

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

COMMERCE DOMAIN

Gods of trade and commerce see monetary systems and financial institutions as height of mortal achievement. In the abstract concepts of value, ownership, and exchange those who follow these gods study and find metaphysical truths and meaning. Followers of these gods are as often practicing merchants as they are bankers, financial advisors, and clergy who hold court over public markets.

COMMERCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>identify, illusory script</i>
3rd	<i>locate object, zone of truth</i>
5th	<i>sending, tongues</i>
7th	<i>leomund's secret chest, locate creature</i>
9th	<i>legend lore, teleportation circle</i>

MERCANTILE MIND

At 1st level, you are a shrewd merchant and can buy goods and services at a 25% discount. You also become proficient in two of the following skills; Deception, Insight, Investigation, Perception, Persuasion, and Sleight of Hand.

CHANNEL DIVINITY: SEAL BARGAIN

At 2nd level, you can use your Channel Divinity to seal a bargain between two parties. As an action you can seal any verbal or written agreement by two or more consenting parties. If either of these parties fails to abide by the agreement that party suffers disadvantage on a number of rolls equal to 1+ your Wisdom modifier. You select which rolls the offending party receives disadvantage on or you may allow your DM to determine this on your behalf. In addition, the other party or parties are immediately made aware that the bargain was broken and this ability no longer affects them.

CHANNEL DIVINITY: POUND FOR POUND

At 6th level, you can use your Channel Divinity to apply the rules of transaction and commerce to your defense. When you or an ally you can see within 30 feet are hit by an attack you may use your reaction to ensure that your

ally only takes half damage. The opponent who hit you or your ally then takes an equivalent amount of damage.

IMPART VALUE

At 8th level, whenever you take a long rest you may select a non-magical item in your possession. The item is now considered magical and gains a +1 to attack rolls if it is a weapon, +1 to armor class if it is a shield or armor, and a +2 bonus if the item is used in conjunction with a skill or tool skill. While empowered the object is considered magical and must be attuned to if the user wishes to get its benefit. This effect ends after 24 hours or during your next long rest, whichever comes first. Casting *identify* on the object will reveal that the object is only temporarily imbued with power.

MARKET MASTERY

At 17th level, your invisible pull over the market is now strong enough that you can purchase goods and services at half price, replacing your 25% discount. In addition, you can use your Impart Value feature to create one object that provides a +2 to attack rolls if it is a weapon, +2 to armor class if it is a shield or armor, and +4 bonus if the item is used in conjunction with a skill or tool skill or you can empower half your Wisdom modifier (round up) in objects at the original bonus values.



Commerce Domain by
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Art Credits in Order of Appearance
"Vault of Madness" by Kerembeyit

PROPHECY DOMAIN

Unlike other cleric domains, the prophecy domain does not belong solely to those gods who claim fate and destiny as their spheres of influence. Although gods and goddesses of fate and destiny do empower their clerics with this domain, just as often clerics are empowered by a god who desires a prophet to spread his vision of the future in the world. Prophets dedicated to gods of other spheres have their visions of the future colored by their god's more common domains while prophets of gods of fate and destiny are more emotionally distant and objective in their foretellings.

PROPHECY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>embrace destiny, guiding bolt</i>
3rd	<i>detect thoughts, see invisibility</i>
5th	<i>bestow curse, clairvoyance</i>
7th	<i>arcane eye, divination</i>
9th	<i>commune, dream</i>

BONUS CANTRIP

Starting at 1st level, you gain the *guidance* cantrip.

ORACLE'S BURDEN

Starting at 1st level, you gain one of the following burdens.

Clouded Eyes. Your eyes are clouded and milky. You are blind and have a blindsight to a distance of 45 feet.

Venerable. Your oracular vision came with advanced old age. Your maximum hit points are reduced by 1 hp per level. Your Wisdom score increases by 2 and you can use Ability Score Increase features to raise your Wisdom to a maximum of 22.

Withered Hand. You have a withered hand. You have disadvantage on any weapon attacks and ability checks made with that hand and cannot carry a shield with it. When you roll a 1 on a damage die for damage you are dealing to a creature from a spell you can reroll the die and must use the new roll, even if the new roll is a 1.

CHANNEL DIVINITY: PROPHETIC VISION

Starting at 2nd level, you can use your Channel Divinity to look into the near future and see the shape of things to come. As a bonus action you roll a d20 and record the result. Within the next hour you can replace any initiative roll, attack roll, saving throw, or ability check made by you or a creature that you can see with one of the foretold rolls. You must choose to do this before the affected roll is made. Once the foretold roll is used it is lost.

