend a number of spell points dependent on the spell's level, as shown on the table below. You can also cast a spell you know at a higher spell level by expending the appropriate number of spell points. The maximum spell level you can cast is shown in the Spell Level column of the Warlock table. You regain all expended spell points when you finish a rest.

TABLE: SPELL POINTS

SPELL LEVEL	SPELL POINTS
1st	2
2nd	3
3rd	5
4th	6
5th	7

Spells Known of 1st-Level and Higher

You know your choice of two 1st-level warlock spells, and you learn more according to the Spells Known column of the Warlock table. Each of these spells must be of a level that you are able to cast. For instance, when you reach 3rd level in this class, you can learn one new 1st- or 2nd-level spell.

Additionally, when you gain a warlock level, you can replace one warlock spell you know with another warlock spell, which also must be of a level you can cast.

If you gain a bonus spell, it doesn't count against your spells known.

Spellcasting Ability

Choose Intelligence, Wisdom, or Charisma as your spellcasting ability. Once you make this choice, you can't change it. You use the chosen ability whenever a spell refers to your spellcasting ability. In addition, you use that ability modifier to set the saving throw DC for your warlock spells and spell attack rolls, as follows:

Spell save DC = 8 + your proficiency bonus + your chosen ability modifier

Spell attack modifier = your proficiency bonus + your chosen ability modifier

Spellcasting Focus

When casting a warlock spell, you can use an arcane focus as your spellcasting focus.

Eldritch Blast

At 1st level, choose one of the following features.

Eldritch Disturbance

You can use an action to strike a creature you can see within 60 feet with a reality-distorting curse, blending pain both

mental and physical. The target makes a Wisdom saving throw, taking 1d10 force damage on a failure, or half damage on a success.

Eldritch Ray

You can use an action to create a deadly beam that strikes a creature within 120 feet. Make a ranged spell attack against the creature, dealing 1d10 force damage on a hit.

Eldritch Scythe

Once per turn when you would make a melee weapon attack as part of the Attack action or an opportunity attack, you can instead make a melee spell attack, lashing out with an ephemeral and unearthly blade. On hit, the target takes 1d8 force damage. In addition, you can choose a creature that you can see and that is within your reach. That creature takes half as much damage.

Eldritch Whip

You can use an action to thrash a creature with a scintillating tendril of arcane force. Make a melee spell attack against a creature within 15 feet, dealing 1d6 force damage on a hit.

At the end of your turn you gain temporary hit points equal to half the damage you dealt with Eldritch Whip this turn (minimum 1). These temporary hit points last until the end of your next turn. When you hit a creature with your Eldritch Whip and you already have temporary hit points, you can end the temporary hit points early to gain a bonus to the Eldritch Whip's damage roll equal to half the temporary hit points you ended early.

Eldritch Invocations

You gain an eldritch invocation of your choice at 2nd level and additional invocations at higher warlock levels, as

shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a warlock level, you can replace one of the invocations you know with another invocation that you could learn at that level. If you gain a bonus invocation, it doesn't count against your Invocations Known.

Extra Secrets of Arcana. Whenever you would learn a new invocation in this way, you can learn a secret of arcana instead.

Secrets of Arcana

Also at 2nd level, you gain a secret of arcana of your choice. Your secrets are detailed at the end of the class description. The Secrets Known column of the Warlock table shows when you learn more secrets of arcana.

Pact Boon

At 3rd level, choose one of the following features.

Pact of the Blade

You can use your action to conjure in your empty hand an armament bestowed with power: a pact weapon. Choose any simple or martial weapon when you conjure your pact weapon. You are proficient with your pact weapon while you wield it, and you can use your spellcasting ability for attack and damage rolls with it. This weapon counts as magical for the purpose of overcoming resistance and immunity. Your pact weapon disappears if it is more than 5 feet away for 1 minute, if you die, if you use this feature again, or if you dismiss the weapon (no action required).

By performing a 1-hour ritual while holding a magic weapon or rare weapon (but not an artifact or sentient weapon), you can transform it into your pact weapon. If this weapon has a bonus to attack or damage rolls, or if it deals bonus damage, you can apply these to your

Eldritch Blast (a ranged weapon adds these bonuses to Eldritch Ray, and a melee weapon adds them to Eldritch Scythe; the weapon has no effect on Eldritch Disturbance or Eldritch Whip). The weapon disappears into an extradimensional space when not used, and it appears whenever you conjure your pact weapon. The weapon ceases being your pact weapon if you die, if you perform the ritual on a different weapon, or if you perform the ritual to break your bond to the weapon. The weapon is collected by your patron if the bond breaks while it is in the extradimensional space.

Pact of the Chain

You learn the *find familiar* spell as a bonus spell, and you can cast it as a ritual. When you cast the spell, in addition to the normal forms you can choose, you can choose an imp, pseudodragon, quasit, sprite, or any Tiny creature of CR 1/2 or less. You can also opt for the spirit you call forth to be of the aberration, elemental, or undead type.

When you take the Attack action, you can forgo one of your attacks to allow your familiar to make one attack using its reaction. Additionally, when you use Eldritch Scythe, you can choose to make the attack through your familiar as though you had cast a spell with a range of Touch.

Pact of the Tome

You awaken to find a grimoire left in your pack by your patron: a Book of Shadows. Choose three bonus cantrips. While the book is in your possession, you know these cantrips and they are treated as warlock spells. If you lose your Book of Shadows, you can perform a 1-hour ritual to receive a replacement from your patron, destroying the previous book. The book is collected by your patron when you die.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Invocation of the Courts

Also at 4th level, you gain a bonus invocation. Choose one invocation from the following list: Beguiling Influence, Courts of the Outer Realms, Eyes of the Runekeeper, Gaze of Two Minds, Mask of Many Faces, Ominous Tormentor, Psionic Secrecy, Spellbinding Contract, Voice of the Chain Master, Whispers of the Grave.

You gain another bonus invocation at 10th level and again at 16th level. When you gain a level in this class, you can choose one of the bonus invocations you gained in this way and replace it with another bonus invocation from the list.

Extra Blast

Starting at 5th level, when you use Eldritch Ray, Eldritch Scythe, or Eldritch Whip as your action on your turn, you can attack twice instead of once, provided you make no weapon attacks. At 11th level you can make three attacks, and at 17th level you can make four attacks.

In addition, your Eldritch Disturbance damage increases by 1d10 at 5th level, and again at 11th level and 17th level (to a maximum of 4d10).

These benefits are based on your warlock level, not your character level. This feature otherwise counts as Extra Attack (for the purpose of qualifying for feats, spell effects, and the like).

Eldritch Evolution

At 6th level, you gain a bonus invocation—one that represents your growth in the lethal lore behind Eldritch Blast. Choose one invocation from the following list: Agonizing Blast, Eldritch Bind, Eldritch Elementalism, Eldritch Grasp, Eldritch Prism, Eldritch Riposte, Eldritch Severance,

Eldritch Spear, Eldritch Squall, Eldritch Tentacle, Repelling Blast, Versatile Blast.

You gain another bonus invocation at 12th level and again at 18th level. When you gain a level in this class, you can choose one of the bonus invocations you gained in this way and replace it with another bonus invocation from the list.

Dread Thaumaturge

At 20th level, you have learned all you can from your patron. You gain the following abilities.

Aura of Anathema

Creatures you choose gain vulnerability to necrotic damage while within 120 feet of you. A creature with resistance to necrotic damage instead loses its resistance, and a creature immune to necrotic damage instead replaces that immunity with resistance.

Whenever you finish a long rest, you can choose a different damage type for your aura.

Highest Arcanum

You learn an ultimate exploit in the laws of magic. Choose one of the following:

- Once between rests, you can cast *plane shift* without material components.
- You are under the constant effects of the *foresight* spell. This effect can't be detected or dispelled by any means short of a *wish* spell.
- You can spend 1 minute in arcane contemplation to regain all expended spell points. Once you have used this feature, you must finish a long rest before you can do so again.

Eldritch Invocations

Some eldritch invocations have prerequisites, which you must meet to learn the invocation. A level prerequisite refers to your warlock level.

Agonizing Blast

When you use your Eldritch Blast, you deal extra damage equal to your spellcasting ability modifier (minimum +1).

Arcane Appropriation

Prerequisite: 5th level

When you use a magic item, you ignore any requirements related to class, culture, heritage, or level.

Armor of Shadows

You are under the constant effects of the *mage armor* spell. This effect does not radiate a magical aura.

Beguiling Influence

You gain proficiency in Deception and Persuasion. If you are already proficient in either of these skills, you instead gain an expertise die that skill.

Chains of Tartarus

Prerequisite: 15th level, Pact of the Chain feature

You can cast *hold monster* on a celestial, elemental, or fiend without material components and without expending spell points. Once you've used this invocation to cast *hold monster* on a creature, you can't cast the spell on that creature again until you finish a long rest.

Cosmic Armory

Prerequisite: 17th level

Your patron bestows you with a magic item worth up to 25,000 gp. Your patron collects this item if you die or lose this invocation.

Courts of the Outer Realms

Choose one creature type from the following: aberration, celestial, elemental, fey, fiend, or undead. You are familiar with the intricacies of society and politics among those creatures, and you have advantage on checks made to interact with them or recall lore about them.

Additionally, you gain proficiency in your choice of either Arcana, Culture, History, or Religion. If you are already proficient in the chosen skill, you instead gain an expertise die.

