



SPELLBINDER

DUNGEONS & DRAGONS CLASS

BY KATE HOLDEN

Disclaimer: Kate Holden is not responsible for food poisoning from eating chicken found hidden in castle walls, vamps failing to appreciate your painstakingly thought out puns, falling in love with monsters, getting your cool long coat stuck on things or being a miserable little pile of secrets- but enough talk, have at thee!

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SPELLBINDER

In the dark depths of a crumbling old castle, an elf turns the hunter into the hunted, throwing up a wall of shimmering force to trap a malevolent vampire lord before dousing him with holy water.

From beneath the wide brim of a black hat, a gnome stares down a necromancer snatching a bolt of energy from the air before it can hit her before charging in, blade flashing.

A battered and bleeding half orc locked in battle with a huge, smirking demon gives a grin of his own as he summons the last of his strength into a blast of divine energy to incinerate the fiend.

Spellbinders bring fear to all beings who exploit magic, be they a devil, lich or even a power-hungry mage. They are cunning, vigilant and incredibly tenacious.

OCCULT HUNTERS

Spellbinders are elite warrior-scholars trained in sealing away dangerous spirits and defeating occult beings and magic users. They have a keen eye and memory for creatures they have learned of in their studies and travels, and can recognize and overcome enemy resistance.

Spellbinders are capable warriors, but choose to eschew heavy armour in favor of mobility and stealth. Their approach is less about brute force, and more about undermining the defenses of the toughest foes so that they can be brought down by a mere clever mortal.



LIGHTS IN THE DARKNESS

While not all Spellbinders are necessarily good, they all share the notion that there are dark forces and dangerous beings in the world that must be controlled, imprisoned or destroyed. For this reason, Spellbinders tend toward Lawful or Neutral alignments.

Some spellbinders are agents of deities of vigilance or protection such as Torm or Helm, others venerate gods of knowledge like Oghma, but being a spellbinder is not necessarily a religious calling. What spellbinders do have in common is an academic curiosity that often matches or even exceeds their martial skill and courage. To them, it is simply logical to overcome the threats to society presented by rogue magic users, vampires, lycanthropes and other dangerous beings.

THE SPELLBINDER

Level	Proficiency Bonus	Features	Spells Known	—Spell Slots per Spell Level—				
				1st	2nd	3rd	4th	5th
1st	+2	Shadow Lore, Ward	—	—	—	—	—	—
2nd	+2	Fighting Style, Quick Draw, Spellcasting	2	2	—	—	—	—
3rd	+2	Spellbinder Path	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	All-Seeing Ward	4	4	2	—	—	—
7th	+3	Path Feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Castle Crasher	6	4	3	2	—	—
11th	+4	Path Feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Path Feature	8	4	3	3	1	—
15th	+5	Rational Defence	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Incorruptible	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Plane Lock	11	4	3	3	3	2

CREATING A SPELLBINDER

As you build your Spellbinder, consider how your character ended up dedicating themselves to hunting dangerous occult beings in crumbling ruins. Is it a hereditary calling passed down a long line of vampire or demon slayers? Were they a wild youth trained by a mysterious mentor to put their guile and brawling prowess to use? Are they perhaps a scholar who reluctantly took up the sword after realising they are the only one who can stop a prophesy they unearthed in an ancient tome of lore?

You may be driven by academic curiosity, by a desire to keep balance in the world, to protect innocents, or perhaps you simply want to have power and to stop others from taking it.

QUICK BUILD

To quickly build a Spellbinder, place your highest ability score in Constitution and your second highest in Dexterity. Consider having a good score in Intelligence too. Choose the Sage background.

CLASS FEATURES

As a spellbinder, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per spellbinder level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + Your Constitution Modifier

PROFICIENCIES

Armor: Light and medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose three from: Arcana, Athletics, Acrobatics, History, Insight, Investigation, Stealth, Nature



EQUIPMENT

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

- a) scale mail or (b) leather armor
- (a) a martial weapon and shield or (b) two martial weapons
- (a) a hand crossbow with a quiver of twenty bolts

SHADOW LORE

At first level, hours of poring over ancient lore books and exploring the dark corners of old libraries have given you an encyclopedic knowledge of monstrous creatures.

