

GIFFYGLYPH'S CLASS COMPENDIUM



Create bold heroes for your
D&D 5e game with new class
options

5E

• GIFFYGLYPH •



GIFFYGLYPH'S CLASS COMPENDIUM

Version 1.1.0

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GIFFYGLYPH'S CLASS COMPENDIUM

YOU ARE AN ADVENTURER IN A DANGEROUS WORLD OF wild monsters, hidden traps, secret ruins, and priceless treasures. But as you strike out into the world, what kind of adventurer will you be?

Do you throw yourself into the heat of battle, trusting in sword and shield to keep danger at bay? Do you use skill and cunning to outsmart and outmaneuver the enemy? Or do you dabble in arcane powers, twisting the very fabric of reality to suit your agenda?

Whatever your passion, *Giffyglyph's Class Compendium* introduces new mechanics, features, and subclasses for your D&D 5e character. Add new 1st–10th level options to your campaign and head out into adventure.

FEATURES

- Revised rules, features, and mechanics for levels 1–10.
- New **class resources** to help fuel new, unique, and powerful class features.
- New 10th-level **capstone abilities**.
- New subclasses and subclass options—choose your specialty from the very first level.
- Consistent recovery rules—customise your campaign with **short** and **long rest** recovery options.
- **Variants dials** to customise your playstyle.
- And more.

ABOUT



Version 1.1.0

Created by Giffyglyph, December 2020



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PART 1

The Barbarian

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Be a brutal barbarian.

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Choose your own Primal Path.

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Variant Dials p14
Customise the barbarian with variant options.





THE BARBARIAN

CLASS FEATURES

Barbarian

Level	Proficiency Bonus	Rages	Rage Damage	Brutality Points	Brutalities Mastered	Features
1st	+2	2	+2	3	2	Rage, Unarmored Defense, Brutality, Brutalities, Primal Path
2nd	+2	2	+2	4	2	Survival Instincts, Reckless Attack
3rd	+2	3	+2	5	3	Primal Path Features
4th	+2	3	+2	6	3	Ability Score Improvement
5th	+3	3	+2	7	3	Extra Attack, Feral Movement, Greater Brutalities
6th	+3	4	+2	8	4	Primal Path Features
7th	+3	4	+2	9	4	Feral Instinct
8th	+3	4	+2	10	4	Greater Ability Score Improvement
9th	+4	4	+3	11	4	Brutal Critical, Superior Brutalities
10th	+4	4	+3	12	5	Mastered Rage, Primal Path Features

HIT POINTS

- **Hit Dice:** 1d12 per barbarian level.
- **Hit Points (1st-level):** 12 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d12 (or 7) + your Constitution modifier per barbarian level after 1st.

PROFICIENCIES

- **Armor:** Light armor, medium armor, shields.
- **Weapons:** Simple weapons, martial weapons.
- **Tools:** None.
- **Saving Throws:** Strength, Constitution.
- **Skills:** Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) a greataxe or (b) any martial melee weapon.
- (a) two handaxes or (b) any simple weapon.
- An explorer's pack.
- Four javelins.

B. CUSTOM EQUIPMENT

You gain 2d4 x 10 gold pieces (or 50 gp). You may spend some or all of this gold to purchase your own equipment.



CLASS FEATURES

As a barbarian, you gain the following class features.

1 RAGE

You are able to enter a rage that pushes your physical strength beyond its normal limits.

You can spend a bonus action to enter a rage that lasts for up to 1 minute. While raging, you gain the following benefits if you are not wearing heavy armor:

- **Brutal Strength:** You have advantage on Strength checks and Strength saving throws.
- **Rage Damage:** When you make a melee weapon attack using Strength, you gain a bonus to the damage roll as shown in the *Rage Damage* column of the Class Features (Barbarian) table.
- **Thick Skin:** You have resistance to bludgeoning, piercing, and slashing damage from both magical and non-magical sources.

You can use this feature a limited number of times, as shown in the *Rages* column of the Class Features (Barbarian) table. You recover all expended uses when you finish a long rest.

SPELLCASTING

During a rage, you can't cast spells or concentrate on magic. If you are concentrating on a spell when you enter a rage, that concentration ends immediately.

Magic Items: Some items allow you to trigger magic effects—scrolls, wands, etc. You can activate these items unless it is specified that you are casting a spell.

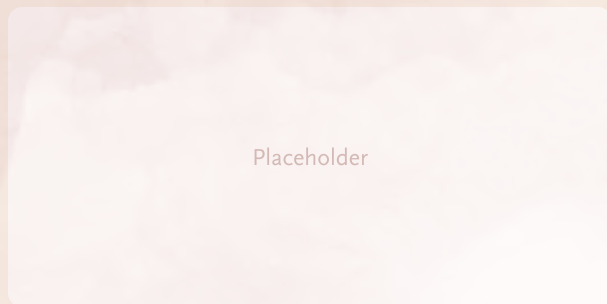
ENDING A RAGE

Your rage lasts for 1 minute. It ends early if any of the following situations apply:

- **Blackout:** You are knocked unconscious.
- **Passive Aggression:** Your turn ends and either (a) you haven't attacked a hostile creature or (b) you haven't taken any damage since the end of your previous turn.
- **Serenity Now:** You spend a bonus action on your turn to end your rage.

UNARMED ATTACKS

An unarmed attack (such as a punch, kick, headbutt, etc) counts as a melee weapon attack—it gains the benefit of your rage damage.



Placeholder

1 UNARMORED DEFENSE

While you are not wearing any armor, your armor class equals 10 + your Constitution modifier + either (a) your Dexterity modifier or (b) your Intelligence modifier—you may choose which modifier to use.

You can use a shield and still gain this benefit.

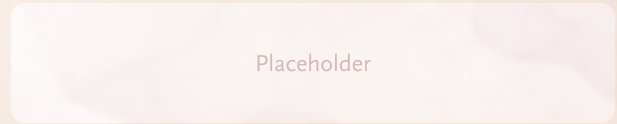
UNARMORED AC

Unarmored AC: 10 + your Constitution modifier + your Dexterity or Intelligence modifier (your choice)

1 BRUTALITY

You have a number of brutality points, as shown in the *Brutality Points* column of the Class Features (Barbarian) table. You can spend brutality to overwhelm your enemies with brutalities—and you may learn other applications from your Primal Path.

You recover all expended brutality points when you finish a long rest.



Placeholder

1 BRUTALITIES

At 1st-level, you have mastered two brutalities of your choice. You master additional brutalities as you gain more barbarian levels, as show in the *Brutalities Known* column of the Class Features (Barbarian) table.

Once per turn, you may spend one brutality point to use one of your mastered brutalities.

Replacing a Brutality: Whenever you finish a long rest, you may replace one of your mastered brutalities with another brutality.

Saving Throws: Use your Strength modifier to determine the saving throw DC for your brutalities.

BRUTALITY SAVE DC

Brutality Save DC: 8 + your proficiency bonus + your Strength modifier

◇ CLEAVE

When you hit a creature with a melee weapon attack, you can attempt to damage another nearby creature. Choose a creature that is (a) within 5 ft of the original target and (b) within your reach. If the original attack roll would hit the second creature, that creature takes 1d6 damage.

The damage is of the same type dealt by the original attack, and can't exceed the total damage dealt by the original attack.

Greater Cleave: (5th-level) The damage increases from 1d6 to 2d8.

Superior Cleave: (9th-level) The damage increases from 2d8 to 3d10.

◇ **GRAB**

When you hit an adjacent creature with an opportunity attack and you have at least one hand free, you can attempt to grab hold of the creature. If the creature is Large or smaller, it must make a Strength or Dexterity saving throw—the target may choose which. On a failed save, the creature is grappled by you.

Greater Grab: (5th-level) You can use this brutality against Huge creatures.

Superior Grab: (9th-level) You can use this brutality against Gargantuan creatures.

◇ **HEADBUTT**

When you hit an adjacent creature with a melee weapon attack, you can use a bonus action to attempt to knock the creature down. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Greater Headbutt: (5th-level) You can use this brutality against Huge creatures.

Superior Headbutt: (9th-level) You can use this brutality against Gargantuan creatures.

◇ **KICK**

When you hit an adjacent creature with a melee weapon attack, you can try to kick it away from you. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the creature back up to 10 ft.

Greater Kick: (5th-level) You can use this brutality against Huge creatures.

Superior Kick: (9th-level) You can use this brutality against Gargantuan creatures.

◇ **ROAR**

When you hit an adjacent creature with a melee weapon attack, you can attempt to frighten the creature. The creature must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Greater Roar: (5th-level) You can target one additional creature that is within 5 ft of you.

Superior Roar: (9th-level) You can target one additional creature that is within 10 ft of you.

◇ **SMASH**

When you hit a creature with a melee weapon attack, you can momentarily weaken its defenses. Until the start of your next turn, the next attack roll made against the creature by an attacker other than you has advantage.

Greater Smash: (5th-level) The creature grants advantage to the next two attack rolls made against it before the start of your next turn.

Superior Smash: (9th-level) The creature grants advantage to the next three attack rolls made against it before the start of your next turn.



Placeholder

1 PRIMAL PATH

Choose a Primal Path. You gain features from your Primal Path at 1st, 3rd, 6th, and 10th-level.

PRIMAL BRUTALITIES

You gain access to four unique brutalities from your Primal Path. Add these to your list of brutality options.



Placeholder

2 SURVIVAL INSTINCTS

Choose one of the following options.

◇ **DANGER SENSE**

You have advantage on Dexterity saving throws against effects that you can see—such as traps, spells, and attacks. To gain this benefit, you can't be blinded, deafened, or incapacitated.

◇ **PRIMAL KNOWLEDGE**

You become proficient in your choice of two of the following skills: Animal Handling, Medicine, Nature, Perception, or Survival.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

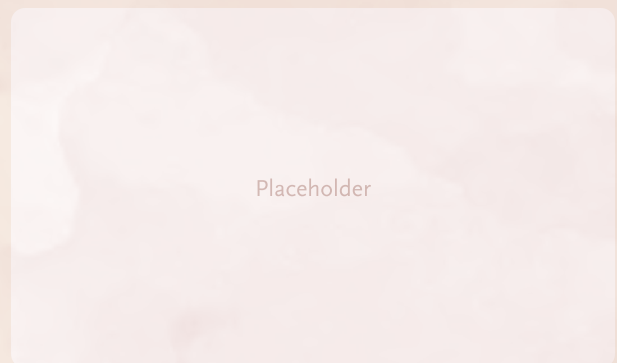


Placeholder

2 RECKLESS ATTACK

Before you make your first attack on your turn, you can choose to attack recklessly. You have advantage on all melee weapon attack rolls using Strength until the end of your turn. But in return, all attack rolls made against you have advantage until the start of your next turn.

Reckless Brutalities: While you are being reckless, you can't use a mastered brutality unless that brutality specifies otherwise.



Placeholder

4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

5 EXTRA ATTACK

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



5 FERAL MOVEMENT

Choose one of the following options.

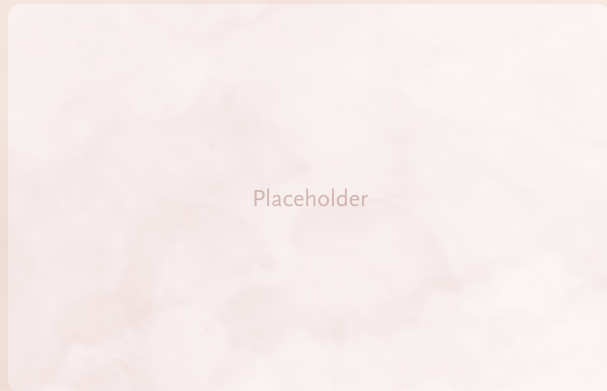
◇ FAST MOVER

Your natural speed increases by 10 ft while you're not wearing heavy armor. If you have multiple forms of innate movement—such as climbing, flying, swimming, etc—each movement speed increases by 10 ft.

Unnatural Movement: If you gain a movement speed through an external effect—such as an item, feature, or spell—that speed doesn't increase with this feature.

◇ LEAP

When a creature ends its turn within 15 ft of you, you can spend your reaction to move up to half your speed to a space closer to the creature. This movement doesn't provoke opportunity attacks.



7 FERAL INSTINCT

You have advantage on your initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn—but only if you enter your rage before doing anything else on that turn.



9 BRUTAL CRITICAL

You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Brutality: Whenever you reduce a creature to 0 hit points with a critical hit from a melee attack, you regain 1 expended brutality point.



10 MASTERED RAGE

When you enter a rage, you may choose to master it. Each time you do so, pick one of the following options—you gain this in addition to the other features granted by your rage ability.

You can use this feature once, and you regain expended uses when you finish a long rest.

◇ FAST

For the duration of your mastered rage, your natural speed increases by 10 ft. If you have multiple forms of innate movement—such as climbing, flying, swimming, etc—each movement speed increases by 10 ft.

Fast Mover: If you have the *Fast Mover* trait, this benefit stacks.

◇ FIERCE

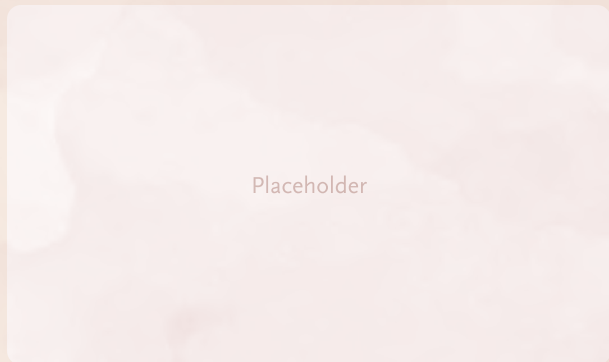
For the duration of your mastered rage, double the damage bonus granted by your *Rage Damage*.

◇ FOCUSED

For the duration of your mastered rage, you may cast and concentrate on spells as normal.

◇ FRIGHTENING

For the duration of your mastered rage, your proficiency bonus is doubled for any ability check you make that uses Intimidation or Athletics.



PRIMAL PATHS

A FIERCE RAGE BURNS DEEP IN YOUR HEART—A white-hot fire that can push you above and beyond your mortal limitations. But without control, your greatest strength can become your greatest weakness.

To help you master your rage—for good or ill—you must choose a *Primal Path*. Walk this path to discover your own unique strength and how to wield it.

CHOOSE YOUR PATH

Choose your path from one of the following options:

- **Path of the Berserker:** You are a frenzied force of destruction on the battlefield—enemies run in fear from your intimidating presence.
- **Path of the Conqueror:** You are a conqueror, destined—or determined—to rule. Where you lead, others follow. Where you wage war, others flee—or fall.
- **Path of the Fanatic:** You have a fanatical belief in someone or something—a god, a leader, a cause—and your blood boils in the presence of disbelievers.

PATHS YET TO COME

Brutal Barbarian is a work-in-progress with a limited number of paths. Future expansions of this supplement *may* (depending on demand and support) include:

- **Path of the Bulwark:** You are unbreakable—a fixed point in battle. When you hold the line, that line stays held.
- **Path of the Flagellant:** Pain drives you forward. As you take damage, you turn that pain into fury and rage.

Got ideas for some primal paths you'd like to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING A PRIMAL PATH

To create your own *Primal Path* (or to convert an existing path from other sources), follow these steps:

1. **Create 4 Brutalities:** At 1st-level, primal paths expand the barbarian brutality list with 4 unique brutalities. Create some new ways to be brutal that are thematic to your path—be as flavorful as you can.
 - Ensure your brutalities have a clear triggering event—"when X happens, you can Y".
 - Brutalities improve at 5th and 9th-level.
 - As a general rule of thumb, aim for a varied 3-to-1 mix of combat-enhancing and social/skill-enhancing brutalities.
2. **Create 3rd and 6th-level Features:** Primal paths grant new features at 3rd and 6th-level. Rage is the primary feature of the barbarian—try to use it in interesting ways, either as a resource or an enhancement.
3. **Create a 10th-level Capstone:** At 10th-level, primal paths grant a unique capstone feature. This is the pinnacle of your path's theming—capture it's essence.

And that's it, your primal path is complete!

Placeholder



PATH OF THE BERSERKER

The *Path of the Berserker* is a path of untrammelled fury, slick with blood. Your rage is a means to an end—that end being brutal violence.

As you enter the berserker's rage, you thrill in the wild chaos and bloodshed of battle—heedless of your own health or well-being.

Placeholder

1 PRIMAL BRUTALITIES

Add the following four brutalities to your list of brutality options: bloodlust, charge, ferocity, and relentless.

◇ BLOODLUST

When you reduce a creature to 0 hit points with a melee weapon attack while raging, you can attempt to move and attack another creature.

You may spend a bonus action to move up to half your speed towards another creature. If the creature is (a) within your reach and (b) your original attack would hit it, that creature takes 1d6 damage.

The damage is of the same type dealt by the original attack, and can't exceed the total damage dealt by the original attack.

Greater Bloodlust: (5th-level) The damage increases from 1d6 to 2d8.

Superior Bloodlust: (9th-level) The damage increases from 2d8 to 3d10.

◇ CHARGE

When you move at least 20 ft straight towards a creature while raging and hit it with a melee weapon attack, you can deal 1d6 extra damage with your attack.

The damage is of the same type dealt by the original attack, and can't exceed the total damage dealt by the original attack.

Greater Charge: (5th-level) The damage increases from 1d6 to 2d8.

Superior Charge: (9th-level) The damage increases from 2d8 to 3d10.

◇ FEROCITY

When you make an ability check and use Athletics or Intimidation, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this brutality, but you must decide before the GM says whether your check succeeds or fails.

Greater Ferocity: (5th-level) Your bonus increases from 1d6 to 1d8.

Superior Ferocity: (9th-level) Your bonus increases from 1d8 to 1d10.

◇ RELENTLESS

When you are reduced to 0 hit points while raging but not killed outright, you can drop to 1 hit point instead. You can't use this brutality again until you finish a long rest.

Greater Relentless: (5th-level) You can use this brutality two times per long rest.

Superior Relentless: (9th-level) You can use this brutality three times per long rest.

3 FRENZY

When you rage, you may choose to go into a frenzy. If you do so, for the duration of your rage you can make one additional melee weapon attack once per turn when you take the Attack action.

When your frenzied rage ends, you must immediately do one of the following:

- Spend one of your hit die.
- Spend two points of brutality.
- Suffer one level of exhaustion.

Placeholder

6 MINDLESS RAGE

You can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

10 INTIMIDATING PRESENCE

You can use your action to frighten someone. Choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) to avoid being frightened.

If the Creature Succeeds: The creature is immune to your *Intimidating Presence* for the next 24 hours.

If the Creature Fails: The creature is frightened of you until the end of your next turn. On subsequent turns, you can spend 1 action to extend the duration of this effect on one frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

Placeholder



PATH OF THE CONQUEROR

The *Path of the Conqueror* is a path of authority and subjugation. You are destined—or determined—to rule. Where you lead, others follow. Where you wage war, others flee—or fall.



Placeholder

1 PRIMAL BRUTALITIES

Add the following four brutalities to your list of brutality options: decree, command, prevail, and proclaim.

◇ DECREE

When you hit a creature with a weapon attack, you can decree that an ally moves. Choose one friendly creature that is (a) within 30 ft of you or the creature you hit, (b) can hear you, and (c) has a movement speed greater than 0—that creature may spend its reaction to move up to 10 ft.

This movement does not provoke opportunity attacks from the creature you hit.

Greater Decree: (5th-level) The distance increases from 10 ft to 15 ft.

Superior Decree: (9th-level) The distance increases from 15 ft to 20 ft.

◇ COMMAND

When you hit a creature with a weapon attack, you can command a nearby ally. Choose one friendly creature that can see and hear you. That creature may spend its reaction to make a weapon attack against the same target. If the attack hits, it deals an additional 1d6 damage.

Greater Command: (5th-level) The damage increases from 1d6 to 1d8.

Superior Command: (9th-level) The damage increases from 1d8 to 1d10.

◇ PREVAIL

When an ally misses with a weapon attack, you can order them to prevail and try again. If your ally can see and hear you, that ally can reroll their attack—if the attack hits, it deals 1d6 extra damage.

Greater Prevail: (5th-level) The damage increases from 1d6 to 1d8.

Superior Prevail: (9th-level) The damage increases from 1d8 to 1d10.

◇ PROCLAIM

When you make an ability check and use Persuasion or Intimidation, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this maneuver, but you must decide before the GM says whether your check succeeds or fails.

Greater Proclaim: (5th-level) Your bonus increases from 1d6 to 1d8.

Superior Proclaim: (9th-level) Your bonus increases from 1d8 to 1d10.

3 VOICE OF AUTHORITY

You gain proficiency in either a) Intimidation or b) Persuasion. Your proficiency bonus is doubled for ability checks with that skill.



Placeholder

3 SUBJUGATE THE FALLEN

You can turn a fallen enemy into subjugated vassal by offering them a choice—serve me or die.

Once per turn, while you are raging and would reduce a Medium or smaller creature to 0 hit points with a melee weapon attack, you can attempt to *subjugate* it. The creature must be able to see, hear, and understand you. If it resists, it must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. The creature gains a saving bonus equal to half its CR (rounded down).

If it fails—or otherwise chooses to concede—the creature is reduced to 1 hit point and is *Subjugated* by you, becoming your vassal.

SUBJUGATION SAVE

Subjugation Save DC: 8 + your proficiency bonus + your Charisma modifier

Saving Throw: Wisdom modifier + half your CR (rounded down)

SUBJUGATED

You are subjugated by another creature. You are their vassal, obeying their orders for as long as your loyalty holds true.

- **Tame:** The subjugator has advantage on any ability check to interact socially with you.
- **Reverent:** You can't attack your subjugator or target them with harmful abilities or magical effects.
- **Obediant:** You follow the commands of your subjugator.
- **Loyal:** When you are first subjugated, you gain 1d4 loyalty points. When your loyalty is reduced to 0, you are no longer subjugated.



Placeholder

You can subjugate one creature at a time, and you may dismiss a vassal from your service as a bonus action. When you dismiss a vassal in this fashion, it loses one point of loyalty towards you.

Immunities: Undead creatures, constructs, and creatures that are immune to *Frightened* automatically succeed on their attempt to resist subjugation.

TAKING ACTIONS

Your vassal acts immediately after your turn, following your commands as best it can. If you are incapacitated or otherwise absent, the vassal acts on its own as befits its current loyalty.

3 LOYALTY

Loyalty is a measurement of trust and obedience—the more loyalty your vassal has towards you, the more likely it is to follow your commands and resist stabbing you in the back at the first opportunity.

When you first subjugate a vassal, it has 1d4 points of loyalty towards you. A vassal can have a maximum amount of loyalty equal to your barbarian level, and that loyalty determines its attitude towards you—resentful, accepting, motivated, or devoted.

ATTITUDES

Loyalty	Attitude
0	Rebellious: The vassal is no longer subjugated by you—so watch your back.
1-2	Resentful: The vassal resents being subjugated by you and won't obey life-threatening commands. If it refuses to follow an order, you must make a DC 16 Charisma (Persuasion or Intimidation) ability check to command it.
3-6	Tolerant: The vassal is more accepting of your dominion, though it will still preserve its own life. If it refuses to follow an order, you must make a DC 14 Charisma (Persuasion or Intimidation) ability check to command it.
7-9	Motivated: The vassal actively wants you to succeed in your efforts. If it refuses to follow an order, you must make a DC 12 Charisma (Persuasion or Intimidation) ability check to command it.
10	Devoted: The vassal is devoted to your cause and will put itself in harms way at your command. If you take damage from a weapon attack while adjacent to the vassal, it can spend its reaction to take the damage on your behalf.

VASSAL INDEPENDANCE

A subjugated vassal retains its own will, wants, and wishes. Though it may follow your commands, some orders may be so antithetical that it will always refuse or perform badly—no matter how high you roll.

Keep in mind the character of your vassal—subjugate creatures that are a good match for your own goals, attitudes, and alignment.

GAINING LOYALTY

Loyalty is gained through kindness, kinship, and material rewards. A vassal gains one point of loyalty when:

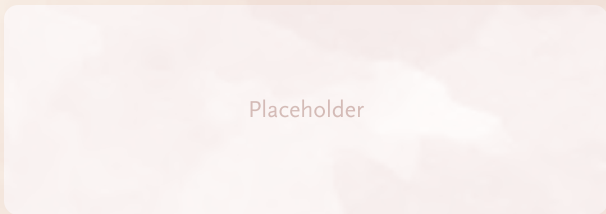
- It is given a *meaningful* reward by its subjugator.
- The subjugator helps it to complete a personal goal.
- It is treated exceptionally well or made to feel valued.

LOSING LOYALTY

Loyalty is lost through greed, insensitivity, and vanity. A vassal loses one point of loyalty when:

- It takes damage from its subjugator or their allies.
- It is made to feel unvalued or unwanted.
- It is reduced to 0 hit points.
- It is made to act against something it cares about—a person, a faction, a belief, etc.

Natural Rebels: Chaotic creatures are, by their nature, disinclined to follow orders and remain loyal. When a creature with a *chaotic* alignment loses loyalty, it loses twice as much as it normally would.



Placeholder

6 RULE OF IRON

When you take the *Attack* action while you are raging, your vassal can spend its reaction to make a weapon attack.

10 CONQUEROR'S WILL

You roar a conquering command to your allies. As a bonus action, choose up to twelve creatures within 60 ft of you that can both see and hear you. Until the start of your next turn, these creatures gain advantage on attack rolls and saving throws.

You can use this feature once, and you regain expended uses when you finish a long rest.



Placeholder



PATH OF THE FANATIC

The *Path of the Fanatic* is a path of zealous belief and fervor. With your righteous rage, you punish the blasphemous and inspire the faithful.

1 FANATICISM

You believe in someone—or something—with a burning passion. Choose one of the following damage types to represent the power—and theme—of your fanaticism:

FANATICISM

- Acid
- Cold
- Fire
- Force
- Necrotic
- Lightning
- Poison
- Psychic
- Radiant
- Thunder

1 PRIMAL BRUTALITIES

Add the following four brutalities to your list of brutality options: convert, judge, preach, and punish.

◇ CONVERT

When an adjacent Large or smaller creature makes a weapon attack against you, you can spend a reaction to convert it before it makes the attack roll. The creature must make a Charisma saving throw. On a failed save, the creature is *Charmed* by you until the start of your next turn.

Greater Convert: (5th-level) You can use this brutality against Huge creatures.

Superior Convert: (9th-level) You can use this brutality against Gargantuan creatures.

◇ JUDGE

When you hit a creature with a weapon attack, you can mark the creature with a fanatical judgement. Until the end of your next turn, the first time the creature either a) makes a weapon attack or b) casts a spell, it takes 1d6 fanaticism damage.

This damage occurs after the inciting action takes place, and a creature can be marked by only one judgement at a time.

Greater Judge: (5th-level) The damage increases from 1d6 to 2d8.

Superior Judge: (9th-level) The damage increases from 2d8 to 3d10.

◇ PREACH

When you make an ability check and use Religion or Persuasion, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this brutality, but you must decide before the GM says whether your check succeeds or fails.

Greater Preach: (5th-level) Your bonus increases from 1d6 to 1d8.

Superior Preach: (9th-level) Your bonus increases from 1d8 to 1d10.

◇ PUNISH

When a creature hits either a) you or b) an ally within 10 ft of you with a weapon attack, you can spend your reaction to make a weapon attack against the creature. If the attack hits, you deal an extra 1d6 fanaticism damage.

Greater Punish: (5th-level) The damage increases from 1d6 to 2d8.

Superior Punish: (9th-level) The damage increases from 2d8 to 3d10.

3 RIGHTEOUS RAGE

When you enter a rage, you may choose one of the following righteous effects:

- **Righteous Fury:** Once during your turn, when you hit a creature with a weapon attack, you can deal additional fanaticism damage equal to 1d6 + your barbarian level.
- **Righteous Protection:** You have immunity to the damage type of your fanaticism.

This effect lasts for the duration of your rage. You may spend one hit die and a bonus action during your rage to change the currently active effect.



6 UNRELENTING

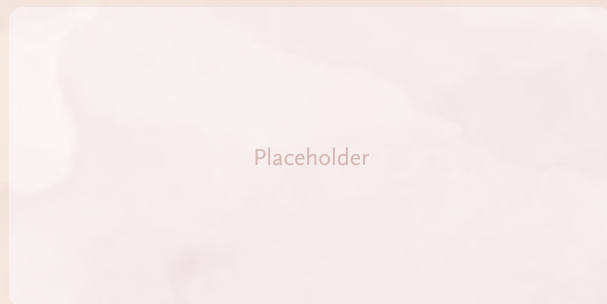
When you are reduced to 0 hit points while raging but not killed outright, you can drop to 1 hit point instead. In addition, you gain temporary hit points equal to four times your barbarian level.

You can use this feature once, and you regain expended uses when you finish a long rest.

10 FANATICAL CRUSADE

You roar a battle cry to inspire fanaticism in your allies. As a bonus action, choose up to twelve creatures within 60 ft of you that can both see and hear you. For the next minute, these creatures deal an additional 1d6 fanaticism damage the first time they hit a target with a weapon attack each turn.

You can use this feature once, and you regain expended uses when you finish a long rest.





VARIANT DIALS

IF YOU WANT TO ADJUST THE BARBARIAN CLASS TO better suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, apply these modifiers to use the barbarian as a multiclass option:

- **Minimum Requirement:** Strength 13.
- **Proficiencies:** Shields, simple weapons, martial weapons.
- **Brutalities:** You can't use any mastered brutalities until you are a 3rd-level barbarian.

Placeholder

RESTRICTED RETRAINING

If you want to make retraining a little more significant or costly for the barbarian, try using these options.

◇ SANCTUARY

To change your brutalities, you must be in a safe sanctuary—such as a village, town, or city—where you are able to concentrate on your training.

◇ FACILITIES

To change your brutalities, you must have access to appropriate facilities—training grounds, practice weapons, sparring partners and mentors, etc.

SHORT REST RECOVERY

This supplement emphasizes the use of *long rests* as a primary recovery mechanic. But if your campaign is more dependent on short rests, try this alternative class table:

CLASS FEATURES

Barbarian Short Rest Recovery

Level	Brutality Points	Level	Brutality Points
1st	1	6th	2
2nd	2	7th	2
3rd	2	8th	3
4th	2	9th	3
5th	2	10th	3

You recover all expended brutality points when you finish a short or long rest.

SIZABLE BRUTALITIES

Some brutalities feature hard-wired size limitations—but if you want to tie these limitations to *character size* instead, apply the following changes:

- **Large Creatures:** Your size category + 1.
- **Huge Creatures:** Your size category + 2.
- **Gargantuan Creatures:** Your size category + 3.

OPTIMAL STATS & SIZING

Tying brutalities directly to character size will strongly incentivize players to pick larger races over smaller ones.

PART 2

The Bard

4

The Bard p16

Be a brilliant bard.

5

Bard Colleges p20

Choose your own Bard College.

6

Variant Dials p24

Customise the bard with variant options.