Deep Patronage

Prerequisite: 11th level

Choose an additional patron expanded spell list. You learn all the spells on that spell list as bonus spells.

Dreadful Word

Prerequisite: 7th level

You learn the *confusion* spell as a bonus spell.

Eighth Arcanum

Prerequisite: 15th level

You learn an 8th-level warlock spell. Once between long rests, you can cast that spell without expending spell points.

Eldritch Bind

Prerequisite: 7th level, Eldritch Whip feature

When you hit a creature with your Eldritch Whip, you can force it to make a Constitution saving throw or be paralyzed for 1 minute. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on a success.

Once you use this feature, you can't do so again until you finish a rest. You also regain the use of this feature after you've spent a total of 5 spell points to cast a spell or use other warlock features.

Eldritch Elementalism

When you use your Eldritch Blast, you can spend 1 spell point to choose acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder damage. Until you finish a rest, your Eldritch Blast deals your choice of force damage or the chosen damage type.

Eldritch Grasp

Prerequisite: 7th level

When you hit a Large or smaller creature with your Eldritch Blast or when a Large or smaller creature fails its saving throw against it, you can attempt to grapple the creature, using your spell save DC instead of your maneuver DC. The grapple ends automatically if the creature is ever beyond your Eldritch Blast range or if you attempt to grapple another creature.

Eldritch Prism

Prerequisite: 7th level, Eldritch Disturbance feature

You can use an action to unleash your Eldritch Blast in a 20-foot cube within 60 feet. Each creature in the area makes a Wisdom saving throw, taking force damage equal to 1d10 × your proficiency bonus on a failure, or half damage on a success.

Once you use this feature, you must finish a rest before you can do so again. You also regain the use of this feature after you've spent a total of 5 spell points to cast a spell or use other features.

Eldritch Riposte

Prerequisite: Eldritch Disturbance or Eldritch Ray feature

When a creature you can see within 30 feet deals damage to you, you can use your reaction and expend spell points up to your proficiency bonus. If you do, you can use your Eldritch Disturbance or Eldritch Ray against the creature. Instead of the normal damage, you deal 1d10 force damage for

every 1 spell point you expended to use this feature.

Eldritch Severance

Prerequisite: 7th level, Eldritch Scythe feature

You can use an action to unleash your Eldritch Blast in a 60-foot line that is 5 feet wide. Each creature in the area makes a Dexterity saving throw, taking force damage equal to 1d10 × your proficiency bonus on a failure, or half damage on a success.

Once you use this feature, you must finish a rest before you can do so again. You also regain the use of this feature after you've spent a total of 5 spell points to cast a spell or use other features.

Eldritch Spear

Prerequisite: Eldritch Ray feature

The range of your Eldritch Ray increases to 300 feet.

Eldritch Squall

Prerequisite: 7th level, Eldritch Ray feature

You can use an action to unleash your Eldritch Blast in a 30-foot cone. Each creature in the area makes a Dexterity saving throw, taking force damage equal to 1d10 × your proficiency bonus on a failure, or half damage on a success.

Once you use this feature, you must finish a rest before you can do so again. You also regain the use of this feature after you've spent a total of 5 spell points to cast a spell or use other features.

Eldritch Tentacle

When you hit a creature with your Eldritch Blast, or when a creature fails its saving throw against it, you can pull the creature up to 10 feet straight toward you.

Eldritch Warrior

You gain proficiency with medium armor and martial weapons.

Entity of Myth

Prerequisite: 17th level

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't made of cold iron.

Eyes of the Rune Keeper

You can read writing in any language.

Fiendish Vigor

You learn the *false life* spell as a bonus spell. When you cast it on yourself as a 1st-level spell, you can do so without material components and without expending spell points.

Fog Dance

Prerequisite: 13th level, Spellbound archetype

You can cast *misty step* without expending spell points, and if you don't otherwise move on your turn you can cast it without using a bonus action.

Frog Fangs

Prerequisite: Pact of the Chain feature

Your familiar can take the Attack action. Attacks made by or delivered through your familiar use your spell attack bonus and deal extra force damage equal to your proficiency bonus.

Gaze of Two Minds

You can use your action to touch a willing humanoid and perceive through its senses (including any special senses). On subsequent turns you can use a bonus action to maintain this connection. The connection ends if you finish your turn without spending your action to create the connection or a bonus action to maintain it. While perceiving through the other creature's senses, you can't perceive through your own senses.

Lifedrinker

Prerequisite: Pact of the Blade feature

When you hit a creature with your pact weapon, you deal extra necrotic damage equal to your spellcasting ability modifier (minimum +1).

Mask of Many Faces

You can cast *disguise self* without expending spell points.

Minions of the Multiverse

Prerequisite: 7th level

When you choose this invocation, choose one spell of the summoning school from any spell list, up to a spell level that you are capable of casting (maximum of 5th-level). Once per long rest, you can cast this spell by expending an appropriate number of spell points (see Table: Spell Points).

Mire the Mind

Prerequisite: 5th level

Once per long rest, you can cast *slow* by expending 5 spell points.

Misty Visions

You can cast *silent image* without material components and without expending spell points.

Noxious Invigoration

Whenever you gain temporary hit points, increase the temporary hit points you gain by an amount equal to your proficiency bonus.

Ominous Tormentor

You gain proficiency in Insight and Intimidation. If you are already proficient in either of these skills, you instead gain an expertise die in that skill.

Overclocked Concentration

Prerequisite: 15th level

You can maintain concentration on two spells simultaneously. Their cumulative spell level can't be higher than 5th-level. You roll once for concentration checks, as if you were concentrating on a single spell, and both spells end if you lose concentration.

Pactkeeper's Reward

Prerequisite: 13th level

You gain an additional Pact Boon of your choice.

Patron Token

Your patron gifts you with a patron token. You can't sell your patron token, and if you lose it you discover it on your person the next time you finish a long rest. Once your token is consumed, your patron replaces it, and you find it on your person the next time you finish a long rest.

Penultimate Arcanum

Prerequisite: 17th level

You learn a 9th-level warlock spell. Once between long rests, you can cast that spell without expending spell points.

Potent Witchcraft

Your warlock cantrips deal extra damage equal to your spellcasting ability modifier (minimum +1).

Psionic Secrecy

Prerequisite: 11th level, Alienist archetype

When you cast a warlock spell, you can do so psionically, without the need for seen or vocalized components. You can use this feature a number of times equal to your spellcasting ability modifier (minimum one), regaining all expended uses when you finish a long rest.

Reanimator

Prerequisite: 5th level

Once per long rest, you can cast *animate dead* by expending 5 spell points. You can instead cast it as 4th-level spell by spending 6 spell points, or as a 5th-level spell by spending 7 spell points.

Repelling Blast

When you hit a creature with your Eldritch Blast, or when a creature fails its saving throw against it, you can push the creature up to 10 feet directly away from you.

Sculptor of Flesh

Prerequisite: 7th level

Once per long rest, you can cast *polymorph* by expending 6 spell points.

Seething Aura

Prerequisite: 15th level

Choose one of the following damage types: cold, fire, lightning, necrotic, psychic, radiant. Whenever you expend spell points, you can choose to unleash energy that deals an equal amount of damage of the chosen type to creatures you choose within 15 feet.

Seventh Arcanum

Prerequisite: 13th level

You learn a 7th-level warlock spell. Once between long rests, you can cast that spell without expending spell points.

Sixth Arcanum

Prerequisite: 11th level

You learn a 6th-level warlock spell. Once between long rests, you can cast that spell without expending spell points.

Sign of Ill Omen

Prerequisite: 5th level

You learn *bestow curse* as a bonus spell.

Spellbinding Contract

Prerequisite: 9th level

Once per long rest, you can cast *geas* by spending 7 spell points.

If the command of the *geas* is the stipulation of an agreement to which the target consents, the target automatically fails its saving throw against this spell.

Thief of Five Fates

You learn *bane* as a bonus spell.

Tines of Wyrd

Prerequisite: 15th level

When you fail a saving throw, you can expend 5 spell points to reroll the save and take the second result.

Thirsting Blade

Prerequisite: 5th level, Pact of the Blade feature

When you take the Attack action on your turn, you can attack with your pact weapon twice instead of once.

Versatile Blast

You gain an additional Eldritch Blast feature of your choice.

You can take this invocation a second and third time, gaining a new Eldritch Blast feature each time.

Voice of the Chain Master

Prerequisite: Pact of the Chain feature

So long as you are on the same plane of existence, you can communicate telepathically with your familiar, perceive through your familiar's senses, and speak through your familiar in your own voice (even if your familiar is normally unable to speak).

Whispers of the Grave

Prerequisite: 9th level

You can cast *speak with dead* without expending spell points.

Wicked Youth

Prerequisite: 15th level, Diabolist archetype

You are immune to necrotic damage and disease, and you can't be magically aged. When you kill a creature, you can either reduce your apparent age or extend your lifespan by a number of years equal to the creature's CR. When you would die of old age, you instead become undead, gaining the skeleton or zombie template with no changes to your ability scores.

Witch Sight

Prerequisite: 15th level

If you can see a creature within 30 feet of you, you can see its true form even if it is a shapechanger or concealed by illusion or transmutation magic.

Writhing Void

Prerequisite: 7th level

You learn *black tentacles* as a bonus spell.

Secrets of Arcana

When you gain access to a new secret of arcana, choose one of the following.

Ascendant Step

Prerequisite: 9th level

You can cast *levitate* on yourself without material components and without expending spell points.