CRYPTIC ADVICE

Starting at 6th level, as a bonus action you can give a piece of cryptic advice to a creature you share a language with. Once within the next hour when that creature makes an attack roll, saving throw, or ability check they can recall your cryptic advice to reroll the die, using the second result instead. Once you have used this feature you cannot use it again until you complete a short or long rest.

DEADLY PREMONITION

Starting at 8th level, the first time each round you miss with a melee or spell attack you can choose to reroll the attack roll. You must use the second result.

SOOTHSAYER'S SKILL

Starting at 17th level, you can cast any divination spells

you know with a spell slot one level lower than what would normally be required. 1st level divination spells become cantrips for you.

NEW SPELLS

EMBRACE DESTINY

1st-level divination

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, Wizard

You look into the future and see a murky vision of things to come. When you cast this spell roll a d20 and record the number rolled. Before the duration of this spell is over you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the foretold roll. You must choose to do this before the affected roll is made. Once the foretold roll is used it is lost.



Prophecy Domain by
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Art Credits in Order of Appearance
"Oracle" by Sickbrush

DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF ROOT & BRANCH

Druids who practice the Circle of Root & Branch have a close relationship with the green things of the world. Early on in their devotion they learn to resist toxins, emulate flora as easily as they do fauna, and even how to create a living plant companion. These druids are rarely seen without a mandragora at their side, a kind of living plant that varies based on the land it was born in. While not always fanatical about the defense of natural territory, druids of the Circle of Root & Branch always exhibit respect for the natural world and expect the same of others.

GREEN THUMB

Starting at 2nd level, you gain resistance to poison damage.

LEAF AND BRANCH

Starting at 2nd level, you can also use your Wild Shape feature to take on the shape of plants. These plant shapes have the same maximum CR and limitations as beast shapes. Inanimate plants are considered CR 0.

ROOT AND STEM

Starting at 2nd level, you learn a ritual to grow a mandragora. The ritual takes an hour to complete and at its conclusion a mandragora seedling digs itself out of the ground before you. The seedling functions as your familiar as if by the *find familiar* spell.

As a bonus action you can assert control over your mandragora familiar so long as you maintain concentration. While you maintain concentration you can mentally control the mandragora's actions on its turn and the mandragora adds your proficiency bonus to its AC, attack rolls, and saving throws. While you have control over your mandragoras actions you can compel it to attack and take other actions familiars normally cannot. If your mandragora can cast a spell it uses your spell attack and spell save DC.

As a bonus action on your turn you can expend a spell slot to heal your mandragora 1d10 for each slot level.

BUD AND BLOOM

Starting at 6th level, your mandragora seedling grows into a blooming mandragora. When you use the ritual you learned with the root and stem feature you cultivate a blooming mandragora instead of a mandragora seedling.

GREEN HEART

Starting at 10th level, you are immune to poison damage and the poison condition. When you take a short rest in direct sunlight you may add your Wisdom modifier to each hit die you expend to determine hit

points regained and you regain a spell slot of a level equivalent to the number of hit dice you spent.

ROYAL BLOSSOM

Starting at 14th level, your blooming mandragora grows into a royal mandragora. When you use the Root and Stem ritual feature you cultivate a royal mandragora instead of a blooming mandragora.



MANDRAGORA

MANDRAGORA SEEDLING

Small plant, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 22 (4d6+8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	1 (-5)	8 (-1)	10 (+0)

Skills Nature +1

Damage Resistances poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9

Languages -

Challenge 1/4 (50 XP)

Regional Variant. Mandragora seedlings get a unique benefit based on where they are created.

ACTIONS

Vine Lash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

BLOOMING MANDRAGORA

Small plant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 33 (5d6+15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	2 (-4)	10 (+0)	10 (+0)

Saving Throws Con +4

Skills Nature +2

Damage Immunities poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Regional Variant. Blooming mandragoras get a unique benefit based on where they are created. They also gain the benefits of mandragora seedlings from the same region.

ACTIONS

Vine Lash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4+2) slashing damage, and a Medium or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the mandragora can't attack another target.

REGIONAL VARIANTS

ARCTIC

Seedling. This creature gains resistance to cold damage.

Blooming. This creature gains immunity to cold damage. This creature can create a layer of frost nearby mimicking the spell *grease*. It can use this feature again when it completes a long rest.

Royal. This creature can cast *sleet storm*. It must complete a long rest before it can cast this spell again.

COAST

Seedling. This creature has a swim speed of 30 ft., can breathe air and water and can cast the spell *create or destroy water*. It must complete a short rest before it can cast this spell again.

Blooming. This creature gains resistance to acid damage. This creature can cast the spell *water breathing* or *water walk*. This creature must complete a long rest before it can cast one of these spells again.