4

THE BARD

CLASS FEATURES

Bard

Level	Proficiency Bonus	Comp. Points	Bardic Inspiration	Cantrips Known	Spells Known	Spell Slots					Features
						1st	2nd	3rd	4th	5th	
1st	+2	2	d6	2	4	2	—	—	—	—	Spellcasting, Composition, Bardic Inspiration, Bard College
2nd	+2	3	d6	2	5	3	—	—	—	—	Jack of All Trades, Song of Rest
3rd	+2	4	d6	2	6	4	2	—	—	—	Expertise, Bard College Features
4th	+2	5	d6	3	7	4	3	—	—	—	Ability Score Improvement
5th	+3	7	d8	3	8	4	3	2	—	—	—
6th	+3	9	d8	3	9	4	3	3	—	—	Countercharm, Bard College Features
7th	+3	11	d8	3	10	4	3	3	1	—	—
8th	+3	14	d8	3	11	4	3	3	2	—	Greater Ability Score Improvement
9th	+4	17	d8	3	12	4	3	3	3	1	—
10th	+4	20	d10	4	12	4	3	3	3	2	Magical Secrets, Chords of Power, Bard College Features

HIT POINTS

- **Hit Dice:** 1d8 per bard level.
- **Hit Points (1st-level):** 8 + your Constitution modifier.
- **Hit Points (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:** Three musical instruments of your choice.
- **Saving Throws:** Dexterity, Charisma.
- **Skills:** Choose any three.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) a rapier, (b) a longsword, or (c) any simple weapon.
- (a) a diplomat's pack or (b) an entertainer's pack.
- (a) a lute or (b) any other musical instrument.
- Leather armor and a dagger

B. CUSTOM EQUIPMENT

You gain 5d4 x 10 gold pieces (or 120 gp). You may spend some or all of this gold to purchase your own equipment.



CLASS FEATURES

As a bard, you gain the following class features.

1 SPELLCASTING

You gain the ability to cast magic spells using words of power and musical notes.

CANTRIPS

At 1st-level, you know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the *Cantrips Known* column of the Class Features (Bard) table.

Replacing Known Cantrips: When you gain a bard level, you can choose one of the bard cantrips you know and replace it with another cantrip from the bard spell list.

SPELL SLOTS

The Class Features (Bard) table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of your spells, you must spend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Placeholder

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 1st-level, you know four 1st-level spells of your choice from the bard spell list. The *Spells Known* column of the Class Features (Bard) table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots.

Replacing Known Spells: When you gain a bard level, you may choose one of the bard spells you know and replace it with another spell from the bard spell list. This new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your bard spells. Use your Charisma modifier to determine the saving throw DC or attack modifier for a bard spell you cast.

SPELLCASTING ABILITY

Spell Save DC: 8 + your proficiency bonus + your Charisma modifier

Spell Attack Modifier: your proficiency bonus + your Charisma modifier

RITUAL CASTING

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You use a musical instrument as a spellcasting focus for your bard spells.

1 COMPOSITION

You have a number of composition points, as shown in the *Composition Points* column of the Class Features (Bard) table. You can spend composition to inspire and revitalize your allies—and you may learn other applications from your Bard College.

You recover all expended composition points when you finish a long rest.

1 BARDIC INSPIRATION

You can use your compositions to inspire other creatures with stirring words and music.

BARDIC INSPIRATION

Class Feature Bard

Spend one bonus action and one point of composition to choose one creature other than yourself that is (a) within 60 feet of you and (b) can hear you. The chosen creature gains one *Bardic Inspiration* die—a d6.

- **Being Inspired:** A creature with *Bardic Inspiration* has 10 minutes in which to choose to roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls before deciding to use the *Bardic Inspiration* die, but it must do so before the GM says whether the roll succeeds or fails.

Once the die is rolled, it is spent. A creature can have only one *Bardic Inspiration* die at a time.

- **Growing Inspiration:** The *Bardic Inspiration* die grows as you gain bard levels, as shown in the *Bardic Inspiration* column of the Class Features (Bard) table.

1 BARD COLLEGE

Choose a Bard College. You gain features from your Bard College at 1st, 3rd, 6th, and 10th-level.

COLLEGIATE PLEDGES

Each college has a set of three guiding principles—its *pledges*—that help to preserve bardic traditions. Respect these pledges to gain distinction from fellow bards.

Collegiate Distinction: If you make a notable effort while honoring your collegiate pledges, you may gain a mark of *distinction*.

During a long rest, you can spend one mark of distinction to share songs with another bard and replace one of your known bard spells (including cantrips) with another spell from the bard spell list. The new spell must be of the same spell level as the one you replace.

Placeholder

COLLEGIATE INSPIRATION

At 1st-level, you gain a unique way to use your *Bardic Inspiration* class feature from your Bard College.

2 JACK OF ALL TRADES

You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

2 SONG OF REST

During a short rest, you can help to revitalize your allies by playing a soothing song or telling an inspiring story.

If you—or any friendly creature who can hear your performance—regain hit points by spending one or more Hit Dice, each creature regains an extra 1d6 hit points.

Greater Song of Rest: At 9th-level, the extra hit points regained increases from 1d6 to 1d8.

COMPOSED SONG OF REST

When you begin a *Song of Rest*, you can spend composition to increase the bonus hit points granted.

For each point of composition you spend, increase the die size of your song by one step (to a maximum of 1d12).

SONG OF REST

Composed Song of Rest: d6 → d8 → d10 → d12

Placeholder

3 EXPERTISE

Choose two skills in which you are proficient. You gain *expertise* in these skills, doubling your proficiency bonus for any ability check you make that uses either skill.

Greater Expertise: At 10th-level, choose two additional skills in which you are proficient—you gain *expertise* in these skills also.

4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

6 COUNTERCHARM

As an action, you start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed.

A creature must be able to hear you to benefit from this. The performance ends early if you are incapacitated, silenced, or if you voluntarily end it as a free action.

COMPOSED COUNTERCHARM

As you begin to perform *Countercharm*, you may choose to alter your performance in the following ways.

Fermata: Spend one point of composition to extend the maximum duration of your *Countercharm* by one additional round.

Forté: Spend one point of composition to extend the maximum range of your *Countercharm* from 30 ft to 60 ft.

Vivace: Spend one point of composition to perform *Countercharm* as a bonus action instead of a full action.

Placeholder

10 MAGICAL SECRETS

You learn two spells of your choice from any class. The spells don't have to be from the same class, but they must be a cantrip or of a spell level that you can cast.

The chosen spells count as bard spells for you and don't count against the number of bard spells you know.

10 CHORDS OF POWER

In your trained hands, a musical instrument can suddenly become a dangerous, sonic weapon.

CHORDS OF POWER

Class Feature Bard

As a bonus action, you start a performance that lasts for up to 1 minute. During this time, any musical instrument that you hold can be used as:

- a. A *simple weapon* that deals 1d10 thunder damage.
- b. A *simple ranged weapon* (range 60 ft) that deals 1d8 thunder damage.

When you make an attack with a musical instrument, you can use your Charisma modifier (instead of Strength or Dexterity) for the attack and damage rolls.

- **Curtain Call:** Your performance ends early if (a) you are incapacitated, (b) you are silenced, or (c) you voluntarily end it as a free action.
- **Limited Run:** You may use this feature once, and you regain expended uses when you finish a long rest.

Placeholder

SPELL LIST

Class Feature **Bard**

CANTRIPS

01-08	Blade Ward
09-16	Dancing Lights
17-24	Friends
25-32	Light
33-40	Mage Hand
41-48	Mending
49-56	Message
57-64	Minor Illusion
65-72	Prestidigitation
73-80	Thunderclap XGtE
81-88	True Strike
89-96	Vicious Mockery

1ST-LEVEL

01-04	Animal Friendship
05-08	Bane
09-12	Cause Fear XGtE
13-16	Charm Person
17-20	Color Spray
21-24	Command
25-28	Comprehend Languages
29-32	Cure Wounds
33-36	Detect Magic
37-40	Disguise Self
41-44	Dissonant Whispers
45-48	Earth Tremor XGtE
49-52	Faerie Fire
53-56	Feather Fall
57-60	Healing Word
61-64	Heroism
65-68	Identify
69-72	Illusory Script
73-76	Longstrider
77-80	Silent Image
81-84	Sleep
85-88	Speak with Animals
89-92	Tasha's Hideous Laughter
93-96	Thunderwave
97-00	Unseen Servant

2ND-LEVEL

01-03	Aid
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04-06	Animal Messenger
07-09	Blindness/Deafness
10-12	Calm Emotions
13-15	Cloud of Daggers
16-18	Crown of Madness
19-21	Detect Thoughts
22-24	Enhance Ability
25-27	Enlarge/Reduce
28-30	Enthrall
31-33	Heat Metal
34-36	Hold Person
37-39	Invisibility
40-42	Knock
43-45	Lesser Restoration
46-48	Locate Animals or Plants
49-51	Locate Object
52-54	Magic Mouth
55-57	Mind Spike XGtE
58-60	Mirror Image
61-63	Phantasmal Force
64-66	Pyrotechnics XGtE
67-69	See Invisibility
70-72	Shatter
73-75	Silence
76-78	Skywrite XGtE
79-81	Suggestion
82-84	Warding Wind XGtE
85-87	Zone of Truth

3RD-LEVEL

01-04	Bestow Curse
05-08	Catnap XGtE
09-12	Clairvoyance
13-16	Dispel Magic
17-20	Enemies Abound XGtE
21-24	Fear
25-28	Feign Death
29-32	Glyph of Warding
33-36	Hypnotic Pattern
37-40	Leomund's Tiny Hut
41-44	Major Image
45-48	Mass Healing Word
49-52	Nondetection
53-56	Plant Growth
57-60	Sending

61-64	Slow
65-68	Speak with Dead
69-72	Speak with Plants
73-76	Stinking Cloud
77-80	Tiny Servant XGtE
81-84	Tongues

4TH-LEVEL

01-10	Charm Monster XGtE
11-20	Compulsion
21-30	Confusion
31-40	Dimension Door
41-50	Freedom of Movement
51-60	Greater Invisibility
61-70	Hallucinatory Terrain
71-80	Locate Creature
81-90	Phantasmal Killer
91-00	Polymorph

5TH-LEVEL

01-05	Animate Objects
06-10	Awaken
11-15	Contact Other Plane
16-20	Dominate Person
21-25	Dream
26-30	Geas
31-35	Greater Restoration
36-40	Hold Monster
41-45	Legend Lore
46-50	Mass Cure Wounds
51-55	Mislead
56-60	Modify Memory
61-65	Planar Binding
66-70	Raise Dead
71-75	Rary's Telepathic Bond
76-80	Screaming
81-85	Seeming
86-90	Skill Empowerment XGtE
91-95	Synaptic Static XGtE
96-00	Teleportation Circle
—	—
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Placeholder



5

BARD COLLEGES

ART DEMANDS AN AUDIENCE, AND BARDS ARE nothing if not gregarious. To perfect their art, bards seek others out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards often form loose associations—their *colleges*—to facilitate their gatherings and preserve their traditions.

Whatever your background, this chapter introduces a variety of colleges for you to choose from. Define your bardic traditions and perfect your art.

CHOOSE YOUR COLLEGE

Choose your college from one of the following options:

- **College of Dance:** You dazzle, inspire, amaze, and astound your audience with elegant movements and well-practiced choreography.
- **College of Lore:** You are a gatherer of knowledge and a seeker of truth, spinning little rumors into world-changing stories.
- **College of Tongues:** You are a keen linguist and a student of exotic languages, using *Words of Power* to transform the world.

COLLEGES YET TO COME

Brilliant Bard is a work-in-progress with a limited number of origins. Future expansions of this supplement *may* (depending on demand and support) include:

- **College of Colors:** You are a maestro with a paintbrush, transforming the uninspired into pieces of living art.

Got ideas for bard college you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING A COLLEGE

To create your own *Bard College* (or to convert an existing college from other sources), follow these steps:

1. **Create 3 Pledges:** A bard college pledges to do three things. These pledges should be relatively open-ended and act as a roleplaying hook for your players.
2. **Create a Collegiate Inspiration:** Bard colleges grant a unique way of using the *Bardic Inspiration* die at 1st-level. This should be a thematic part of your college's overall identity.
3. **Create 3rd and 6th-level Features:** Bard colleges grant features at 3rd and 6th-level.
4. **Create a 10th-level Capstone:** At 10th-level, bard colleges grant a unique capstone feature that is the pinnacle of your college's theming.

And that's it, your college is complete!

Placeholder



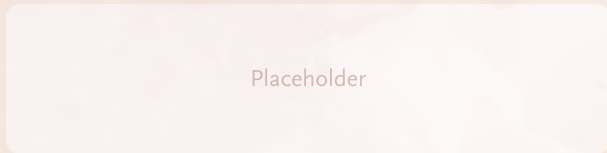
COLLEGE OF DANCE

You are a bard of the *College of Dance* and you know how to turn heads on the dancefloor. Whether in a fine royal court or a dark and sunken dungeon, you inspire and enflame with physical prowess, shaping the elements of movement—space, time, and force—into magic.

1 COLLEGIATE PLEDGES

You—and other bards of your college—are guided by the following collegiate pledges:

1. **Be Confident:** To be the best dancer, you must be confident in yourself and your abilities. Practice often, stay limber, and be bold. When you dance, dance like nobody's watching.
2. **Inspire Emotion:** Dancing can inspire strong emotions—passion, excitement, love, and joy. Use your dances to rouse your allies, turn enemies into friends, and build stronger social connections.
3. **Encourage Others:** Everyone can dance—with the right encouragement and motivation. Help others to dance to the music playing in their heart. Be a passionate advocate and a patient teacher.



1 COLLEGIATE INSPIRATION

You learn how to use your knowledge of dance to inspire and encourage your allies.

LET'S DANCE

Class Feature Bard Dance

You can spend your bonus action and one point of composition to evoke movement and motion in your allies.

Choose one of the following dances and a number of creatures within 30 ft of you equal to your Charisma modifier—each creature gains the benefit of your dance.

This effect lasts for up to 1 minute, and a creature can benefit from only one dance at a time. You must be unarmored and not wearing a shield to use this feature.

- A Dance of War:** You gain +1 AC. If you are either a) unarmored or b) wearing light armor, you instead gain +2 AC.
- B Dance of Water:** You gain advantage on Dexterity saving throws and *Performance* ability checks related to dance.
- C Dance of Wind:** You gain +5 ft movement speed. If you are either a) unarmored or b) wearing light armor, you instead gain +10 ft movement.

1 WHITE KNUCKLES

While you are not wearing any armor and not wielding a shield, your armor class equals 10 + your Constitution modifier + your Dexterity modifier.

1 BODY LANGUAGE

When you cast a bard spell, you can replace any verbal components with somatic components. You must be unarmored and not wielding a shield to use this feature.

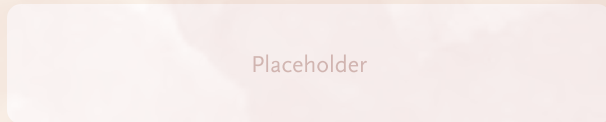
3 DANCING MAD

You compel a creature to dance with you. Spend a bonus action and choose one adjacent creature. The creature must make a Wisdom saving throw—if it fails, the creature is both *Charmed* and *Grappled* by you until the end of its next turn.

While these conditions are in effect, you control the creature's movement. Your movement speed is halved and, when you move, you can pull the creature with you. This movement does not provoke opportunity attacks.

Creatures that are immune to *Charmed* are immune to this effect. If you cease to be adjacent to the creature, the effect ends.

You can use this feature a number of times equal to your Charisma modifier, and you regain expended uses when you finish a long rest.



6 TRIBUTE

You gain proficiency in either a) Acrobatics or b) Performance. Your proficiency bonus is doubled for ability checks with that skill.

10 LOSE YOURSELF TO DANCE

You unlock the rhythm of a creature's heart, inspiring it to dance. Spend an action and choose one creature that you can see within 30 ft. The creature must make a Wisdom saving throw—if it fails, the creature begins to dance in place for up to one minute.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. If the creature takes damage from a source other than itself, the effect ends immediately.

You can use this feature once, and you regain expended uses when you finish a long rest.





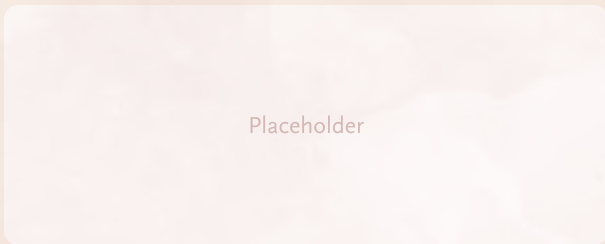
COLLEGE OF LORE

You are a bard of the *College of Lore* and you know a little something about *almost* anything. From scholarly tomes in ancient ruins to peasant tales in dingy taverns, you collect fragments of knowledge from all corners of the world and spin local rumor into world-changing truth.

1 COLLEGIATE PLEDGES

You—and other bards of your college—are guided by the following collegiate pledges:

- 1. Find the Truth:** Inside every rumor hides a little truth. Collect stories wherever you go and assemble little truths into big discoveries.
- 2. Fight Corruption:** Corrupt authorities are known to obscure truth and suppress knowledge. Expose and subvert these authorities so that the truth can shine.
- 3. Create History:** You are not an archivist, trapping lore in books to hide on dusty shelves. You are a bard. Use your knowledge to change the world.



1 COLLEGIATE INSPIRATION

You learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others.

CUTTING WORDS

Class Feature Bard Lore

When a creature that you can see within 60 feet of you makes (a) an attack roll, (b) an ability check, or (c) a damage roll, you can use your reaction to spend one point of composition and unleash some *Cutting Words*.

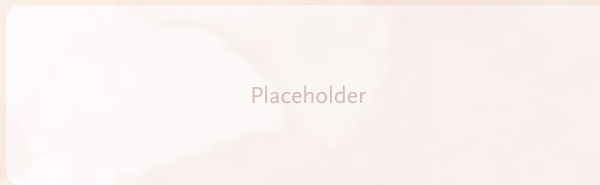
Roll your *Bardic Inspiration* die and subtract the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but it must be before (a) the GM determines whether the attack roll or ability check succeeds or fails, or (b) the creature deals its damage.

- **I'm Not Listening:** You can't target a creature that either a) is immune to *Charmed* or b) can't hear you.



3 DIVERSE EDUCATION

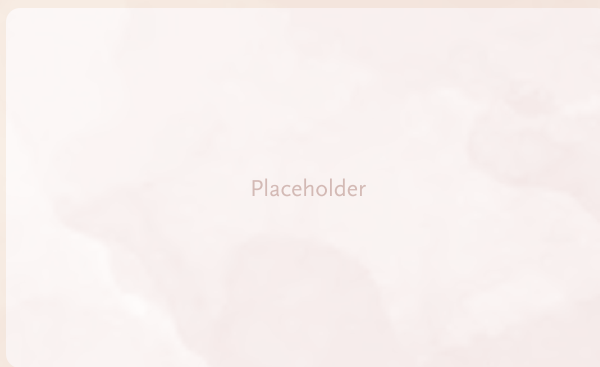
You gain proficiency with three skills of your choice.



6 HIDDEN LORE

You learn two spells of your choice from any class. The spells don't have to be from the same class, but they must be a cantrip or of a level that you can cast—as shown in the Class Features (Bard) table.

The chosen spells count as bard spells for you and don't count against the number of bard spells you know.



10 PEERLESS SKILL

When you make an ability check, you can spend one point of composition to inspire yourself. Roll a *Bardic Inspiration* die and add the number rolled to your ability check result.

You can wait until after you roll your check before deciding to use this feature, but you must decide before the GM says whether your check succeeds or fails.





COLLEGE OF TONGUES

You are a bard of the *College of Tongues* and you know the true power of words. You study languages, collecting fragments of dead and dying tongues to study, preserve, and—on rare occasion—discover secret *Words of Power*.

1 COLLEGIATE PLEDGES

You—and other bards of your college—are guided by the following collegiate pledges:

1. **Speak Carefully:** Words have power—take care in which ones you use. Speak in the correct manner and use the right words for the right occasion.
2. **Save Dead Languages:** Never let a language die. Collect fragments of forgotten tongues and share them with others to study and preserve.
3. **Correct the Incorrect:** Bad grammar is a travesty. Point out linguistic mistakes and offer corrections so that others can learn from them.

Placeholder

1 COLLEGIATE INSPIRATION

You have mastered a *Word of Power* that shares your linguistic talents with others.

WORD OF POWER: TONGUES

Class Feature Bard Tongues

You can spend your bonus action and one point of composition to speak aloud *Word of Power: Tongues*.

Choose a number of creatures that you can see equal to your Charisma modifier (to a minimum of 1). Each creature must a) be within 30 ft of you, b) have 50 hit points or fewer, and c) know at least one language.

For up to 1 hour, each target can understand any spoken language that you are proficient with.

1 EXOTIC TONGUE

You have mastered one exotic language from which your *Words of Power* are drawn. Choose one of the following:

EXOTIC TONGUE

- Abyssal
- Celestial
- Draconic
- Deep Speech
- Infernal
- Primordial
- Sylvan
- Undercommon

3 WORDS OF POWER

Through careful study, you have mastered *Words of Power* in your exotic tongue.

WORDS OF POWER

Class Feature Bard Tongues

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

Choose one *Word of Power* and a creature you can see which has 50 hit points or fewer—that creature is now bound by your selected Word. If the creature is immune to the condition inflicted by your Word (or it has too many hit points) the effect fails.

You can use this feature a number of times equal to your Charisma modifier, and you regain expended uses when you finish a long rest. You can't speak the same Word more than once per long rest, and a creature can only be affected by one *Word of Power* at a time.

A Compel: The creature is *Charmed* by you for up to 1 minute. In addition, you can suggest one simple activity that it should take—limited to four words. The creature will disregard suggestions that are unreasonable or cause self-harm.

At the end of its turns, the creature can make a Wisdom saving throw to overcome the effect. The effect automatically ends if the creature is attacked by you or your allies.

B Fear: The creature is *Frightened* by you—or another source you specify—for up to 1 minute. At the end of its turns, the creature can make a Wisdom saving throw to overcome the effect.

C Hold: The creature is *Restrained* by you for up to 1 minute. At the end of its turns, the creature can make a Wisdom saving throw to overcome the effect.

D Isolate: The creature is *Deafened*, *Blinded*, and can't speak for up to 1 minute. At the end of its turns, the creature can make a Constitution saving throw to overcome the effect.

E Sicken: The creature is *Poisoned* by you for up to 1 minute. At the end of its turns, the creature can make a Constitution saving throw to overcome the effect.

6 GREATER WORDS OF POWER

You can target creatures that have 75 hit points or fewer with your *Words of Power*.

10 SUPERIOR WORDS OF POWER

You can target creatures that have 100 hit points or fewer with your *Words of Power*.



VARIANT DIALS

I F YOU WANT TO ADJUST THE BARD CLASS TO BETTER suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, apply these modifiers to use the bard as a multiclass option:

- **Minimum Requirement:** Charisma 13.
- **Proficiencies:** Light armor, one skill of your choice, one musical instrument of your choice.
- **Collegiate Inspiration:** You can't use your collegiate inspiration until you are 3rd-level.

Placeholder

NO DISTINCTIONS

If collegiate pledges are not a suitable match for your campaign, then consider replacing them—and collegiate distinction—with *Bardic Versatility* as shown below.

BARDIC VERSATILITY

During a long rest, you can replace one of your known bard spells (including cantrips) with another spell from the bard spell list. The new spell must be of the same spell level as the one you replace.

Placeholder

SHORT REST RECOVERY

This supplement emphasizes taking *long* rests as a primary recovery mechanic. But if you want to put more focus on taking short rests for your bard, use this alternative method of allocating composition points.

COMPOSITION

Starting at 1st-level, you have a number of composition points equal to your Charisma modifier (a minimum of 1). You regain any expended composition points when you finish a long rest.

Starting at 5th-level, you regain any expended composition points when you finish a short or long rest.

Placeholder

PART 3

The Cleric

7

The Cleric p26

Be a capable cleric.

8

Divine Domains p30

Choose your own Divine Domain.

9

Variant Dials p32

Customise the cleric with variant options.





7

THE CLERIC

CLASS FEATURES

Cleric

Level	Proficiency Bonus	Faith Points	Cantrips Known	Spell Slots					Features
				1st	2nd	3rd	4th	5th	
1st	+2	—	3	2	—	—	—	—	Divine Domain, Spellcasting
2nd	+2	2	3	3	—	—	—	—	Faith, Channel Divinity, Divine Domain Features
3rd	+2	2	3	4	2	—	—	—	—
4th	+2	3	4	4	3	—	—	—	Ability Score Improvement
5th	+3	3	4	4	3	2	—	—	—
6th	+3	4	4	4	3	3	—	—	Benedictions, Divine Domain Features
7th	+3	5	4	4	3	3	1	—	—
8th	+3	6	4	4	3	3	2	—	Greater Ability Score Improvement, Divine Domain Features
9th	+4	7	4	4	3	3	3	1	—
10th	+4	8	5	4	3	3	3	2	Divine Intervention

HIT POINTS

- **Hit Dice:** 1d8 per cleric level.
- **Hit Points (1st-level):** 8 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d8 (or 5) + your Constitution modifier per cleric level after 1st.

PROFICIENCIES

- **Armor:** Light armor, medium armor, shields.
- **Weapons:** Simple weapons.
- **Tools:** None.
- **Saving Throws:** Wisdom, Charisma.
- **Skills:** Choose two from History, Insight, Medicine, Persuasion, and Religion.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) a mace or (b) a warhammer.
- (a) scale mail, (b) leather armor, or (c) chain mail.
- (a) a light crossbow and 20 bolts or (b) a simple weapon.
- (a) a priest's pack or (b) an explorer's pack.
- A shield and a holy symbol.

B. CUSTOM EQUIPMENT

You gain 5d4 x 10 gold pieces (or 120 gp). You may spend some or all of this gold to purchase your own equipment.



CLASS FEATURES

As a cleric, you gain the following class features.

1 DIVINE DOMAIN

Choose a Divine Domain. You gain features from your Divine Domain at 1st, 2nd, 6th, and 8th-level.

COMMANDMENTS

Each domain has a set of three guiding principles—its *commandments*—that help to direct you in the service of your deity. Honor these commandments to gain—and maintain—the favor of your deity.

Divine Favor: If you make a notable effort to honor a commandment, you may be blessed with *divine favor*. You can hold a maximum number of divine favors at one time equal to your Wisdom modifier (minimum 1).

On your turn, as a free action, you may spend one point of divine favor to do one of the following:

- **Gain Stamina:** Regain 1 expended hit die.
- **Gain Power:** Regain 1 expended 1st-level spell slot.
- **Twist Fate:** Reroll 1 ability check, attack roll, or saving throw. You must accept the second result.
- **Cause Pain:** Reroll all damage dice of an attack you have just made. You may accept either result.
- **Forgiveness:** Forgive one transgression you have made.

Transgression: If your deity decides that you have actively broken or rejected a commandment, some of your divine power may be stripped away for a time.

Roll a d6 and check the *Transgression* table below to find out which class feature you lose access to. Reroll any result that doesn't fully apply to you.

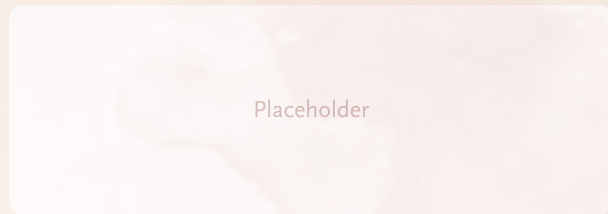
TRANSGRESSION

d6	Feature Lost	d6	Feature Lost
1	Domain Spells	4	Divine Intervention
2	1d4 Faith Points	5	Ritual Casting
3	1 Channel Divinity	6	Another Feature

Penance: If you have transgressed, you will have to perform a penance to regain your deity's favor. The scale of this penance may vary depending on the severity of your transgression, but some common forms include:

- **Donate:** You make a charitable donation of goods, coin, or time to a worthy cause.
- **Confess:** You confess your transgression to a higher-ranking agent of your faith and are forgiven.
- **Pray:** You spend a period of time in dedicated prayer to and worship of your deity.
- **Serve:** You undertake a divine quest in the service of your deity and their domain.
- **Sacrifice:** You give up something of significant personal value.

If your penance is accepted, you regain one lost feature.



Placeholder

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is still a cleric spell for you.

1 SPELLCASTING

You gain the ability to cast cleric spells by channeling divine power.

CANTRIPS

At 1st-level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the *Cantrips Known* column of the Class Features (Cleric) table.

Replacing Known Cantrips: When you gain a cleric level, you may choose one of the cleric cantrips you know and replace it with another cantrip from the cleric spell list.

SPELL SLOTS

The Class Features (Cleric) table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of your 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 *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

PREPARING SPELLS

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list.

Preparing Your Spell List: Choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots. Casting a spell doesn't remove it from your list of prepared spells.

For example, if you are a 3rd-level cleric with a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd-level, in any combination.

Changing Your Prepared Spells: You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells. Use your Wisdom modifier to determine the saving throw DC or attack modifier for a cleric spell you cast.

SPELLCASTING ABILITY

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 as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You use a holy symbol as a spellcasting focus for your cleric spells.

DIVINE VERSATILITY

When you finish a long rest, you can spend one point of divine favor to replace one of your known cleric cantrips with another cantrip from the cleric spell list.

2 FAITH

You have a number of faith points, as shown in the *Faith Points* column of the Class Features (Cleric) table. You can spend faith to channel power from your deity and ask for aid—and you may learn other applications from your Divine Domain.

You recover all expended faith points when you finish a long rest.



2 CHANNEL DIVINITY

You gain two divine powers from your Divine Domain. Some domains may grant you additional effects as you advance in levels, as noted in the domain description.

Saving Throws: Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

6 BENEDICTIONS

You are able to empower your Channel Divinity powers with *Benedictions*. Choose one benediction from your Divine Domain. Whenever you finish a long rest, you may change your selected benediction.

10 DIVINE INTERVENTION

You spend an action to call upon your deity for aid. Describe the assistance you seek, roll a d20, and check the result on the *Divine Intervention* table. The GM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell (such as those included in the *Divine Effects* table below) would be appropriate.

You can use this feature once, and you regain expended uses when you finish a long rest.

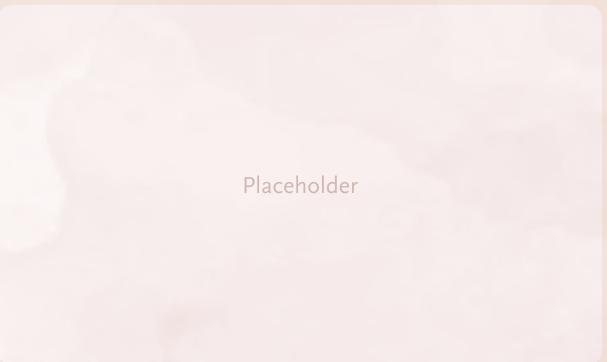
Empowered Request: You can spend any number of faith points and divine favor to increase your chance of success—to a maximum equal to your Wisdom modifier (minimum of 1). Add +1 to your result for each point you spend. You must decide how many points you wish to spend before you make your roll.