Beast Speech

You are under the constant effects of the *speak with animals* spell. This effect does not radiate a magical aura.

Book of Ancient Secrets

Prerequisite: Pact of the Tome feature

Choose two 1st-level spells that can be cast as a ritual. The spells appear in your

Book of Shadows as bonus spells. While the book is in your possession, this feature grants you the ability to cast these spells, but only as rituals. You can also cast any other warlock spell you know as a ritual if it can be cast as a ritual.

When you find a spell with the ritual tag, if the spell's level is equal to or less than half your warlock level (rounded up), you can transcribe it into your Book of Shadows; doing so costs 50 gp and 2 hours per spell level.

Devil's Sight

You can see normally in all types of darkness (including magical) to a distance of 120 feet.

Eldritch Sight

You can cast *detect magic* without expending spell points.

Inscrutability

Prerequisite: 13th level

You are under the constant effects of the *nondetection* spell.

Master of Myriad Forms

Prerequisite: 15th level

You can cast *alter self* without expending spell points.

Mirror, Mirror

Prerequisite: 3rd level

Using a reflective object, such as an ordinary mirror or the smooth surface of water, you can commune with your patron or their emissary. You can do so during a short or long rest, receiving or conveying information related to your master's bidding. Your patron can also use such surfaces to communicate with you on its own terms.

In addition, you can cast *augury* without expending spell points once per long rest. Casting the spell in this way does not require material components, but you need

a reflective surface by which your patron might appear to you.

One with Shadows

Prerequisite: 5th level

You can use an action to become invisible while you are in an area of dim light or darkness. You remain invisible until you move, take an action, or use your reaction.

Otherworldly Leap

You are under the constant effects of the *jump* spell. This effect does not radiate a magical aura.

Portents and Portals

You automatically know when you are within 1 mile of a portal or gateway to another plane, even if it is inactive or malfunctioning (but not destroyed).

You have advantage on checks made to locate this portal, and you gain an expertise die on checks you make to stabilize, activate, or open it.

Shadowveil

Prerequisite: 15th level

You can cast *invisibility* without expending spell points.

Visions of Distant Realms

Prerequisite: 7th level

Once per long rest, you can cast *arcane eye* without expending spell points. At 15th level, you can instead cast *arcane eye* at will.

Whiff of the Beyond

You automatically know if an aberration, celestial, elemental, fey, fiend, or undead creature has been in a space within 30 feet of you within the past 24 hours, though not which type of creature triggered this invocation.

Additionally, you gain an expertise die on Perception checks, and you have

advantage on checks made to track these creatures.

5th	<i>cloudkill, contagion</i>
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Warlock Archetypes

Expanded Spell List

When you choose an archetype, you also choose an expanded spell list your patron grants you access to. Choose one patron expanded spell list. These spells count as warlock spells for you.

The enigmatic and often horrifying patrons of the Alienist convey the secrets of psionics and the stars. Some also teach about the darkness between stars.

The patrons of the Diabolist—often portrayed as demons, devils, and the shadow of the inner self—often grant spells of darkness and fire.

Faeries instruct their Spellbound on capricious spells related to bewilderment and mobility. The spiteful fey of the Unseelie Court also adore spells of darkness, and fairies who guard natural landforms might specialize in a given element like fire.

TABLE: BEWILDERMENT EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>color spray, sleep</i>
2nd	<i>levitate, seed bomb</i>
3rd	<i>glyph of warding, wind wall</i>
4th	<i>confusion, polymorph</i>
5th	<i>insect plague, mislead</i>

TABLE: DARKNESS EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>detect poison and disease, inflict wounds</i>
2nd	<i>acid arrow, blindness/deafness</i>
3rd	<i>bestow curse, phantom steed</i>
4th	<i>black tentacles, blight</i>

TABLE: FIRE EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>burning hands, fog cloud (appears as smoke)</i>
2nd	<i>flaming sphere, scorching ray</i>
3rd	<i>darklight, fireball</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>conjure elemental (fire only), flame strike</i>

TABLE: MOBILITY EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>feather fall, thunderwave</i>
2nd	<i>blur, deadweight</i>
3rd	<i>blink, whirlwind kick</i>
4th	<i>freedom of movement, greater invisibility</i>
5th	<i>storm kick, tree stride</i>

TABLE: PSIONICS EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>command, dramatic sting</i>
2nd	<i>detect thoughts, enthrall</i>
3rd	<i>nondetection, sending</i>
4th	<i>dominate beast, resilient sphere</i>
5th	<i>dominate person, modify memory</i>

TABLE: STARS EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>bane, guiding bolt</i>
2nd	<i>moonbeam, silence</i>
3rd	<i>aspect of the moon, daylight</i>
4th	<i>accelerando, locate creature</i>
5th	<i>antilife shell, wall of force</i>

Alienist

Starstruck

When you take this archetype at 1st level, choose one of the following:

Alien Curse

Once per rest, you can use a bonus action to place a curse on a creature you can see within 30 feet. The curse lasts for 1 minute, and it ends early if the target dies, you die, or you become incapacitated. The curse has the following effects:

- When you deal damage to the cursed creature, it takes an additional 1d4 psychic damage. This additional damage increases by 1d4 at 10th level, and again at 15th and 20th level.
- You gain a pool of beyond dice, which begins empty. Each beyond die represents a sliver of the future revealed by the use of this gift from your patron. When the cursed creature fails a saving throw, add one beyond die to this pool. You can spend a beyond die when making a saving throw to gain a 1d4 bonus. The pool disappears when you finish a rest.

Psionic Awakening

You gain telepathy out to a range of 30 feet. You can telepathically communicate with one creature you can see so long as that creature knows at least one language. If you already have telepathy, its range increases by 30 feet.

In addition, once per rest when you cast a warlock spell, you can choose to do so psionically, without the need for seen or vocalized components.

Mutated Carapace

Starting at 6th level, when you take damage other than psychic damage, you can use your reaction to reduce the damage you take by an amount equal to your spellcasting ability modifier + your warlock level (minimum 1). You can use this feature a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Subtle Disturbance

At 10th level, you gain the following benefits.

- You gain resistance to psychic damage. When you take psychic damage, the creature that dealt the damage takes an equal amount of psychic damage.
- If you have telepathy, your telepathy is not limited by language. Your telepathy works on any creature you can see within range.

Insidious Seed

At 14th level, you learn *dominate beast* and *dominate person*, if you don't already know these spells. For you, *dominate beast*, *dominate person*, and *dominate monster* gain the ritual tag.

When you cast one of these spells, you can change the duration to 1 hour per

warlock level, and you don't need to maintain concentration on the spell.

Once you have used this feature, you can't do so again until you finish a long rest.

Diabolist

Sanguine Contract

When you take this archetype at 1st level, choose one of the following:

Dark Blessing

When you reduce a creature to 0 hit points, or when a creature under one of your spell effects is reduced to 0 hit points, you gain a number of temporary hit points equal to your spellcasting ability modifier + your warlock level (minimum 1).

Diabolical Curse

Once per rest, you can use a bonus action to place a curse on a creature you can see within 30 feet. The curse lasts for 1 minute, and it ends early if the target dies, you die, or you become incapacitated. The curse has the following effects:

- Choose fire or necrotic damage. When you deal damage to the cursed creature, it takes an additional 1d4 damage of the chosen type. This additional damage increases by 1d4 at 10th level, and again at 15th and 20th level.
- When the cursed creature dies, you regain hit points equal to your spellcasting ability modifier + your warlock level (minimum 1).

Dogs of Hell

Starting at 6th level, once per rest when you kill a creature under the effects of your Diabolical Curse or one of your warlock

spells, you can bid your patron conjure into your service a death dog or a ghoul (your choice). The creature appears in an unoccupied space within 30 feet. The creature rolls its own initiative, has its own turns, and obeys your verbal commands. The creature disappears after 1 minute, when you are knocked unconscious, or when it is reduced to 0 hit points.

At 15th level, you can bid your patron to conjure a hell hound or a wight instead.

Blasphemous Act

Starting at 10th level, when you finish a long rest you gain a Channel Divinity feature. This feature must be from a cleric archetype and be granted to clerics at 2nd level. Alternatively, you can instead gain Turn Undead with the benefit of the Command Undead feature.

Once you have used the chosen Channel Divinity feature, you can't do so again until you finish a rest.

Hurl Through Hell

Starting at 14th level, once per long rest when you hit a creature with an attack, you can use this feature to instantly fling it through the most horrific vistas of the multiverse. The creature disappears until the end of your next turn, reappearing in the space it previously occupied, or the nearest unoccupied space. Unless the creature is a fiend, it takes 10d10 cold, fire, or psychic damage (your choice).

Spellbound

Rewoven With Magic

When you take this archetype at 1st level, you learn *druidcraft* as a bonus cantrip. Additionally, choose one of the following:

Quickling Sprint

You can use a bonus action on each of your turns in combat to take the Dash or Disengage action. You can use this feature a number of times equal to your

proficiency bonus, regaining all expended uses when you finish a rest.

Spellbinder's Curse

Once per rest, you can use a bonus action to place a curse on a creature you can see within 30 feet. The curse lasts for 1 minute, and it ends early if the target dies, you die, or you become incapacitated. The curse has the following effects:

- Choose lightning or thunder damage. When you deal damage against the cursed creature, it takes an additional 1d4 damage of the chosen type. This additional damage increases by 1d4 at 10th level, and again at 15th and 20th level.
- You gain a pool of faerie dice, which begins empty. Each faerie die represents a bit of good fortune from your patron. When the cursed creature makes an ability check or attack roll with disadvantage, add one faerie die to this pool. You can spend a faerie die when making an ability check or attack roll to gain a 1d4 bonus. The pool disappears when you finish a rest.