As an action, you can examine a creature you can see within 60 feet. You know the creature's type (ie. humanoid, undead, fiend) and whether it is resistant or immune to normal weapons and if so, whether it takes normal damage from silvered weapons.

WARD

At first level, as a bonus action you can create a ward that holds and repels creatures.

Choose a point within 30 feet for the origin point of the Ward. The area of effect is a 5ft radius 40 ft high cylinder. It cannot affect creatures that are huge or larger.

Creatures which fail a Charisma Saving Throw with a DC of 8 + your proficiency modifier + your intelligence modifier cannot move into the warded space from outside it, and those starting their turn inside it cannot leave. Undead, Fey and Fiends take this save with disadvantage. Each turn, creatures inside the effect can roll the save again, and on succeeding, can cross the boundary. Creatures within the warded space can still attack, use abilities and make reactions as normal, but any touch or melee weapon attack rolls, including reactions, that cross the boundary of the area of effect are made with disadvantage.

. Ranged attacks and spells can cross the boundary of the ward without penalty. Creatures within the ward that are resistant to non-magical weapons lose this resistance.

The Ward lasts a number of rounds equal to half your Spellbinder level rounded down (a minimum of one round).

You can use this ability a number of times equal to your Intelligence modifier. All charges recover after a long rest.

FIGHTING STYLE

At second level you can choose one of the following fighting styles:

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

QUICK DRAW

At second level, you are always ready to dive out of danger, and keep your arsenal of useful items at hand. You can use a bonus action to disengage or use an item.



SPELLCASTING

The spellbinder table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell Healing Word and have a 1st-level and a 2nd-level spell slot available, you can cast Healing Word using either slot.

Spells Known of 1st Level and Higher You know two 1st-level spells of your choice from the spellbinder spell list.

The **Spells Known** column of the spellbinder table shows when you learn more spellbinder spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the spellbinder spells you know and replace it with another spell from the spellbinder spell list (see end of document), which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your spellbinder spells, since your magic draws on your study and memory of arcane knowledge and rituals. You use your intelligence whenever a spell refers to your spellcasting ability. In addition, you use your intelligence modifier when setting the saving throw DC for a spellbinder spell you cast and when making an attack roll with one.

SPELL SAVE DC = 8 + your proficiency bonus + your Intelligence modifier

SPELL ATTACK MODIFIER = your proficiency bonus + your Intelligence modifier

SPELLBINDER PATH

At third level, you set yourself down a path for your approach to battling beings of arcane darkness. Choose from Path of the Magus, Path of the Seeker and Path of the Slayer. Each path gives additional features and levels and they are each detailed in full at the end of this class descriptions.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

ALL-SEEING WARD

At 6th level, your wards become more potent. Shapeshifters and polymorphed beings inside the ward revert to their natural shape unless you choose to exclude them from the effect, and invisible creatures can be seen clearly and targeted without disadvantage while within the area of effect. Any enemy which **begins its turn inside the ward** takes Radiant damage equal to your intelligence modifier.

CASTLE CRASHER

At 10th level, you can navigate even dilapidated deathtrap dungeons with ease. You have advantage on all saves vs. damage or other effects caused by traps, and your climbing speed is equal to your walking speed. Additionally, when inside structures constructed by sentient creatures (such as a castle, crypt, palace or house) you have advantage on stealth rolls.

RATIONAL DEFENSE

At 15th level, when targeted by a spell that requires a saving throw, as a reaction once per turn, you can choose to make an intelligence saving throw against the DC spell, instead of the saving throw the spell requires. On a success, you take no damage or effects from that spell.

INCORRUPTIBLE

At 18th level you gain immunity to all curses and possession effects, such as possession by Ghosts. When you touch or attune with a cursed item, it does not stop being cursed, but the curse does not affect you.