DIVINE INTERVENTION

Result	Effect
1-2	Your deity is greatly offended. You have transgressed. In addition, you can't use this feature again until you finish 2d4 long rests.
3-6	You sense that your deity is displeased. You can't use this feature again until you finish 1d4 long rests.
7-18	There is no response from your deity.
19+	Your deity intervenes—though not necessarily in the way you had hoped.

DIVINE EFFECTS

d100	Effect	d100	Effect
01-03	Antimagic Field	43-45	Heal
04-06	Astral Projection	46-48	Heroes' Feast
07-09	Blade Barrier	49-51	Holy Aura
10-12	Conjure Celestial	52-54	Mass Heal
13-15	Control Weather	55-57	Planar Ally
16-18	Create Undead	58-60	Plane Shift
19-21	Divine Word	61-63	Power Word Heal
22-24	Earthquake	64-66	Regenerate
25-27	Etherealness	67-69	Resurrection
28-30	Find the Path	70-72	Symbol
31-33	Fire Storm	73-75	Temple of the Gods
34-36	Forbiddance	76-78	True Resurrection
37-39	Gate	79-81	True Seeing
40-42	Harm	82-84	Word of Recall



SPELL LIST

Class Feature **Cleric**

CANTRIPS

01-11	Guidance
12-22	Light
23-33	Mending
34-44	Resistance
45-55	Sacred Flame
56-66	Spare the Dying
67-77	Thaumaturgy
78-88	Toll the Dead XGtE
89-99	Word of Radiance XGtE

1ST-LEVEL

01-05	Bane
06-10	Bless
11-15	Cause Fear XGtE
16-20	Ceremony XGtE
21-25	Command
26-30	Create or Destroy Water
31-35	Cure Wounds
36-40	Detect Evil and Good
41-45	Detect Magic
46-50	Detect Poison and Disease
51-55	Guiding Bolt
56-60	Healing Word
61-65	Inflict Wounds
66-70	Protection from Evil and Good
71-75	Purify Food and Drink
76-80	Sanctuary
81-85	Shield of Faith

2ND-LEVEL

01-05	Aid
06-10	Augury

11-15	Blindness/Deafness
16-20	Calm Emotions
21-25	Continual Flame
26-30	Enhance Ability
31-35	Find Traps
36-40	Gentle Repose
41-45	Hold Person
46-50	Lesser Restoration
51-55	Locate Object
56-60	Prayer of Healing
61-65	Protection from Poison
66-70	Silence
71-75	Spiritual Weapon
76-80	Warding Bond
81-85	Zone of Truth

3RD-LEVEL

01-04	Animate Dead
05-08	Beacon of Hope
09-12	Bestow Curse
13-16	Clairvoyance
17-20	Create Food and Water
21-24	Daylight
25-28	Dispels Magic
29-32	Feign Death
33-36	Glyph of Warding
37-40	Life Transference XGtE
41-44	Magic Circle
45-48	Mass Healing Word
49-52	Meld into Stone
53-56	Protection from Energy
57-60	Remove Curse
61-64	Revivify
65-68	Sending
69-72	Speak with Dead

73-76	Spirit Guardians
77-80	Tongues
81-84	Water Walk

4TH-LEVEL

01-12	Banishment
13-24	Control Water
25-36	Death Ward
37-48	Divination
49-60	Freedom of Movement
61-72	Guardian of Faith
73-84	Locate Creature
85-96	Stone Shape

5TH-LEVEL

01-05	Commune
06-10	Contagion
11-15	Dawn XGtE
16-20	Dispels Evil and Good
21-25	Flame Strike
26-30	Geas
31-35	Greater Restoration
36-40	Hallow
41-45	Holy Weapon XGtE
46-50	Insect Plague
51-55	Legend Lore
56-60	Mass Cure Wounds
61-65	Planar Binding
66-70	Raise Dead
71-75	Scrying
76-80	Skill Empowerment XGtE
81-85	Wall of Light XGtE
—	—
—	—

Placeholder

DIVINE DOMAINS

IN A PANTHEON, EVERY DEITY HAS INFLUENCE OVER different aspects of mortal life. As a cleric, you choose one aspect of your deity's portfolio to emphasize.

For as long as you faithfully serve your deity's commandments, you are granted powers related to your divine domain.

CHOOSE YOUR DOMAIN

Choose your domain from one of the following options:

- **Life Domain:** By channeling positive energy from your deity, you encourage life to flourish as you battle the forces of unnatural death and decay.

DOMAINS YET TO COME

Capable Cleric is a work-in-progress with a limited number of domains. Future expansions of this supplement *may* (depending on demand and support) include:

- **Death:** You are a font of negative energy, spreading death and decay in your wake. The living fear you while the unliving bow to your will.
- **Redemption:** In your eyes, everyone deserves a second chance. You help people to see the error of their ways and to turn a new path.
- **Trickery:** Never tell the truth when a lie will do. You cloak your true intent with deception and illusions.
- **Tyranny:** Committees create chaos, and freedom incites weakness. You bring people to heel and give them a purpose—whether they want you to or not.

Got ideas for divine domains you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING A DOMAIN

To create your own *Divine Domain* (or to convert an existing domain from other sources), follow these steps:

1. **Add 3 Commandments:** Add 3 commandments from your deity and domain. Commandments should be relatively open-ended and act as a guide for players when roleplaying.
2. **Add Domain Spells:** Divine domains expand the cleric spell list with 10 unique spell options. Add 2 spell options to be gained at 1st, 3rd, 5th, 7th, and 9th-levels.
3. **Create a 1st-level Feature:** Divine domains grant an introductory feature at 1st-level.

The cleric's primary resources are faith and spell slots—try to augment these features in fun ways.
4. **Add 2 Channel Divinities:** Create two unique Channel Divinity powers to be gained at 2nd-level. Use these to highlight the unique—and sometimes contradictory—aspects of the domain.
5. **Add Benedictions:** Create one benediction—a divine enhancement—for each of the Channel Divinity powers. Benedictions gain in strength at 10th-level.
6. **Create an 8th-level Feature:** Divine domains grant a capstone feature at 8th-level—this is the pinnacle of the domain's theming.

And that's it, your domain is complete!

Placeholder



LIFE DOMAIN

The *Life Domain* focuses on the vibrant, positive energy that sustains all life. You channel this energy, pitting you against the forces of unnatural death and decay.

1 COMMANDMENTS

You are guided by the following domain commandments:

- 1. Protect the Living:** Help life to flourish in the world. When faced with a difficult choice, choose the side that promotes the most well-being—the needs of the many outweigh the needs of the one.
- 2. Ease Suffering:** Look after the sick and wounded, and be kind to the dying—even those you might consider an enemy.
- 3. Suffer Not the Undead:** Death is a natural part of life. Drive away those who seek to pervert the natural cycle, and return the undead to the grave.



1 DOMAIN SPELLS

You gain the following domain spells.

LIFE DOMAIN SPELLS	
Cleric Level	Spells
1st	Bless, Cure Wounds
3rd	Lesser Restoration, Spiritual Weapon
5th	Beacon of Hope, Revivify
7th	Death Ward, Guardian of Faith
9th	Mass Cure Wounds, Raise Dead

1 DISCIPLE OF LIFE

Whenever you cast a spell of 1st-level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Greater Disciple of Life: Starting from 6th-level, when you cast a spell of 1st-level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

DISCIPLE TRAINING

You gain proficiency with either (a) herbalism kits or (b) heavy armor—you may choose which.



2 CHANNEL DIVINITY

You gain two Channel Divinity powers: *Preserve Life* and *Turn Undead*.

◇ PRESERVE LIFE

As an action, you spend one point of faith to present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any number of creatures within 30 feet of you and divide those hit points among them.

This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

◇ TURN UNDEAD

As an action, you spend one point of faith to present your holy symbol and censure the undead. Each undead creature within 30 feet of you that can see or hear you must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier).

If the Creature Succeeds: The creature is immune to your *Turn Undead* until you finish a long rest.

If the Creature Fails: The creature is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

6 BENEDICTIONS

Whenever you finish a long rest, you may choose one of the following blessings.

◇ DESTROY UNDEAD

When an undead creature fails its saving throw against your *Turn Undead*, the creature is instantly destroyed if its challenge rating is at or below CR 1/2.

Greater Destroy Undead: Starting at 10th-level, undead creatures are instantly destroyed if their challenge rating is at or below CR 1.

◇ FOUNTAIN OF LIFE

The maximum hit points restored by your *Preserve Life* increases from five to six times your cleric level.

Greater Fountain of Life: Starting at 10th-level, the maximum hit points restored by your *Preserve Life* increases from six to seven times your cleric level.

8 DIVINE STRIKE

When a creature takes damage from one of your spells or weapon attacks, you can deal an extra 1d8 radiant damage to that creature. Once you deal this damage, you can't do so again until the start of your next turn.

Empowered Strike: When you use a divine strike, you can spend one point of faith to increase the extra damage from 1d8 to 2d8.



VARIANT DIALS

IF YOU WANT TO ADJUST THE CLERIC CLASS TO BETTER suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, apply these modifiers to use the cleric as a multiclass option:

- **Minimum Requirement:** Wisdom 13.
- **Proficiencies:** Light armor, medium armor, shields.

Placeholder

NO COMMANDMENTS

If you don't want deities to have a mechanical influence over your player's roleplaying choices, you may remove commandments, transgressions, and divine favor.

In addition, make the following change to the *Divine Versatility* feature.

DIVINE VERSATILITY

When you finish a long rest, you may replace one of your known cleric cantrips with another cantrip from the cleric spell list.

Placeholder

RESTRICTED RETRAINING

If you want to make retraining a little more significant or costly for the cleric, try using these options.

◇ SANCTUARY

To use your *Divine Versatility* or change your prepared spells, you must be in a safe sanctuary—such as a village, town, or city—where you are able to concentrate on your divine guidance.

◇ FACILITIES

To use your *Divine Versatility* or change your prepared spells, you must have access to appropriate facilities—a shrine or temple, prayer books, mentors and acolytes, etc.

Placeholder

SHORT REST RECOVERY

This supplement emphasizes the use of *long rests* as a primary recovery mechanic. But if your campaign is more dependent on short rests, use these alternative rules.

FAITH

Starting at **1st-level**, you have one faith point. You regain all expended faith when you finish a short or long rest.

Starting at **6th-level**, your maximum number of faith points increases from 1 to 2.

PART 4

The Druid

10 The Druid p34
Be a dynamic druid.

11 Druid Circles p43
Choose your own Druid Circle.

12 Variant Dials p46
Customise the druid with variant options.





THE DRUID

CLASS FEATURES

Druid

Level	Proficiency Bonus	Primal Power	Cantrips Known	Spell Slots					Features
				1st	2nd	3rd	4th	5th	
1st	+2	2	2	2	—	—	—	—	Druidic, Spellcasting, Primal Power, Wild Shape, Druid Circle
2nd	+2	3	2	3	—	—	—	—	Natural Recovery
3rd	+2	4	2	4	2	—	—	—	Druid Circle Features
4th	+2	5	3	4	3	—	—	—	Ability Score Improvement
5th	+3	6	3	4	3	2	—	—	—
6th	+3	7	3	4	3	3	—	—	Druid Circle Features
7th	+3	8	3	4	3	3	1	—	—
8th	+3	9	3	4	3	3	2	—	Greater Ability Score Improvement
9th	+4	10	3	4	3	3	3	1	—
10th	+4	11	4	4	3	3	3	2	Weald Walker, Druid Circle Features

HIT POINTS

- **Hit Dice:** 1d8 per druid level.
- **Hit Points (1st-level):** 8 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d8 (or 5) + your Constitution modifier per druid level after 1st.

PROFICIENCIES

- **Armor:** Light armor, medium armor, shields (druids will not wear armor or use shields made of metal).
- **Weapons:** Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears.
- **Tools:** Herbalism kit.
- **Saving Throws:** Intelligence, Wisdom.
- **Skills:** Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) a wooden shield or (b) any simple weapon.
- (a) a scimitar or (b) any simple melee weapon.
- Leather armor, an explorer's pack, and a druidic focus.

B. CUSTOM EQUIPMENT

You gain 5d4 gold pieces (or 12 gp). You may spend some or all of this gold to purchase your own equipment.





CLASS FEATURES

As a druid, you gain the following class features.

1 DRUIDIC

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages.

You and others who know this language automatically spot such a message. Others can spot the message's presence with a successful DC 15 Wisdom (Perception) check—but they can't decipher it without magic.

1 SPELLCASTING

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

CANTRIPS

At 1st-level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the *Cantrips Known* column of the Class Features (Druid) table.

SPELL SLOTS

The Class Features (Druid) table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of your 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.

Placeholder

PREPARING SPELLS

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list.

Preparing your Spell List: Choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots. Casting a spell doesn't remove it from your list of prepared spells.

Changing your Prepared Spells: You can change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time: at least 1 minute per spell level for each spell on your list.

Placeholder

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells. Use your Wisdom modifier to determine the saving throw DC or attack modifier for a druid spell you cast.

SPELLCASTING ABILITY

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 as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a druidic focus as a spellcasting focus for your druid spells.

NATURAL VERSATILITY

When you finish a long rest, you may choose one of your druid cantrips and replace it with another cantrip from the druid spell list.

Placeholder

1 PRIMAL POWER

You have an amount of primal power, as shown in the *Primal Power* column of the Class Features (Druid) table. You can spend primal power to shapeshift into animal forms—and you may learn other applications from your Druid Circle.

You recover all expended primal power when you finish a long rest.

1 WILD SHAPE

You are able to spend primal power to magically shapeshift into the form of a beast. See the *Wild Shape* (p38) section for more details about this feature.

Placeholder

1 DRUID CIRCLE

Choose a Druid Circle. You gain features from your Druid Circle at 1st, 3rd, 6th, and 10th-level.

Placeholder

2 NATURAL RECOVERY

When you finish a short rest, you can recover some expended spell slots. The spell slots must have a combined level equal to or less than half your druid level (rounded up), and none of the slots can be 6th-level or higher.

You can use this feature once, and you regain expended uses when you finish a long rest.



4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

10 WEALD WALKER

You are able to tap into the primal power of nature and travel great distances. Create a weald tree and you'll never be far from home.

CREATING A WEALD TREE

You may perform a 1 hour wealding ritual to create a weald tree. You can use this feature once, and you regain expended uses when you finish a long rest.

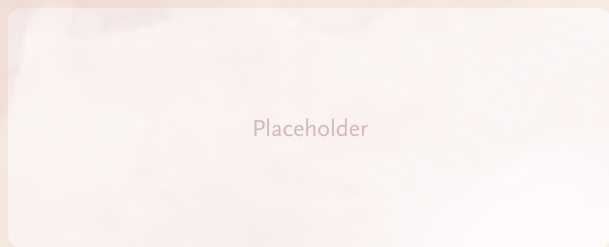
CREATE WEALD TREE

Class Feature **Druid**

Casting Time: 1 hour
Range: 10 ft
Components: V, S

Spend 6 primal power and choose a living, inanimate, nonmagical, Large (or larger) tree within 10 ft. That tree becomes a weald tree.

- **Magical:** Once a tree becomes a weald tree, it is considered magical and can be detected by magical senses (such as the *Detect Magic* spell).
- **Primal Connections:** You can maintain a number of active weald trees equal to your Wisdom modifier (minimum of 2). If you are already at your maximum number, you can't cast this ritual.



WEALD WALKING

You can spend an action to create a magical link between your weald trees. You can use this feature once, and you regain expended uses when you finish a long rest.

WEALD WALK

Class Feature **Druid**

Casting Time: 1 action
Range: 10 ft
Components: V, S
Duration: 1 round

Choose one weald tree within range and another weald tree on the same plane of existence. For the duration, any creature can step into the target tree and exit from the destination tree by using 5 ft of movement.

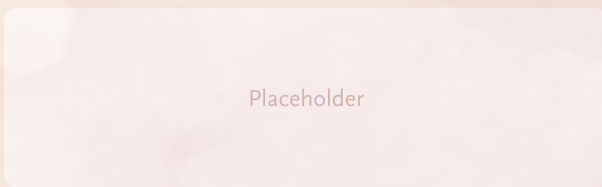
- **Homegrown:** You can target only weald trees that you have created yourself.
- **Creature Size:** A creature must be of a size category equal to or smaller than both the targeted weald trees.
- **No Metal:** You can't transport metal by weald walking. When a creature passes through a weald tree, any metal objects that they carry are dropped at the foot of the target tree. If this is not possible—or it would cause harm to the creature—the creature can't travel through the weald tree.
 Metal that is concealed within a magical container—such as a *Bag of Holding* or *Handy Haversack* can pass through without detection.



UNWEALDING

You are able to turn a weald tree back into a normal tree by one of two methods:

- **Unwealding Ritual:** You can perform an unwealding ritual to remove the primal power from one of your weald trees. This ritual takes 1 minute, and you must be within 10 ft of the weald tree to cast it.
- **Destruction:** If a weald tree is killed or otherwise destroyed, it loses its primal power.
- **Death:** If you die, your weald trees lose their primal power.



SPELL LIST

Class Feature **Druid**

CANTRIPS			2ND-LEVEL			4TH-LEVEL		
01-05	Control Flames	XGE	01-04	Animal Messenger		01-05	Blight	
06-10	Create Bonfire	XGE	05-08	Barkskin		06-10	Charm Monster	XGE
11-15	Druidcraft		09-12	Beast Sense		11-15	Confusion	
16-20	Frostbite	XGE	13-16	Darkvision		16-20	Conjure Minor Elementals	
21-25	Guidance		17-20	Dust Devil	XGE	21-25	Conjure Woodland Beings	
26-30	Gust	XGE	21-24	Earthbind	XGE	26-30	Control Water	
31-35	Infestation	XGE	25-28	Enhance Ability		31-35	Dominate Beast	
36-40	Magic Stone	XGE	29-32	Find Traps		36-40	Elemental Bane	XGE
41-45	Mending		33-36	Flame Blade		41-45	Freedom of Movement	
46-50	Mold Earth	XGE	37-40	Flaming Sphere		46-50	Giant Insect	
51-55	Poison Spray		41-44	Gust of Wind		51-55	Grasping Vine	
56-60	Primal Savagery	XGE	45-48	Healing Spirit	XGE	56-60	Guardian of Nature	XGE
61-65	Produce Flame		49-52	Heat Metal		61-65	Hallucinatory Terrain	
66-70	Resistance		53-56	Hold Person		66-70	Ice Storm	
71-75	Shillelagh		57-60	Lesser Restoration		71-75	Locate Creature	
76-80	Thorn Whip		61-64	Locate Animals or Plants		76-80	Polymorph	
81-85	Thunderclap	XGE	65-68	Locate Object		81-85	Stone Shape	
			69-72	Moonbeam		86-90	Stoneskin	
			73-76	Pass without Trace		91-95	Wall of Fire	
			77-80	Protection from Poison		96-00	Watery Sphere	XGE
			81-84	Skywrite	XGE			
			85-88	Spike Growth				
			89-92	Warding Wind	XGE			
1ST-LEVEL			3RD-LEVEL			5TH-LEVEL		
01-04	Absorb Elements	XGE	01-05	Call Lightning		01-05	Antilife Shell	
05-08	Animal Friendship		06-10	Conjure Animals		06-10	Awaken	
09-12	Beast Bond	XGE	11-15	Daylight		11-15	Commune with Nature	
13-16	Charm Person		16-20	Dispel Magic		16-20	Conjure Elemental	
17-20	Create or Destroy Water		21-25	Erupting Earth	XGE	21-25	Contagion	
21-24	Cure Wounds		26-30	Feign Death		26-30	Geas	
25-28	Detect Magic		31-35	Flame Arrows	XGE	31-35	Greater Restoration	
29-32	Detect Poison and Disease		36-40	Meld into Stone		36-40	Insect Plague	
33-36	Earth Tremor	XGE	41-45	Plant Growth		41-45	Maelstrom	XGE
37-40	Entangle		46-50	Protection from Energy		46-50	Mass Cure Wounds	
41-44	Faerie Fire		51-55	Sleet Storm		51-55	Planar Binding	
45-48	Fog Cloud		56-60	Speak with Plants		56-60	Reincarnate	
49-52	Goodberry		61-65	Tidal Wave	XGE	61-65	Scrying	
53-56	Healing Word		66-70	Wall of Water	XGE	66-70	Transmute Rock	XGE
57-60	Ice Knife	XGE	71-75	Water Breathing		71-75	Tree Stride	
61-64	Jump		76-80	Water Walk		76-80	Wall of Stone	
65-68	Longstrider		81-85	Wind Wall		81-85	Wrath of Nature	XGE
69-72	Purify Food and Drink					—	—	
73-76	Snare	XGE				—	—	
77-80	Speak with Animals					—	—	
81-84	Thunderwave					—	—	
—	—							
—	—							



Placeholder



WILD SHAPE

As a druid, you are able to tap into the primal essence of wild beasts. Use your primal power to shapeshift into animal forms and defend the wilds with savage fury.

WILD SHAPE			
Class Feature Druid			
Level	Primal Features		
	Essences	Skins	Traits
1st	3	2	1
2nd	3	2	1
3rd	3	2	2
4th	3	3	2
5th	4	3	3
6th	4	3	3
7th	4	4	4
8th	4	4	4
9th	5	4	5
10th	5	5	5

YOUR WILD SHAPES

A wild shape is a magical merging of a primal essence, a beast skin, and your own druidic characteristics and personality.

PRIMAL ESSENCES

At the heart of every wild shape is a *primal essence*. It is this essence that defines the primary abilities, defenses, and basic traits of your wild shape.

At 1st-level, you know three common primal essences (p39) of your choice. You learn additional essences of your choice at higher levels as shown in the *Primal Essences* column of the Wild Shape table.

Replacing Known Essences: When you finish a long rest, you can choose one of your known essences and replace it with a different option.

PRIMAL SKINS

Primal skins defines what you look like—cat, bear, unicorn, frog, etc. They also define the capabilities—and limitations—of your wild shape. Cats have claws, birds fly, horses gallop, etc—be creative with the natural features of your beast skin.

At 1st-level, you know two common primal skins of your choice. You learn additional skins of your choice at higher levels as shown in the *Primal Skins* column of the Wild Shape table.

Size Categories: Each skin that you learn has a size category—tiny, small, medium, etc—that matches the size of the beast you learned the skin from. The larger your wild shape is, the more formidable you are—but the more primal power you must spend to take on the wild shape.

Replacing Known Skins: You can replace your known primal skins by studying beasts and mastering their form. See *Primal Skins* (p41) for more details.

PRIMAL TRAITS

Primal traits enable you to customize your wild shape feature to better suit your own druidic interests—talking while shapeshifted, changing your appearance, gaining more primal skins, etc.

At 1st-level, you know one primal trait of your choice. You learn additional traits of your choice at higher levels as shown in the *Primal Traits* column of the Wild Shape table.

SHAPESHIFTING

During your turn, you can spend an action to take on a *wild shape*. There are four basic steps to shapeshifting:

- Your Essence:** Choose one primal essence from your list of known essences. Change your own AC, speed, and size to match your essence, and add any skills and traits you gain.
- Your Skin:** Choose one primal skin from your list of known skins. Make sure to pick one that is appropriate for your essence.
- Your Size:** Choose the size category that matches your skin and update your AC, speed, and unarmed damage.
- Spend Primal Power:** Finally, spend your primal power to assume your wild shape.

WILD SHAPE SIZES

Size	AC	Speed	Unarmed Damage	Primal Power
Tiny	—	—	1 + STR	1
Small	—	+5 ft	1d4 + STR	2
Medium	+1	+10 ft	1d6 + STR	3
Large	+1	+15 ft	1d8 + STR	4
Huge	+2	+20 ft	1d10 + STR	5
Gargantuan	+2	+25 ft	1d12 + STR	6



APPEARANCE

When you shapeshift, you don't become an exact copy of your primal skin. Instead, there is something personal and unique about your wild appearance—fur pattern, horn shape, eye color, etc.

This is usually a feature carried over from your natural appearance as you shapeshift—whether you want it to or not. Most druids have one notable quirk that persists across all their shapeshifted forms.

DURATION

You can remain shapeshifted for one hour, at which point you revert to your normal form automatically unless you expend additional primal power to maintain your shape.

You can also revert to your normal form by (a) spending a bonus action on your turn to end the effect, (b) falling unconscious, or (c) falling to 0 hit points.

EQUIPMENT

You choose whether your equipment falls to the ground in your space, merges into your new form, or continues to be worn by you.

Your equipment doesn't change size or shape to match your new shape, and any equipment that you can't wear must either fall to the ground or merge with your form. Equipment that merges with your form has no effect until you leave your wild shape.

HIT POINTS & ATTRIBUTES

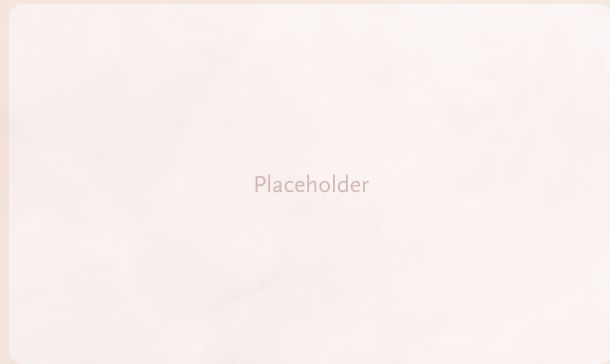
When you shapeshift, your hit points—both current and maximum—don't change. Neither do your attributes, saving throws, resistances, or vulnerabilities—unless specified otherwise in your primal essence.

Character Features: You retain the benefit of any features from your class, race, or other source and can use them if your wild shape is physically capable of doing so. However, you can't use any of your special senses—such as darkvision—unless your new form also has that sense.

MAKING ATTACKS

While you are shapeshifted, you can make unarmed attacks using any of your wild shape's natural weapons—teeth, claws, horns, etc. You are proficient with unarmed attacks while shapeshifted.

Spellcasting: While you are shapeshifted, you can't cast spells. Shapeshifting doesn't break your concentration on a spell you've already cast, or prevent you from taking actions that are part of a spell—such as *Call Lightning*—that you've already cast.



MOVEMENT

Some beasts have special modes of natural movement—burrowing, climbing, swimming, flying, etc. However, when you shapeshift, you are limited to a walking speed as listed in your essence profile.

You may gain additional move speeds by mastering uncommon essences such as *Essence of the Hawk*, *Essence of the Mole*, and *Essence of the Spider*.



PRIMAL ESSENCES

Primal essences are at the heart of your wild shape, defining your beast abilities and traits. Essences come in two categories—common and uncommon.



COMMON ESSENCES

Common essences are available to all druids—you can learn these from 1st-level.

ESSENCE OF BURROWING

Burrow beneath your prey.

AC	SPEED	SIZE	SKILL
12	15 ft	Tiny	Perception

- **Natural Burrower:** You gain a burrowing speed equal to half your walking speed (rounded down).
- **Squeeze:** You can move through a space smaller than you by one size category without penalty.

ESSENCE OF CLIMBING

Climb out of sight of your prey.

AC	SPEED	SIZE	SKILL
12	15 ft	Tiny	Perception

- **Natural Climber:** You gain a climb speed equal to your walking speed.
- **No Bounds:** You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ESSENCE OF DEFENSE

Shrug off your prey's attacks with your natural defenses.

AC	SPEED	SIZE	SKILL
16	10 ft	Tiny	Athletics

- **Durable:** Gain temporary hit points equal to your druid level times four (x4). You lose these temporary hit points when you end this wild shape.
This temporary hit point bonus increases with the size category of your skin: small (x6), medium (x7), large (x8), huge (x9), and gargantuan (x10).
- **Relentless:** The first time you are reduced to 0 hit points while wearing this wild shape, you are reduced to 1 hit point instead. You can't use this feature again until you finish a long rest.

ESSENCE OF DEXTERITY

Strike at your prey with opportune precision.

AC	SPEED	SIZE	SKILL
12	20 ft	Tiny	Acrobatics

- **Precision:** You may use your Dexterity modifier for both your unarmed attack and unarmed damage rolls.
- **Sneak Attack:** Once per turn, when you hit a creature with a weapon attack and you have advantage, you deal additional damage equal to your unarmed damage die.

ESSENCE OF DISGUISE

Remain hidden from your prey.

AC	SPEED	SIZE	SKILL
12	15 ft	Tiny	Stealth

- **Escape Artist:** You can *Hide* as a bonus action.
- **Camouflage:** When you remain motionless, you are indistinguishable from your surroundings to any creature that is larger than you.

ESSENCE OF HUNGER

Constrict and devour your prey.

AC	SPEED	SIZE	SKILL
12	10 ft	Tiny	Perception

- **Constrict:** When you hit an adjacent creature with a melee weapon attack, you can attempt to constrict it. The creature must succeed on a Strength or Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be grappled by you.
The creature must be at most one size category larger than you. You can constrict only one creature at a time.
- **Devour:** When you hit a constricted creature with a melee weapon attack, you can attempt to devour it. The creature must succeed on a Strength or Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be devoured by you.
A devoured creature is blinded and restrained, has total cover against attacks and other effects outside you, and takes acid damage at the start of its turns equal to your unarmed damage die. Until the creature is reduced to 0 hit points, your speed is halved.
The creature must be smaller than you, and you can devour one creature at a time. You are vulnerable to slashing and piercing damage dealt by the creature.
You can regurgitate a devoured creature—or its remains—into an adjacent space as a bonus action, and you automatically regurgitate a devoured creature when you end your wild shape.

ESSENCE OF THE PACK

Surround your prey and fight with your pack.

AC	SPEED	SIZE	SKILL
14	15 ft	Tiny	Perception

- **Sturdy:** You have advantage on Strength and Dexterity saving throws against effects that knock you prone.
- **Pack Tactics:** You have advantage on attack rolls against a creature if at least one of your allies is within 5 ft of it and your ally isn't incapacitated.

ESSENCE OF STRENGTH

Overpower your prey with savage strength.

AC	SPEED	SIZE	SKILL
14	15 ft	Tiny	Athletics

- **Animal Rage:** Your weapon attacks score a critical hit on a roll of 19-20.
- **Savage Attack:** When you critically hit a creature with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ESSENCE OF SPEED

Dash past the enemies.

AC	SPEED	SIZE	SKILL
12	20 ft	Tiny	Acrobatics

- **Fast Runner:** You can *Dash* as a bonus action.
- **Charge:** If you move at least 20 ft in a straight toward a creature and hit it with an unarmed attack on the same turn, the creature takes additional damage equal to your unarmed damage die.
In addition, if the creature is at most one size category larger than you, the creature must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

ESSENCE OF TRACKING

No prey can hide from your keen senses.

AC	SPEED	SIZE	SKILL
14	15 ft	Tiny	Perception

- **Darkvision:** You gain darkvision (60 ft).
- **Keen Senses:** You have advantage on Wisdom (Perception) checks.

UNCOMMON ESSENCES

Uncommon essences can't be mastered until you meet the minimum level requirements.