Mischievous Mobility

At 6th level, choose one of the following:

Can't Catch Me

When an attack misses you, you can use your reaction to teleport a distance up to your Speed. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Fairy Dust

Your patron grants you a bag of fairy dust, which contains a number of uses equal to

your proficiency bonus. You can use a bonus action to sprinkle this fairy dust on yourself or a creature within 15 feet. The target gains a fly speed of 30 feet (with the ability to hover) for 10 minutes.

A creature other than you that attempts to use the fairy dust must make an Arcana check equal to your spell save DC or the dust has no effect. When you finish a long rest, your previous bag of fairy dust disappears and you receive a new bag of fairy dust.

Toadstool Sanctuary

At 10th level, when you are in a forest, woodlands, or other healthy greenspace, you can dance, sing, or chant for 1 minute to create a circle of mushrooms in the unoccupied space around you. The mushroom circle can have a radius of up to 15 feet (minimum diameter 5 feet). Creatures that rest in your toadstool sanctuary for 10 minutes gain the benefits of a short rest.

Your toadstool sanctuary lasts for 7 days or until you use this feature again. Once you use this feature, you can't do so again until you finish a long rest. Creatures that benefit from your toadstool sanctuary can't do so again for 24 hours.

Fairies' Retreat

At 14th level, you can use an action to teleport yourself and up to five willing creatures you can see within 30 feet. Each creature disappears in a flash of bright color or a vortex of leaves, then reappears up to 1 mile away in the nearest unoccupied space within 30 feet of either your Toadstool Sanctuary or a fairy ring or monolith consecrated to the fey that you have previously seen. If you are already at such a location when you use this feature, you and the creatures instead teleport to or return from the Dreaming.

Once you have used this feature, you can't do so again until you finish a long rest.

Warlock Spell List

As a warlock you can choose from the following spells.

Cantrips

- Calculate** (div): Instantly know the answer to any mathematical equation.
- Chill Touch** (nec): Attack with the chill of the grave, injuring and preventing healing.
- Dancing Lights** (evo): Create up to four floating, magical lights.
- Friends** (enc): Gain an expertise die on a Charisma check.
- Mage Hand** (cjr): Conjure a hand to manipulate small objects.
- Minor Illusion** (ill): Create a small, limited illusion.
- Pestilence** (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.
- Prestidigitation** (tra): Perform various minor magical tricks.
- True Strike** (div): Gain advantage on attacks against a single creature.

1st-Level

- Air Wave** (cjr): Cut through the air with a melee weapon to damage a creature within 30 feet.
- Arcane Riposte** (evo): Respond to a melee attack with a damaging blast of elemental magic.
- Calculated Retribution** (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.
- Charm Person** (enc): Force a humanoid to view you as a trusted friend for a short time.
- Comprehend Languages** (div): Use magic to better interpret languages you don't understand.
- Corpse Explosion** (evo): Make a corpse explode in a poisonous cloud.
- Expeditious Retreat** (tra): Move much faster than normal.

- Force Punch** (evo): Use a blast of magic to punch a creature.
- Illusory Script** (ill): Hide a message with illusion.
- Phantasmal Talons** (enc): Sprout invisible talons of pure will from your fingers.
- Protection from Evil and Good** (abj): Protect a creature from certain creature types.
- Searing Equation** (enc): Whisper an alien equation that injures the minds of creatures and deafens them.
- Unseen Servant** (cjr): Use an invisible, mindless, shapeless force to perform simple tasks.
- Wind Up** (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

- Darkness** (evo): Shroud an area in magical darkness.
- Enthrall** (enc): Monopolize a creature's attention.
- Flex** (ill): Bestow a glamor upon a creature that highlights its physique to show a stunning idealized form.
- Hold Person** (enc): Paralyze a humanoid.
- Invigorated Strikes** (tra): Increase the damage dealt by a creature's unarmed strikes and natural weapons.
- Invisibility** (ill): Render a creature invisible so long as it does not attack or cast spells.
- Lemure Transformation** (tra): Melt your body into a humanoid-shaped mass of liquid flesh.
- Mental Grip** (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.
- Mirror Image** (ill): Transform an area of terrain with a convincing, immersive illusion.
- Misty Step** (cjr): Teleport short distances in a puff of shimmering mist.
- Ray of Enfeeblement** (nec): Shoot a ray of necrotic damage that weakens a creature.
- Shatter** (evo): Create a painful ringing sound that damages all creatures and objects in an area.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to three creatures.

Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.

Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

3rd-Level

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.

Counterspell (abj): Interrupt another spellcaster as they cast a spell.

Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.

Dispel Magic (abj): End ongoing magical effects.

Fear (ill): Frighten creatures in a cone-shaped area.

Fly (tra): Grant a creature the ability to fly.

Gaseous Form (tra): Make a creature insubstantial and able to fly.

Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.

Magic Circle (abj): Create a protective cylinder of magic.

Major Image (ill): Create a large, realistic illusion.

Poison Skin (abj): Make a creature brightly colored and poisonous to the touch.

Remove Curse (abj): Remove all curses from a creature.

Tongues (div): Understand any heard language and be understood by others you speak to.

Vampiric Touch (nec): Make a touch attack that drains life force and heals your wounds.

4th-Level

Banishment (abj): Send a creature to another plane.

Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.

Charm Monster (enc): Make a creature view you as a trusted friend.

Dimension Door (cjr): Teleport yourself and one willing creature great distances.

Divination (div): Ask a higher power about the future.

Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.

5th-Level

Commune (div): Reach out to beyond the realms material to answer your questions.

Commune with Nature (div): Become one with nature to learn about the surrounding land.

Contact Other Plane (div): Risk your sanity in order to question an otherworldly being.

Dream (ill): Invade a creature's dreams to communicate with and possibly terrorize it.

Eldritch Cube (cjr): Summon a black, nonreflective, incorporeal cube that deals psychic damage to creatures that touch it.

Hold Monster (enc): Paralyze a creature.

Scrying (div): Observe a creature on the same plane of existence as you.

6th-Level

Circle of Death (nec): Suck the life force from an area, dealing necrotic damage in a large sphere.

Conjure Fey (cjr): Summon a hag, hound, or redcap.

Create Undead (nec): Raise three or fewer humanoid corpses as ghouls.

Eyebite (nec): Use a gaze attack to curse creatures.

Flesh to Stone (tra): Turn a creature to stone.

Infernal Weapon (cjr): Summon a weapon from Hell.

Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.

Planar Ally (cjr): Entreat cosmic forces for assistance and summon forth an ally—for a price.

True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

Wall of Flesh (evo): Create a wall of squirming bodies, groping arms and tentacles, and moaning, biting mouths.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.

Etherealness (tra): Enter the border of the Ethereal Plane.

Finger of Death (nec): Wrack a creature with negative energy that deals 7d8+30 necrotic damage.

Forcecage (evo): Creatures in the area are trapped in an invisible cube of force.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there.

Sporesight (evo): Create a 50-foot-radius cloud of spores that allows you to see everything in the area.

Unholy Star (cjr): Explode a meteor ripped from the sky into four fiery chunks that rain down unholy energies.

8th-Level

Demiplane (cjr): Create a doorway to a dimension you create.

Dominate Monster (enc): Take over the mind of a creature.

Feeblemind (enc): Crush a creature's mind.

Glibness (tra): Gain a bonus to Charisma checks and lie even under magical detection.

Heart of Dis (nec): Magically replace your heart with one forged on the second layer of Hell.

Power Word Stun (enc): Stun a creature with a single word.

9th-Level

Astral Projection (nec): Travel the astral plane.

Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.

Imprisonment (abj): Imprison a creature with one of several powerful binding effects.

Power Word Kill (enc): Slay a creature with a single word.

Raise Hell (tra): Transform the land around you into a blasted hellscape.

True Polymorph (tra): Change a creature into another creature or object, or an object into a creature.

Writhing Transformation (tra): Permanently transform your body into a mass of wriggling worms.