PLANE LOCK

At 20th level you can use one of your wards directly on a celestial, fey, fiend or undead creature and attempt to immediately banish it to its plane of origin, or if it is undead, send it immediately to the afterlife. Roll a touch attack using your intelligence modifier on a Celestial, Fey, Fiend or Undead creature. If the attack hits, the touched creature takes 10d12 Radiant damage. If this is enough to reduce the creature to below 50HP, the creature is immediately banished to another plane for 10d10 years, or if it is undead, permanently destroyed.

SPELLBINDER PATHS

All Spellbinders share the same basic training and rigorous study to prepare them to fight the evils that lurk in dark places, but their approaches building on this foundation may differ. Some preferring direct attack, others subtlety and skill, and others still to fight fire with fire, dabbling in more aggressive magics. At third level, choose from one of the following paths:

PATH OF THE MAGUS

Sometimes, during their many hours poring over ancient arcane texts and books of lore, a Spellbinder becomes increasingly drawn to the potential of using aggressive magics and dark powers themselves and fighting fire with fire. Thus they take their first step down the darkest of the paths a spellbinder can walk.

PATH SPELLS

The Magus path allows you to choose from an expanded list of spells. At the following levels, you can cast these spells:

MAGUS SPELLS

Class Level	Spells
3rd	<i>Hex, Witchbolt</i>
5th	<i>Darkness, Scorching Ray</i>
9th	<i>Fireball, Hunger of Hadar</i>
13th	<i>Phantasmal Killer, Polymorph</i>
17th	<i>Geas, Destructive Wave</i>

BALEFUL GAZE

At Third Level, when you use Shadow Lore on a creature, the creature must roll a Wisdom saving throw. On a failed save, the creature has disadvantage on all saving throws until the end of your next turn. This ability can only be used once on any one creature.

BITING WARD

At seventh level, creatures starting their turn inside your ward take 2d8 psychic damage. You can choose any number of creatures to spare from this effect.

SPELL SNATCHER

At eleventh level, as a reaction to a creature within 60 feet casting a spell, you can use one of your wards to counter the effects of the spell. If the spell is third level or below, it is immediately nullified and has no effect. If the spell is above third level, roll an Intelligence Arcana check with a DC of 10 + the spell's level. On a success, the spell is nullified.

MANA VAMPIRE

At fourteenth level, when you reduce an enemy to 0 Hit points, you can regain an expended spell slot equal to up to that creature's CR. Creatures with a CR below one are not affected.

PATH OF THE SEEKER

While Spellbinders are proficient warriors, some find that a more subtle approach, prioritising extensive research, investigation, interrogation and stealth to find the truth behind a mystery before throwing themselves into combat is most effective.

PATH SPELLS

The Seeker path allows you to choose from an expanded list of spells. At the following levels, you can cast these spells

SEEKER SPELLS

Class Level	Spells
3rd	<i>Disguise Self, Faerie Fire</i>
5th	<i>Suggestion, Pass Without Trace</i>
9th	<i>Glyph of Warding, Speak With Dead</i>
13th	<i>Greater Invisibility, Modify Memory</i>
17th	<i>Contact Other Plane, Hallow</i>

EXPERTISE

At third level, choose any two skills you have proficiency in and gain expertise in those skills, doubling your proficiency bonus.

LOREMASTER'S EYE

At seventh level, you can use your Shadow Lore ability as a bonus action. Your next attack against that creature adds your intelligence modifier to hit and to damage. You can only use this ability once on any creature.

RECITATION

At eleventh level, you are versed in all kinds of magical texts and read them with peerless speed and fluency. You can use a bonus action to read a spell scroll. Additionally, you are able to use spell scrolls from any class' spell list.

CONSTANT VIGILANCE

At fourteenth level, you cannot be surprised in combat, and you have no disadvantage when fighting invisible creatures.

PATH OF THE SLAYER

The boldest of the spellbinders walk the path of the slayer. They form the vanguard of the fight against darkness, charging fearlessly into combat against the most terrifying foes.