ESSENCE OF FLIGHT
 Track your prey from the skies. 8th-level

AC 12	SPEED 15 ft	SIZE Tiny	SKILL Perception
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- **Natural Flight:** You gain a flying speed equal to your walking speed.
- **Dive:** If you are flying and dive at least 20 ft straight towards a creature and hit it with a melee weapon attack, the attack deals additional damage equal to your unarmed damage die.

ESSENCE OF SWIMMING
 Hunt your prey in the seas. 4th-level

AC 12	SPEED 15 ft	SIZE Tiny	SKILL Perception
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- **Natural Swimmer:** You gain a swimming speed equal to your walking speed. Your walking speed is then reduced to 0.
- **Blood Frenzy:** You have advantage on melee attack rolls against any creature that doesn't have all its hit points.



PRIMAL SKINS

A primal skin defines what you look like and what you can broadly do while you are shapeshifted into a wild shape.

LEARNING A NEW SKIN

To learn a new primal skin, you must carefully observe and study a beast. There are 5 steps to mastering a new shape:

1. **Choose a Beast:** Decide which animal you want to learn to shapeshift into—cat, dog, bear, etc.
 At 1st-level, your primal skin must come from a tiny or small beast. Starting at 3rd-level this increases to medium size, and—from 5th-level—large size.
2. **Find a Living Beast:** You must now find a suitable beast to study. Depending on the rarity of your chosen beast, you may have to undertake a *wild hunt* to track your primal quarry.
3. **Study the Beast:** Once you have found a beast, you must closely study it. This requires 1 hour of dedicated focus per CR of the beast (minimum 1 hour). If the beast is friendly, reduce the required time by half—but if it is acting hostile, double the time.
 If your efforts are significantly interrupted—the beast escapes, you fall asleep, a combat encounter begins, etc—you lose your focus and must start your observations again from the beginning.
4. **Memorize the Skin:** Once you have successfully studied the beast and practiced its form, you can add it to your list of known primal skins.

You can memorize a limited number of primal skins at any one time. When you learn a new skin and replace an existing one, the old skin is forgotten—you must relearn it if you wish to use it again in future.

NATURAL SHAPES

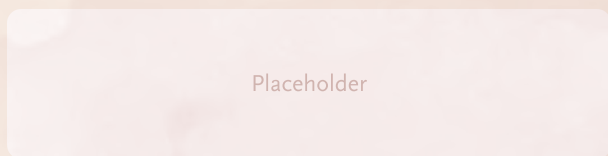
You can't learn a skin from a shapeshifter or any creature that is not at its natural size—such as those affected by the *Enlarge/Reduce* spell.

RARITIES

Primal skins can vary in rarity from common to legendary. These exceptional skins bear unusual features that make them stronger, faster, or more resilient—bone-plated skin, volcanic breath, elemental feathers, superior claws, etc.

When you shapeshift into an uncommon, rare, or legendary primal skin, add the skin's rarity bonus to your AC, attack rolls, and damage rolls.

PRIMAL SKIN RARITIES			
Rarity	Bonus	Rarity	Bonus
Common	+0	Rare	+2
Uncommon	+1	Legendary	+3



PRIMAL TRAITS

As you gain druid levels, you develop more control over your ability to shapeshift with primal traits.

◆ NATURAL POWER

Your primal power capacity increases by +2. You may take this trait multiple times, increasing your capacity by +2 each time.

◆ NATURAL UNDERSTANDING

Your primal essence capacity increases by +1. You may take this trait multiple times, increasing your capacity by +1 each time.

◆ PRIMAL AFFINITY

You develop a primal affinity for a new type of skin. You can take this trait multiple times, choosing a new monster type each time.

Although this trait allows you to learn new skin types, you remain unable to master the primal skin of any creature that is a shapeshifter—changelings, mimics, doppelgangers, etc.

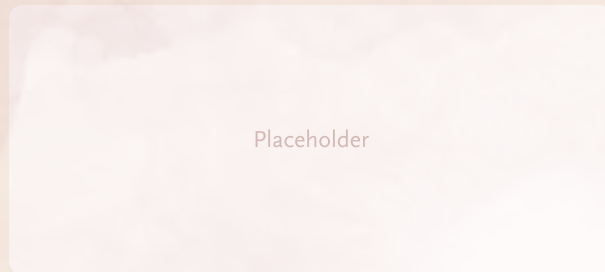
- **Elemental:** Starting at 8th-level, you can master the primal skin of elementals.
- **Dragon:** Starting at 8th-level, you can master the primal skin of dragons.
- **Monstrosity:** Starting at 8th-level, you can master the primal skin of monstrosities.
- **Oozes:** Starting at 4th-level, you can master the primal skin of oozes.
- **Plant:** Starting at 4th-level, you can master the primal skin of plants.



◆ SHAPE MASTERY

You can control the appearance of your primal skin (to a limited degree). While you are shapeshifting, you may immediately spend a bonus action to determine notable aspects of your appearance—such as fur pattern, horn shape, eye color, etc. You can also choose to suppress any of your natural quirks that would otherwise be visible in your wild appearance.

You can't change the natural parameters of your primal skin—such as size, wings, number of legs, etc.



◆ SKIN MEMORY

Your primal skin capacity increases by +2. You may take this trait multiple times, increasing your capacity by +2 each time.

◆ SHIFTER

You can alter your normal form to resemble one of your primal skins. As an action on your turn, choose one of your primal shapes and change your appearance to match it in some fashion—gaining horns, growing fur, sharpening teeth, etc.

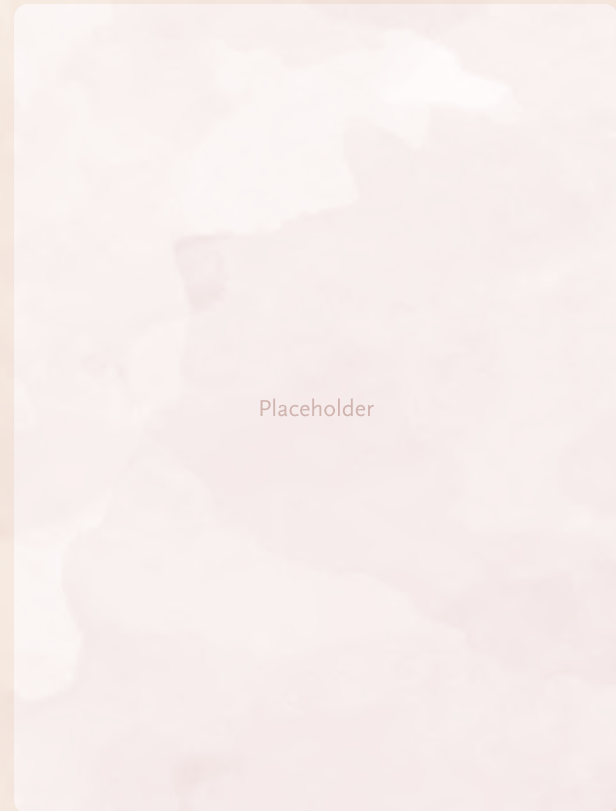
This is a purely cosmetic change and has no noticeable impact on your abilities—though it may impact how other creatures react to you. The change lasts until you dismiss it on your turn as a free action, or until you fall unconscious. This does not require you to spend any primal power.



◆ WILD VOICE

While you are shapeshifted, you are able to speak as normal. The sound of your voice may change, however, depending on your form—pitch, volume, slurring, hissing, spitting, etc.

Though you can speak, you still can't cast spells—even those that rely only on verbal components.





DRUID CIRCLES

YOU ARE A DRUID, A GUARDIAN OF THE WILD WORLD. With primal power, you defend flora and fauna against those who would supplant them with metal and machines.

But where do you draw your primal power from? Do you call on the land to fuel your spells? Do you draw power from beasts and take on powerful animal forms? Or do you call on the natural elements to defend and destroy?

Choose a *Druid Circle* to help grow a deep, druidic connection to the natural world.

CHOOSE YOUR CIRCLE

Choose your druid circle from one of the following options:

- **Circle of the Land:** You draw your power from the land itself to safeguard ancient knowledge and druidic rites.
- **Circle of the Beast:** You are a gifted shapeshifter, and you switch between animal forms as easily as taking a breath.

CIRCLES YET TO COME

Dynamic Druid is a work-in-progress with a limited number of traditions. Future expansions of this supplement *may* (depending on demand and support) include:

- **Circle of Spores:** With mold and fungus, you turn death and decay into life and growth.
- **Circle of Wildfire:** Destruction is an inevitable part of the natural world. With fire and flame, you destroy the old to make way for the new.

Got ideas for druid circles you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING A CIRCLE

To create your own *Druid Circle* (or to convert an existing tradition from other sources), follow these steps:

1. **Create 1st, 3rd, and 6th-level Features:** Druid circles grant features at 1st, 3rd, and 6th-level.
2. **Create a 10th-level Capstone:** At 10th-level, druid circles grant a unique capstone feature that is the pinnacle of your circle's theming.

And that's it, your circle is complete!





CIRCLE OF THE BEAST

You are a fierce guardian of the wilds, changeable as the moon. You prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth as a bear to drive off a trespassing monster. The wild is in your blood.

1 NATURAL SHIFTER

You are able to use *Wild Shape* on your turn as a bonus action, rather than as an action. In addition, you gain three additional primal traits of your choice.

At 3rd, 6th, and 10-level, you gain two additional primal traits of your choice.

1 PRIMAL TRAITS

Add the following primal traits to your list of trait options.

◇ NATURAL ARMOR

As you are shapeshifting, you can spend one 1st or 2nd-level spell slot to increase your AC by +1. This bonus increases to +2 if you spend a 3rd or 4th-level spell slot, and +3 if you spend a 5th-level spell slot.

This effect ends when you end your wild shape.

◇ PRIMAL FURY

While you are shapeshifted, you can spend spell slots to deal harm to creatures that you attack.

Once per turn, when you hit a creature with an unarmed strike, you can spend a spell slot to deal an additional 1d8 damage per level of the spell slot expended.

◇ REGENERATE WOUNDS

While you are shapeshifted, you can spend a bonus action to spend one spell slot and regain 1d8 hit points per level of the spell slot expended.

◇ SHARP CLAWS

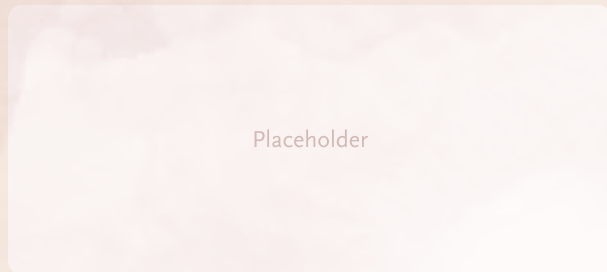
As you are shapeshifting, you can spend one 1st or 2nd-level spell slot to increase your unarmed damage by +1. This bonus increases to +2 if you spend a 3rd or 4th-level spell slot, and +3 if you spend a 5th-level spell slot.

This effect ends when you end your wild shape.

◇ SIZE SHIFTER

As you are shapeshifting, you may spend 1 primal power to alter the natural size category of your primal skin by one step larger or smaller.

This effect ends when you end your wild shape.



Placeholder

3 BEAST WALKER

You can learn the primal skin of Large beasts. Starting at 5th-level, this increases to Huge beasts.



Placeholder

6 PRIMAL ATTACK

While you are shapeshifted, you can attack twice instead of once whenever you take the Attack action on your turn.

In addition, your unarmed attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



Placeholder

10 ESSENCE MASTER

When you take on a wild shape, you can spend 1 additional primal power and choose two essences instead of one. You gain the benefits of both essences. To calculate the base AC and speed of your shapeshifted form, take the average of both essences.



Placeholder



CIRCLE OF THE LAND

You draw magical strength from the land itself. With its power, you safeguard the ancient knowledge and mysterious rites of your druidic kin.

1 POWER OF THE LAND

You learn one additional druid cantrip of your choice.

1 LAND SPELLS

Choose one type of land—arctic, coastal, desert, forest, grassland, mountain, or swamp. At 1st, 3rd, 5th, 7th, and 9th-level, you gain access to two unique spells connected to that land.

Once you gain a land spell, you always have it prepared and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

ARCTIC	
Druid Level	Spells
1st	Fog Cloud, Detect Evil and Good
3rd	Hold Person, Spike Growth
5th	Sleet Storm, Slow
7th	Freedom of Movement, Ice Storm
9th	Commune with Nature, Cone of Cold

COASTAL	
Druid Level	Spells
1st	Fog Cloud, Purify Food and Drink
3rd	Mirror Image, Misty Step
5th	Water Breathing, Water Walk
7th	Control Water, Freedom of Movement
9th	Conjure Elemental, Scrying

DESERT	
Druid Level	Spells
1st	Burning Hands, Create or Destroy Water
3rd	Blur, Silence
5th	Create Food and Water, Protection from Energy
7th	Blight, Hallucinatory Terrain
9th	Insect Plague, Wall of Stone

FOREST	
Druid Level	Spells
1st	Faerie Fire, Entangle
3rd	Barkskin, Spider Climb
5th	Call Lightning, Plant Growth
7th	Divination, Freedom of Movement
9th	Commune with Nature, Tree Stride

GRASSLAND	
Druid Level	Spells
1st	Expeditious Retreat, Animal Friendship
3rd	Invisibility, Pass Without Trace
5th	Daylight, Haste
7th	Divination, Freedom of Movement
9th	Dream, Insect Plague

MOUNTAIN	
Druid Level	Spells
1st	Jump, Thunderwave
3rd	Spider Climb, Spike Growth
5th	Lightning Bolt, Meld into Stone
7th	Stone Shape, Stoneskin
9th	Passwall, Wall of Stone

SWAMP	
Druid Level	Spells
1st	Detect Poison or Disease, Entangle
3rd	Acid Arrow, Darkness
5th	Water Walk, Stinking Cloud
7th	Freedom of Movement, Locate Creature
9th	Insect Plague, Scrying

3 LAND'S STRIDE

You can move through nonmagical difficult terrain without spending extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement—such those created by the *Entangle* spell.

6 NATURE'S WARD

You can't be charmed or frightened by elementals or fey. In addition, you are immune to poison and disease.

10 NATURE'S SANCTUARY

When a beast or plant creature attacks you, you can spend 1 primal power to have that creature make a Wisdom saving throw against your druid spell save DC.

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.





VARIANT DIALS

IF YOU WANT TO ADJUST THE DRUID CLASS TO BETTER suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, then apply these modifiers when taking the druid as a multiclass option:

- **Minimum Requirement:** Wisdom 13.
- **Proficiencies:** Light armor, medium armor, shields (druids won't wear armor or use shields made of metal).
- **Primal Power:** You can't spend primal power until you are 3rd-level.

RESTRICTED RETRAINING

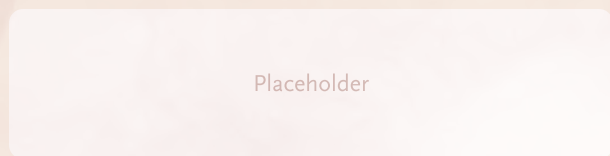
If you want to make retraining a little more significant or costly for the druid, try using these options.

◇ SANCTUARY

To change your druid cantrips, you must be in a safe sanctuary—such as a village, town, or city—where you are able to concentrate on your training.

◇ FACILITIES

To change your druid cantrips, you must have access to appropriate facilities—forests, druid groves, animal companions and mentors, etc.



Placeholder

SHORT REST RECOVERY

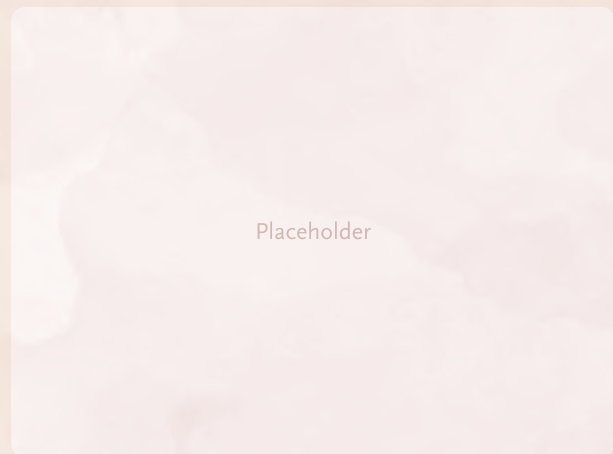
This supplement emphasizes taking *long rests* as a primary recovery mechanic. To put a focus on taking short rests for the druid, however, use this alternative class table.

CLASS FEATURES

Druid Short Rest Recovery

Level	Primal Power	Level	Primal Power
1st	1	6th	3
2nd	1	7th	4
3rd	2	8th	4
4th	2	9th	5
5th	3	10th	5

You recover all expended primal power when you finish a short or long rest.



Placeholder

PART 5

The Fighter

13 The Fighter p48
Be a fearless fighter.

14 Martial Archetypes p51
Choose your own Martial Archetype.

15 Variant Dials p55
Customise the fighter with variant options.





THE FIGHTER

CLASS FEATURES

Fighter

Level	Proficiency Bonus	Second Wind	Resolve Points	Maneuvers Mastered	Action Surges	Features
1st	+2	1d10 + 1	3	2	—	Fighting Style, Second Wind, Resolve, Maneuvers, Martial Archetype
2nd	+2	1d10 + 2	4	2	2	Action Surge
3rd	+2	2d10 + 3	5	3	2	Martial Archetype Features
4th	+2	2d10 + 4	6	3	2	Ability Score Improvement
5th	+3	2d10 + 5	7	3	3	Extra Attack, Greater Maneuvers
6th	+3	2d10 + 6	8	4	3	Greater Ability Score Improvement
7th	+3	3d10 + 7	9	4	3	Martial Archetype Features
8th	+3	3d10 + 8	10	4	3	Superior Ability Score Improvement
9th	+4	3d10 + 9	11	4	4	Indomitable, Superior Maneuvers
10th	+4	4d10 + 10	12	5	4	Fighting Focus, Martial Archetype Features

HIT POINTS

- **Hit Dice:** 1d10 per fighter level.
- **Hit Points (1st-level):** 10 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d10 (or 6) + your Constitution modifier per fighter level after 1st.

PROFICIENCIES

- **Armor:** All armor, shields.
- **Weapons:** Simple weapons, martial weapons.
- **Tools:** None.
- **Saving Throws:** Strength, Constitution.
- **Skills:** Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) chain mail or (b) leather armor, longbow, 20 arrows.
- (a) a martial weapon and a shield or (b) two martial weapons.
- (a) a light crossbow and 20 bolts or (b) two handaxes.
- (a) a dungeoneer's pack or (b) an explorer's pack

B. CUSTOM EQUIPMENT

You gain 5d4 x 10 gold pieces (or 120 gp). You may spend some or all of this gold to purchase your own equipment.



CLASS FEATURES

As a fighter, you gain the following class features.

1 FIGHTING STYLE

Choose one of the following Fighting Styles. You can't take a Fighting Style option more than once, even if you later get to choose again.

Changing Your Fighting Style: When you finish a long rest, you can choose one of the fighting styles you know and replace it with a different fighting style.

◇ ARCHERY

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

◇ DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

◇ 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.

◇ PROTECTION

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. You must be wielding a shield.

◇ TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier.

◇ THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.

◇ UNARMED FIGHTING

Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier. If you have two free hands, the damage increases from 1d6 to 1d8.

When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you deal an extra 1d4 bludgeoning damage to the grappled creature when you hit it with a melee attack.

Placeholder

1 SECOND WIND

If you are at 50% hit points or lower, you can spend a bonus action to regain hit points equal to 1d10 + your fighter level. The amount of hit points increases as you gain fighter levels, as shown in the *Second Wind* column of the Class Features (Fighter) table.

You can use this feature twice. You regain any expended uses when you finish a long rest.

Placeholder

1 RESOLVE

You have a number of resolve points, as shown in the *Resolve Points* column of the Class Features (Fighter) table. You can spend resolve to overcome danger with fighting maneuvers—and you may learn other applications from your Martial Archetype.

You recover all expended resolve points when you finish a long rest.

1 MANEUVERS

You master two maneuvers of your choice from your list of maneuver options. Once per turn, you may spend a resolve point to use one of your mastered maneuvers.

Mastering New Maneuvers: You master additional maneuvers as you gain more fighter levels, as show in the *Maneuvers Known* column of the Class Features (Fighter) table.

Replacing a Mastered Maneuver: When you finish a long rest, you may replace one of your mastered maneuvers with a different one.

Saving Throws: Some of your maneuvers require your target to make a saving throw. The saving throw DC is calculated as follows:

MANEUVER SAVE DC

Save DC: 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

◇ DISARM

When you hit a creature with a weapon attack, you can attempt to disarm it. If the creature is Large or smaller, it must make a Strength saving throw. On a failed save, the creature drops one item of your choice that it's holding. The object lands at the target's feet.

Greater Disarm: (5th-level) You can use this maneuver against Huge creatures.

Superior Disarm: (9th-level) You can use this maneuver against Gargantuan creatures.

◇ **INTERCEPT**

When an adjacent creature is hit by a weapon attack and you are not incapacitated, you can spend your reaction to direct the attack onto yourself. If the attack hits you, reduce the damage you take by 1d6.

Greater Intercept: (5th-level) Reduce the damage you take by 1d8.

Superior Intercept: (9th-level) Reduce the damage you take by 1d10.

◇ **PUSH**

When you hit a creature with a weapon attack, you can attempt to push it away from you. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target back up to 10 ft.

Greater Push: (5th-level) You can use this maneuver against Huge creatures.

Superior Push: (9th-level) You can use this maneuver against Gargantuan creatures.

◇ **SLAM**

When you hit a creature with a weapon attack, you can use a bonus action to attempt to knock the creature down. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Greater Slam: (5th-level) You can use this maneuver against Huge creatures.

Superior Slam: (9th-level) You can use this maneuver against Gargantuan creatures.

◇ **STAGGER**

When you hit a creature with a weapon attack, you can momentarily stagger it. Until the start of your next turn, the next attack roll made against the creature by an attacker other than you has advantage.

Greater Stagger: (5th-level) The creature grants advantage to the next two attack rolls made against it before the start of your next turn.

Superior Stagger: (9th-level) The creature grants advantage to the next three attack rolls made against it before the start of your next turn.

◇ **TAUNT**

When you hit a creature with a weapon attack, you can attempt to taunt the creature into attacking you. If the target is Large or smaller, it must make a Wisdom saving throw. On a failed save, the creature has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Greater Taunt: (5th-level) You can use this maneuver against Huge creatures.

Superior Taunt: (9th-level) You can use this maneuver against Gargantuan creatures.



Placeholder

1 MARTIAL ARCHETYPE

Choose a Martial Archetype. You gain features from your Martial Archetype at 1st, 3rd, 7th, and 10th-level.

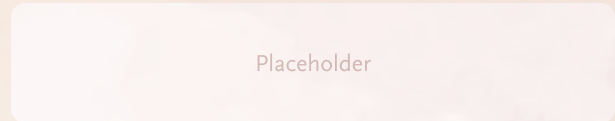
MARTIAL MANEUVERS

You gain access to four unique maneuvers from your Martial Archetype. Add these to your list of maneuver options.

2 ACTION SURGE

Once during your turn, you can take one additional action on top of your regular action and bonus action.

You can use this feature a limited number of times, as shown in the *Action Surges* column of the Class Features (Fighter) table. You regain expended uses when you finish a long rest.



Placeholder

4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 6th-level, you gain another ability score improvement.

Superior Ability Score Improvement: At 8th-level, you gain another ability score improvement.

5 EXTRA ATTACK

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

9 INDOMITABLE

You can reroll a saving throw that you fail. If you do so, you must use the new roll. You can't use this feature again until you finish a long rest or you choose to spend 1 point of resolve.

10 FIGHTING FOCUS

As a bonus action, you can enter a fighting focus. For the next minute, you can attack three times—instead of once—the first time you take the Attack action on your turn. Your fighting focus ends early if you are knocked unconscious or you choose to end it as a free action.

You can use this feature once, and you regain expended uses when you finish a long rest.



Placeholder



14

MARTIAL ARCHETYPES

NO TWO FIGHTERS ARE THE SAME—YOUR PERSONAL tastes define your fighting style. Swords, bows, or fists? Aggressive or defensive? Elegant and refined, or harsh and brutal? Long range or up-close and personal?

Choose a *Martial Archetype* to help perfect your own, unique style on the battlefield.

CHOOSE YOUR ARCHETYPE

Choose your archetype from one of the following options:

- **Champion:** You and your weapon are one. In battle, you know how to best exploit an opening in your enemy's defense to deal massive damage.
- **Defender:** You protect your allies from harm. When you stand fast and hold your ground, nothing can escape your defender's mark.
- **Commander:** In the chaos of battle, you know how to take charge. You give orders and you expect those orders to be followed.

ARCHETYPES YET TO COME

Fearless Fighter is a work-in-progress with a limited number of archetypes. Future expansions of this supplement *may* (depending on demand and support) include:

- **Spellsword:** You favor both combat and magic, wielding a weapon in one hand and arcane power in the other.
- **Arbalest:** From the backlines of battle, you rain suppressing fire down on your enemies and snipe targets from afar.

Got ideas for martial archetypes you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING AN ARCHETYPE

To create your own *Martial Archetype* (or to convert an existing archetype from other sources), follow these steps:

1. **Add 4 Maneuvers:** At 1st-level, martial archetypes expand the fighter maneuver list with 4 unique maneuvers. Create interesting ways to act in battle that are thematic to your archetype—be flavorsome.
2. **Create 3rd and 7th-level Features:** Martial archetypes grant features at 3rd and 7th-level.
3. **Create a 10th-level Capstone:** At 10th-level, martial archetypes grant a unique capstone feature that is the pinnacle of your archetype's theming.

And that's it, your archetype is complete!

Placeholder



CHAMPION

A *Champion* hones their raw physical power to deadly perfection. You are one with your weapon, and you know how to exploit an opening to deal massive damage to your unworthy enemy.

1 MARTIAL MANEUVERS

Add the following four maneuvers to your list of maneuver options: counterattack, parry, pierce, and predict.

◇ COUNTERATTACK

When a creature misses you with a melee attack, you can use your reaction to make a melee weapon attack against the creature. If the attack hits, you deal an extra 1d6 damage with your weapon.

Greater Counterattack: (5th-level) You deal an extra 1d8 damage with your weapon when you successfully counterattack.

Superior Counterattack: (9th-level) You deal an extra 1d10 damage with your weapon when you successfully counterattack.

◇ PARRY

When a target hits you with an attack roll and you are not incapacitated, you can spend your reaction and attempt to parry the attack. Roll 1d6 and add the result to your AC—if the attack roll doesn't beat your parry AC, it misses.

Greater Parry: (5th-level) You may roll 1d8 when you attempt to parry.

Superior Parry: (9th-level) You may roll 1d10 when you attempt to parry.

◇ PIERCE

When you miss with an attack roll against a creature, you can attempt to pierce through with sheer resolve. Roll 1d6 and add it your attack roll.

Greater Pierce: (5th-level) You can roll 1d8 and add it to your attack roll.

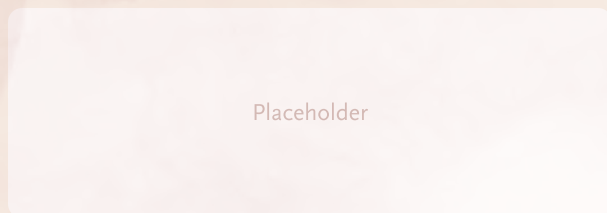
Superior Pierce: (9th-level) You can roll 1d10 and add it to your attack roll.

◇ PREDICT

When you make an ability check and use Insight or Perception, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this maneuver, but you must decide before the GM says whether your check succeeds or fails.

Greater Predict: (5th-level) Your bonus increases from 1d6 to 1d8.

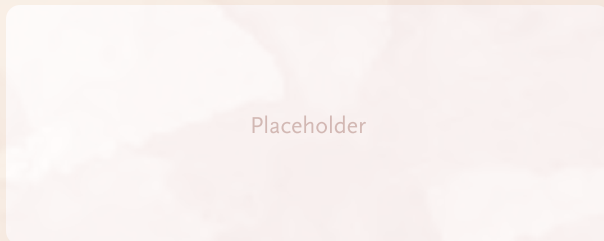
Superior Predict: (9th-level) Your bonus increases from 1d8 to 1d10.



Placeholder

3 IMPROVED CRITICAL

Your weapon attacks score a critical hit on a roll of 19 or 20.

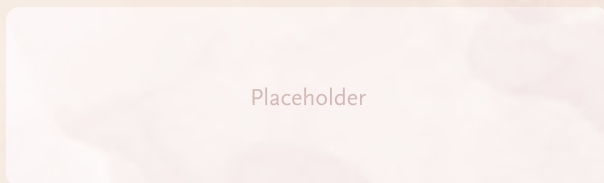


Placeholder

7 REMARKABLE ATHLETE

You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.



Placeholder

10 ADDITIONAL FIGHTING STYLE

You can choose a second option from the *Fighting Style* class feature.



Placeholder



COMMANDER

A *Commander* gives orders and expects them to be followed. You direct your allies with tactical prowess and turn a band of ill-fitting misfits into a well-oiled machine.

1 MARTIAL MANEUVERS

Add the following four maneuvers to your list of maneuver options: direct, inspire, instruct, and order.

◇ DIRECT

When you hit a creature with a weapon attack, you can direct an ally to move. Choose one friendly creature that is (a) within 30 ft of you or the creature you hit, (b) can see and hear you, and (c) has a movement speed greater than 0—that creature may spend its reaction to move up to 10 ft. This movement does not provoke opportunity attacks from the creature you hit.

Greater Direct: (5th-level) Your ally may move up to 15 ft.

Superior Direct: (9th-level) Your ally may move up to 20 ft.

◇ INSPIRE

When you hit a creature with a weapon attack, you can inspire a nearby ally. Choose one friendly creature that can see and hear you. That creature gains temporary hit points equal to 1d6 + your Strength or Dexterity modifier—you may choose which.

Greater Inspire: (5th-level) The creature gains temporary hit points equal to 1d8 + your Strength or Dexterity modifier.

Superior Inspire: (9th-level) The creature gains temporary hit points equal to 1d10 + your Strength or Dexterity modifier.

◇ INSTRUCT

When an ally misses with a weapon attack, you can instruct them to try again. If your ally can see and hear you, that ally can reroll their attack—if the attack hits, it deals 1d6 extra damage.

Greater Instruct: (5th-level) The attack deals 1d8 extra damage.

Superior Instruct: (9th-level) The attack deals 1d10 extra damage.

◇ ORDER

When you make an ability check and use Persuasion or Intimidation, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this maneuver, but you must decide before the GM says whether your check succeeds or fails.

Greater Order: (5th-level) Your bonus increases from 1d6 to 1d8.

Superior Order: (9th-level) Your bonus increases from 1d8 to 1d10.

Placeholder

3 COMMANDING STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your allies to strike.

Choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack.

7 COMMANDING ACTION

During another creature's turn, you can spend your reaction and one use of your *Action Surge* feature to grant that creature one additional action on top of their regular action and a possible bonus action.