Wizard

TABLE: WIZARD

LEVEL	PROF. BONUS	FEATURES	STUDIES KNOWN
1	+2	Spellcasting, Arcane Recovery	—
2	+2	Wizard Archetype	—
3	+2	Scholarly Excellence	—
4	+2	Ability Score Improvement, Elective Studies	1
5	+3	Signature Spell (1st-level)	1
6	+3	Wizard Archetype Feature	1
7	+3	Spell Study	1
8	+3	Ability Score Improvement	2
9	+4	Wizard's Flair	2
10	+4	Wizard Archetype Feature	2
11	+4	Signature Spell (2nd-level)	2
12	+4	Ability Score Improvement	3
13	+5	Bestow Magics	3
14	+5	Wizard Archetype Feature	3
15	+5	Arcane Defenses	3
16	+5	Ability Score Improvement	4
17	+6	Signature Spell (3rd-level)	4
18	+6	Spell Intensity	4
19	+6	Ability Score Improvement	4
20	+6	Archmage	5

TABLE: WIZARD SPELLS

SPELL SLOTS PER LEVEL

LEVEL	CANTRIP		S							
	KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1	3	2	—	—	—	—	—	—	—	—
2	3	3	—	—	—	—	—	—	—	—
3	3	4	2	—	—	—	—	—	—	—
4	4	4	3	—	—	—	—	—	—	—
5	4	4	3	2	—	—	—	—	—	—
6	4	4	3	3	—	—	—	—	—	—
7	4	4	3	3	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	4	4	3	3	3	1	—	—	—	—
10	5	4	3	3	3	2	—	—	—	—
11	5	4	3	3	3	2	1	—	—	—
12	5	4	3	3	3	3	1	—	—	—
13	5	4	3	3	3	3	1	1	—	—
14	5	4	3	3	3	3	1	1	—	—
15	5	4	3	3	3	3	1	1	1	—
16	5	4	3	3	3	3	1	1	1	—
17	5	4	3	3	3	3	1	1	1	1
18	5	4	3	3	3	3	1	1	1	1
19	5	4	3	3	3	3	2	1	1	1
20	5	4	3	3	3	3	2	2	1	1

Hit Points

Hit Dice: 1d6 per wizard level

Hit Points at 1st Level: 6 + your Constitution modifier

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

Weapons: Daggers, darts, quarterstaves, and slings

Tools: One artisan's tool of your choice from alchemist's supplies, calligrapher's supplies, or cartographer's tools

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Proficiencies

Armor: None

Equipment

You begin the game with 100 gp. You can select your own gear or choose one of the

following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Arcane Investigator's Set (Cost 81 gp):** Dagger, backpack, 4 candles, chalk, clothes (common), component pouch, spellbook, 2 vials
- **Mage Scholar's Set (Cost 89 gp):** Quarterstaff, abacus, clothes (fine), ink (1-ounce bottle), ink pen, orb arcane focus, 10 sheets of parchment, sack, spellbook
- **Traveling Mage's Set (Cost 86 gp):** Quarterstaff, backpack, bedroll, clothes (traveler's), component pouch, flask of oil, lantern (hooded), mess tin, spellbook

Spellcasting

At 1st level you have a spellbook containing the written spells you study. You use your spellbook to cast your spells.

Cantrips

You learn three wizard cantrips of your choice at 1st level and additional wizard cantrips at higher levels, as shown in the Cantrips Known column of the Wizard Spells table. Additionally, you know the *prestidigitation* cantrip.

Spellbook

At 1st level, your spellbook contains six 1st-level wizard spells of your choice. Your spellbook contains all of the wizard spells you know, except your cantrips, which you maintain in your memory.

Preparing and Casting Spells

To prepare wizard spells to make them available to cast, choose a number of wizard spells from your spellbook equal to

your Intelligence modifier + your wizard level (minimum of one spell). You can't prepare a spell with a higher level than your highest-level spell slot.

To cast a wizard spell, you must spend a spell slot of the spell's level or higher. The Wizard Spells table shows how many spell slots you have to cast your wizard spells. You regain all expended spell slots when you finish a long rest.

Casting spells doesn't remove them from your list of prepared spells.

During a long rest, you can change your list of prepared spells by studying your spellbook.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier to set the saving throw DC for your wizard spells and spell attack rolls, as follows:

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a wizard spell in your spellbook as a ritual if that spell can be cast as a ritual.

Spellcasting Focus

When casting a wizard spell, you can use an arcane focus as your spellcasting focus.

Learning Spells of 1st-Level and Higher

Whenever you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. You can't prepare a spell with a higher level than your highest-level spell slot.

Your Spellbook

As you research magic and spells, you will add new spells to your spellbook.

Copying a Spell into the Book. When you find a wizard spell of 1st-level or higher in a scroll or spellbook, you can add it to your spellbook if its level isn't higher than your highest-level spell slot. Doing so costs 2 hours and 50 gp per spell level.

Replacing the Book. You can copy a spell you know into another spellbook, in case you want to share a spell, create a backup copy of your spellbook, or replace a lost spellbook. Copying a spell you know costs only 1 hour and 10 gp per spell level.

Arcane Recovery

Once per day when you finish a short rest, you can recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up). You can't recover a 6th-level or higher spell slot.

Wizard Archetype

At 2nd level, you choose a tradition of magic that you have dedicated your studies to. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Scholarly Excellence

At 3rd level, choose one of the following:

Academic

You gain four specialties from Arcana, Culture, Engineering, History, Nature, and Religion. Unlike normal specialties, academic specialties can be taken twice (increasing the specialty's expertise die to 1d6).

In addition, when you use either Deception or Persuasion to make a point related to one of your academic specialties, you can apply your expertise die from that specialty to the check, and you can use Intelligence the check.

Ritual Efficiency

When you cast a spell as a ritual, you add only 1 minute to the casting time (instead of 10 minutes).

Rote Memorization

Choose one cantrip you know that has a casting time of 1 action and doesn't deal damage. You can cast that cantrip as a bonus action without any seen or material components a number of times equal to your proficiency bonus. You regain all expended uses of this feature when you finish a long rest. Each time you gain a wizard level, you can change the cantrip associated with this feature each time with another eligible cantrip you know.

Elective Studies

At 4th level you gain one elective study of your choice. Elective studies are detailed at the end of the class description. The Studies Known column of the Wizard table shows when you learn more elective studies. Unless otherwise noted, you can gain each study only once.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores by 1, to a maximum of 20.

Signature Spells

At 5th level, you have developed your spellcasting skill and honed it into spells that you consider to be your Signature Spells.

Choose one 1st-level wizard spell that is in your spellbook. You always have this spell prepared, it doesn't count toward your maximum prepared spells. In addition, once per rest you can cast this spell at its lowest level without expending a spell slot.

At higher levels, you gain additional Signature Spells, each of which you can cast once between rests. At 11th level, you can choose one 2nd-level or lower Signature Spell. At 17th level, you can

choose one 3rd-level or lower Signature Spell. Each time you gain a level in this class, you can replace one of your Signature Spells with another of the same level or lower.

Spell Study

At 7th level, choose one Spell Study that reflects what you have dedicated your arcane studies to.

Arcane Objects

When you touch a magic item, either willingly or when you are hit by it, you are immediately aware that it's magical. If you hold such an item in your hand, you can cast *identify* on it as an action without expending a spell slot, even if you don't have the spell prepared.

In addition, when you cast *identify* using a spell slot or as a ritual, you also learn if the item is cursed, and the Narrator will give you a hint as to the curse's effects (which might be cryptic and vague, but must not be a lie).

Detective Spell Study

You automatically sense the presence of magical effects, such as a spell effect on an object or a spell effect in an area, within 20 feet. You don't know what the effects are or where they are located, only that such effects are near you.

In addition, you have honed your detection spells. Add *detect magic* and *detect thoughts* to your spellbook if they weren't already there. Whenever you cast *detect magic*, the range in which you can sense magic increases to 60 feet. Whenever you cast *detect thoughts*, the range in which you can read thoughts increases to 60 feet.

Fauna and Flora

Your research into plants, wildlife, and the natural workings of magic grants you superior insights into the magic of living creatures and flora. When a beast or

plant makes a saving throw against a spell you cast, it makes the saving throw with disadvantage.

Wizard's Flair

At 9th level, choose a flair from the options below. When you finish a long rest, you can replace your flair with another.

Once per rest, when you cast a spell of 1st-level or higher, you can choose to cast it with your flair. You must choose whether to cast with flair when you declare you're casting the spell, before any rolls are made.

Awe and Wonder

Choose one creature affected by the spell. It must succeed on a Wisdom saving throw or be charmed by you until the end of its next turn. While charmed in this way, it is incapacitated, has a Speed of 0, and does nothing but stare blankly at the dazzling effects of your magic. The effect ends early if the target takes damage or is forced to make a saving throw.

Terror

Choose one creature within 30 feet that can see you when you cast the spell. The creature makes a Wisdom saving throw or becomes frightened of you until the end of its next turn. While frightened in this way, it starts its turn by using its full movement to get away from you in the most direct manner possible, avoiding obvious hazards along the way.

Brilliance

Choose one creature within 30 feet that can see you when you cast the spell. The creature must succeed on a Constitution saving throw or be blinded until the end of its next turn.

Warding

After casting the spell, until the start of your next turn, a creature who attempts to

attack you must make a Wisdom saving throw. On a failure, it must choose a new target or waste its attack.

Bestow Magics

At 13th level, you can transfer your magic to another creature. To do so, you must touch a willing creature, expend a spell slot of 3rd-level or lower, and concentrate for 1 minute. At the end of this time, choose a spell you have prepared of the expended spell slot's level or lower. The creature can cast the spell using the slot you expended, following its normal rules for casting time, spell components, range, and concentration, but using your spellcasting ability modifier, spell attack modifier, and spell save DC. You can have only one spell imbued at a time. If you bestow a spell upon a different creature, the spell slot remains expended and the previous spell dissipates, its magic unspent.

Arcane Defenses

At 15th level, your training has granted you certain protections against magic. Choose one of the following:

Mental Discipline

Once per rest, when you fail an Intelligence, Wisdom, or Charisma saving throw, you can choose to succeed instead.

Mystic Mantle

You and creatures within 10 feet have resistance to damage dealt by spells.

Superior Countermagic

When you make an ability check as part of casting *counterspell* or *dispel magic*, you add your proficiency bonus to the roll.

In addition, when you cast either of these spells, treat the spell slot level of the spell as one level higher than the actual slot you spent. The slot you use to

cast the spell must still be at least 3rd-level.