Royal. This creature gains immunity to acid damage. This creature can cast the spell *watery sphere*. It must complete a long rest before it can cast this spell again.

DESERT

Seedling. This creature gains resistance to fire damage.

Blooming. This creature gains immunity to fire damage. This creature can cast the spell *burning hands*. It can use this spell again when it completes a long rest.

Royal. This creature can cast *fireball*. It must complete a long rest before it can cast this spell again.

FOREST

Seedling. This creature can cast *animal friendship* or *speak with animals*. This creature must complete a long rest before it can cast one of these spells again.

ROYAL MANDRAGORA

Medium plant, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	3 (-4)	12 (+1)	10 (+0)

Saving Throws Con +5

Skills Nature +3

Damage Immunities poison

Damage Vulnerabilities fire

Condition Immunities blinded, deafened, poisoned, exhaustion

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11

Languages -

Challenge 1 (200 XP)

Regional Variant. Royal mandragoras get a unique benefit based on where they are created. They also gain the benefits of blooming mandragora and mandragora seedlings from the same region.

ACTIONS

Vine Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6+3) slashing damage, and a Large or smaller target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the mandragora can't attack another target.

Blooming. This creature is medium and has an additional 5 hit points. This creature can cast *entangle*. It must complete a long rest before it can use this spell again.

Royal. This creature is large and has an additional 10 hit points.

GRASSLAND

Seedling. This creature gains +10 feet to its walking speed.

Blooming. This creature can use its action when in direct sunlight to regain 1d4+2 hit points.

Royal. This creature can use its action when in direct sunlight to gain 2d4 temporary hit points.

MOUNTAIN

Seedling. This creature gains a burrow speed of 10 feet and tremorsense of 15 feet.

Blooming. This creature's AC improves by 2.

Royal. This creature has resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

SETTLEMENT

Seedling. This creature can understand and speak one language spoken in the settlement it was created in.

Blooming. This creature has advantage against charmed and frightened effects. This creature's Intelligence score increases by 2.

Royal. This creature can cast the spell *charm person* as a 3rd-level spell or *fear*. This creature must complete a long rest before it can cast one of these spells again.

SWAMP

Seedling. This creature's vine lash attack has a reach of 30 ft.

Blooming. This creature's vine lash grapple save DC is increased by 2.

Royal. This creature ignores difficult terrain caused by foliage. This creature has an aura of 5 feet, all creatures passing through the aura consider it difficult terrain due to overgrown foliage.

UNDEDARK

Seedling. When this creature uses vine lash he can replace the normal damage type with poison.

Blooming. This creature can cast the spell *darkness* or *invisibility* (targeting itself only). It can cast one of these spells again after it completes a long rest.

Royal. When this creature makes a vine lash attack it can choose to not grapple. If it does, the target of the attack must make a Constitution saving throw against the poisoned condition with the same DC as the grapple check. If the target creature fails this saving throw it is poisoned for one minute. It can make a Constitution saving throw at the end of each of its turns to end this effect.

Circle of Root & Branch by

[/u/coolgamerta9bro](#)

<http://sterlingvermin.com/>

Art Credits in Order of Appearance

"*Second Druid*" by Cerulean Raven

"*Plant Creature*" by Guild Wars 2



CIRCLE OF THE SPIRIT

Druids of the Circle of the Spirit are the shamans and spirit-talkers of the Old Faith. While others turn their focus to the emulation of the natural world or beasts, shamans learn to commune with the spirits and ethereal beings that remain hidden from mortal senses. Beyond just learning to commune with the invisible beings, shamans learn to call these spirits into them, empowering their efforts with the spiritual might of those beings.

SHAMANIC VISION

Starting at 2nd level, you can spend an action to attune yourself to the invisible world. When you do so, you gain shamanic vision out to a range of 30 feet. You maintain this altered state so long as you continue concentration. Within range of your shamanic vision you can see in darkness and see into the Ethereal Plane. Starting at 14th level, your shamanic vision's range increases to 60 feet and allows you to perceive invisible creatures and the original form of a shapechanger or creature that is transformed by magic.

SPIRIT DOOR

Starting at 2nd level, while you are concentrating on your shamanic vision you can use an action and expend a use of your Wild Shape to compel a totemic spirit to possess you. While you are possessed, you remain in full control of your character but the spirit enhances your abilities depending on the spirit chosen. While possessed you gain advantage on saving throws to maintain concentration. This effect ends when you lose concentration or a number of hours have passed equal to half your druid level. You can cast spells that do not require concentration while possessed.

Chieftain. You gain advantage on Wisdom saving throws and are proficient in Persuasion, Insight, and History for the duration. As a bonus action you can expend a spell slot to gain a number of d6 Chieftain dice equal to the level of the spell slot expended. When you or a friendly creature within range of your shamanic vision makes a saving throw or ability check you can expend a Chieftain die to roll it and add that result to the saving throw or ability check.