Placeholder

10 WORD OF COMMAND

You can use your action to speak a one-word command to a creature. Choose one creature you can see within 30 feet of you. If the creature can see and hear you, it must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier) to resist being commanded. If the creature fails, it must follow the command on its next turn.

You can use this feature up to three times. You regain any expended uses when you finish a long rest.

COMMAND OF RESOLVE

When you speak a command, you can spend a number of resolve points to heighten your command. For each point of resolve you spend, you can target one additional creature with your command. The creatures must be within 30 feet of each other when you target them.

IMMUNITIES

Your command has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

EXAMPLE COMMANDS

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the effect ends.

- **Approach:** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- **Drop:** The target drops whatever it is holding and then ends its turn.
- **Flee:** The target spends its turn moving away from you by the fastest available means.
- **Grovel:** The target falls prone and then ends its turn.
- **Halt:** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

DEFENDER

A *Defender* protects their allies from harm. With keen senses and keener skill, you know how to spot incoming danger and shield your allies from it.

1 MARTIAL MANEUVERS

Add the following four maneuvers to your list of maneuver options: alert, bastion, sentry, and switch.

◇ ALERT

When you make an ability check and use Perception or Initiative, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this maneuver, but you must decide before the GM says whether your check succeeds or fails.

Greater Alert: (5th-level) Your bonus increases from 1d6 to 1d8.

Superior Alert: (9th-level) Your bonus increases from 1d8 to 1d10.

◇ BASTION

When an ally within 5 feet of you is reduced to 0 hit points from a weapon attack but not killed outright, you can intercept part of the attack—your ally drops to 1 hit point instead. You can't use this maneuver again until you finish a long rest.

Greater Bastion: (5th-level) You can use this maneuver two times per long rest.

Superior Bastion: (9th-level) You can use this maneuver three times per long rest.

◇ SENTRY

When an enemy that you can see moves within 5 feet of you, you can make one weapon attack against that creature as a free action. If your attack hits the creature, you deal 1d6 extra damage.

Greater Sentry: (5th-level) Your attack deals an extra 1d8 damage.

Superior Sentry: (9th-level) Your attack deals an extra 1d10 damage.

◇ SWITCH

If you are within 5 feet of an ally on your turn, you can spend at least 5 feet of your movement to switch places with that ally. This movement doesn't provoke opportunity attacks. In addition, you may roll 1d6. Until the start of your next turn, your ally gains a bonus to their AC equal to the number rolled.

Greater Switch: (5th-level) The AC bonus increases from 1d6 to 1d8.

Superior Switch: (9th-level) The AC bonus increases from 1d8 to 1d10.

3 DEFENDER'S MARK

When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

PUNISHING ATTACK

If a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack a number of times equal to your Strength modifier (a minimum of 1). You may also spend 1 point of resolve to use this feature. You regain all expended uses when you finish a long rest.

Placeholder

7 DEFENDER'S WARD

If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

You can use this feature a number of times equal to your Constitution modifier (a minimum of 1). You may also spend 1 point of resolve to use this feature. You regain all expended uses when you finish a long rest.

Placeholder

10 HOLD THE LINE

Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach. If you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Placeholder



VARIANT DIALS

IF YOU WANT TO ADJUST THE FIGHTER CLASS TO BETTER suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, then apply these modifiers when taking the fighter as a multiclass option:

- **Minimum Requirement:** Strength 13 or Dexterity 13.
- **Proficiencies:** Light armor, medium armor, shields, simple weapons, martial weapons.
- **Maneuvers:** You can't use any mastered maneuvers until you are 3rd-level.

Placeholder

RESTRICTED RETRAINING

If you want to make retraining a little more significant or costly for the fighter, try using these options.

◇ SANCTUARY

To change your fighting styles or maneuvers, you must be in a safe sanctuary—such as a village, town, or city—where you are able to concentrate on your training.

◇ FACILITIES

To change your fighting styles or maneuvers, you must have access to appropriate facilities—training grounds, practice weapons, sparring partners and mentors, etc.

SHORT REST RECOVERY

This supplement emphasizes taking *long rests* as a primary recovery mechanic. But if you want to put more of a focus on taking short rests for the fighter, use this alternative class table.

CLASS FEATURES

Fighter Short Rest Recovery

Level	Second Winds	Resolve Points	Action Surges
1st	1	1	1
2nd	1	2	1
3rd	1	2	1
4th	1	2	1
5th	1	2	1
6th	1	2	1
7th	1	2	1
8th	1	3	1
9th	1	3	1
10th	1	3	1

You recover all expended second winds, resolve points, and action surges when you finish a short or long rest.

Placeholder

PART 6

The Monk

16 The Monk p57
Be a masterful monk.

17 Monastic Traditions p61
Choose your own Monastic Tradition.

18 Variant Dials p65
Customise the monk with variant options.





16

THE MONK

CLASS FEATURES

Monk

Level	Proficiency Bonus	Dragon's Claw	Ki Points	Mantras Mastered	Unarmored Movement	Features
1st	+2	1d4	3	3	—	Martial Arts, Unarmored Defense, Ki, Flurry of Blows, Mantras, Monastic Tradition
2nd	+2	1d4	6	3	+10 ft	Unarmored Movement
3rd	+2	1d4	9	4	+10 ft	Deflect Missiles, Monastic Tradition Features
4th	+2	1d4	12	4	+10 ft	Ability Score Improvement, Slow Fall
5th	+3	1d6	15	4	+10 ft	Extra Attack, Meditation, Greater Mantras
6th	+3	1d6	18	5	+15 ft	Ki-Empowered Strikes, Monastic Tradition Features
7th	+3	1d6	21	5	+15 ft	Evasion, Inner Peace
8th	+3	1d6	24	5	+15 ft	Greater Ability Score Improvement
9th	+4	1d8	27	5	+15 ft	Sky Walk, Superior Mantras
10th	+4	1d8	30	6	+20 ft	Lightning Flurry, Greater Inner Peace, Monastic Tradition Features

HIT POINTS

- **Hit Dice:** 1d8 per monk level.
- **Hit Points (1st-level):** 8 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d8 (or 5) + your Constitution modifier per monk level after 1st.

PROFICIENCIES

- **Armor:** None.
- **Weapons:** Simple weapons, shortswords.
- **Tools:** Choose one type of artisan's tools or one musical instrument.
- **Saving Throws:** Strength, Dexterity.
- **Skills:** Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) a shortsword or (b) any simple weapon.
- (a) a dungeoneer's pack or (b) an explorer's pack.
- 10 darts.

B. CUSTOM EQUIPMENT

You gain 5d4 gold pieces (or 12 gp). You may spend some or all of this gold to purchase your own equipment.



CLASS FEATURES

As a monk, you gain the following class features.

1 MARTIAL ARTS

Your training in the martial arts gives you mastery of unarmed strikes and monk weapons. You gain the following benefits while you are (a) unarmed or wielding only monk weapons and (b) you aren't wearing armor or wielding a shield:

- **Scorpion Sting:** You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- **Dragon's Claw:** You can roll 1d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain levels, as shown in the *Dragon's Claw* column of the Class Features (Monk) table.
- **Tiger Swipe:** When you (a) use the Attack action with an unarmed strike or a monk weapon or (b) spend any number of ki points as part of your action, you can make one unarmed strike as a bonus action.

MONK WEAPONS

You can choose a number of weapons to be your monk weapons equal to 5 + your Wisdom modifier (minimum of five weapons). The chosen weapons must each meet the following criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with the weapon.
- The weapon must lack these properties: heavy, special, or two-handed.



1 UNARMORED DEFENSE

While you are wearing no armor and not wielding a shield, your armor class equals 10 + your Dexterity modifier + your Wisdom modifier.

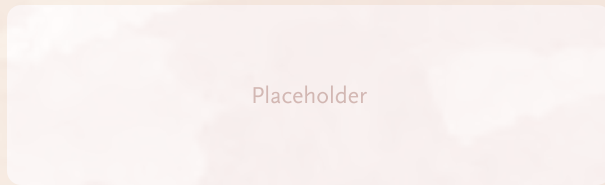
UNARMORED DEFENSE

Armor Class (AC): 10 + your Dexterity modifier + your Wisdom modifier

1 KI

You have a number of ki points as shown in the *Ki Points* column of the Class Features (Monk) table. You can spend ki to overcome danger with mantras—and you may learn other applications from your Monastic Tradition.

You recover all expended ki points when you finish a long rest.



1 FLURRY OF BLOWS

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.



1 MANTRAS

You master three mantras of your choice from your list of mantra options. To use a mastered mantra, you must spend one ki point.

Mastering New Mantras: You master additional mantras as you gain monk levels, as show in the *Mantras Mastered* column of the Class Features (Monk) table.

Replacing a Mantra: When you finish a long rest, you may choose one of your mastered mantras and replace it with a different option.

Saving Throws: Some of your mantras require your target to make a saving throw. The saving throw DC is calculated as follows:

MANTRA SAVE DC

Mantra Save DC: 8 + your proficiency bonus + your Wisdom modifier

◇ CRASHING THUNDER

Once per turn, when you hit a Large or smaller creature with a melee weapon attack, you can attempt to push the creature away from you. The creature must make a Strength saving throw. On a failed save, you push the creature back up to 10 ft.

Greater Crashing Thunder: (5th-level) You can use this mantra on Huge creatures.

Superior Crashing Thunder: (9th-level) You can use this mantra on Gargantuan creatures.

◇ FELL THE FOREST

Once per turn, when you hit a Large or smaller creature with a weapon attack, you can spend a bonus action to attempt to knock the creature down. The creature must make a Strength saving throw. On a failed save, you knock the creature prone.

Greater Fell the Forest: (5th-level) You can use this mantra on Huge creatures.

Superior Fell the Forest: (9th-level) You can use this mantra on Gargantuan creatures.

◇ HAWK SLASH

When you would miss with an attack roll against a creature, you can roll 1d6 and add it to your attack roll.

Greater Hawk Slash: (5th-level) You can roll 1d8 and add it to your attack roll.

Superior Hawk Slash: (9th-level) You can roll 1d10 and add it to your attack roll.

◇ LEAPING DRAGON

When you hit a creature with a melee weapon attack, you can leap up to 10 ft in a direction of your choice. This movement doesn't provoke opportunity attacks from the creature you hit. You must have enough speed to leap this distance.

Greater Leaping Dragon: (5th-level) The distance you can leap increases from 10 ft to 15 ft.

Superior Leaping Dragon: (9th-level) The distance you can leap increases from 15 ft to 20 ft.

◇ MOVE THE MOUNTAIN

Once per turn, when you hit a Large or smaller creature with a melee weapon attack, you can attempt to move the creature. The creature must make a Strength saving throw. On a failed save, you can move the target up to 5 ft in a direction of your choice. In addition, you may move up to 5 ft in a direction of your choice. Neither movement triggers an attack of opportunity.

Greater Move the Mountain: (5th-level) You can use this mantra on Huge creatures.

Superior Move the Mountain: (9th-level) You can use this mantra on Gargantuan creatures.

◇ TEMPEST SPEAR

During your turn, you can extend the reach of one unarmed attack you make before the end of your turn. The reach is increased by +5 ft.

Greater Tempest Spear: (5th-level) You can extend the reach of two unarmed attacks you make before the end of your turn.

Superior Tempest Spear: (9th-level) You can extend the reach of three unarmed attacks you make before the end of your turn.

Placeholder

1 MONASTIC TRADITION

Choose a Monastic Tradition. You gain features from your Monastic Tradition at 1st, 3rd, 6th, and 10th-level.

MONASTIC MANTRAS

You gain access to four unique mantras from your Monastic Tradition. Add these to your list of mantra options.

Placeholder

2 UNARMORED MOVEMENT

Your speed increases by 10 feet while you are both (a) not wearing armor and (b) not wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Class Features (Monk) table.

In addition, while you are not wearing armor and not wielding a shield, you can use the *Patient Turtle* and *Step of the Wind* abilities.

◇ PATIENT TURTLE

You can spend one ki point to take the Dodge action as a bonus action.

◇ STEP OF THE WIND

You can spend one ki point to take the Disengage or Dash action as a bonus action. In addition, your jump distance is doubled until the end of your turn.

Placeholder

3 DEFLECT MISSILES

When you are hit by a ranged weapon attack, you can spend your reaction to deflect the missile. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

Catching Butterflies: If you reduce the damage to 0 when deflecting a missile, you can catch it. The missile must be small enough for you to hold in one hand and you must have at least one hand free.

Spitting Wasp: When you catch a missile in this way, you can spend 1 ki point to (as part of the same reaction) make a ranged attack with the weapon or piece of ammunition you just caught.

You make this attack with proficiency, regardless of your weapon proficiencies. For the attack, the missile counts as a monk weapon with a normal range of 20 feet and a long range of 60 feet.



4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

4 SLOW FALL

When you fall, you can spend your reaction to reduce any falling damage you take by an amount equal to five times your monk level.



5 EXTRA ATTACK

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

5 MEDITATION

When you finish a short rest, you can meditate to regain 1d6 expended ki points. You can use this feature once, and you regain expended uses when you finish a long rest.

Greater Meditation: Starting at 9th-level, the amount of ki you regain increases from 1d6 to 2d6.

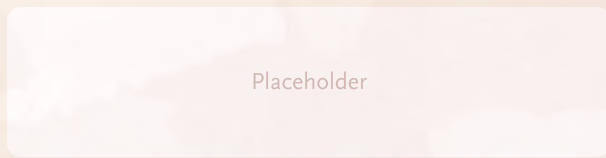


6 KI-EMPOWERED STRIKES

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

7 EVASION

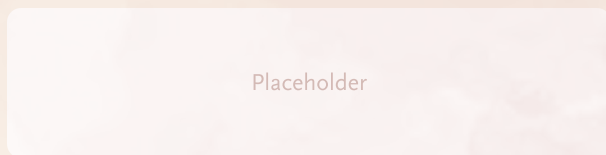
When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.



7 INNER PEACE

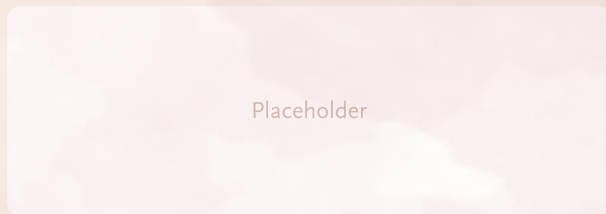
You can spend an action to end one effect on yourself that is causing you to be charmed or frightened.

Greater Inner Peace: Starting at 10th-level, you are immune to disease and poison.



9 SKY WALK

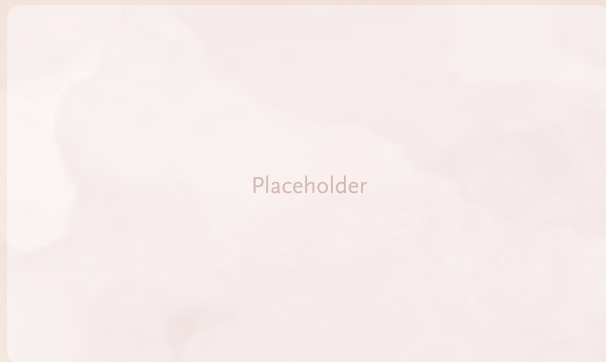
While you are (a) not wearing armor and (b) not wielding a shield, you can move along vertical surfaces and across liquids on your turn without falling during the move.



10 LIGHTNING FLURRY

During your turn, you can flare your ki to activate a burst of focused power. For the next minute, you can use your *Flurry of Blows* feature without needing to spend a ki point. Your lightning flurry ends early if you are knocked unconscious or you choose to end it as a free action.

You can use this feature once, and you regain expended uses when you finish a long rest.





MONASTIC TRADITIONS

YOU ARE A MONK, A MASTER OF MARTIAL COMBAT AND spiritual ki. You can channel the mystical energy that flows through your body—but how do you wield it?

Do you leap into the heart of battle, a blur of fists and fury? Do you bend the elements of nature to your will, striking at your enemies with fire, water, earth, and air? Or do you move silently through shadows, waiting for your enemies to make a lethal mistake?

Choose a *Monastic Tradition* to help harness your mystical ki as you master inner peace.

CHOOSE YOUR TRADITION

Choose your monastic tradition from one of the following options:

- **Way of the Elementalist:** You can harness the raw power of the elements—earth, water, air, and fire—and bend them to your will.
- **Way of the Open Hand:** You are a master of the martial arts, using special techniques to push, trip, and daze your opponents.

TRADITIONS YET TO COME

Masterful Monk is a work-in-progress with a limited number of traditions. Future expansions of this supplement *may* (depending on demand and support) include:

- **Way of the Shadow:** With deception and theatrics, you sneak unseen through the shadows and silently hunt your enemies.

Got ideas for monastic traditions you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING A TRADITION

To create your own *Monastic Tradition* (or to convert an existing tradition from other sources), follow these steps:

1. **Add 4 Mantras:** At 1st-level, monastic traditions expand the monk mantra list with 4 unique mantras. Create interesting ways to act in battle that are thematic to your tradition—be flavorsome.
2. **Create 3rd and 6th-level Features:** Monastic traditions grant features at 3rd and 6th-level.
3. **Create a 10th-level Capstone:** At 10th-level, monastic traditions grant a unique capstone feature—this is the pinnacle of your tradition's theming.

And that's it, your tradition is complete!

Placeholder



WAY OF THE ELEMENTALIST

You are the still center of the turning wheel. When you focus your ki, you can align yourself with the forces of creation and bend the elements to your will.

1 MONASTIC MANTRAS

Add the following four mantras to your list of mantra options:

◇ BALANCE OF ALL THINGS

When you make an ability check and use Acrobatics or Religion, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this mantra, but you must decide before the GM says whether your check succeeds or fails.

Greater Balance of All Things: (5th-level) Your bonus increases from 1d6 to 1d8.

Superior Balance of All Things: (9th-level) Your bonus increases from 1d8 to 1d10.

◇ FURY OF ELEMENTS

When you hit a creature with a weapon melee attack, you can change the type of damage you deal. Choose one of cold, fire, bludgeoning, lightning, or thunder—your attack deals this damage type. In addition, you deal 1d6 additional damage of the same type.

Greater Fury of Elements: (5th-level) The additional damage you deal increases from 1d6 to 1d8.

Superior Fury of Elements: (9th-level) The additional damage you deal increases from 1d8 to 1d10.

◇ CLUTCH OF THE WILD

When you hit a Large or smaller creature with a weapon melee attack, you can attempt to trap it using elemental power. The creature must make a Strength saving throw. If it fails, the creature is grappled.

Greater Clutch of the Wild: (5th-level) You can use this mantra on Huge creatures.

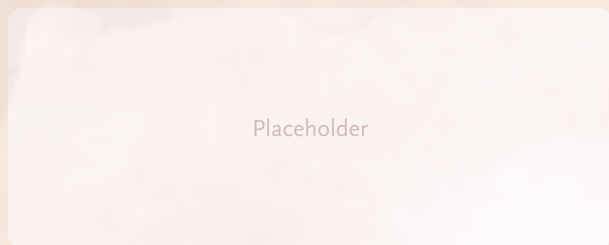
Superior Clutch of the Wild: (9th-level) You can use this mantra on Gargantuan creatures.

◇ SHIELD OF ELEMENTS

When you are reduced to 0 hit points but not killed outright, you can shield yourself with elemental power to drop to 1 hit point instead. You can't use this mantra again until you finish a long rest.

Greater Shield of Elements: (5th-level) You can use this mantra two times per long rest.

Superior Shield of Elements: (9th-level) You can use this mantra three times per long rest.



3 ELEMENTAL ARTS

You gain the ability to cast powerful elemental arts by channeling the ki that flows within you.

LEARNING ELEMENTAL ARTS

At 3rd-level, you know three arts of your choice from the elementalists spell list. The spell level of your elemental arts must be lower than or equal to your maximum spell level.

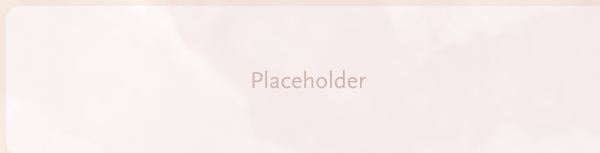
You learn additional arts of your choice at higher levels, as shown in the *Arts Known* column of the Class Features (Elementalist) table.

Replacing Known Arts: When you finish a long rest, you may replace one of your known elemental arts with another option from the elementalists spell list.

ELEMENTAL ARTS

Class Feature Monk Elementalist

Level	Arts Known	Max. Spell Level
3rd	3	1st
4th	4	1st
5th	5	1st
6th	6	2nd
7th	7	2nd
8th	8	2nd
9th	9	2nd
10th	10	3rd



CASTING ELEMENTAL ARTS

To cast an elemental art of 1st-level or higher, you must spend a number of ki points as shown in the *Elementalist Spellcasting* table. You must use the spell's casting time and other rules—but you don't need to provide material components for it.

Upcasting Spells: When casting an elemental art at a higher spell level, you can't exceed your *Maximum Spell Level*—even if you have enough ki points.

ELEMENTALIST SPELLCASTING

Spell Level	Ki Points	Spell Level	Ki Points
1st	2	3rd	5
2nd	3	—	—



SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your elemental art spells. Use your Wisdom modifier to determine the saving throw DC or attack modifier for spells that you cast.

SPELLCASTING ABILITY

Spell Save DC: 8 + your proficiency bonus + your Wisdom modifier

Spell Attack Modifier: your proficiency bonus + your Wisdom modifier

3 SPEAR OF ELEMENTS

When you spend an action to cast an elemental art, you can make one unarmed strike as a bonus action. The range of this unarmed attack is increased by +10 ft.

Elemental Flurry of Blows: Immediately after you spend an action to cast an elemental art, you can spend 1 ki point to make two unarmed strikes as a bonus action. The range of these unarmed attacks is increased by +10 ft.

Placeholder

6 VARIABLE ARTS

When you learn a *variable* elemental art, you can choose what type of damage that elemental art deals—fire, cold, bludgeoning, lightning, or thunder. You may learn a variable elemental art multiple times, choosing a new damage type each time.

Placeholder

10 ELEMENTAL AVATAR

At 10th-level, you have become deeply attuned to the elements of nature. When you finish a long rest, choose one of the following masteries:

- **Avatar of Air** (Investiture of Wind)
- **Avatar of Earth** (Investiture of Stone)
- **Avatar of Fire** (Investiture of Flame)
- **Avatar of Water** (Investiture of Ice)

You can spend an action to freely invoke your chosen avatar. You may use this feature once, and you regain expended uses when you finish a long rest.

Placeholder

ELEMENTALIST SPELL LIST

CANTRIP

01-11	Blade Ward	
12-22	Control Flames	XGtE
23-33	Fire Bolt	
34-44	Gust	XGtE
45-55	Mold Earth	XGtE
56-66	Ray of Frost	
67-77	Shape Water	EE
78-88	Shocking Grasp	
89-99	Thunderclap	XGtE

1ST-LEVEL

01-08	Absorb Elements	XGtE
09-16	Burning Hands	
17-24	Create or Destroy Water	
25-32	Earth Tremor	XGtE
33-40	Expeditious Retreat	
41-48	Feather Fall	
49-56	Fog Cloud	
57-64	Ice Knife	XGtE
65-72	Jump	
73-80	Longstrider	
81-88	Thunderwave	
89-96	Zephyr Strike	XGtE

2ND-LEVEL

01-07	Aganazzar's Scorcher	XGtE
08-14	Barkskin	
15-21	Dragon's Breath	XGtE
22-28	Flame Blade	
29-35	Flaming Sphere	
36-42	Gust of Wind	
43-49	Hold Person	
50-56	Levitate	
57-63	Maximilian's Earthen Grasp	XGtE
64-70	Scorching Ray	
71-77	Shatter	
78-84	Snilloc's Snowball Swarm	XGtE
85-91	Spider Climb	
92-98	Warding Wind	XGtE

3RD-LEVEL

01-07	Call Lightning	
08-14	Erupting Earth	XGtE
15-21	Fireball	
22-28	Fly	
29-35	Gaseous Form	
36-42	Lightning Bolt	
43-49	Melf's Minute Meteors	XGtE
50-56	Thunder Step	XGtE
57-63	Tidal Wave	XGtE
64-70	Wall of Sand	XGtE
71-77	Wall of Water	XGtE
78-84	Water Breathing	
85-91	Water Walk	
92-98	Wind Wall	



WAY OF THE OPEN HAND

You are a master of the martial arts, using special techniques to push, trip, and daze your opponents.

1 MONASTIC MANTRAS

Add the following four mantras to your list of mantra options:

◇ WILL OF THE DRAGON

When you make an ability check and use Acrobatics or Athletics, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this mantra, but you must decide before the GM says whether your check succeeds or fails.

Greater Will of the Dragon: (5th-level) Your bonus increases from 1d6 to 1d8.

Superior Will of the Dragon: (9th-level) Your bonus increases from 1d8 to 1d10.

◇ PINCH OF DEATH

Once per turn, when you hit a Large or smaller creature with a melee weapon attack, you can attempt to hit a nerve cluster. The creature must make a Constitution saving throw. On a failed save, the creature's speed is reduced to 0 until the end of its next turn.

Greater Pinch of Death: (5th-level) You can use this mantra on Huge creatures.

Superior Pinch of Death: (9th-level) You can use this mantra on Gargantuan creatures.

◇ SNAKE FIST

Once per turn, when you hit a Large or smaller creature with a weapon attack, you can attempt to make the creature drop an item. The creature must make a Wisdom saving throw. If it fails, the creature drops one item of your choice that it is holding.

If you are adjacent to the creature, you can catch the dropped item if you are unrestrained and have at least one free hand.

Greater Snake Fist: (5th-level) You can use this mantra on Huge creatures.

Superior Snake Fist: (9th-level) You can use this mantra on Gargantuan creatures.

◇ CIRCLE OF STEEL

When a creature misses you with a melee attack, you can use your reaction to make a melee weapon attack against the creature. If the attack hits, you deal an extra 1d6 damage with your weapon.

Greater Circle of Steel: (5th-level) The additional damage increases from 1d6 to 1d8.

Superior Circle of Steel: (9th-level) The additional damage increases from 1d8 to 1d10.

Placeholder

3 OPEN HAND TECHNIQUE

Whenever you hit a creature with one of the attacks granted by your *Flurry of Blows*, you can impose one of the following effects on that creature:

- **Axe Kick:** The creature must succeed on a Dexterity saving throw. If it fails, it is knocked prone.
- **Fists of Fury:** The creature must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- **Palm Strike:** The creature can't take reactions until the end of your next turn.

Placeholder

6 WHOLENESS OF BODY

As an action, you can regain hit points equal to three times your monk level. You can use this feature once, and you regain expended uses when you finish a long rest.

Placeholder

10 QUIVERING PALM

When you hit a creature with an unarmed attack, you can attempt to create deadly vibrations within their body. The creature must make a Constitution saving throw. If it fails, the creature is afflicted with imperceptible vibrations that last until you next finish a long rest.

You can spend an action to resonate these vibrations—at which point, the vibrations end and the creature suffers 5d10 necrotic damage. If the creature is reduced to 0 hit points by this damage, it dies immediately.

You can use this feature once, and you regain expended uses when you finish a long rest.

Placeholder

VARIANT DIALS

IF YOU WANT TO ADJUST THE MONK CLASS TO BETTER suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, then apply these modifiers when taking the monk as a multiclass option:

- **Minimum Requirement:** Dexterity 13 and Wisdom 13.
- **Proficiencies:** Simple weapons, shortswords.
- **Ki:** You can't spend ki until you are 3rd-level.

RESTRICTED RETRAINING

If you want to make retraining a little more significant or costly for the monk, try using these options.

◇ SANCTUARY

To change your mantras, you must be in a safe sanctuary—such as a village, town, or city—where you are able to concentrate on your training.

◇ FACILITIES

To change your mantras, you must have access to appropriate facilities—monasteries, practice weapons, sparring partners and mentors, etc.

Placeholder

SHORT REST RECOVERY

This supplement emphasizes taking *long rests* as a primary recovery mechanic. To put a focus on taking short rests for the monk, however, use this alternative class table.

CLASS FEATURES

Monk Short Rest Recovery

Level	Ki Points	Level	Ki Points
1st	2	6th	7
2nd	3	7th	8
3rd	4	8th	9
4th	5	9th	10
5th	6	10th	11

You recover all expended ki points when you finish a short or long rest.

Placeholder

PART 7

The Paladin

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Be a pious paladin.

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Choose your own Sacred Oath.

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Customise the paladin with variant options.





THE PALADIN

CLASS FEATURES

Paladin

Level	Proficiency Bonus	Conviction Points	Smites Mastered	Max. Spell Level	Features
1st	+2	4	2	—	Sacred Oath, Conviction, Smite, Fighting Style
2nd	+2	6	2	1st	Spellcasting
3rd	+2	8	3	1st	Divine Health, Sacred Oath Features
4th	+2	10	3	1st	Ability Score Improvement
5th	+3	13	3	2nd	Extra Attack
6th	+3	16	3	2nd	Sacred Aura
7th	+3	19	4	2nd	Sacred Oath Features
8th	+3	22	4	2nd	Ability Score Improvement
9th	+4	26	4	3rd	Sacred Oath Features
10th	+4	30	4	3rd	Voice of the Crusader, Greater Sacred Aura

HIT POINTS

- **Hit Dice:** 1d10 per paladin level.
- **Hit Points (1st-level):** 10 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d10 (or 6) + your Constitution modifier per paladin level after 1st.

PROFICIENCIES

- **Armor:** All armor, shields.
- **Weapons:** Simple weapons, martial weapons.
- **Tools:** None.
- **Saving Throws:** Wisdom, Charisma.
- **Skills:** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion and Religion.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) a martial weapon and a shield or (b) two martial weapons.
- (a) five javelins or (b) any simple melee weapon.
- (a) a priest's pack or (b) an explorer's pack.
- Chain mail and a holy symbol.

B. CUSTOM EQUIPMENT

You gain 5d4 x 10 gold pieces (or 120 gp). You may spend some or all of this gold to purchase your own equipment.



CLASS FEATURES

As a paladin, you gain the following class features.

1 SACRED OATH

Choose a Sacred Oath. You gain features from your Sacred Oath at 1st, 3rd, 7th, and 9th-level.

TENETS

Each oath has a set of three guiding principles—its *tenets*—that help to direct you in the service of your oath. These are sacred vows that you have sworn. Honor these tenets to gain—and maintain—your conviction.

Sacred Favor: If you make a notable effort to honor a tenet, you may be blessed with *sacred favor*. You can hold a maximum number of sacred favors at one time equal to your Charisma modifier (minimum 1).

On your turn, as a free action, you may spend one sacred favor to do one of the following:

- **Gain Stamina:** Regain 1 expended hit die.
- **Gain Power:** Regain 1 expended 1st-level spell slot.
- **Twist Fate:** Reroll 1 ability check, attack roll, or saving throw. You must accept the second result.
- **Cause Pain:** Reroll all damage dice of an attack you have just made. You may accept either result.
- **Forgiveness:** Forgive one transgression you have made.