Spell Intensity

At 18th level, choose one of the following features, which can be used to augment your wizard spells of 5th-level or lower. You must choose whether to augment the spell when you declare you're casting it, before any rolls are made.

The first time you use this feature to augment a spell, you suffer no adverse effect. If you use this feature again before you finish a long rest, your hit point maximum and current hit points are reduced by 1d12 per level of the spell you augmented (cantrips count as 1st-level spells for this purpose). This reduction lasts until you finish a long rest.

Binding

After you have affected a creature with a spell that has a duration and it is able to end the spell's effect on itself with a successful saving throw, it must succeed on that saving throw twice to end the effect.

Burn

Any creature that takes damage from the spell takes that damage again at the start of your next turn, unless a *dispel magic* spell of any level is cast on it before then or if it's in an *antimagic field* at the time.

Chain

If the spell you cast normally targets only a single creature, it can also target up to two more creatures within 15 feet of the initial target.

Duality

If the spell you cast requires concentration and you're already concentrating on another spell, you can maintain concentration on both spells simultaneously. If you're forced to make a

Constitution saving throw to maintain concentration, the minimum DC is 10 + the combined levels of the two spells. On a failure, both spells end.

Overchannel

Instead of rolling damage, you instead deal maximum damage with the spell.

Swift Signature

At 19th level, when you cast a spell that has a casting time of 1 action using your Signature Spell feature, you can cast it as a bonus action instead.

Archmage

At 20th level, you gain the following features.

Magesight

You can't be blinded, and you can see normally in all types of darkness (including magical) to a distance of 120 feet.

When you see a creature use Spellcasting to cast a spell, you instinctively know what spell is being cast before the casting is complete. This doesn't tell you what level spell slot is being used to cast the spell.

True Magician

You can cast any 1st-level wizard spell you have prepared without expending a spell slot.

Elective Studies

When you gain access to a new elective study, choose one of the following. Some studies have prerequisites, such as minimum wizard level, or another study. You must meet those requirements before you can choose that study.

Air Lift

You can use an action to increase your vertical jump distance to 15 feet until the end of your turn. When you jump in this way, you can also glide with the updraft, allowing you to move 10 feet horizontally for every 5 feet you descend vertically.

Detect Magic Savant

Prerequisite: Able to cast *detect magic*

Whenever you cast *detect magic*, you can choose one of the following benefits to amplify the spell.

Lengthened Detect Magic. The duration of *detect magic* increases by 10 minutes.

Extended Detect Magic. The detection radius of *detect magic* increases by 30 feet.

Penetrating Detect Magic. The spell is only blocked by 2 feet of stone, 2 inches of common metal, a 1-inch sheet of lead, or 6 feet of wood or dirt.

Eidetic Memory

Your memory is nearly perfect. You can accurately recall anything you've read or seen in the past month. Additionally, when retreading a route you've traveled in the past month, you have advantage on ability checks made against environmental hazards on that route, unless the landscape has significantly changed.

Illusion Detective

Prerequisite: At least one illusion spell in your spellbook.

You have advantage on Investigation checks and Intelligence saving throws made against illusions. When you succeed on an ability check or saving throw to see through an illusion, creatures you choose within 30 feet gain advantage on checks to see through that illusion for the next minute.

Loremaster of Creatures

When you gain this study, choose one creature type: beasts, constructs, dragons, elementals, fey, fiends, giants, oozes, plants, or undead. This creature type becomes your Loremaster Creature Specialty. When you encounter a creature of the same type as your Loremaster Creature Specialty, you automatically know any history, legends, or myths related to it.

Loremaster of Travel

You have advantage on History checks to recall information related to myths and legends that are location-based. In addition, when you arrive at a settlement for the first time, choose one of the following subjects: culture, etiquette, government, or populace. The Narrator will give you a useful fact about that subject. You gain an expertise die on ability checks related to that subject in this settlement.

Persistent Mending

Prerequisite: The ability to cast mending

When you finish a long rest, choose up to six creatures who rested with you, including yourself. Choose one piece of their equipment to enchant with a persistent mending effect. The chosen item instantly fixes itself if it becomes damaged. If you choose an item from the following list, it also grants an additional benefit. This effect lasts for 12 hours.

Coat. Choose either cold or hot weather. The creature gains an expertise die on Constitution saving throws made to resist the effects of that kind of weather.

Goggles. The creature's vision can never be reduced to less than 20 feet due to inclement weather.

Shoes. The creature gains an expertise die on Constitution saving throws made to undertake a forced march.

Presto, Prestidigitation!

Prerequisite: The ability to cast prestidigitation

If you are not actively casting *prestidigitation* or concentrating on a spell, the magic of *prestidigitation* is always keeping you, your clothes, and your gear sparkling clean.

The following effects are added to the list of options you can choose when you cast *prestidigitation*.

- You transmute a small piece of string in your hands into a sturdy, 30-foot-long rope. For the duration, it functions as a regular hempen rope.
- Using the heads side of a coin like a lens, you can hold the coin over one of your closed eyes and see through it. While looking through the coin in this way, you gain darkvision to a range of 30 feet. The coin's darkvision effect ends when the spell ends.
- A pebble you touch becomes a sensor that you can use to see through. For the duration as long as you are within 10 feet of the pebble, you can use an action to see through the pebble to a range of 30 feet. While seeing through the pebble, you are blinded and deafened with regard to your own senses.
- On a piece of parchment or paper, you can create an exact copy of another piece of parchment or paper, including any writing, drawings, or other markings that appear on the original. The paper does not change size to accommodate any differences in size between the two. The copy you create disappears when the spell's duration ends.

Wizard Archetypes

Arcanist

Scholarly Specialty

When you take this archetype at 2nd level, choose one classical school of magic as your Scholarly Specialty: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. The gold and time you must spend to copy spells from this school into your spellbook is halved. If a feature refers to your chosen school, it refers to the school selected in this feature.

Esoteric Talent

Also at 2nd level, you gain one of the following benefits:

Bend Magic

When you cast a wizard spell with an instantaneous duration that deals damage to an area, you can choose a number of creatures in the area that you can see equal to your Intelligence modifier (minimum one creature). The chosen creatures take no damage from the spell.

Flash of Insight

You can use a bonus action to roll a d20, record the result, and choose a creature you can see within 30 feet. The next time that creature makes an attack roll, ability check, or saving throw, it takes that d20 result instead of rolling. If you use this feature again before you finish a short rest, you must expend a spell slot of 1st-level or higher to do so.

Quick Step

After you cast a wizard spell of 1st-level or higher, you can immediately move up to 15 feet without provoking opportunity attacks or spending any of your normal movement.

Refined Learning

At 6th level, choose one of the following benefits:

Arcane Armor

When you cast a wizard spell of 1st-level or higher, you store some of its magic to protect yourself, gaining temporary hit points equal to twice the level of the spell, or three times the spell's level if the spell is from your chosen school. Instead of gaining these temporary hit points yourself, you can use your reaction to grant them to a creature you can see within 30 feet.

Energy Retention

When you expend a spell slot of 2nd-level or higher to cast a wizard spell from your chosen school, you regain one expended spell slot. The regained spell slot must be of a level no more than half the level of the expended spell slot.

War Magic

When you cast a wizard spell from your chosen school that deals damage, you deal additional damage equal to your Intelligence modifier (minimum +1) on the first damage roll for that spell.

Superior Talent

At 10th level, choose one of the following benefits:

Perfect Control

When concentrating on a wizard spell of your chosen school, you only need to roll to maintain concentration when you take damage from an attack, effect, or spell equal to or greater than your Intelligence score + your wizard level.

Secondary Learning

Choose a second school as your Scholarly Specialty and an additional

feature from either Esoteric Talent or Refined Learning.

Splinter Spell

Once per rest, when you cast a wizard spell from your chosen school that only affects one creature, you can choose to affect an additional creature within range.

Specialized Mastery

At 14th level, choose one of the following benefits:

Battle Hardiness

When concentrating on a wizard spell from your chosen school, you reduce bludgeoning, piercing, and slashing damage you take by an amount equal to the level of the spell.

Heightened Potency

When you cast a wizard spell from your chosen school, it is always treated as though it were cast with a spell slot one level higher (maximum 9th-level) than the one you used, so long as you expended a spell slot to cast it. The slot you use to cast the spell must still be at least equal to the level of the spell.

Precise Understanding

When you see a creature cast a spell from your chosen school, you automatically know what spell it's casting. In addition, you have advantage on saving throws against spells.

Mage

Broad Knowledge

At 2nd level when you choose this archetype, the cost to copy a spell into your spellbook is reduced to 40 gp per spell level (instead of 50 gp per level).

Flexible Thinking

Also at 2nd level, once per rest you can use an action to replace one spell you have prepared with any other spell in your spellbook.

Flux

At 6th level, you gain Flux, the ability to bend your magic in flexible, constantly-changing ways. When you finish a rest, choose one of the benefits from the following list. You can expend your Flux to use that benefit.

When you cast a spell of 1st-level or higher, you can change your benefit to a different one. If you do, you regain your Flux. Otherwise you regain your Flux when you finish a rest.

Ad Hoc Defense. When you take damage, you can use your reaction to reduce that damage by an amount equal to your proficiency bonus.

Elusive. You can use a bonus action up to teleport 15 feet to an unoccupied space you can see.

Reactive Ward. When you make a saving throw, you can use your reaction to add your Intelligence modifier to the result (minimum +1). You can do so after the roll is made, but before any of its effects are resolved.