Warrior. You gain advantage on Constitution saving throws and are proficient in Athletics, Acrobatics, and Intimidation for the duration. As a bonus action you can expend a spell slot to gain a number of d6 Warrior dice equal to the level of the spell slot expended. When you or a friendly creature within range of your shamanic vision makes a weapon attack or a damage roll you can expend a Chieftain die to roll it and add that result to the weapon attack or damage roll.

Trickster. You gain advantage on Charisma saving throws and are proficient in Deception, Sleight of Hand, and Stealth for the duration. As a bonus action you can expend a spell slot to gain a number of d6 Trickster dice equal to the level of the spell slot expended. When a creature within range of your shamanic vision makes an attack roll or saving throw you can expend a Trickster die to roll it and subtract that result from the attack roll or saving throw.

INVISIBLE WORLD ATTUNEMENT

Starting at 6th level, choose a permanent blessing from the totemic spirit you have the closest relationship with.

Chieftain. You can use a bonus action issuing a command to a friendly creature. That creature can spend their reaction to make a weapon attack or cast a cantrip.

Warrior. When you cast a cantrip or use the Attack action you can use your bonus action to make a weapon attack.

Trickster. You can use your bonus action to hinder an opponent within 10 feet of you. The next roll that creature makes has disadvantage.

ETHEREAL BODY

Starting at 10th level, you can cast the spell *etherealness* without expending a spell slot. You can use this feature again when you complete a long rest.

SPIRIT WALKS WITH YOU

Starting at 14th level, you can cast the spell *unseen servant* at will.



Circle of the Spirit by

[/u/coolgamertagbro](#)

Art Credits in Order of Appearance

“Shaman Render” by Dragons of Elanthia

MONASTIC TRADITIONS

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE DRUNKEN MASTER

There is enlightenment in altered states of consciousness and none so enlightened as the happy drunk. Practitioners of the Way of the Drunken Master believe that by emulating the ecstatic happiness and reflexive confusion of the perpetually intoxicated they will achieve lasting bliss and martial superiority.

DRUNKEN STUPOR

Starting at 3rd level, you can spend a bonus action to put yourself into a Drunken Stupor. Drunken masters prefer to imbibe copious amounts of alcohol regularly but do not need to do so to use this feature. While in a Drunken Stupor and not wearing any armor you gain the following benefits:

- Opportunity attacks against you have disadvantage.
- Opportunity attacks you make gain advantage.
- Gain proficiency in improvised weapons.
- You can spend 1 ki to use a Drunken Technique

If you are able to cast spells you cannot cast them while in a Drunken Stupor. Your Drunken Stupor ends after 1 minute, when you go unconscious, or when you spend a bonus action to do so. After using this feature once, additional uses give you a level of exhaustion at the conclusion of each Drunken Stupor. You regain your ability to use Drunken Stupor without gaining exhaustion after a short or long rest.

DRUNKEN TECHNIQUES

Starting at 3rd level, you can use the following techniques while you are in your Drunken Stupor.

Wander Away. When an enemy moves within 5 feet of you, you can use your reaction and 1 ki to Disengage and move your movement speed.

Redirect an Attack. When a creature misses you with a melee weapon attack you can use your reaction and 1 ki to force that creature to make the same attack against a foe of your choice within range of the attack. It gains advantage on that attack.

We're Best Friends, Right? You can use a bonus action and expend 1 ki to make a grapple attempt with advantage.

HOMEBREWER

Starting at 3rd level, gain proficiency in brewer's supplies and add double your proficiency bonus when using the skill.

SIMPLE MIND, FREE SPIRIT

Starting at 6th level you can use your Drunken Stupor feature twice before additional uses give you a level of exhaustion at the conclusion of each Drunken Stupor. You regain your ability to use Drunken Stupor twice without gaining exhaustion after a short or long rest. In addition, while you are in a Drunken Stupor you gain resistance to psychic damage and have advantage on

saving throws against and skill checks to end grappled or restrained conditions.

INTERNAL FERMENTATION

Starting at 11th level you can use your Drunken Stupor feature three times before additional uses give you a level of exhaustion at the conclusion of each Drunken Stupor. You regain your ability to use Drunken Stupor three times without gaining exhaustion after a short or long rest. When you are hit by an attack that deals poison damage you can spend your reaction to regain 1 ki point or gain temporary hit points equal to 1d8 + your monk level. You gain both of these effects if you are in a Drunken Stupor when you are hit. Once you use this feature, you must finish a short or long rest before you can use it again.