Transgression: If you break or reject one of the tenets of your oath, some of your sacred power may be stripped away for a time.

Roll a d6 and check the *Transgression* table below to find out which class feature you lose access to. Reroll any result that doesn't fully apply to you.

TRANSGRESSION			
d6	Feature Lost	d6	Feature Lost
1	Oath Spells	4	Divine Health
2	1d4 Conviction Points	5	Voice of the Crusader
3	Lay on Hands	6	Another Feature

Penance: If you have transgressed, you will have to perform a penance to regain your conviction. The scale of this penance may vary depending on the severity of your transgression, but some common forms include:

- **Donate:** You make a charitable donation of goods, coin, or time to a worthy cause.
- **Confess:** You confess your transgression to a higher-ranking agent of your oath and are forgiven.
- **Contemplate:** You spend a period of time in dedicated contemplation of your oath.
- **Quest:** You complete a sacred quest in the service of your oath.
- **Sacrifice:** You give up something of significant personal value.

If your penance is accepted, you regain one lost feature.



Placeholder

LAY ON HANDS

You are able to share the power of your conviction through a simple touch. You gain access to one *Lay on Hands* ability from your oath.

OATH SMITE

You gain access to one unique smite from your Sacred Oath. Add this to your list of smite options.

OATH SPELLS

Each oath has a list of spells—its *oath spells*—that you gain at the paladin levels noted in the oath description. Once you gain an oath spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

OATH AURA

Starting at 6th-level, you gain access to one unique aura from your Sacred Oath. Add this to your list of aura options.

1 CONVICTION

Your conviction in your oath gives you strength. You have a number of conviction points, as shown in the *Conviction Points* column of the Class Features (Paladin) table. You can spend conviction to smite your enemies—and you may learn other applications from your Sacred Oath.

You recover all expended conviction points when you finish a long rest.

1 SMITE

You master two smites of your choice from your list of smite options. Once per turn, when you hit a creature with a melee weapon attack, you may spend one or more conviction points to use one of your mastered smites.

Mastering New Smites: You master additional smites as you gain more paladin levels, as show in the *Smites Mastered* column of the Class Features (Paladin) table.

Replacing a Mastered Smite: When you finish a long rest, you may replace one of your mastered smites with a different one.

Saving Throws: Some of your smites require your target to make a saving throw. The saving throw DC is calculated as follows:

SMITE SAVE DC

Save DC: 8 + your proficiency bonus + your Charisma modifier

◆ BRANDING

When you hit a creature with a melee weapon attack, you can spend two conviction points to deal an additional 1d8 radiant damage. In addition, until the smite ends, the creature sheds dim light in a 5 ft radius and can't benefit from the *Invisible* condition.

Smite Duration: Concentration, up to 1 minute.

Greater Branding: (5th-level, +1 conviction) The base damage increases to 2d8.

Superior Branding: (9th-level, +3 conviction) The base damage increases to 3d8.

◆ BLINDING

When you hit a creature with a melee weapon attack, you can spend two conviction points to deal an additional 1d8 radiant damage. In addition, the creature must make a Constitution saving throw. If it fails, the creature is blinded until the end of its next turn.

Greater Blinding: (5th-level, +1 conviction) The base damage increases to 2d8.

Superior Blinding: (9th-level, +3 conviction) The base damage increases to 3d8.

◆ DIVINE

When you hit a creature with a melee weapon attack, you can spend two conviction points to deal an additional 1d8 radiant damage. If the creature is undead or a fiend, the damage increases by 1d8.

Greater Divine: (5th-level, +1 conviction) The base damage increases to 2d8.

Superior Divine: (9th-level, +3 conviction) The base damage increases to 3d8.

◆ SEARING

When you hit a creature with a melee weapon attack, you can spend two conviction points to deal an additional 1d8 fire damage. In addition, the creature ignites in flame.

At the start of each of its turns until the smite ends, the target must make a Constitution saving throw. On a failed save, it takes 1d8 fire damage. On a successful save, the smite ends. If the creature—or another creature within 5 feet of it—uses an action to put out the flames (or if some other effect douses the flames), the smite ends.

Smite Duration: Concentration, up to 1 minute.

Greater Searing: (5th-level, +1 conviction) The base damage increases to 2d8 and the ongoing damage increases to 1d10.

Superior Searing: (9th-level, +3 conviction) The base damage increases to 3d8 and the ongoing damage increases to 1d12.

◆ THUNDEROUS

When you hit a creature with a melee weapon attack, you can spend two conviction points to deal an additional 1d8 thunder damage. The creature must make a Strength saving throw or be pushed back 10 ft and knocked prone.

Greater Thunderous: (5th-level, +1 conviction) The base damage increases to 2d8 and the creature is pushed back up to 15 ft.

Superior Thunderous: (9th-level, +3 conviction) The base damage increases to 3d8 and the creature is pushed back up to 20 ft.

◆ WRATHFUL

When you hit a creature with a melee weapon attack, you can spend two conviction points to deal an additional 1d8 psychic damage. In addition, the creature must make a Wisdom saving throw. If it fails, the creature is frightened of you until the effect ends.

As an action, the creature can make a Wisdom check against your smite save DC to end this effect.

Smite Duration: Concentration, up to 1 minute.

Greater Wrathful: (5th-level, +1 conviction) The base damage increases to 2d8.

Superior Wrathful: (9th-level, +3 conviction) The base damage increases to 3d8.

1 FIGHTING STYLE

Choose one of the following Fighting Styles. You can't take a Fighting Style option more than once, even if you later get to choose again.

Changing Your Fighting Style: When you finish a long rest, you can choose one of the fighting styles you know and replace it with a different fighting style.

◆ DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

◆ 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.

◆ PROTECTION

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. You must be wielding a shield.

2 SPELLCASTING

You gain the ability to cast paladin spells by channeling your conviction.

PREPARING SPELLS

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list.

Preparing Your Spell List: Choose a number of paladin spells equal to your Charisma modifier + your paladin level (minimum of one spell). The spells must be of a level lower than or equal to your *Maximum Spell Level*. Casting a spell doesn't remove it from your list of prepared spells.

Changing Your Prepared Spells: You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time: at least 1 minute per spell level for each spell on your list.

CASTING SPELLS

To cast a paladin spell of 1st-level or higher, you must spend a number of conviction points as shown in the *Paladin Spellcasting* table below. You recover all expended conviction points when you finish a long rest.

Upcasting Spells: When you cast a paladin spell at a higher spell level, you can't exceed your *Maximum Spell Level*—even if you have enough conviction points.

PALADIN SPELLCASTING			
Spell Level	Conviction Points	Spell Level	Conviction Points
1st	2	3rd	5
2nd	3	—	—

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your paladin spells. Use your Charisma modifier to determine the saving throw DC or attack modifier for a paladin spell you cast.

SPELLCASTING ABILITY

Spell Save DC: 8 + your proficiency bonus + your Charisma modifier

Spell Attack Modifier: your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your paladin spells.



3 DIVINE HEALTH

You are immune to disease.

4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

5 EXTRA ATTACK

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

6 SACRED AURA

You master one sacred aura of your choice. You can spend a bonus action to radiate your sacred aura lasting for up to 10 minutes (or until you are rendered unconscious).

You can use this feature a number of times equal to your Charisma modifier (minimum of 1), and you regain expended uses when you finish a long rest.

Replacing a Sacred Aura: When you finish a long rest, you may choose one of your sacred auras and replace it with a different option.

Unique Effect: A creature can't benefit from the same sacred aura from multiple sources.

Greater Sacred Aura: At 10th-level, choose one additional sacred aura. Your aura now radiates both effects at the same time.

◇ AURA OF COURAGE

You and friendly creatures within 10 feet of you can't be frightened.

◇ AURA OF PROTECTION

Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1).

◇ AURA OF RADIANCE

You and friendly creatures within 10 feet of you gain resistance to necrotic damage. In addition, your melee weapon attacks deal +1 radiant damage.

◇ AURA OF WRATH

You and friendly creatures within 10 feet of you gain a +1 damage bonus when making weapon attacks.

10 VOICE OF THE CRUSADER

With conviction, you are able to instill the tenets of your oath in even the most dangerous of enemies. As an action, you may choose one of your oath's tenets and proclaim it. Up to twelve creatures of your choice that you can see within 60 ft must make a Charisma saving throw. On a failed save, the creature is inspired—or bound—by your tenet for up to 1 hour.

A creature affected in this way is compelled to honor the *spirit* of the tenet you have proclaimed. The creature retains its own will and may choose how it achieves this.

Immunities: Creatures must be able to hear and understand you. Creatures that can't be charmed are immune to this effect.

Conviction: You may spend a number of conviction points as you proclaim your tenet. For every point of conviction, you may influence 1 additional person.



SPELL LIST

Class Feature **Paladin**

1ST-LEVEL		2ND-LEVEL		3RD-LEVEL	
01-07	Bless	01-10	Aid	01-09	Aura of Vitality
08-14	Ceremony XGtE	11-20	Find Steed	10-18	Create Food and Water
15-21	Command	21-30	Gentle Repose	19-27	Crusader's Mantle
22-28	Compelled Duel	31-40	Lesser Restoration	28-36	Daylight
29-35	Cure Wounds	41-50	Locate Object	37-45	Dispel Magic
36-42	Detect Evil and Good	51-60	Magic Weapon	46-54	Elemental Weapon
43-49	Detect Magic	61-70	Prayer of Healing	55-63	Life Transference XGtE
50-56	Detect Poison and Disease	71-80	Protection from Poison	64-72	Magic Circle
57-63	Divine Favor	81-90	Warding Bond	73-81	Remove Curse
64-70	Heroism	91-00	Zone of Truth	82-90	Revivify
71-77	Protection from Evil and Good	—	—	91-99	Spirit Guardians
78-84	Purify Food and Drink	—	—	—	—
85-91	Shield of Faith	—	—	—	—



Placeholder



20

SACRED OATHS

WORDS HAVE REAL POWER, AND THE PALADIN understands this better than anyone. By swearing a sacred oath, you are able to channel your conviction into strength. But what kind of oath have you made? Do you seek to protect the weak and heal the sick? Do you judge the guilty and punish the wicked? Or do you destroy your enemies without mercy and salt their land?

Choose a *Sacred Oath* to describe the change you want to create in the world.

CHOOSE YOUR OATH

Choose your oath from one of the following options:

- **Devotion:** You have sworn to protect those who can't protect themselves. You fight those who would prey on the weak, and with conviction you heal the sick.

OATHS YET TO COME

Pious Paladin is a work-in-progress with a limited number of oaths. Future expansions of this supplement *may* (depending on demand and support) include:

- **Law:** You believe that law and order are essential for culture to flourish. It is your solemn duty to act as judge, jury, and—when necessary—executioner.
- **Conquest:** You believe that power belongs to those who have the strength to seize it. Might makes right—and woe betide those who step out of line.
- **Ruin:** You believe that the end times are approaching, and that you are their harbinger.

Got ideas for sacred oaths you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING AN OATH

To create your own *Sacred Oath* (or to convert an existing oath from other sources), follow these steps:

1. **Add 3 Tenets:** Add 3 tenets from your sacred oath. Tenets should be relatively open-ended and act as a guide for players when roleplaying.
2. **Create a Lay on Hands Ability:** At 1st-level, a paladin gains a unique ability that activates by touch. This ability increases in power at 5th and 9th-level.
3. **Add 1 Smite:** At 1st-level, a sacred oath expands the list of paladin smite options with a unique smite.
4. **Add Oath Spells:** Sacred oaths expand the paladin spell list with 6 unique spell options. Add 2 spell options to be gained at 3rd, 5th, and 9th-levels.
5. **Add 1 Aura:** At 6th-level, sacred oaths expand the list of sacred auras with 1 unique aura choice.
6. **Create 3rd and 7th-level Features:** Sacred oaths grant features at 3rd and 7th-level.
7. **Create a 9th-level Capstone:** At 9th-level, sacred oaths grant a unique capstone feature that is the pinnacle of your oath's theming.

And that's it, your oath is complete!

Placeholder



OATH OF DEVOTION

In swearing an oath of devotion, you hold yourself to the highest ideals of justice, virtue, and order.

1 TENETS OF DEVOTION

You have sworn a vow to uphold these sacred tenets:

- **I will protect those who can't protect themselves:** Protect the weak and punish those who threaten them.
- **I will never be cruel or cowardly:** Treat others with fairness. Do as much good as possible while causing the least amount of harm. Show mercy to your foes, but temper it with wisdom.
- **I will take responsibility for my words and actions:** Own the things you say and do. Honor your promises, put order before chaos, and obey those who have just authority over you.

1 LAY ON HANDS

You gain the following Lay on Hands ability:

◇ HEALING TOUCH

When you touch a creature, you may cast *Cure Wounds* as a 1st-level spell without first needing to prepare the spell or spend any conviction points.

You may use this feature once, and you regain expended uses when you finish a long rest.

Greater Healing Touch: Starting at 5th-level, you may use this feature twice. Each time, you cast *Cure Wounds* as a 2nd-level spell.

Superior Healing Touch: Starting at 9th-level, you may use this feature three times. Each time, you cast *Cure Wounds* as a 3rd-level spell.

1 OATH SMITE AND AURA

Add the following to your list of smite and aura options.

◇ PROTECTION

When you hit a creature with a melee weapon attack, you can spend two conviction points to deal an additional 1d8 radiant damage. In addition, a creature of your choice that is within 30 ft gains a number of temporary hit points equal to 2d4 + your Charisma modifier.

Greater Protection: (5th-level, +1 conviction) The base damage increases to 2d8 and the temporary hit points gained increases to 2d6 + your Charisma modifier.

Superior Protection: (9th-level, +3 conviction) The base damage increases to 3d8 and the temporary hit points gained increases to 2d8 + your Charisma modifier.

◇ AURA OF CLARITY

You and friendly creatures within 10 ft of you can't be charmed.

Placeholder

1 OATH SPELLS

You gain the following oath spells.

OATH OF DEVOTION SPELLS

Paladin Level	Spells
3rd	Protection from Evil and Good, Sanctuary
5th	Lesser Restoration, Zone of Truth
9th	Beacon of Hope, Dispel Magic

3 PROTECT THE FALLEN

When an ally within 15 feet of you would be reduced to 0 hit points from a weapon attack, you spend your reaction to move up to half your speed adjacent to your ally—that ally then drops to 1 hit point instead.

You can use this feature once, and you regain expended uses when you finish a long rest.

3 JUDGE THE WICKED

As an action, you can imbue one weapon that you are holding with positive energy. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

This effect lasts for up to one minute. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

You can use this feature a number of times equal to your Charisma modifier, and you regain expended uses when you finish a long rest.

7 CONSTANCY

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

9 SACRED VOW

When a creature within 60 ft of you makes an explicit promise to you, you can spend a reaction to turn that promise into a sacred vow. You and the creature must both be able to hear and understand each other.

The creature must make a Wisdom saving throw. If it fails, the creature is magically bound to honor the spirit of its promise to you. The creature takes 5d10 psychic damage each time it acts in a manner which contradicts its promise—but no more than once per day. A creature reduced to 0 hit points by this effect dies immediately, and you regain 1d8 expended conviction points.

This effect ends when (a) the creature fulfills its promise, (b) the promise is rendered impossible to achieve, or (c) you finish a long rest.

You can use this feature once and you regain expended uses when you finish a long rest.

VARIANT DIALS

IF YOU WANT TO ADJUST THE PALADIN CLASS TO BETTER suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, then apply these modifiers when taking the paladin as a multiclass option:

- **Minimum Requirement:** Strength 13 and Charisma 13.
- **Proficiencies:** Light armor, medium armor, shields, simple weapons, martial weapons.
- **Conviction:** You can't smite until you are 3rd-level.

Placeholder

NO SACRED FAVOR

If you don't want tenets to have a mechanical influence over your player's roleplaying choices, you may remove transgressions and sacred favor.

Placeholder

RESTRICTED RETRAINING

If you want to make retraining a little more significant or costly for the fighter, try using these options.

◇ SANCTUARY

To change your fighting styles or smites, you must be in a safe sanctuary—such as a village, town, or city—where you are able to concentrate on your training.

◇ FACILITIES

To change your fighting styles or smites, you must have access to appropriate facilities—training grounds, practice weapons, sparring partners and mentors, etc.

SHORT REST RECOVERY

This supplement emphasizes taking *long rests* as a primary recovery mechanic. To put a focus on taking short rests for the paladin, however, use this alternative class table.

CLASS FEATURES

Paladin Short Rest Recovery

Level	Conviction Points	Level	Conviction Points
1st	2	6th	5
2nd	2	7th	6
3rd	2	8th	7
4th	4	9th	9
5th	4	10th	10

You recover all expended conviction points when you finish a short or long rest.

PART 8

The Ranger

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Be a roving ranger.

23 Ranger Archetypes p81
Choose your own Ranger Archetype.

24 Variant Dials p84
Customise the ranger with variant options.





THE RANGER

CLASS FEATURES

Ranger

Level	Proficiency Bonus	Survival Instincts	Scrap Points	Features
1st	+2	2	3	Survival Instincts, Hunter's Focus, Scrap, Traps, Ranger Archetype
2nd	+2	2	4	Fighting Style
3rd	+2	3	5	Ranger's Prey, Ranger Archetype Features
4th	+2	3	6	Ability Score Improvement
5th	+3	4	7	Extra Attack
6th	+3	4	8	Ranger Archetype Features
7th	+3	5	9	Defensive Tactics
8th	+3	5	10	Greater Ability Score Improvement
9th	+4	6	11	Ranger Archetype Features
10th	+4	6	12	Ranger's Strike

HIT POINTS

- **Hit Dice:** 1d10 per ranger level.
- **Hit Points (1st-level):** 10 + your Constitution modifier.
- **Hit Points (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:** None.
- **Saving Throws:** Strength, Dexterity.
- **Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) scale mail or (b) leather armor.
- (a) two shortswords or (b) two simple melee weapons.
- (a) a dungeoneer's pack or (b) an explorer's pack.
- A longbow and a quiver of 20 arrows.

B. CUSTOM EQUIPMENT

You gain 5d4 x 10 gold pieces (or 120 gp). You may spend some or all of this gold to purchase your own equipment.



CLASS FEATURES

As a ranger, you gain the following class features.

1 SURVIVAL INSTINCTS

You gain two *survival instincts* (see p79) of your choice. When you gain certain ranger levels, you gain additional survival instincts of your choice—as shown in the *Survival Instincts* column of the Class Features (Ranger) table.

Replacing Instincts: When you gain a level in this class, you can choose one of the instincts you have and replace it with another instinct that you could learn at that level.

1 HUNTER'S FOCUS

You can spend a bonus action to enter a hunter's focus that lasts for up to 10 minutes. While you are focused, you gain the following benefits:

- **Quarry:** As a free action, you can mark one creature that you can see as your quarry. Once per turn, when you hit your quarry with a weapon attack, you may deal an extra 1d4 damage.
If your quarry is reduced to 0 hit points, you can spend a bonus action to mark a different creature as your quarry.
- **Tracker:** You have advantage on any Wisdom (Perception) and Wisdom (Survival) checks you make to track, spot, or locate any creatures.
- **Alert:** You can't be surprised.

Your focus ends early if you are reduced to 0 hit points or otherwise rendered unconscious.

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

Greater Hunter's Focus: Starting at 5th-level, the additional damage you deal increases from 1d4 to 1d6.

Superior Hunter's Focus: Starting at 9th-level, the additional damage you deal increases from 1d6 to 1d8.



1 SCRAP

You have an amount of salvaged scrap, as shown in the *Scrap Points* column of the Class Features (Ranger) table. You can spend scrap to create traps—and you may learn other ways to use scrap from your Survival Instincts and your Ranger Archetype.

You recover all expended scrap points when you finish a long rest.

1 TRAPS

You are able to construct ranger traps (see p80) that can bait, capture, and control your prey.

Preparing your Traps: When you finish a short or long rest, you can spend any amount of your remaining scrap to prepare a number of traps of your choice.

At any one time, you can have a maximum number of prepared traps equal to your Wisdom modifier. Prepared traps that have not been activated by the time you finish a long rest expire automatically.

Activating a Trap: Once per turn, you may activate one of your prepared traps if it's condition has been met. When you activate a trap, it is expended. Some traps may require your target to make a saving throw—the DC is calculated as follows:

TRAPS

Trap save DC: 8 + your proficiency bonus + your Wisdom modifier

SALVAGING TRAPS

If you activate one of your ranger traps and it doesn't work—or you want to change one of your prepared traps—you can spend 1 minute to salvage it. You recover up to half of the scrap that was used to prepare the trap (rounded up).



1 RANGER ARCHETYPE

Choose a Ranger Archetype. You gain features from your Ranger Archetype at 1st, 3rd, 6th, and 9th-level.

SPECIALIST TRAPS

You gain access to one unique trap from your Ranger Archetype. Add this to your list of trap options.

2 FIGHTING STYLE

Choose one of the following Fighting Styles. You can't take a Fighting Style option more than once, even if you later get to choose again.

Changing Your Fighting Style: When you finish a long rest, you can choose one of the fighting styles you know and replace it with a different fighting style.

◇ ARCHERY

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

◇ DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

◇ 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.

◇ TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier.

3 RANGER'S PREY

Choose one of the following options.

◇ COLOSSUS SLAYER

Once per turn, when you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum.

◇ GIANT KILLER

When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

◇ HORDE BREAKER

Once during your turn, when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

5 EXTRA ATTACK

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

7 DEFENSIVE TACTICS

Choose one of the following options.

◇ ESCAPE THE HORDE

Opportunity attacks against you are made with disadvantage.

◇ MULTIATTACK DEFENSE

When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

◇ STEEL WILL

You have advantage on saving throws against being frightened.



10 RANGER'S STRIKE

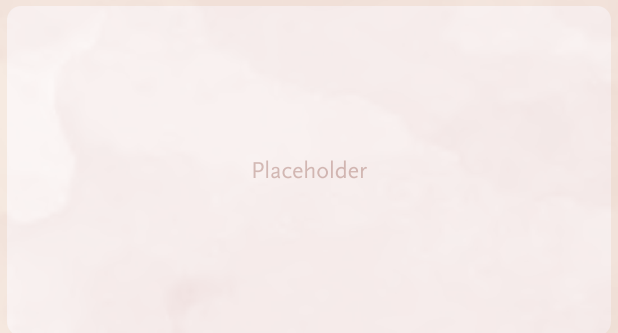
Choose one of the following options. You may use your chosen strike a number of times equal to your wisdom modifier, and you regain expended uses when you finish a long rest.

◇ VOLLEY

You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, and you make a separate attack roll for each target.

◇ WHIRLWIND ATTACK

You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.





SURVIVAL INSTINCTS

As a ranger, you are able to hone the following survival instincts. You can't choose the same instinct multiple times unless that instinct specifies otherwise.

◇ A FOREST FRIEND

You gain the trust of a tiny animal friend. You both share a basic, wordless understanding of each other—though the animal is still subject to its natural instincts. Your animal must be a tiny CR 0 beast, and—when relevant—it shares your pool of actions.

If your animal friend is reduced to 0 hit points, you can spend one hit die or suffer a level of exhaustion to reduce it to 1 hit point instead. If your animal friend leaves or dies, you can spend time during a long rest to bond with another creature from the surrounding environment.

Many Friends: You may take this instinct multiple times, gaining an additional animal friend each time.

◇ A LIGHT IN THE DARK

You know how to craft well-made candles and torches using natural materials. When you attempt to craft basic lighting equipment, you roll with advantage. In addition, your crafted lights burn for twice as long as normal.

Scrap Lights: You can spend 1 action and 1 scrap to make an improvised torch that lasts for up to 1 hour.

◇ ALWAYS PREPARED

You like to have at least one trap prepared. When you finish a long rest, you may prepare one trap worth up to 2 scrap without needing to spend your own scrap.

Greater Preparation: Starting at 5th-level, your trap can be worth up to 3 scrap.

Superior Preparation: Starting at 9th-level, your trap can be worth up to 4 scrap.

◇ EXPERT TRACKER

You know how to study tracks left behind by a creature. When you study a set of tracks, you roll with advantage and—if successful—gain an answer to one of the following questions (your choice):

- How many creatures made these tracks?
- What type of creature made these tracks?
- How old are these tracks?
- Where are these tracks heading?

If you critically succeed on your tracking, you gain answers to two questions of your choice instead of one.

◇ FAVORED ENEMY

Choose one common or three uncommon favored enemies. When you mark a favored enemy as your quarry, your quarry damage increases from 1d4 to 1d6.

Greater Favored Enemy: Starting at 5th-level, the additional damage you deal increases from 1d6 to 1d8.

Superior Favored Enemy: Starting at 9th-level, the additional damage you deal increases from 1d8 to 1d10.

Many Enemies: You may take this instinct multiple times, selecting new enemies each time.

FAVORED ENEMY

Rarity	Types
Common	Beasts, Fey, Humanoids (choose two races), Monstrosities, Undead
Uncommon	Aberrations, Celestials, Constructs, Dragons, Elementals, Fiends, Giants, Oozes, Plants

◇ FOCUSED HUNTER

You can use your *Hunter's Focus* feature one additional time, regaining expended uses when you finish a long rest.

Extreme Focus: You may take this instinct multiple times, gaining an additional +1 use each time.

◇ I CAN SLEEP ANYWHERE

You know how camp comfortably in the wild. When trying to locate a good site for camp, or when setting up camp equipment—tents, campfires, etc—you roll with advantage.

Scrap Fire: You can spend 1 action and 1 scrap to light a basic campfire that lasts for up to 1 hours.

Scrap Tent: You can spend 10 minutes and 6 scrap to make an improvised tent that lasts for up to 8 hours.

◇ LIGHT SLEEPER

While you are asleep, you remain half-aware of what's happening around you. You can sense movement and may make Wisdom (Perception) checks while you sleep—though you have disadvantage.

◇ NATURAL SENSE OF DIRECTION

When travelling outside, you may navigate as if you had a map and compass. In addition, difficult terrain doesn't slow you or your group's travel during long journeys.

Scrap Compass: You can spend 1 action and 1 scrap to make an improvised compass that lasts for up to 1 hour.

◇ RANGER'S EXPERTISE

Choose one skill: Animal Handling, Athletics, History, Insight, Investigation, Medicine, Nature, Perception, Stealth, or Survival.

You gain proficiency in this skill if you don't already have it, and you can add double your proficiency bonus to ability checks using it.

◇ SCAVENGER

Once per long rest, you may scavenge a location for suitable scrap material. You regain 1d4 expended scrap from your location.

Greater Scavenger: Starting at 5th-level, the amount of scrap you recover increases from 1d4 to 1d6.

Superior Scavenger: Starting at 9th-level, the amount of scrap you recover increases from 1d6 to 1d8.

◇ SHORTCUT TO MUSHROOMS

When you forage, you find twice as much food or water as you normally would.

◇ WALK A MILE IN MY SHOES

Your base walking speed increases by 5 ft. In addition, you gain a climbing and swimming speed equal to your base walking speed.



RANGER TRAPS

As a ranger, you know how to prepare the following traps using your scrap.

A BAIT TRAP

Spend 1 scrap to prepare a bait trap. When a creature moves adjacent to you or your allies, you can activate a bait trap. The creature must make a Wisdom saving throw. On a failed save, the creature is distracted by your bait and another creature of your choice (that is adjacent to the baited creature) can spend their reaction to move up to 10 ft without provoking an attack of opportunity from it.

- **Extra-Strong:** (+1 scrap) Up to two creatures of your choice can move away from your baited prey.
- **Distracting:** (+1 scrap) The maximum distance increases from 10 ft to 15 ft.
- **Interrupt:** (+1 scrap) Instead of moving, your chosen creature can spend their reaction to make a melee attack against the baited creature.

B MARKING TRAP

Spend 1 scrap to prepare a marking trap. When a creature moves within 15 ft of you or your allies, you can activate a marking trap. The creature must make a Wisdom saving throw. On a failed save, the creature is marked with brightly-colored dye for up to 1 minute. While marked, the creature can't benefit from the *invisible* condition.

- **Easy Target:** (+1 scrap) While marked, the creature can't benefit from half or three-quarters cover.
- **Trail:** (+1 scrap) The dye leaves a clear trail. While marked, you know exactly where the creature has moved.
- **Blinding:** (+2 scrap) On a failed save, the creature is *blinded* until the end of its next turn.

Placeholder

C PIT TRAP

Spend 1 scrap to prepare a pit trap. When a creature that you can see ends its turn without moving, you can activate a pit trap. The creature must make a Wisdom saving throw. On a failed save, the creature falls into a 5 ft by 5 ft pit that is 10 ft deep.

The creature must be on the ground, and the ground must be sufficiently deep and soft/fragile for your pit without causing a bottomless hole.

- **Slippery:** (+1 scrap) Attempts to climb out of this trap are made with disadvantage.
- **Spiked:** (+1 scrap) On a failed save, spikes at the bottom of the pit deal 2d4 piercing damage.
- **Scaled:** (+1 scrap) You can increase the diameter of your pit by 5 ft, or the depth by 5 ft.

Placeholder

D ROCKSLIDE TRAP

Spend 1 scrap to prepare a rockslide trap. When a creature that you can see moves adjacent to a wall of equal or greater height, you can activate a rockslide trap. The creature must make a Wisdom saving throw. On a failed save, the creature is knocked prone.

- **Bludgeoning:** (+1 scrap) On a failed save, the creature takes 2d4 bludgeoning damage.
- **Dusty:** (+1 scrap) On a failed save, the creature is blinded until the end of its next turn.
- **Stunning:** (+3 scrap) On a failed save, the creature is stunned until the end of its next turn.

E SNARE TRAP

Spend 1 scrap to prepare a snare trap. When a creature that you can see moves within 15 ft of you or one of your allies, you can activate a snare trap. The creature must make a Wisdom saving throw. On a failed save, the creature is grappled until the end of its next turn.

A grappled creature can attempt to break free early using force—it may spend an action to make an Athletics check against your Trap DC.

- **Durable:** (+1 scrap) Attempts to break free of this trap are made with disadvantage.
- **Piercing:** (+1 scrap) On a failed save, the creature takes 2d4 piercing damage.
- **Tenacious:** (+1 scrap) On a failed save, the creature is grappled for one additional turn.

F STENCH TRAP

Spend 1 scrap to prepare a stench trap. When a creature that you can see makes a weapon attack against you or your allies, you can activate a stench trap. The creature must make a Wisdom saving throw. On a failed save, the creature is marked with a disgusting scent until the end of its turn and must make its attack with disadvantage.

- **Sneezing:** (+1 scrap) On a failed save, after the attack is resolved, the creature drops one item of your choice.
- **Spores:** (+2 scrap) On a failed save, the creature is *poisoned* until the start of its next turn.
- **Toxic:** (+1 scrap) On a failed save, the creature takes 2d4 poison damage.

Placeholder



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RANGER ARCHETYPES

RANGERS ARE SKILLED TRACKERS, HUNTERS, AND trappers. But no two rangers hunt the same—your personal tastes define your hunting style. Are you a lone wolf or a pack leader? Do you favor weapons, spells, or traps? Where do you hunt, and what's your prey?