Spell Intensity. When you cast a spell that deals damage, you can increase the spell's first damage roll by an amount equal to your Intelligence modifier (minimum +1).

Fluent Control

At 10th level, you can use your Flexible Thinking feature as a bonus action (instead of as an action).

In addition, you add your Intelligence modifier (minimum +1) to Constitution saving throws made to maintain concentration on spells.

Multitalented

At 14th level, when you see a creature cast a spell of a level equal to or lower than your Intelligence modifier, you automatically know what spell it is.

In addition, choose one Flux effect. You can use the chosen effect without expending your Flux. When you gain a level in this class, you can replace the chosen effect with a different Flux effect.

Pyromancer

Cleansing Fire

When you choose this archetype at 2nd level, you learn how to use flame to heal as well as harm. When you expend a spell slot to cast a spell of 1st-level or higher that deals fire damage, you can choose one creature that would take damage from the spell. Instead of taking damage from the spell, the creature regains a number of hit points equal to the spell's level plus your proficiency bonus.

Rituals of Fire

Also at 2nd level, you can spend 10 minutes meditating while staring into a flame that fills at least a 5-foot cube to cast *augury* without expending a spell slot.

At 6th level, if you burn an object with a connection to a creature and spend 10 minutes in meditation, you can cast *locate creature* without expending a spell slot.

At 10th level, once per rest, you can step into a fire large enough to fully contain you and cast *dream* without expending a spell slot. When you cast *dream* in this way, you act as the spell's messenger. You take no damage from the fire, but if the fire goes out before you end the spell, you take 4d6 psychic damage and the spell ends.

Clinging Flames

At 6th level, when you cast a spell that deals fire damage and forces a saving throw, creatures that fail their first saving

throw against it take ongoing fire damage equal to your Intelligence modifier (minimum 1). At the start of each of its turns, the creature repeats the saving throw, ending the ongoing fire damage on a success.

Blazing Mastery

At 10th level, fire damage from your spells treats immunity to fire damage as though it were fire resistance, and ignores fire resistance entirely. Additionally, you gain resistance to fire damage, as well as immunity to fire damage dealt by your own spells.

Offerings in Kind

At 14th level, you can seek the aid of higher powers in your time of need. As an action, you urge the spirits of fire to intervene and roll 1d100. If the result is equal to or lower than your wizard level, the intervention comes immediately. If not, the spirits make a demand in turn (which may be a high price) and do not intervene until the price is paid. The Narrator determines the price, as well as the exact nature of the intervention, though a wizard spell of any level is usually appropriate. If intervention occurs, this feature can't be used again for 7 days. Otherwise, you can try again after a long rest. The scope of this power is dependent on the Narrator's discretion—for a high enough price, anything is possible.

In addition, you can copy any fire spell into your spellbook as if it were a wizard spell. Once you do, it is a wizard spell for you.

Wizard Spell List

As a wizard you can choose from the following spells.

Cantrips

Acid Splash (cjr): Conjure a localized bubble of acid that splashes over creatures.

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.

Calculate (div): Instantly know the answer to any mathematical equation.

Chill Touch (nec): Attack with the chill of the grave, injuring and preventing healing.

Dancing Lights (evo): Create up to four floating, magical lights.

Fire Bolt (evo): Shoot a flame at a creature to deal fire damage.

Friends (enc): Gain an expertise die on a Charisma check.

Light (evo): Enchant one object to emit light.

Mage Hand (cjr): Conjure a hand to manipulate small objects.

Mending (tra): Perform simple repairs on an object.

Message (tra): Send short messages to other creatures.

Minor Illusion (ill): Create a small, limited illusion.

Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.

Prestidigitation (tra): Perform various minor magical tricks.

Ray of Frost (evo): Shoot a ray of cold damage that slows a creature.

Shocking Grasp (evo): Deal lightning damage to a creature within reach.

True Strike (div): Gain advantage on attacks against a single creature.

1st-Level

Alarm (abj): Set a magical warning against intrusion.

Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.

Burning Hands (evo): Shoot forth a sheet of flames from your hands, damaging creatures in a cone.

Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Color Spray (ill): Create a flash of brilliant colored light, blinding creatures in front of you.

Comprehend Languages (div): Use magic to better interpret languages you don't understand.

Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.

Detect Magic (div): Sense the presence and school of magical auras.

Disguise Self (ill): Create an illusion that makes you appear like another humanoid.

Expeditious Retreat (tra): Move much faster than normal.

False Life (nec): Gain temporary hit points.

Feather Fall (tra): Reduce or eliminate damage from falling.

Find Familiar (cjr): Summon a magical creature to aid you.

Floating Disk (cjr): Create a floating platform which can carry up to 500 pounds.

Fog Cloud (cjr): Create an area of fog.

Grease (cjr): Coat an area in grease, making it hard to move through.

Hideous Laughter (enc): Cripple a creature with humor.

Identify (div): Divine the nature of an enchanted item.

Illusory Script (ill): Hide a message with illusion.

Jump (tra): Imbue a creature with astonishing leaping abilities.

Longstrider (tra): Increase a creature's Speed.

Mage Armor (abj): Magically increase your AC.

Magic Missile (evo): Shoot bolts of arcane energy certain to hit one or more creatures.

Protection from Evil and Good (abj): Protect a creature from certain creature types.

Searing Equation (enc): Whisper an alien equation that injures the minds of creatures and deafens them.

Shield (abj): Create a temporary barrier of arcane energy around yourself.

Silent Image (ill): Create an illusion that can move but has no other sensory details.

Sleep (enc): Cause enemies to fall into a magical slumber.

Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

Traveler's Ward (abj): Protect a creature from pickpockets.

Unseen Servant (cjr): Use an invisible, mindless, shapeless force to perform simple tasks.

Wind Up (evo): Magically ensure that your next melee attack strikes true.

2nd-Level

Acid Arrow (evo): Create a magical arrow that covers a creature or object in acid.

Alter Self (tra): Use magic to warp your body.

Arcane Lock (abj): Make a nearly permanent magical lock.

Arcanist's Magic Aura (ill): Disguise the true magical nature of an object or creature.

Blindness/Deafness (nec): Strike a creature blind or deaf.

Blur (ill): Cloak yourself in distortion, imposing disadvantage on attacks against you.

Continual Flame (evo): Create a torch-like flame that can't be extinguished.

Darkness (evo): Shroud an area in magical darkness.

Darkvision (tra): Grant a creature the ability to see in the dark.

Deadweight (tra): Greatly increase the weight of an object.

Detect Thoughts (div): Read the minds of nearby thinking creatures.

Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.

Enlarge/Reduce (tra): Increase or decrease a creature's size.

Flaming Sphere (cjr): Create and control a 5-foot-diameter burning sphere.

Gentle Repose (nec): Prevent a corpse from decaying or being raised as undead.

Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.

Hold Person (enc): Paralyze a humanoid.

Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.

Knock (tra): Open a locked object.

Lemure Transformation (tra): Melt your body into a humanoid-shaped mass of liquid flesh.

Levitate (tra): Cause one creature or object to float.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Magic Mouth (ill): Enchant an object to repeat a message in certain circumstances.

Magic Weapon (tra): Imbue a weapon with magic, making it more powerful.

Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.

Mirror Image (ill): Transform an area of terrain with a convincing, immersive illusion.

Misty Step (cjr): Teleport short distances in a puff of shimmering mist.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.

Ray of Enfeeblement (nec): Shoot a ray of necrotic damage that weakens a creature.

Rope Trick (tra): Create a pocket dimension at the end of a suspended rope.

Scorching Ray (evo): Shoot rays of fire damage able to target multiple creatures.

See Invisibility (div): See invisible creatures and objects.

Seed Bomb (cjr): Conjure four seeds and imbue them with a variety of explosive effects.

Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to three creatures.

Sleet Storm (cjr): Conjure a magical storm of freezing rain and sleet that hampers creatures caught in it.

Soulwrought Fists (tra): Harden a creature's hands with inner power, turning dexterous fingers into magical iron cudgels.

Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.

Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

Web (cjr): Conjure a 20-foot-cube or 5-foot-layer of sticky webbing that restrains creatures and is flammable.

3rd-Level

Animate Dead (nec): Create undead to do your bidding.

Bestow Curse (nec): Lay a curse upon a creature, giving it potentially long-lasting penalties.

Blink (tra): Have a 50 percent chance of vanishing each turn to avoid being harmed.

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.

Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.

Counterspell (abj): Interrupt another spellcaster as they cast a spell.

Darklight (evo): Create a heatless flame that sheds light only you and creatures you choose can see.

Dispel Magic (abj): End ongoing magical effects.

Fear (ill): Frighten creatures in a cone-shaped area.

Fireball (evo): Engulf an area in a blast of flame that deals 6d6 fire damage.

Fly (tra): Grant a creature the ability to fly.

Gaseous Form (tra): Make a creature insubstantial and able to fly.

Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.

Haste (tra): Allow a creature to move and act more quickly.

Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.

Lightning Bolt (evo): Shoot lightning through multiple enemies.

Magic Circle (abj): Create a protective cylinder of magic.

Major Image (ill): Create a large, realistic illusion.

Nondetection (abj): Hide a person, place, or thing from divination magic for 8 hours.

Phantom Steed (ill): Conjure an ephemeral creature to use as a mount.

Poison Skin (abj): Make a creature brightly colored and poisonous to the touch.

Remove Curse (abj): Remove all curses from a creature.