ALWAYS BE DRINKING

Starting at 17th level once you enter a Drunken Stupor you do not exit the Drunken Stupor until you take a bonus action to end it or are knocked unconscious. Additionally, you can use your drunken techniques when not in a Drunken Stupor and while in a Drunken Stupor you can activate drunken techniques without a ki cost.

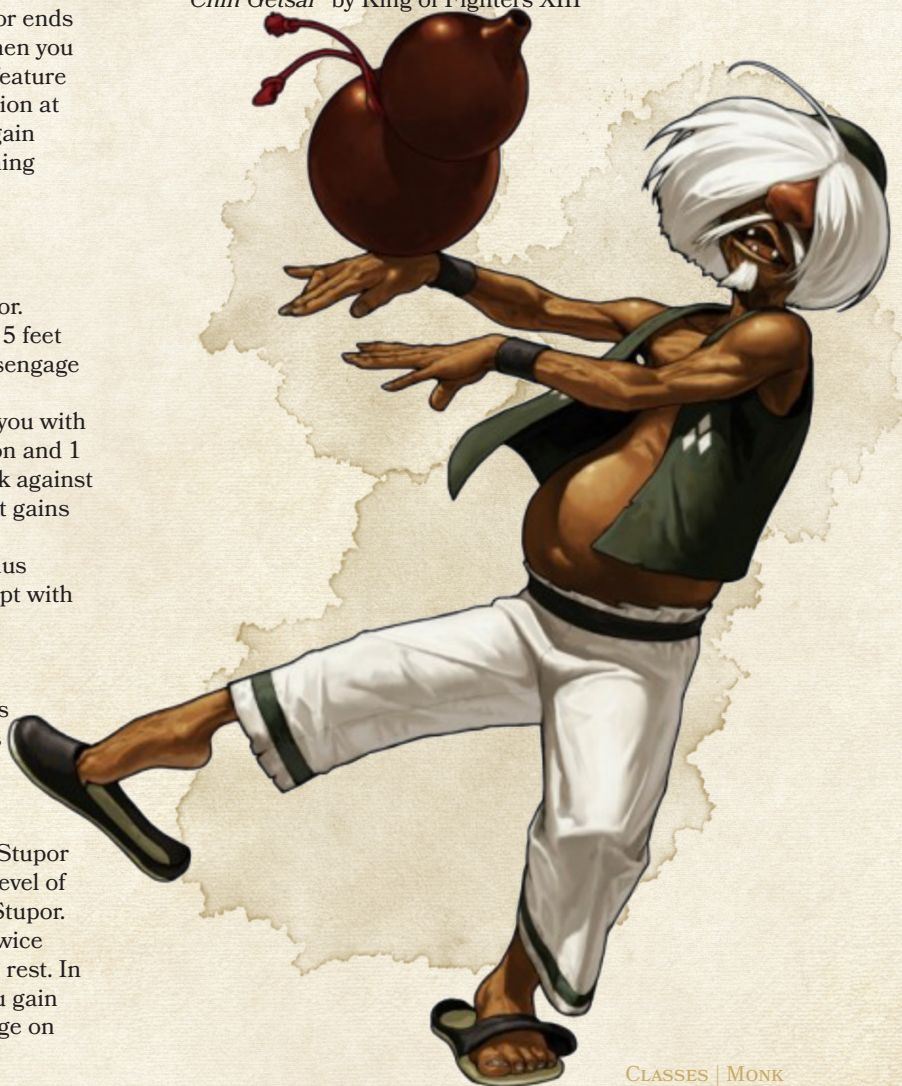
Finally, you are used to laying face down on the floor. While you are prone you are not at disadvantage to attack others and those within 5 feet of you do not get advantage on their attacks against you.

Way of the Drunken Master by

/u/coolgamerta9bro

Art Credits in Order of Appearance

"Chin Getsai" by King of Fighters XIII



WAY OF THE TATTOOED TEMPLE

Some monks believe their body is the greatest temple to the gods that exists and that adorning that temple with art honors their faith. Practitioners of the Way of the Tattooed Temple ink their bodies as they reach milestones in their personal journey, infusing some of these tattoos with mystical energy that evokes magical properties from the ink. Although some look askance at the appearance of these monks, none can doubt their supernatural power.

INKED

Starting at 3rd level, you gain proficiency with tattooist's tools. In addition, choose one mystical tattoo and gain it. Choose and gain another mystical tattoo at 6th and 11th level.

MYSTICAL TATTOOS

When a monk of this monastic tradition gains a mystical tattoo he tattoos himself or instructs another to tattoo him. Activating his own enlightened potential with the pain and creativity of the tattooing the ink is imbued with magical powers and becomes a mystical tattoo. When an effect created by one of your mystical tattoos calls for a saving throw, you use your ki saving throw DC.