Choose a *Ranger Archetype* to help perfect your own, unique hunting style.

CHOOSE YOUR ARCHETYPE

Choose your archetype from one of the following options:

- **Fey Walker:** You have a primal connection with the natural world, granting you magical power and an innate awareness of your surroundings.

ARCHETYPES YET TO COME

Roving Ranger is a work-in-progress with a limited number of archetypes. Future expansions of this supplement *may* (depending on demand and support) include:

- **Beastmaster:** You have formed a deep, lasting bond with an animal companion. Together, you hunt as one soul.
- **Bounty Hunter:** Forget the wild forests—you are most at home in the big cities. With criminal bounties aplenty, you track the wildest prey of all—people.
- **Monster Hunter:** Monstrosities roam the land, spreading terror with their wild appetites and strange powers. You hunt the hunters.
- **Planeswalker:** You hunt prey across the planes of reality itself, slipping between realms with strange portals.

Got ideas for ranger archetypes you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING AN ARCHETYPE

To create your own *Ranger Archetype* (or to convert an existing archetype from other sources), follow these steps:

1. **Add 1 Trap:** At 1st-level, ranger archetypes expand the ranger trap list with 1 unique trap. Create interesting ways to bait, capture, and control prey in ways that are thematic to your archetype—be flavorful.
2. **Create 1st, 3rd, and 6th-level Features:** Ranger archetypes grant features at 1st, 3rd, and 6th-level.
3. **Create a 9th-level Capstone:** At 9th-level, ranger archetypes grant a unique capstone feature that is the pinnacle of your archetype's theming.

And that's it, your archetype is complete!

Placeholder



FEY WALKER

You can speak the primal language of nature. Perhaps you have always been drawn to the natural world, or you received some guidance from a druidic mentor? Perhaps the blood of the fey flows in your veins?

Whatever your background, you have an innate and magical connection with the primal powers of nature.

1 SPELLCASTING

You gain the ability to cast spells by harnessing the primal essence of nature.

SPELLCASTING				
Level	Spells Known	Spell Slots		
		1st	2nd	3rd
1st	2	2	—	—
2nd	2	2	—	—
3rd	3	3	—	—
4th	3	3	—	—
5th	4	4	2	—
6th	4	4	2	—
7th	5	4	3	—
8th	5	4	3	—
9th	6	4	3	2
10th	6	4	3	2

SPELL SLOTS

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

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 1st-level, you know two 1st-level spells of your choice from the ranger spell list. The *Spells Known* column of the Spellcasting (Primal) table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots.

Replacing Known Spells: When you gain a ranger level, you may choose one of the ranger spells you know and replace it with another spell from the ranger spell list. This new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells. Use your Wisdom modifier to determine the saving throw DC or attack modifier for a ranger spell you cast.

SPELLCASTING ABILITY

Spell Save DC: 8 + your proficiency bonus + your Wisdom modifier

Spell Attack Modifier: your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

You use a druidic focus as a spellcasting focus for your ranger spells.

PRIMAL VERSATILITY

When you finish a long rest, you can replace one of your known ranger spells with another spell from the ranger spell list.

1 PRIMAL TRAP

Spend 1 scrap to prepare a primal trap. When a creature that you can see moves within 30 ft of you, you can activate a primal trap. The creature must make a Wisdom saving throw. On a failed save, magical plant roots erupt from the ground in a 15 ft radius circle centered on the creature. The ground is considered as difficult terrain. This effect lasts for up to 10 minutes.

- **Stumble:** (+1 scrap) On a failed save, the creature is knocked prone.
- **Distracting:** (+2 scrap) Concentration saving throws made within the primal area have disadvantage.
- **Thorns:** (+1 scrap) On a failed save, the creature takes 2d4 piercing damage.

3 PRIMAL AWARENESS

You are able to focus your natural awareness. You can cast each of the spells listed below once without expending a spell slot, even if they are not on your known spell list.

Once you cast a spell in this way, you can't do so again until you finish a long rest.

PRIMAL AWARENESS

Minimum Level	Spell
3rd	Detect Magic, Speak with Animals
5th	Beast Sense, Locate Animals or Plants
9th	Speak with Plants

6 FEY STRIDE

Moving through nonmagical difficult terrain—including that caused by your primal trap—costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement—such those created by the *Entangle* spell.

9 VANISH

You can spend a bonus action to magically become invisible—along with any equipment you are wearing or carrying—until the start of your next turn.

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

SPELL LIST

Class Feature **Ranger** Feywalker

1ST-LEVEL			2ND-LEVEL			3RD-LEVEL		
01-05	Absorb Elements	XGE	01-05	Aid		01-06	Conjure Animals	
06-10	Alarm		06-10	Animal Messenger		07-12	Conjure Barrage	
11-15	Animal Friendship		11-15	Barkskin		13-18	Daylight	
16-20	Beast Bond	XGE	16-20	Beast Sense		19-24	Flame Arrows	XGE
21-25	Cure Wounds		21-25	Cordon of Arrows		25-30	Lightning Arrow	
26-30	Detect Magic		26-30	Darkvision		31-36	Meld into Stone	
31-35	Detect Poison and Disease		31-35	Enhance Ability		37-42	Nondetection	
36-40	Ensnaring Strike		36-40	Find Traps		43-48	Plant Growth	
41-45	Entangle		41-45	Gust of Wind		49-54	Protection from Energy	
46-50	Fog Cloud		46-50	Healing Spirit	XGE	55-60	Revivify	
51-55	Goodberry		51-55	Lesser Restoration		61-66	Speak with Plants	
56-60	Hail of Thorns		56-60	Locate Animals or Plants		67-72	Tongues	
61-65	Jump		61-65	Locate Object		73-78	Water Breathing	
66-70	Longstrider		66-70	Magic Weapon		79-84	Water Walk	
71-75	Snare	XGE	71-75	Pass without Trace		85-90	Wind Wall	
76-80	Speak with Animals		76-80	Protection from Poison		—	—	
81-85	Zephyr Strike	XGE	81-85	Silence		—	—	
—	—		86-90	Spike Growth		—	—	
—	—		91-95	Warding Bond		—	—	



Placeholder

VARIANT DIALS

IF YOU WANT TO ADJUST THE RANGER CLASS TO BETTER suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, apply these modifiers to use the ranger as a multiclass option:

- **Minimum Requirement:** Dexterity 13 and Wisdom 13.
- **Proficiencies:** Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class's skill list.
- **Ranger Archetype:** Choose your ranger archetype at 3rd-level, not 1st.

Placeholder

RESTRICTED RETRAINING

If you want to make retraining a little more significant or costly for the ranger, try using these options.

◇ SANCTUARY

To change any spells gained through your subclass, you must be in a safe sanctuary—such as a village, town, or city—where you are able to concentrate on your training.

◇ FACILITIES

To change any spells gained through your subclass, you must have access to appropriate facilities or mentors.

SHORT REST RECOVERY

This supplement emphasizes the use of *long rests* as a primary recovery mechanic. But if your campaign is more dependent on short rests, try this alternative class table:

CLASS FEATURES

Ranger Short Rest Recovery

Level	Scrap Points	Level	Scrap Points
1st	1	6th	2
2nd	2	7th	2
3rd	2	8th	3
4th	2	9th	3
5th	2	10th	3

You recover all expended scrap points when you finish a short or long rest.

Placeholder

PART 9

The Rogue

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Be a rakish rogue.

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Roguish Archetypes p89

Choose your own Roguish Archetype.

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Variant Dials p91

Customise the rogue with variant options.





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THE ROGUE

CLASS FEATURES

Rogue

Level	Proficiency Bonus	Sneak Attack	Focus Points	Exploits Mastered	Features
1st	+2	1d6	3	2	Expertise, Sneak Attack, Thieves' Cant, Focus, Exploits, Roguish Archetype
2nd	+2	1d6	4	2	Cunning Action
3rd	+2	2d6	5	3	Roguish Archetype Features
4th	+2	2d6	6	3	Ability Score Improvement
5th	+3	3d6	7	3	Uncanny Dodge, Greater Exploits
6th	+3	3d6	8	4	Greater Expertise, Greater Ability Score Improvement
7th	+3	4d6	9	4	Evasion, Roguish Archetype Features
8th	+3	4d6	10	4	Superior Ability Score Improvement
9th	+4	5d6	11	4	Roguish Archetype Features, Superior Exploits
10th	+4	5d6	12	5	Roguish Fortune

HIT POINTS

- **Hit Dice:** 1d8 per rogue level.
- **Hit Points (1st-level):** 8 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d8 (or 5) + your Constitution modifier per rogue level after 1st.

PROFICIENCIES

- **Armor:** Light armor.
- **Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords.
- **Tools:** Thieves' Tools.
- **Saving Throws:** Dexterity, Intelligence.
- **Skills:** Choose four skills from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) a Rapier or (b) a Shortsword.
- (a) a Shortbow and Quiver of 20 Arrows or (b) a Shortsword.
- (a) a Burglar's Pack, (b) a Dungeoneer's Pack, or (c) an Explorer's Pack.
- Leather Armor, two daggers, and Thieves' Tools.

B. CUSTOM EQUIPMENT

You gain 4d4 x 10 gold pieces (or 100 gp). You may spend some or all of this gold to purchase your own equipment.



CLASS FEATURES

As a rogue, you gain the following class features.

1 EXPERTISE

Choose either (a) two of your skill proficiencies or (b) one of your skill proficiencies and your proficiency with thieves' tools.

Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Greater Expertise: At 6th-level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

1 SNEAK ATTACK

Once per turn, when you hit a creature with a finesse or ranged weapon attack, you can deal an extra 1d6 damage to that creature. One of the following must also apply:

- You have advantage on your attack roll.
- Your target is within 5 ft of a creature hostile to it (not including yourself) that is not incapacitated. In addition, you don't have disadvantage on your attack roll.

The amount of the extra damage you deal increases as you gain rogue levels, as shown in the *Sneak Attack* column of the Class Features (Rogue) table.

1 THIEVES' CANT

You can speak in thieves' cant—a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant is able to understand such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages.

◇ TRUSTED CREW

You can teach your allies a few basic phrases and symbols of thieves' cant to enable them to understand your own coded dialect and secret messages.

Whenever you finish a long rest, you may choose a number of creatures equal to your Intelligence modifier (minimum of 1). If you were able to teach these creatures some basic phrases during your rest, they gain the *Trusted Crew* status and can understand you whenever you speak, write, or sign in thieves' cant.

Your trusted crew can't speak or understand thieves' cant as a general practice—only the unique dialect spoken by you and the rest of your crew.

Change Dialect: When you finish a long rest, you can change your specific dialect of thieves' cant. Any creature that had your *Trusted Crew* status now loses it.

Greater Trusted Crew: Starting at 5th-level, creatures that benefit from your *Trusted Crew* status can now speak and sign in thieves' cant with you or any other creature that has your *Trusted Crew* status.



Placeholder

◇ SECRET MESSAGE

You can spend a bonus action to pass a secret message in thieves' cant to a creature that can see or hear you clearly. Your message can be conveyed vocally or with sign language, and can be up to two words long.

1 FOCUS

You have a number of focus points, as shown in the *Focus Points* column of the Class Features (Rogue) table. You can spend focus to outwit your foes with cunning exploits—and you may learn other applications from your Roguish Archetype.

You recover all expended focus points when you finish a long rest.

1 EXPLOITS

You master two exploits of your choice from your list of exploit options. Once per turn, you may spend a focus point to use one of your mastered exploits.

Mastering New Exploits: You master additional exploits as you gain more rogue levels, as show in the *Exploits Known* column of the Class Features (Rogue) table.

Replacing a Mastered Exploit: When you finish a long rest, you may replace one of your mastered exploits with a different one.

Saving Throws: Some of your exploits require your target to make a saving throw. The saving throw DC is calculated as follows:

EXPLOIT SAVE DC

Save DC: 8 + your proficiency bonus + your Dexterity or Intelligence modifier (your choice)

◇ BLIND

When a Larger or smaller creature makes a weapon attack against you, you can spend your reaction to attempt to blind the creature before it makes the attack roll. The creature must make a Constitution saving throw. On a failed save, the creature is *Blinded* until the start of your next turn.

Greater Blind: (5th-level) You can use this exploit against Huge creatures.

Superior Blind: (9th-level) You can use this exploit against Gargantuan creatures.

◇ **DISTRACT**

When you hit a creature with a weapon attack, you can distract it to expose a weak point. Until the start of your next turn, the next attack roll made against the creature has advantage.

Greater Distract: (5th-level) The creature grants advantage to the next two attack rolls made against it before the start of your next turn.

Superior Distract: (9th-level) The creature grants advantage to the next three attack rolls made against it before the start of your next turn.

◇ **PARKOUR**

When you make an ability check and use Acrobatics or Stealth, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this exploit, but you must decide before the GM says whether your check succeeds or fails.

Greater Parkour: (5th-level) Your bonus increases from 1d6 to 1d8.

Superior Parkour: (9th-level) Your bonus increases from 1d8 to 1d10.

◇ **RIPOSTE**

When a creature misses you with a melee weapon attack, you can spend your reaction to make one weapon attack against that same creature. If your attack hits, you deal 1d6 extra damage.

Greater Riposte: (5th-level) The damage increases from 1d6 to 1d8.

Superior Riposte: (9th-level) The damage increases from 1d8 to 1d10.

◇ **SLIP**

When you hit a Large or smaller creature with a melee weapon attack, you can use a bonus action to attempt to make the creature fall over. The creature must make a Dexterity saving throw. On a failed save, you knock the target prone.

Greater Slip: (5th-level) You can use this exploit against Huge creatures.

Superior Slip: (9th-level) You can use this exploit against Gargantuan creatures.

◇ **STAGGER**

When you hit a Large or smaller creature with a ranged weapon attack on which you have advantage, you can stagger it. The creature's base speed is reduced by half until the end of its next turn.

Greater Stagger: (5th-level) You can use this exploit against Huge creatures.

Superior Stagger: (9th-level) You can use this exploit against Gargantuan creatures.



Placeholder

1 ROGUISH ARCHETYPE

Choose a Roguish Archetype. You gain features from your Roguish Archetype at 1st, 3rd, 7th, and 9th-level.

ROGUISH EXPLOITS

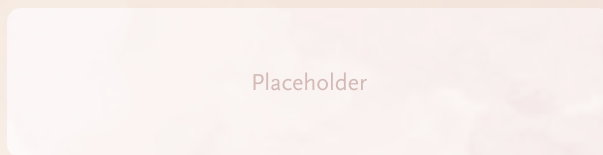
You gain access to four unique exploits from your Roguish Archetype. Add these to your list of exploit options.

2 CUNNING ACTION

You can spend a bonus action to take one of the following actions: *Aim*, *Dash*, *Disengage*, or *Hide*.

◇ **AIM**

If you haven't moved since the start of your turn, you have advantage on the next attack roll you make before the end of your turn. In addition, your speed is reduced to 0 until the end of your turn.



Placeholder

4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 6th-level, you gain another ability score improvement.

Superior Ability Score Improvement: At 8th-level, you gain another ability score improvement.

5 UNCANNY DODGE

When an attacker that you can see hits you with an attack, you can spend your reaction to halve the attack's damage against you.

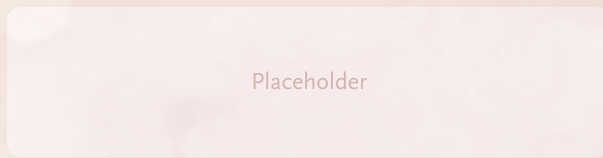
7 EVASION

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

10 ROGUISH FORTUNE

If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

You can use this feature up to three times, and you regain expended uses when you finish a long rest.



Placeholder



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ROGUISH ARCHETYPES

ROGUES SHARE MANY FEATURES—QUICK REFLEXES, expertise in a wide range of skills, and a deadly precision-based approach to combat. But different rogues steer those talents in different directions. Do you like to steal, stealth, or cheat your marks? Do you fight from the shadows, or dance in the center of battle? Do you favor the weight of a loaded crossbow, or the cold metal of a freshly-sharpened dagger?

Choose a *Roguish Archetype* to reflect your own focus and preferred techniques.

CHOOSE YOUR ARCHETYPE

Choose your archetype from one of the following options:

- **Thief:** You have sticky fingers and a somewhat *flexible* attitude towards personal property—what belongs to other people, belongs to you.

ARCHETYPES YET TO COME

Rakish Rogue is a work-in-progress with a limited number of archetypes. Future expansions of this supplement *may* (depending on demand and support) include:

- **Assassin:** Life is fleeting, and nobody knows this better than you. Death is your trade, and you trade it well.
- **Swashbuckler:** You wield charm and guile as effectively as a sword, fighting with words as well as weapons. Dazzle, distract, and defeat your enemies.
- **Trickster:** Never tell the truth when a lie will suffice. You mask your true intent with arcane tricks and illusions.

Got ideas for roguish archetypes you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING AN ARCHETYPE

To create your own *Roguish Archetype* (or to convert an existing archetype from other sources), follow these steps:

1. **Add 4 Exploits:** At 1st-level, roguish archetypes expand the rogue exploit list with 4 unique exploits. Create interesting ways to act in battle that are thematic to your archetype—be flavorful.
2. **Create 3rd and 7th-level Features:** Rogue archetypes grant features at 3rd and 7th-level.
3. **Create a 9th-level Capstone:** At 9th-level, rogue archetypes grant a unique capstone feature that is the pinnacle of your archetype's theming.

And that's it, your archetype is complete!

Placeholder



THIEF

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype—but so do treasure seekers, explorers, delvers, and investigators.

In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Placeholder

1 ROGUISH EXPLOITS

Add the following four exploits to your list of exploit options: heist, pickpocket, robbery, and slink.

◇ HEIST

When you make an ability check and use Deception or Sleight of Hand, you can roll 1d6 and add it to the result. You can wait until after you roll your check before deciding to use this exploit, but you must decide before the GM says whether your check succeeds or fails.

Greater Heist: (5th-level) Your bonus increases from 1d6 to 1d8.

Superior Heist: (9th-level) Your bonus increases from 1d8 to 1d10.

◇ PICKPOCKET

When you hit an adjacent Large or smaller creature with a melee weapon attack and you have at least one free hand, you can attempt to pickpocket it. The creature must make a Wisdom saving throw. If it fails, you take hold of one item of your choice that the creature carries and is not currently wearing or wielding.

You must be able to hold your pickpocketed item comfortably with one hand. If you had advantage on your attack roll, the creature is not immediately aware that they have been pickpocketed by you.

Greater Pickpocket: (5th-level) You can use this exploit against Huge creatures.

Superior Pickpocket: (9th-level) You can use this exploit against Gargantuan creatures.

◇ ROBBERY

When you deal your sneak attack damage to a Large or smaller creature, you can attempt to make the creature drop an item. The creature must make a Wisdom saving throw. If it fails, the creature drops one item of your choice that it is holding.

If you are adjacent to the creature, you can catch the dropped item if you are unrestrained and have at least one free hand.

Greater Robbery: (5th-level) You can use this exploit against Huge creatures.

Superior Robbery: (9th-level) You can use this exploit against Gargantuan creatures.

◇ SLINK

When a creature hits you with an attack roll and you are not incapacitated, you can spend your reaction and attempt to evade the attack. Roll 1d6 and add the result to your AC—if the attack roll doesn't beat your slink AC, it misses.

Greater Slink: (5th-level) You may roll 1d8 when you attempt to slink.

Superior Slink: (9th-level) You may roll 1d10 when you attempt to slink.

Placeholder

1 FAST HANDS

You can spend a bonus action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the *Use an Object* action.

Placeholder

3 SECOND-STORY WORK

You gain the ability to climb faster than normal—climbing no longer costs you extra movement.

In addition, whenever you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

7 SUPREME SNEAK

You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

9 STOLEN SECRETS

You have acquired enough magical knowledge that you can now improvise the use of items—even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Spellcasting: If an item requires you to use your own spellcasting ability when you cast a spell from the item, your spellcasting ability modifier is +0.

Placeholder

VARIANT DIALS

IF YOU WANT TO ADJUST THE ROGUE CLASS TO BETTER suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, then apply these modifiers when taking the rogue as a multiclass option:

- **Minimum Requirement:** Dexterity 13.
- **Proficiencies:** Light armor, one skill from the class skill list, and thieves' tools.
- **Maneuvers:** You can't use any mastered exploits until you are 3rd-level.

Placeholder

RESTRICTED RETRAINING

If you want to make retraining a little more significant or costly for the rogue, try using these options.

◇ SANCTUARY

To change your exploits, you must be in a safe sanctuary—such as a village, town, or city—where you are able to concentrate on your training.

◇ FACILITIES

To change your exploits, you must have access to appropriate facilities—crowded spaces, practice weapons, roguish mentors, etc.

SHORT REST RECOVERY

This supplement emphasizes taking *long rests* as a primary recovery mechanic. But if you want to put more of a focus on taking short rests for the rogue, use this alternative class table.

CLASS FEATURES

Rogue Short Rest Recovery

Level	Focus Points	Level	Focus Points
1st	1	6th	2
2nd	2	7th	2
3rd	2	8th	3
4th	2	9th	3
5th	2	10th	3

You recover all expended focus points when you finish a short or long rest.

Placeholder

PART 10

The Sorcerer

28 The Sorcerer p93
Be a supreme sorcerer.

29 Sorcerous Origins p99
Choose your own sorcerous origin.

30 Variant Dials p102
Customise the sorcerer with variant options.





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THE SORCERER

CLASS FEATURES

Sorcerer

Level	Proficiency Bonus	Sorcery Points	Cantrips Known	Spells Known	Max. Spell Level	Metamagics Known	Features
1st	+2	4	4	2	1st	2	Sorcery, Metamagic, Sorcerous Origin
2nd	+2	8	4	3	1st	2	Sorcerous Recovery
3rd	+2	17	4	4	2nd	3	Sorcerous Origin Feature
4th	+2	21	5	5	2nd	3	Ability Score Improvement
5th	+3	32	5	6	3rd	3	—
6th	+3	38	5	7	3rd	4	Sorcerous Origin Feature
7th	+3	45	5	8	4th	4	—
8th	+3	52	5	9	4th	4	Ability Score Improvement
9th	+4	66	5	10	5th	4	—
10th	+4	74	6	11	5th	5	Metamorphosis

HIT POINTS

- **Hit Dice:** 1d6 per sorcerer level.
- **Hit Points (1st-level):** 6 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st.

PROFICIENCIES

- **Armor:** None.
- **Weapons:** Daggers, darts, slings, quarterstaves, light crossbows.
- **Tools:** None.
- **Saving Throws:** Constitution, Charisma.
- **Skills:** Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) a light crossbow and 20 bolts or (b) any simple weapon.
- (a) a dungeoneer's pack or (b) an explorer's pack.
- Two daggers.

B. CUSTOM EQUIPMENT

You gain 3d4 x 10 gold pieces (or 70 gp). You may spend some or all of this gold to purchase your own set of starting equipment.



CLASS FEATURES

As a sorcerer, you gain the following class features.

1 SORCERY

You gain the ability to cast sorcerer spells by channeling the raw, sorcerous power that burns within you.

CANTRIPS

At 1st-level, you know four cantrips of your choice from the sorcerer spell list. You learn additional cantrips of your choice from the sorcerer spell list at higher levels, as shown in the *Cantrips Known* column of the Class Features (Sorcerer) table.

Replacing Known Cantrips: When you gain a sorcerer level, you may choose one of the sorcerer cantrips you know and replace it with another cantrip from the sorcerer spell list.

SORCERY POINTS

You have a pool of sorcery points as shown in the *Sorcery Points* column of the Class Features (Sorcerer) table. To cast a sorcerer spell of 1st-level or higher, you must spend a number of sorcery points as shown in the *Sorcerous Spellcasting* table below.

You recover all expended sorcery points when you finish a long rest.

SORCEROUS SPELLCASTING

Spell Level	Sorcery Points	Spell Level	Sorcery Points
1st	2	4th	6
2nd	3	5th	7
3rd	5	—	—

Placeholder

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 1st-level, you know two 1st-level spells of your choice from the sorcerer spell list. You learn additional spells of your choice from the sorcerer spell list at higher levels, as shown in the *Spells Known* column of the Class Features (Sorcerer) table. Any spell that you learn must be of a level lower than or equal to your *Maximum Spell Level*.

Replacing Known Spells: When you gain a sorcerer level, you may choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list. The new spell can be of any level that is lower than or equal to your *Maximum Spell Level*.

Upcasting Spells: When casting a sorcerer spell at a higher spell level, you can't exceed your *Maximum Spell Level*—even if you have enough sorcery points.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells. Use your Charisma to determine the saving throw DC or attack modifier for a sorcerer spell you cast.

SPELLCASTING ABILITY

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

Spell attack modifier: your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You don't need an arcane focus to cast sorcery—you are your own spellcasting focus for your sorcerer spells.

SORCEROUS VERSATILITY

When you finish a long rest, you may replace one of your known sorcerer spells (including cantrips) with another spell from the sorcerer spell list. The new spell must be of the same spell level as the spell you replace.

Placeholder

1 METAMAGIC

The rules of magic are your plaything as you twist and shape spells into your own sorcerous design.

You master two metamagics of your choice. When you cast a spell, you may declare which metamagics (if any) you are applying to it—you can apply only one metamagic to a spell that you are casting, unless otherwise noted.

Mastering New Metamagics: You master additional metamagics as you gain more sorcerer levels, as shown in the *Metamagics Known* column of the Class Features (Sorcerer) table.

Replacing a Mastered Metamagic: Each time you gain a sorcerer level, you may replace any or all of your mastered metamagics with a different choice.

In addition, you may use your *Sorcerous Versatility* class feature to change one mastered metamagic instead of a known spell selection.

◇ CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force.

Spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw.

◇ HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

◇ INVERTED SPELL

When you roll damage for a spell with an elemental effect, you can spend 1 sorcery point to invert the type of that damage. There are five known elemental pairings:

ELEMENTAL PAIRS

- Fire / Cold
- Radiant / Necrotic
- Lightning / Thunder
- Poison / Acid
- Psychic / Force

Compound: You can combine *inverted spell* with other metamagics during the casting of a spell.

◇ QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

◇ SUBTLE SPELL

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

◇ TWINNED SPELL

When you cast a spell that (a) targets only one creature and (b) doesn't have a range of self, you can spend a number of sorcery points equal to the spell level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Single-target Only: A spell can be twinned only if it is incapable of targeting more than one creature at the spell's casting level.

For example, *Magic Missile* and *Scorching Ray* aren't eligible, but *Ray of Frost* and *Chromatic Orb* are.

Placeholder

1 SORCEROUS ORIGIN

Choose a Sorcerous Origin. You gain features from your Sorcerous Origin at 1st, 3rd, 6th, and 10th-level.

ORIGIN SPELLS

Your Sorcerous Origin grants you a unique list of spells—its *origin spells*. At 1st, 3rd, 5th, 7th, and 9th-level, you may choose one spell from that respective tier and add it to your list of known sorcerer spells as an *extra* spell.

If you have an origin spell that doesn't normally appear on the sorcerer spell list, that spell is nonetheless a sorcerer spell for you.

Permanent Choice: Once you choose an origin spell, that selection is permanent—you can't change it later using your *Sorcerous Versatility*.

ORIGIN METAMAGICS

You gain access to four unique metamagics from your Sorcerous Origin. Add these to your list of metamagic options.

2 SORCEROUS RECOVERY

Your sorcerous body feeds on magic, turning the raw energies of the world into powerful sorcery.

When you take damage from a spell cast by another creature or object, you can spend your reaction to regain a number of expended sorcery points equal to the level of the spell that hurt you.

You can use this feature once, and you regain expended uses when you finish a long rest.

Greater Sorcerous Recover: Starting at 5th-level, you can use this feature twice.

Superior Sorcerous Recover: Starting at 9th-level, you can use this feature three times.

Placeholder

4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

10 METAMORPHOSIS

You infuse your physical form with sorcery, transforming yourself—temporarily—into a sorcerous avatar of magic.

You gain two *metamorphosis forms* as determined by your sorcerous origin. You may spend an action to cast *Metamorphosis* and transform into one of these forms—you may choose which form each time you cast the spell.

You can use this feature once, and you regain expended uses when you finish a long rest.

Innate Power: As a sorcerer, you can cast *Metamorphosis* without spending any sorcery points.

Interrupts: As a spell, *Metamorphosis* can be interrupted by normal means (such as *Counterspell*). In these cases, *Metamorphosis* counts as a 6th-level spell.

METAMORPHOSIS

Class Feature Sorcerer

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Up to 1 minute

You transmute your physical form into raw, sorcerous power. Choose a metamorphosis form as permitted by your sorcerous origin—until the spell ends, you gain all the features of that form.

Your metamorphosis lasts until either (a) 1 minute has passed, (b) you end it as a bonus action, (c) you fall unconscious, or (d) you are shapeshifted into another form by some other effect.



Placeholder

◆ **ACID**

Your flesh transforms into gelatinous, corrosive ooze.

Corrosive Blood: You are immune to acid damage and have vulnerability to slashing damage.

Amorphous: You can move through a space as narrow as 1 inch wide without squeezing (items you are carrying might not fit, however).

Acid Rain: You can spend your action to create a 10 ft radius sphere of acid rain centered on yourself. Each creature in that area (excluding yourself) must make a Constitution saving throw. A creature takes 4d8 acid damage on a failed save, or half as much damage on a successful one.

◆ **BLUDGEONING**

You are surrounded by a powerful, ceaseless wind.

Wind Shield: You gain resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.

Moon Step: You gain a flying speed equal to your movement speed. If you are still flying when the spell ends, you fall unless you can somehow prevent it.

Gust: You can spend your action to create a 10 ft radius sphere of swirling wind centered on yourself. Each creature in that area (excluding yourself) must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a large or smaller creature fails the save, that creature is pushed up to 10 ft away from the center of the sphere.

◆ **COLD**

Your body is covered with glistening ice crystals.

Cold-blooded: You are immune to cold damage and have vulnerability to fire damage.

White Walker: You can walk across water as if it were solid ground. In addition, you can move across difficult terrain created by ice or snow without spending extra movement.

Ice Age: You can spend your action to create a 15 ft cone of ice extending from you in a direction of your choice. Each creature in range must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

◆ **FIRE**

Glowing red veins of searing power cover your body.

Hot-blooded: You are immune to fire damage and have vulnerability to cold damage.

Living Torch: You emit bright light in a 30 ft radius and dim light for an additional 30 ft.

Scorched Partizan: You can spend your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

◆ **FORCE**

Your body glimmers with sparkling, arcane force.

Arcane Flesh: You are immune to force damage and have vulnerability to psychic damage.

Unstoppable: You can move through and occupy a hostile creature's space. If you end your turn in a hostile creature's space, that creature is pushed to the nearest unoccupied space (the creature may choose which space).