Sending (evo): Send a short message to another creature, no matter their location.

Slow (tra): Slow time for six creatures, making them sluggish and vulnerable.

Stinking Cloud (cjr): Make a thick, noxious cloud that leaves foes retching and unable to act.

Tiny Hut (evo): Create an immobile dome of protective force that shelters the party.

Tongues (div): Understand any heard language and be understood by others you speak to.

Vampiric Touch (nec): Make a touch attack that drains life force and heals your wounds.

Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.

Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.

Whirlwind Kick (tra): Unleash a spinning kick that strikes creatures in a 60-foot line and carries you across the battlefield.

4th-Level

- Arcane Eye** (div): Use a magical eye to invisibly scout.
- Banishment** (abj): Send a creature to another plane.
- Black Tentacles** (cjr): Summon forth tentacles from the ground to restrain and damage creatures.
- Blight** (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.
- Charm Monster** (enc): Make a creature view you as a trusted friend.
- Confusion** (enc): Strike confusion into the minds of your enemies, making them act randomly.
- Conjure Minor Elementals** (cjr): Summon one, two, or three elementals.
- Control Water** (tra): A body of water moves at your command.
- Dimension Door** (cjr): Teleport yourself and one willing creature great distances.
- Fabricate** (tra): Magically transform raw materials into finished items.
- Faithful Hound** (cjr): Summon a stationary, invisible magical guard dog.
- Fire Shield** (evo): Gain resistance to and deal cold or fire damage to creatures that hit you.
- Greater Invisibility** (ill): Turn a creature invisible even while it takes hostile actions.
- Hallucinatory Terrain** (ill): Cloak natural terrain in an illusion that transforms it.
- Ice Storm** (evo): Batter an area with massive shards of ice.
- Locate Creature** (div): Know the whereabouts of a specific, nearby creature.
- Mindshield** (abj): Grant resistance to psychic damage and protection from charms and fear.
- Phantasmal Killer** (ill): Manifest a creature's fears, causing it to take damage and become frightened.
- Polymorph** (tra): Temporarily transform a creature into another creature.
- Private Sanctum** (abj): Secure an area from spying and intrusion.

- Rage of the Meek** (tra): Become a fearsome, arcane-empowered warrior.
- Resilient Sphere** (evo): Create an impenetrable sphere of energy around a creature.
- Secret Chest** (cjr): Hide a storage chest on the Ethereal Plane and recall it at will.
- Stone Shape** (tra): Reshape stone into something beneficial, like a weapon or door.
- Stoneskin** (abj): Make a creature resistant to weapon damage.
- Wall of Fire** (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th-Level

- Animate Objects** (tra): Create constructs to smite foes.
- Arcane Hand** (evo): Conjure a magical hand that crushes, grapples, slaps, and wards away enemies.
- Cloudkill** (cjr): Create a cloud of poisonous fog that obscures the area and damages creatures.
- Cone of Cold** (evo): Create a blast of frigid air, dealing damage in a cone.
- Conjure Elemental** (cjr): Summon a bound elemental to aid you.
- Contact Other Plane** (div): Risk your sanity in order to question an otherworldly being.
- Creation** (ill): Create from shadow-stuff a physical object no larger than a 5-foot cube.
- Dominate Person** (enc): Take over the mind of a humanoid.
- Dream** (ill): Invade a creature's dreams to communicate with and possibly terrorize it.
- Eldritch Cube** (cjr): Summon a black, nonreflective, incorporeal cube that deals psychic damage to creatures that touch it.
- Geas** (enc): Give a creature a command with an extremely long duration.
- Hold Monster** (enc): Paralyze a creature.
- Legend Lore** (div): Magically obtain knowledge about a creature or topic.

Mislead (ill): Confuse those around you by replacing yourself with a duplicate.

Modify Memory (enc): Alter a creature's memory.

Passwall (tra): Create a hole in certain surfaces for easy passage.

Planar Binding (abj): Force a creature from another plane of existence to become your servant.

Scrying (div): Observe a creature on the same plane of existence as you.

Seeming (ill): Craft an illusory appearance for as many creatures as you choose.

Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

Telekinesis (tra): Use the power of thought to move a creature or object.

Telepathic Bond (evo): Create a telepathic link between creatures.

Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.

Wall of Force (evo): Create a wall of invisible force in the shape of a hemisphere, sphere, or flat surface that is almost invulnerable.

Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.

Warrior's Instincts (div): Sharpen your senses to anticipate incoming attacks and find weaknesses in the defenses of your foes.

6th-Level

Chain Lightning (evo): Fire a bolt of lightning that arcs to multiple foes.

Circle of Death (nec): Suck the life force from an area, dealing necrotic damage in a large sphere.

Contingency (evo): Prepare a spell to trigger under certain conditions.

Create Undead (nec): Raise three or fewer humanoid corpses as ghouls.

Disintegrate (tra): Use a magical ray to disintegrate a creature or object.

Eyebite (nec): Use a gaze attack to curse creatures.

Flesh to Stone (tra): Turn a creature to stone.

Freezing Sphere (evo): Unleash an arctic blast that deals 8d8 cold damage and freezes water in the area.

Globe of Invulnerability (abj): Create a sphere protected from outside magic.

Guards and Wards (abj): Ward an area, making it difficult to traverse for those that you do not permit.

Instant Summons (cjr): Enchant an item so that it can be summoned with a word.

Irresistible Dance (enc): Cripple a creature with the urge to dance.

Magic Jar (nec): Move your soul into a jar in order to possess another creature.

Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.

Move Earth (tra): Bend the earth to create permanent changes to the terrain.

Programmed Illusion (ill): Set an illusion that triggers once a specified condition is met.

Sunbeam (evo): A beam of sunlight damages and blinds creatures in its path each turn.

True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

Wall of Flesh (evo): Create a wall of squirming bodies, groping arms and tentacles, and moaning, biting mouths.

Wall of Ice (evo): Create a wall of ice in the shape of a hemisphere, sphere, or flat surface that deals cold damage.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th-Level

Angel Paradox (evo): Deal 40 radiant damage that ignores resistances and protects a corpse from being turned into undead.

Arcane Sword (evo): Create a deadly, sword-shaped force that attacks at your command.

Delayed Blast Fireball (evo): Create a fiery explosion that deals more damage the longer it is held before release.

Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.

Etherealness (tra): Enter the border of the Ethereal Plane.

Finger of Death (nec): Wrack a creature with negative energy that deals 7d8+30 necrotic damage.

Forcecage (evo): Creatures in the area are trapped in an invisible cube of force.

Inescapable Malady (nec): Infect a creature with an arcane disease.

Magnificent Mansion (cjr): Create a magnificent extradimensional dwelling.

Mirage Arcane (ill): Transform an area of terrain with a convincing, immersive illusion.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there.

Prismatic Spray (evo): Unleash a kaleidoscopic cone of energy that deals various types of damage and harmful effects.

Project Image (ill): Create an illusionary duplicate you can sense through.

Reverse Gravity (tra): Reverse the gravity of a specific area.

Sequester (tra): Place a willing creature in suspended animation and hide them away.

Simulacrum (ill): Create a copy of a creature.

Sporesight (evo): Create a 50-foot-radius cloud of spores that allows you to see everything in the area.

Symbol (abj): Inscribe a potent arcane glyph, setting a magical trap for unsuspecting creatures.

Teleport (cjr): Teleport one or more creatures instantly across vast distances.

Unholy Star (cjr): Explode a meteor ripped from the sky into four fiery chunks that rain down unholy energies.

8th-Level

Antimagic Field (abj): Negate magic within a small area.

Antipathy/Sympathy (enc): Create an attraction or distaste in intelligent creatures.

Clone (nec): Create a duplicate of a creature that awakens upon the original's death.

Control Weather (tra): Alter the weather in a 5-mile radius.

Demiplane (cjr): Create a doorway to a dimension you create.

Dominate Monster (enc): Take over the mind of a creature.

Feeblemind (enc): Crush a creature's mind.

Heart of Dis (nec): Magically replace your heart with one forged on the second layer of Hell.

Incendiary Cloud (cjr): Create a roiling cloud of fire and ash that immolates all within it.

Maze (cjr): Banish a creature to a maze contained within its own demiplane.

Mind Blank (abj): Prevent a creature's mind from being read.

Power Word Stun (enc): Stun a creature with a single word.

Sunburst (evo): A burst of radiant sunlight damages and blinds creatures caught in its area.

9th-Level

Astral Projection (nec): Travel the astral plane.

Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.

Gate (cjr): Create a portal to another plane.

Imprisonment (abj): Imprison a creature with one of several powerful binding effects.

Meteor Swarm (evo): Cause fiery spheres to fall from the sky for up to a mile.

Power Word Kill (enc): Slay a creature with a single word.

Prismatic Wall (abj): Create a wall of potent kaleidoscopic energy that inflicts a number of effects on those that trespass.

Raise Hell (tra): Transform the land around you into a blasted hellscape.

Shapechange (tra): Take on the form of another creature.

Time Stop (tra): Stop time and take extra turns.

True Polymorph (tra): Change a creature into another creature or object, or an object into a creature.

Weird (ill): Create nightmarish illusions for all creatures in a 30-foot sphere, causing both fright and psychic damage.

Wish (cjr): Duplicate any other spell regardless of requirements, choose from a list of other effects, or create your own—be careful.

Writhing Transformation (tra): Permanently transform your body into a mass of wriggling worms.