Crane. You can use a bonus action to Disengage. As a bonus action you can spend 1 ki to fly 50 feet. If you do not land at the end of this movement you fall to the ground at the end of your turn, taking damage as normal.

Eye. You have advantage on saving throws against illusion effects. As a bonus action you can spend 2 ki to gain blindsight out to a range of 30 feet for 1 minute.

Mandala. Your maximum ki points is increased by 1. At 6th level this bonus to maximum ki points increases by 2, and at 11th level it increases by 3. When you are reduced to 0 hp you can spend 1 ki to automatically stabilize.

Mask. You gain proficiency with Deception. As an action you can spend 2 ki to cast *disguise self* or 3 ki to cast *alter self*.

Monkey. You gain proficiency with Acrobatics. If you already have proficiency, you add double your proficiency bonus when using Acrobatics. You can use a bonus action and spend 1 ki to hurl an object within reach at an enemy creature within 30 feet. That creature must make a Dexterity save or have disadvantage on all attack rolls until the end of its next turn.

Mountain. You have +1 AC when you are unarmored and have no shield. When you are hit by an attack you can use your reaction and spend 1 ki to gain resistance against the damage of that attack.

Snake. You can choose to deal poison damage instead of bludgeoning damage with your unarmed attacks. When you deal poison damage with your unarmed attack damage you can spend 2 ki and the creature must pass a Constitution saving throw or be poisoned for one minute. If the creature fails this saving throw it can attempt the saving throw again at the end of each of its turns.

Spider. You have a climb speed of 30 feet. You can use an action and spend 3 ki to cast the spell *web* without material components.

Sun. You gain resistance to radiant damage. When you use a bonus action and spend 2 ki, all creatures within 30 feet of you must pass a Constitution saving throw or be blinded until the start of your next turn.

Tiger. You can choose to deal slashing damage instead of bludgeoning damage with your unarmed attacks.

When you deal slashing damage with your unarmed attack you can spend 1 ki to add 1d12 slashing damage to the attack.

Tree. You have advantage on saving throws against being knocked prone or being moved against your will. You can use an action and spend 2 ki to cast the spell *entangle*.

Tsunami. You can breathe in air and water and gain a swimming speed of 30 feet. When you make an unarmed attack you can spend 1 ki to attempt to knock the creature down. The creature must pass a Strength saving throw or fall prone.

LIVING CANVAS

Starting at 17th level, ink moves across your skin like paint spilled upon a canvas. When you complete a long rest choose a mystical tattoo. You have this tattoo until you take a long rest.

Tattooist's Tools

Tattooist's tools are artisan tools that can be purchased for 3 gp and weigh 3 lbs. Tattooist's tools include a set of needles, a pen, and a set of inks good for a dozen tattoos and are used to make permanent ink tattoos. If you have proficiency with tattooist's tools you are capable of using the tools and have some amount of artistic talent regarding tattooing. You can purchase enough ink for a dozen tattoos for 1 sp.

Way of the Tattooed Temple by

/u/coolgamertagbro

Art Credits in Order of Appearance

"Monk" by Limsh



SACRED OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF ANCESTORS

The Oath of Ancestors is a commitment to those who came before you to carry on their ideals and wishes into the future. Dwarven paladins might honor their clan fathers and mothers while elven paladins channel their grief for those who passed on. When communities are lost to the distractions and petty politics of the modern era, paladins swear the oath of Ancestors to remind others of the honorable dead who have passed before them. Sometimes called spectral knights, tomb guardians or sin-eaters, paladins who swear this oath commune with their ancestors and carry out their wishes in the material realm.

TENETS OF THE ANCESTORS

The exact tenets of the Ancestors changes based on the ancestors being honored but all who swear the oath abide by these core principles.

Remember the Dead. Remember those who have gone before you and passed on. Carry their memory in your mind and let those memories guide you.

Respect the Dead. Show deference to the resting places of the dead and follow the examples and wishes of the departed.

Honor the Dead. Honor the dead with your actions. Let your righteousness be a reminder to others of their virtue and power.

Death is Peace. The undead are an affront to the serenity of true death. Show the undead the mercy of ushering them into the next world as quickly as possible.

OATH SPELLS

You gain Oath spells at the paladin levels listed.

OATH OF THE ANCESTORS

Paladin Level	Spells
3rd	<i>unseen servant, false life</i>
5th	<i>gentle repose, see invisibility</i>
9th	<i>feign death, speak with dead</i>
13th	<i>revivify, death ward</i>
17th	<i>contact other plane, raise dead</i>

CHANNEL DIVINITY

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

Ancestral Guidance. As a bonus action, you open your heart to the wisdom of your ancestors, using your Channel Divinity. Choose one of the following rolls; attack, one type of saving throw, or one skill or tool. Add your Charisma modifier to all rolls of that type for the next minute, adding it twice if you already normally add your Charisma modifier to that roll.