PATH SPELLS

The Slayer path allows you to choose from an expanded list of spells. At the following levels, you can cast these spells

SLAYER SPELLS

Class Level	Spells
3rd	<i>Compelled Duel, Wrathful Smite</i>
5th	<i>Spider Climb, Warding Bond</i>
9th	<i>Crusader's Mantle, Haste</i>
13th	<i>Guardians of Faith, Dimension Door</i>
17th	<i>Banishing Smite, Hold Monster</i>

SPECTRAL KNIFE

At third level, as a bonus action you can spend one of your Wards to make a melee or thrown attack with a dagger-like shard of blessed energy with the power to seal enemies. The attack can be used in melee or with a range of 20ft, the attack roll uses intelligence, and the damage is equal to 1d4 + your Spellbinder level + your intelligence modifier in either Force, Fire, Cold or Radiant damage (you choose). Enemies hit by this attack must roll a wisdom saving throw or be paralysed for one round. The DC of this save is your Spellbinder spell casting DC.

ARCANE FORTITUDE

At seventh level choose **one** of the following damage types to gain **resistance** to: Necrotic, Fire, Radiant, Poison, Cold.

AVENGING ANGEL

At eleventh level, as an action, you can deal radiant damage to a creature within 30 feet equal to the difference between your current and total hit points. You can use this ability once per long rest.

JUGGERNAUT

At fourteenth level you have advantage on saves against being frightened, charmed, paralysed and petrified. Additionally, once per day if you are reduced to 0 Hit Points by a spell that causes an effect when you hit 0 Hit Points such as Finger of Death or Disintegrate, you can choose to be simply unconscious, not disintegrated, raised as a zombie etc.



SPELL LIST

SPELLBINDER SPELLS

1st LEVEL

Absorb Elements (*XG *EE)
Alarm
Detect Magic
Detect Poison and Disease
Healing Word
Identify
Guiding Bolt
Jump
Protection from Evil and Good

2nd LEVEL

Darkvision
Detect Thoughts
Find Traps
Lesser Restoration
Locate Object
Mind Spike (*XG)
Misty Step
Moonbeam
See Invisibility
Silence
Zone of Truth

3rd LEVEL

Counterspell
Daylight
Dispel Magic
Flame Arrows
Magic Circle
Mass Healing Word
Nondetection
Protection from Energy
Remove Curse

4th LEVEL

Banishment
Death Ward
Freedom of Movement
Locate Creature
Stone Shape
Stoneskin
Wall of Fire

5th LEVEL

Dawn (*XG)
Dispel Evil and Good
Far Step (*XG)
Flame Strike
Greater Restoration
Hold Monster
Immolation (*XG *EE)
Legend Lore
Telekinesis

For spells marked *XG, consult the *Xanathar's Guide to Everything* book or content on D&D Beyond. Spells marked *EE, can also be found in the *Elemental Evil* supplementary PDF, available from the official Dungeons & Dragons website or the Dungeon Master's Guild. All other spells are from the Player's Handbook. Note that XG and EE spells can be omitted if you don't have access to the supplements, without much impact on the playability of the class.

Kate's Notes and Credits

Thank you so much for purchasing this Spellbinder Class! If you notice an error, balance problem, or want to discuss the class, please email: kefholden@gmail.com

I'm Kate Holden, I have an MA in Games design and I've been playing D&D since I was twelve, usually as the Dungeon Master.

This class was created in response to players in campaigns I DM regularly asking how they could create a "Vampire Hunter," or a character, "Like something out of *Castlevania*!" And that forms the heart of this class. It's a little bit *Buffy*, a bit *Constantine*, definitely a lot of *Van Helsing*, maybe a touch of *Hellboy*, and the Ward power being like a barrier comes very much from manga and anime like *Vampire Hunter D*, *Hellsing*, even *Bleach*, *Sailor Moon* and *X/1999*, to the point where I almost named the skill "kekka"; if you want an anime or manga flavour, definitely have your spellbinder throw paper charm strips to create wards! I also recommend whips and hand crossbows as weapons generally for purely roleplay reasons. You'll look so *cool*.

I did all the art for this class, which is why there's no artist credit. The artist is me. You can find my other work at: www.kateholdenart.com and yes, **I am 100% open for commissions, email me!**
kefholden@gmail.com

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