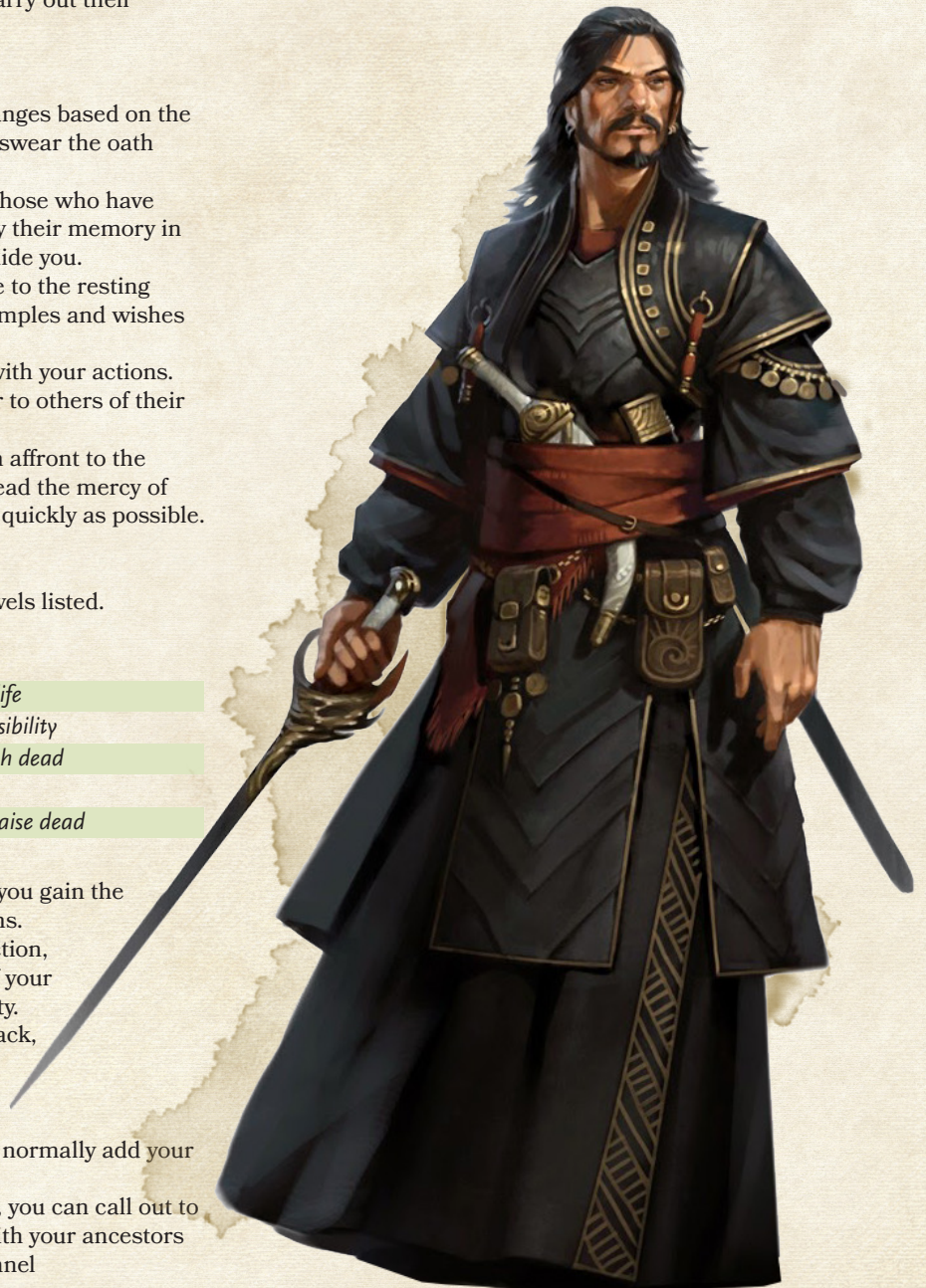
Peace with the Dead. As an action, you can call out to the undead and the dying and plea with your ancestors to bring them peace, using your Channel

Divinity. Each creature with 0 hit points within 30 feet are automatically stabilized and each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is pacified for 1 minute or until it takes damage.

While pacified the undead cannot take reactions and will only take its action to Help (if it has 3 or less Intelligence) or Dodge (if it has Intelligence 4 or more). While pacified the undead see you as their greatest ally and will seek to interpose themselves between your foes and you or, in the case of the less intelligent undead, spend their turn aiding you in whatever way they can. If an undead who would normally attempt to take the Help action cannot reach you to do so it instead takes the Dodge action.

ECTOPLASMIC AURA

Starting at 7th level, you project an aura of finality up to 30 feet away. While a creature is in your aura you know its remaining hit points. Whenever you deal damage to the enemy with the lowest remaining hit points in your aura you deal an additional 1d6 necrotic damage.



GRIM HARVEST

At 15th level when you reduce a creature to 0 hit points on your turn you can spend your bonus action to roll a 1d10 and add your Charisma modifier and regain that many hit points. That creature cannot be raised as undead.

GHOSTWALKER

At 20th level you can spend your action to call your ancestors to manifest in your presence. For the next minute the spirits of you and your allies ancestors heed the call, appearing around you and joining you in battle. While they do you gain the following benefits:

- You have a number of spirits attending to you as if you had cast Unseen Servant a number of times equal to your Charisma modifier.
- Your flesh turns to spirit. You gain resistance to bludgeoning, piercing, and slashing damage and can move through objects and creatures. If you end your movement inside an object or creature take 1d10 force damage and you are pushed to the nearest unoccupied space.
- Gain a fly speed of 30.
- Foes count all area covered by your Ectoplasmic Aura as difficult terrain as spectres clutch at them from the beyond.
- You deal an additional 1d6 necrotic damage when you deal damage to the enemy with the lowest remaining hit points in your Ectoplasmic Aura.

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

Oath of Ancestors by

/u/coolgamerta9bro

Art Credits in Order of Appearance

“Samurai” by Eric Belisle

OATH OF VIGILANCE

Paladins who swear the Oath of Vigilance trust in a moral authority or ethical power greater than them. Those who swear the Oath of Vigilance choose a specific deity or person to honor and defend until their death. While they draw breathe these paladins do all they can within their power to enact the stated will of those they choose to serve and protect their lives if applicable.

TENETS OF VIGILANCE

The tenets of the Oath of Vigilance vary by paladin, but all tenets revolve around protecting and honoring those the paladin deems worthy of his protection. Paladins who uphold these tenets are willing to sacrifice themselves for the sake of that which they safeguard, even abandoning their own dignity if it ultimately protects the name of their ward.

Defend the Greater Good. I place my life in the hands of someone greater than myself. I will defend those I deem morally greater than me to the death.

Absolved by Obedience. My own ability to comprehend is lesser than those I protect. I am absolved of my flaws by strict obedience to their directions.

Honor by Association. I am honored by my relationship with those I protect and, in turn, I must honor them by acting with integrity and respect.

Humility. When I find someone worthy of protecting I will make their will and life my priority. Through the advancement of their goals will I improve the world and be personally fulfilled.

OATH SPELLS

You gain Oath spells at the paladin levels listed.

OATH OF VIGILANCE

Paladin Level	Spells
3rd	<i>compelled duel, shield of faith</i>
5th	<i>aid, warding bond</i>
9th	<i>glyph of warding, spirit guardians</i>
13th	<i>guardian of faith, stoneskin</i>
17th	<i>hallow, wall of force</i>

CHANNEL DIVINITY

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

Vow of Protection. As a bonus action, you can make a promise to safeguard a creature within 10 feet of you, using your Channel Divinity. For 1 minute all attack rolls against that creature have disadvantage while you remain within 10 feet of the creature. This effect ends if you drop to 0 hit points or fall unconscious.

Empower Ally. As an action, you present your holy symbol and speak a prayer of warding, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature gains temporary hit points equal to your Charisma modifier + your paladin level and has advantage on all saving throws made for the 1 minute. This effect ends if the creature is reduced to 0 hit points.

TIRELESS SENTINEL

Starting at 7th level, when a creature adjacent to you is the subject of an attack roll after the attack roll is made but before it is declared whether or not the attack was successful, you can use your reaction to switch places with the creature and become the target of the attack.

SOUL OF VIGILANCE

Starting at 15th level, the authority with which you speak your Vow of Protection gives you greater power to defend your safeguarded ally. When a creature under the effect of your Vow of Protection takes damage, you can use your reaction to make a melee weapon attack against the creature who dealt that damage if it is within range.

GUARDIAN ANGEL

Starting at 20th level, you can assume the form of an angelic protector. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- You emanate an aura of calm in a 30-foot radius. While inside your aura friendly creatures are immune to charmed and frightened conditions.
- When a friendly creature within 30 feet of you takes damage, that damage is reduced by your Charisma modifier.

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



Oath of Vigilance by
[/u/coolgamertagbro](#)

Art Credits in Order of Appearance
"Samurai Leader" by Zakforeman