Force Push: You can spend your action to create a 10 ft radius sphere of arcane force centered on yourself. Each creature in that area (excluding yourself) must make a Constitution saving throw. A creature takes 2d10 force damage on a failed save, or half as much damage on a successful one. If a large or smaller creature fails the save, that creature is pushed up to 10 ft away from you.

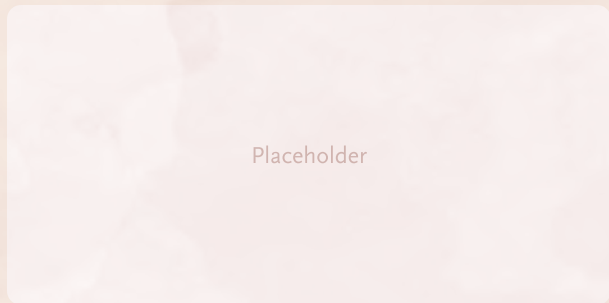
◆ **LIGHTNING**

Your body crackles with sparks of arcane lightning.

Sparkster: You are immune to lightning damage and have vulnerability to cold damage.

Static Charge: You can climb and cling to difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Lightning Lance: You can spend your action to create a line of lightning 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 lightning damage on a failed save, or half as much damage on a successful one.



Placeholder

CUSTOMIZING YOUR APPEARANCE

The physical descriptions assigned to each metamorphosis are examples of how your new form may manifest.

However, you can decide exactly how your sorcerous power transforms your physical body—discuss with your GM if you have a particular aspect you wish to highlight.

◆ NECROTIC

Black, pulsating veins of decay cover your body.

Shadowheart: You are immune to necrotic damage and have vulnerability to radiant damage.

Dark Aura: The area in a 10 ft radius around you is (a) in dim light and (b) is difficult terrain for creatures other than you. The radius moves with you.

Decay: You can spend your action to touch a creature within 5 ft of you. That creature must make a Constitution saving throw. It takes 2d10 necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect is *Poisoned* until the start of your next turn.

◆ PIERCING

Sharp spikes of earth and rock cover your body.

Quill Armor: You gain resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.

Stonestepper: You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, your metamorphosis ends, and you are stunned until the end of your next turn.

Obsidian Spear: You can spend your action to fling piercing spikes in a line 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 piercing damage on a failed save, or half as much damage on a successful one.

◆ POISON

You grow pointed fangs, sharp claws, and a poisonous, barbed tail.

Toxic Blood: You are immune to poison damage and have vulnerability to fire damage.

Spider Climb: You can climb and cling to difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Scorpion Sting: You can spend your action to bite or sting a creature within 5 ft of you. That creature must make a Constitution saving throw. It takes 2d10 poison damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect is *Poisoned* until the start of your next turn.

◆ PSYCHIC

Your eyes turn white as a third, glowing eye opens on your forehead.

Iron Mind: You are immune to psychic damage and have vulnerability to force damage.

Maddening Whispers: Any creature that makes a concentration check within 10 ft of you has disadvantage on the roll.

Psychic Scream: You can spend your action to create a 15 ft cone of psychic energy extending from you in a direction of your choice. Each creature in range must make a Wisdom saving throw. A creature takes 4d6 psychic damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect falls prone.

◆ RADIANT

Your skin glows with a shimmering, yellow-white light.

Blessed Body: You are immune to radiant damage and have vulnerability to necrotic damage.

Light Incarnate: You emit bright light in a 30 ft radius and dim light for an additional 30 ft.

Solar Flare: You can spend your action to create a 15 ft cone of radiant light extending from you in a direction you choose. Each creature in range must make a Constitution saving throw. A creature takes 4d6 radiant damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect is *Blinded* until the start of your next turn.

◆ SLASHING

Sharp, metallic blades cover your body.

Sparkling Daisy: You gain resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.

Knifeblade: You can climb and cling to difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spiral Hollow: You can spend your action to spin in a whirlwind of blades. Each creature within 10 ft of you must make a Dexterity saving throw. A creature takes 4d8 slashing damage on a failed save, or half as much damage on a successful one.

◆ THUNDER

Your voice is booming and sound becomes heavily distorted around you.

Bass Blood: You are immune to thunder damage and have vulnerability to force damage.

Deafening Aura: Any creature that ends its turn within 10 ft of you is *Deafened* until the end of its next turn.

Sonic Boom: You can spend your action to create a 10 ft radius sphere of sound centered on yourself. Each creature in that area (excluding yourself) must make a Constitution saving throw. A creature takes 4d8 thunder damage on a failed save, or half as much damage on a successful one.

CREATING A METAMORPHOSIS

If you want to customize an existing metamorphosis—or create your own unique metamorphosis form—follow these four basic steps:

- Immunity:** Choose one damage type immunity and one vulnerability.
- Movement:** Choose a passive movement or aura-focused benefit.
- Attack:** Choose one full action attack effect, such as one of the following templates:
 - A 15 ft cone / 5 ft by 15 ft line dealing (a) 4d8 damage or (b) 4d6 damage and a status effect.
 - 5 ft touch dealing 2d10 damage and a status effect.
 - A 10 ft radius sphere, dealing 2d10 damage and a status effect.
- Appearance:** Finish up with an appropriate appearance modifier for your metamorphosis.

SPELL LIST

Class Feature Sorcerer

CANTRIPS

01-04	Acid Splash	
05-08	Blade Ward	
09-12	Chill Touch	
13-16	Control Flames	XGtE
17-20	Create Bonfire	XGtE
21-24	Dancing Lights	
25-28	Fire Bolt	
29-32	Friends	
33-36	Frostbite	XGtE
37-40	Gust	XGtE
41-44	Infestation	XGtE
45-48	Light	
49-52	Mage Hand	
53-56	Mending	
57-60	Message	
61-64	Minor Illusion	
65-68	Mold Earth	XGtE
69-72	Poison Spray	
73-76	Prestidigitation	
77-80	Primal Savagery	XGtE
81-84	Ray of Frost	
85-88	Shocking Grasp	
89-92	Thunderclap	XGtE
93-96	True Strike	

1ST-LEVEL

01-03	Absorb Elements	XGtE
04-06	Burning Hands	
07-09	Catapult	XGtE
10-12	Chaos Bolt	XGtE
13-15	Charm Person	
16-18	Chromatic Orb	
19-21	Color Spray	
22-24	Comprehend Languages	
25-27	Detect Magic	
28-30	Disguise Self	
31-33	Earth Tremor	XGtE
34-36	Expeditious Retreat	
37-39	False Life	
40-42	Feather Fall	
43-45	Fog Cloud	
46-48	Grease	
49-51	Ice Knife	XGtE
52-54	Jump	
55-57	Mage Armor	
58-60	Magic Missile	
61-63	Protection from Evil and Good	
64-66	Ray of Sickness	
67-69	Shield	
70-72	Silent Image	
73-75	Sleep	
76-78	Thunderwave	
79-81	Witch Bolt	
—	—	
—	—	

2ND-LEVEL

01-02	Aganazzar's Scorcher	XGtE
03-04	Alter Self	
05-06	Blindness/Deafness	
07-08	Blur	
09-10	Cloud of Daggers	
11-12	Crown of Madness	
13-14	Darkness	
15-16	Darkvision	
17-18	Detect Thoughts	
19-20	Dragon's Breath	XGtE
21-22	Dust Devil	XGtE
23-24	Earthbind	XGtE
25-26	Enhance Ability	
27-28	Enlarge/Reduce	
29-30	Flame Blade	
31-32	Flaming Sphere	
33-34	Gust of Wind	
35-36	Hold Person	
37-38	Invisibility	
39-40	Knock	
41-42	Levitate	
43-44	Maximilian's Earthen Grasp	XGtE
45-46	Mind Spike	XGtE
47-48	Mirror Image	
49-50	Misty Step	
51-52	Phantasmal Force	
53-54	Pyrotechnics	XGtE
55-56	Scorching Ray	
57-58	See Invisibility	
59-60	Shadow Blade	XGtE
61-62	Shatter	
63-64	Snilloc's Snowball Swarm	XGtE
65-66	Spider Climb	
67-68	Suggestion	
69-70	Warding Wind	XGtE
71-72	Web	
—	—	

3RD-LEVEL

01-03	Blink	
04-06	Catnap	XGtE
07-09	Clairvoyance	
10-12	Counterspell	
13-15	Daylight	
16-18	Dispel Magic	
19-21	Enemies Abound	XGtE
22-24	Erupting Earth	XGtE
25-27	Fear	
28-30	Fireball	
31-33	Flame Arrows	XGtE
34-36	Fly	
37-39	Gaseous Form	
40-42	Haste	
43-45	Hypnotic Pattern	

46-48	Lightning Bolt	
49-51	Major Image	
52-54	Melf's Minute Meteors	XGtE
55-57	Protection from Energy	
58-60	Sleet Storm	
61-63	Slow	
64-66	Stinking Cloud	
67-69	Thunder Step	XGtE
70-72	Tidal Wave	XGtE
73-75	Tongues	
76-78	Vampiric Touch	
79-81	Wall of Water	XGtE
82-84	Water Breathing	
85-87	Water Walk	

4TH-LEVEL

01-06	Banishment	
07-12	Blight	
13-18	Charm Monster	XGtE
19-24	Confusion	
25-30	Dimension Door	
31-36	Dominate Beast	
37-42	Fire Shield	
43-48	Greater Invisibility	
49-54	Ice Storm	
55-60	Polymorph	
61-66	Sickening Radiance	XGtE
67-72	Stoneskin	
73-78	Storm Sphere	XGtE
79-84	Vitriolic Sphere	XGtE
85-90	Wall of Fire	
91-96	Watery Sphere	XGtE

5TH-LEVEL

01-05	Animate Objects	
06-10	Cloudkill	
11-15	Cone of Cold	
16-20	Creation	
21-25	Dominate Person	
26-30	Enervation	XGtE
31-35	Far Step	XGtE
36-40	Hold Monster	
41-45	Immolation	XGtE
46-50	Insect Plague	
51-55	Seeming	
56-60	Skill Empowerment	XGtE
61-65	Synaptic Static	XGtE
66-70	Telekinesis	
71-75	Teleportation Circle	
76-80	Wall of Light	XGtE
81-85	Wall of Stone	
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SORCEROUS ORIGINS

DIFFERENT SORCERERS CLAIM DIFFERENT ORIGINS for their innate magical power. Some are born with arcane power surging through them, marked from birth as wild fonts of sorcery. Others gain their sorcery through a sudden, life-changing event that forces great power—and great responsibility—upon them.

Whatever your background, this chapter introduces a variety of origins for you to choose from. Define your sorcerous heritage and harness your arcane magic.

CHOOSE YOUR ORIGIN

Choose your origin from one of the following options:

- **Draconic Bloodline:** Dragonsblood runs through your veins, granting you powerful magic and draconic gifts.

ORIGINS YET TO COME

Supreme Sorcerer is a work-in-progress with a limited number of origins. Future expansions of this supplement *may* (depending on demand and support) include:

- **Chaos Incarnate:** The chaotic energies of the universe flow through you—whether you want them to or not.
- **Returned:** A near-death experience has left death's dark mark on you, binding you to the undead.
- **Hellspawn:** Infernal blood compels you to perform dark and terrible acts—will you defy your heritage, or will you give in to hellish temptation?
- **Time Streamer:** You can sense the ebb and flow of time itself. Reshape the path of events to your liking.

Got ideas for sorcerous origins you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING AN ORIGIN

To create your own *Sorcerous Origin* (or to convert an existing origin from other sources), follow these steps:

1. **Add Origin Spells:** Sorcerous origins expand the sorcerer spell list with 10 unique spell options. Add 2 unique spell options to be gained at 1st, 3rd, 5th, 7th, and 9th-levels.
2. **Create 4 Metamagics:** At 1st-level, sorcerous origins expand the sorcerer metamagic list with 4 unique metamagics. Create new ways to modify spells that are thematic to your subclass—be flavorful.
3. **Create a 1st-level Feature:** Sorcerous origins grant an introductory feature at 1st-level.
4. **Create 3rd and 6th-level Features:** Sorcerous origins grant features at 3rd and 6th-level.
5. **Choose 2 Metamorphosis Forms:** At 10th-level, sorcerous origins grant 2 metamorphosis forms as their capstone feature. You may choose to either (a) grant 1 common form and 1 unique form, or (b) grant 2 common forms.

A new metamorphosis form should last for up to one minute and aim to feature the following:

1. (a) One damage immunity and one damage vulnerability, or (b) one damage resistance.
2. (a) A movement option, or (b) a flavor ability.
3. An attack option.

And that's it, your origin is complete!

Placeholder



DRACONIC BLOODLINE

Your blood carries with it the ancient power of draconic magic. Your lineage may include half-dragon, a sorcerer who made a blood bargain with a dragon, or perhaps even a dragon parent.

Those who carry this bloodline bear unmistakable traits of their dragon ancestors—physically and mentally.

1 ORIGIN SPELLS

Your bloodline offers you the following origin spells.

DRACONIC BLOODLINE SPELLS	
Class Feature Sorcerer Draconic Bloodline	
Sorcerer Level	Spells
1st	Command, Absorb Elements
3rd	Dragon's Breath, Hold Person
5th	Fear, Fly
7th	Dominate Beast, Elemental Bane
9th	Dominate Person, Hold Monster

1 METAMAGIC

Add the following four metamagics to your list of metamagic options: chromatic, empowered, extended, and seeking.

◇ CHROMATIC SPELL

When you roll damage for a spell, you can spend 1 sorcery point to change the damage type of that spell to that of your draconic ancestry.

◇ EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

Compound: You can combine *empowered spell* with other metamagics during the casting of a spell.

◇ EXTENDED SPELL

When you cast a spell, you can extend either its range or duration with *extended spell*.

Distance: When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. Alternatively, if the spell has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Duration: When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

◇ SEEKING SPELL

When you cast a spell that attacks a creature, you can spend 2 sorcery points to add +2 to the first attack roll you make as part of that spell.

Compound: You can combine *seeking spell* with other metamagics during the casting of a spell.

1 DRAGON ANCESTOR

Choose one type of dragon as your ancestor. You can speak, read, and write Draconic. Whenever you make a Charisma check to interact with dragons, your proficiency bonus (if applicable) is doubled.

1 DRACONIC RESILIENCE

At 1st-level, your hit point maximum increases by +1. It increases by +1 again whenever you gain a sorcerer level.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

3 DRAGONBREATH

You can spend your action to exhale destructive energy. Your *draconic ancestry* determines the size, shape, and damage type of your breath.

Each creature in the area of your dragonbreath must make a saving throw—a creature takes 3d6 damage on a failed save, and half as much damage on a successful one.

You may use this feature once. You regain expended uses when you finish a long rest.

Greater Dragonbreath: At 6th-level, the damage dealt by your dragonbreath increases from 3d6 to 4d6. In addition, you may use this feature twice.

6 ELEMENTAL AFFINITY

When you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell.

At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

10 METAMORPHOSIS

You gain two metamorphosis forms: *draconic* (as shown below) and one other form as based on your draconic ancestry damage type.

◇ DRACONIC

Draconic scales cover your body as large, leathery wings burst from your back. Those who look upon you face the might—and the terror—of dragonkind.

Dragonscale: You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Dragonflight: You gain a flying speed equal to your current speed. If you are still flying when your metamorphosis ends, you fall unless you can somehow prevent it.

Terrifying Presence: You can spend an action to terrify those around you. Each creature that is (a) within 30 ft. of you and (b) aware of you must succeed on a Wisdom saving throw or become *Frightened* for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to your *Terrifying Presence* until the end of its next long rest.

DRAGON ANCESTORS

Class Feature Sorcerer Draconic Bloodline

d100	Dragon	Damage Type	Dragonbreath	Saving Throw	Common Traits
A CATAclysmic					
01-02	Blizzard	Cold	15 ft cone	Constitution	Sociable, Tyrannical, Cold, Tactical
03-04	Earthquake	Bludgeoning	5 ft by 30 ft line	Dexterity	Lazy, Slow, Intense, Destructive
05-06	Tornado	Bludgeoning	15 ft cone	Dexterity	Roaming, Whimsical, Docile, Wrathful
07-08	Typhoon	Lightning	5 ft by 30 ft line	Dexterity	Chaotic, Mercurial, Curious, Impatient
09-10	Volcanic	Fire	5 ft by 30 ft line	Dexterity	Cruel, Hateful, Ambitious, Toxic
11-12	Wildfire	Fire	15 ft cone	Dexterity	Territorial, Determined, Zealous, Solitary
B CHROMATIC					
13-14	Black	Acid	5 ft by 30 ft line	Dexterity	Solitary, Short-tempered, Territorial, Cruel
15-16	Blue	Lightning	5 ft by 30 ft line	Dexterity	Manipulative, Organized, Opportunistic, Nurturing
17-18	Green	Poison	15 ft cone	Constitution	Petty, Cunning, Possessive, Combative
19-20	Purple	Force	15 ft cone	Constitution	Restless, Controlling, Deceptive, Selfish
21-22	Red	Fire	15 ft cone	Dexterity	Greedy, Arrogant, Ferocious, Anarchist
23-24	White	Cold	15 ft cone	Constitution	Oppressive, Vengeful, Great Memory, Savage
C FERROUS					
25-26	Chromium	Cold	5 ft by 30 ft line	Constitution	Malevolent, Avaricious, Calculating, Sadistic
27-28	Cobalt	Force	5 ft by 30 ft line	Constitution	Controlling, Creative, Solitary, Arrogant
29-30	Iron	Lightning	15 ft cone	Dexterity	Driven, Stubborn, Attentive, Dreamer
31-32	Nickel	Acid	15 ft cone	Dexterity	Tenacious, Unpredictable, Deceitful, Vicious
33-34	Steel	Acid	5 ft by 30 ft line	Dexterity	Amiable, Curious, Witty, Individualist
35-36	Tungsten	Fire	15 ft cone	Dexterity	Utilitarian, Punishing, Insightful, Judgmental
D GEMSTONE					
37-38	Amethyst	Force	5 ft by 30 ft line	Constitution	Aloof, Sovereign, Diplomatic, Noble.
39-40	Crystal	Radiant	5ft by 30 ft line	Constitution	Sentimental, Mischievous, Irresponsible, Benevolent.
41-42	Emerald	Bludgeoning	15 ft cone	Dexterity	Patient, Secretive, Curious, Suspicious
43-44	Obsidian	Fire	15 ft cone	Dexterity	Haughty, Calculating, Explosive, Vicious
45-46	Sapphire	Thunder	15 ft cone	Constitution	Militaristic, Distrustful, Protective, Strategic
47-48	Topaz	Fire	15 ft cone	Dexterity	Self-absorbed, Indifferent, Sour, Dependable
E METALLIC					
49-50	Brass	Fire	5 ft by 30 ft line	Dexterity	Talkative, Social, Entertaining, Mercenary
51-52	Bronze	Lightning	5 ft by 30 ft line	Dexterity	Self-righteous, Loyal, Responsible, Pacifist
53-54	Copper	Acid	5 ft by 30 ft line	Dexterity	Prankster, Witty, Devious, Polite
55-56	Gold	Fire	15 ft cone	Dexterity	Wise, Lawful, Relentless, Reclusive
57-58	Mercury	Radiant	5 ft by 30 ft line	Constitution	Whimsical, Unpredictable, Creative, Distracted
59-60	Silver	Cold	15 ft cone	Constitution	Regal, Friendly, Perfectionist, Detached
F PLANAR					
61-62	Abyssal	Fire	15 ft cone	Dexterity	Immoral, Determined, Conniving, Vengeful
63-64	Astral	Thunder	15 ft cone	Constitution	Daydreamer, Idealist, Empathetic, Daring
65-66	Celestial	Radiant	15 ft cone	Constitution	Noble, Helpful, Pacifist, Wrathful
67-68	Ethereal	Force	5 ft by 30 ft line	Constitution	Distracted, Thoughtful, Clumsy, Prophet
69-70	Fey	Bludgeoning	5 ft by 30 ft line	Dexterity	Curious, Wild, Fickle, Reactive
71-72	Shadow	Necrotic	15 ft cone	Constitution	Fatalistic, Frightening, Sneaky, Bold

Placeholder

ANCESTOR AVAILABILITY

The *Dragon Ancestor* table featured here contains a wide variety of dragon families—some, however, might not be appropriate for every game or campaign setting.

Before you pick an ancestor, check with your GM to see which draconic families are available in your setting.

VARIANT DIALS

IF YOU WANT TO ADJUST THE SORCERER CLASS TO better suit your own campaign and playstyle, then consider these variant dials.

MULTICLASSING

If your campaign supports multiclassing, apply these modifiers to use the sorcerer as a multiclass option:

- **Minimum Requirement:** Charisma 13.
- **Proficiencies:** None.
- **Metamagic:** You can't use any mastered metamagics until you are a 3rd-level sorcerer.

SPELL SLOTS

Supreme sorcerers don't use spell slots—they burn their own inner sorcery.

When multiclassing with other classes that feature spell slots (wizard, bard, cleric, etc), don't include your sorcerer level when calculating your number of multiclass spellcaster spell slots.

MAXIMUM SPELL LEVEL

Your maximum spell level is equal to either (a) your sorcerer's maximum spell level or (b) your highest spell slot, whichever is largest.

Placeholder

RESTRICTED RETRAINING

If you want to make retraining a little more significant or costly for the sorcerer, try using these options.

◆ SANCTUARY

To use your *Sorcerous Versatility*, you must be in a safe sanctuary—such as a village, town, or city—where you are able to concentrate on your arcane power.

Placeholder

SHORT REST RECOVERY

Sorcerers—as with most spellcasters—recharge their power when they finish a long rest. However, if you want to support *short rest recovery* with the sorcerer, use this alternative class table:

CLASS FEATURES

Sorcerer Short Rest Recovery

Level	Sorcery Points	Level	Sorcery Points
1st	2	6th	13
2nd	3	7th	15
3rd	6	8th	18
4th	7	9th	22
5th	11	10th	25

You recover all expended sorcery points when you finish a short rest.

PART 11

The Warlock

31 The Warlock p104
Be a wicked warlock.

32 Otherworldly Patrons p108
Choose your Eldritch Patron.

33 Pact Boons p110
Receive a Pact Boon from your patron.

34 Eldritch Invocations p116
Learn Eldritch Invocations from your patron.

35 Variant Dials p118
Customise the warlock with variant options.





THE WARLOCK

CLASS FEATURES

Warlock

Level	Proficiency Bonus	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known	Features
1st	+2	2	2	2	1st	—	Otherworldly Patron, Pact Boon, Pact Magic
2nd	+2	2	3	3	1st	2	Eldritch Invocations, Sacrificial Bargain
3rd	+2	2	4	4	2nd	2	Pact Boon Features
4th	+2	3	5	5	2nd	2	Ability Score Improvement
5th	+3	3	6	5	3rd	3	Pact Boon Features
6th	+3	3	7	6	3rd	3	Otherworldly Patron Features
7th	+3	3	8	6	4th	4	Pact Boon Features
8th	+3	3	9	7	4th	4	Greater Ability Score Improvement
9th	+4	3	10	7	5th	5	Pact Boon Features
10th	+4	4	10	8	5th	5	Mystic Arcanum, Otherworldly Patron Features

HIT POINTS

- **Hit Dice:** 1d8 per warlock level.
- **Hit Points (1st-level):** 8 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d8 (or 5) + your Constitution modifier per warlock level after 1st.

PROFICIENCIES

- **Armor:** Light armor.
- **Weapons:** Simple weapons.
- **Tools:** None.
- **Saving Throws:** Wisdom, Intelligence.
- **Skills:** Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

- (a) a light crossbow and 20 bolts or (b) a simple weapon.
- (a) a component pouch or (b) an arcane focus.
- (a) a scholar's pack or (b) a dungeoneer's pack.
- Leather armor, any simple weapon, and two daggers.

B. CUSTOM EQUIPMENT

You gain 4d4 x 10 gold pieces (or 100 gp). You may spend some or all of this gold to purchase your own equipment.



CLASS FEATURES

As a warlock, you gain the following class features.

1 OTHERWORLDLY PATRON

Choose an Otherworldly Patron. You gain features from your Otherworldly Patron at 1st, 2nd, 6th, and 10th-level.

DEMANDS

Each patron has a set of three guiding agendas—its demands—that help to direct you in the service of your patron. Honor these demands to gain—and maintain—the favor of your patron.

Eldritch Favor: If you make a notable sacrifice in the service of a demand, your patron may bless you with eldritch favor. You can hold a maximum number of eldritch favors at one time equal to your Intelligence modifier (minimum 1). On your turn, as a free action, you may spend one eldritch favor to do one of the following:

- **Gain Stamina:** Regain 1 expended hit die.
- **Gain Power:** Regain 1 expended 1st-level spell slot.
- **Twist Fate:** Reroll 1 ability check, attack roll, or saving throw. You must accept the second result.
- **Cause Pain:** Reroll all damage dice of an attack you have just made. You may accept either result.
- **Forgiveness:** Forgive one transgression you have made.

Transgression: If your patron decides that you have actively broken or rejected a demand, some of your eldritch power may be stripped away for a time.

Roll a d6 and check the Transgression table below to find out which class feature you lose access to, rerolling any result that doesn't fully apply to you.

TRANSGRESSION

d6	Feature Lost	d6	Feature Lost
1	Patron Spells	4	1d4 spell slots
2	Sacrificial Bargain	5-6	Another Feature
3	1 Invocation	—	—

Penance: If you have transgressed, you will have to perform a penance to regain your patron's favor. The scale of this penance may vary depending on the severity of your transgression, but some common forms include:

- **Offering:** You make an offering of goods, knowledge, coin, or time in your patron's name.
- **Confess:** You confess your transgression to a higher-ranking agent of your patron and are forgiven.
- **Worship:** You spend a period of time in dedicated worship of your patron.
- **Serve:** You undertake an eldritch quest in the service of your patron and their agenda.
- **Sacrifice:** You give up something of significant personal value.

If your penance is accepted, you regain one lost feature.

Placeholder

PATRON SPELLS

Your patron offers you a unique list of spells—its *patron spells*. You may add these the list of warlock spells you can learn.

PACT BOON

To mark the initiation of your pact bargain, you are rewarded with a boon from your patron—an eldritch weapon, a book of forbidden secrets, a trinket that summons a bound familiar, a wand of destructive power, etc. You may choose one boon from the list of *Pact Boons*.

Spellcasting Focus: For as long as you are holding or wearing it, your pact boon acts as a spellcasting focus for your warlock spells.

Placeholder

1 PACT MAGIC

The pact you have struck with your patron has given you the ability to cast spells.

CANTRIPS

You know two cantrips of your choice from the warlock spell list.

Learning New Cantrips: You learn additional warlock cantrips of your choice at higher levels, as shown in the *Cantrips Known* column of the Class Features (Warlock) table.

Replacing Known Cantrips: When you gain a level in this class, you can choose one of the warlock cantrips you know and replace it with another cantrip from the warlock spell list.

SPELL SLOTS

The Class Features (Warlock) table shows how many spell slots you have. The table also shows what the level of those slots is—all of your spell slots are the same level. To cast one of your warlock spells of 1st-level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are 5th-level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 1st-level, you know two 1st-level spells of your choice from the warlock spell list.

Learning New Spells: The *Spells Known* column of the Class Features (Warlock) table shows when you learn more warlock spells of your choice of 1st-level and higher. A spell you choose must be of a level no higher than your maximum *Slot Level*.

When you reach 6th-level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd-level.

Replacing Known Spells: When you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be no higher than your maximum *Slot Level*.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your warlock spells. Use your Intelligence modifier to determine the saving throw DC or attack modifier for a warlock spell you cast.

SPELLCASTING ABILITY

Spell save DC: 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier: your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You use an arcane focus or your pact boon item as a spellcasting focus for your warlock spells.

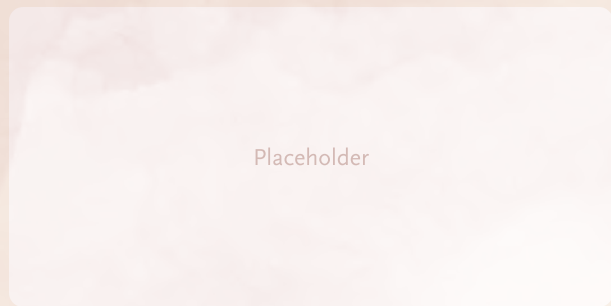
ELDRITCH VERSATILITY

When you finish a long rest, you may replace one of your known warlock spells (including cantrips) with another spell from the warlock spell list. The new spell must be of the same spell level as the spell you replace.

2 SACRIFICIAL BARGAIN

When you cast a warlock spell of 1st-level or higher, you may spend a number of hit die equal to your warlock spell level to cast the spell without expending a spell slot. If the spell can't be cast at a higher level, you may instead spend a number of hit die equal to the spell's maximum casting level.

You can use this feature up to three times. You regain expended uses when you finish a long rest.



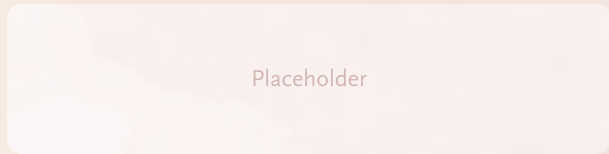
2 ELDRITCH INVOCATIONS

You gain two eldritch invocations of your choice. When you gain certain warlock levels, you gain additional invocations of your choice—as shown in the *Invocations Known* column of the Class Features (Warlock) table.

Replacing Invocations: When you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

PATRON INVOCATIONS

You gain access to six unique invocations from your Otherworldly Patron. Add these to your list of *Eldritch Invocation* options



4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

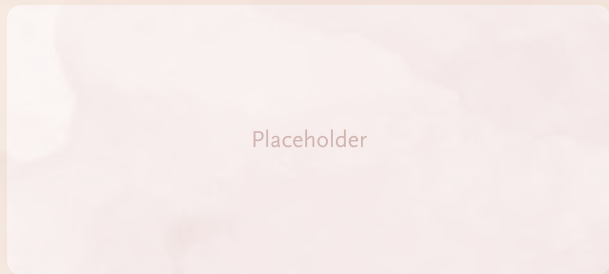
Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

10 MYSTIC ARCANUM

You gain a spell of formidable power from your patron—choose one of the following as your mystic arcanum.

You may cast your mystic arcanum as a 6th-level spell without expending a spell slot or material components. You can't do so again until you finish a long rest.

MYSTIC ARCANUM			
d100	Spell	d100	Spell
01-05	Arcane Gate	41-45	Investiture of Ice
06-10	Circle of Death	46-50	Investiture of Stone
11-15	Conjure Fey	51-55	Investiture of Wind
16-20	Create Homunculus	56-60	Magic Jar
21-25	Create Undead	61-65	Mass Suggestion
26-30	Eyebite	66-70	Mental Prison
31-35	Flesh to Stone	71-75	Scatter
36-40	Investiture of Flame	76-80	Soul Cage
		81-85	True Seeing



SPELL LIST

Class Feature **Warlock**

CANTRIPS

01-07	Blade Ward
08-14	Chill Touch
15-21	Create Bonfire XGtE
22-28	Friends
29-35	Frostbite XGtE
36-42	Infestation XGtE
43-49	Mage Hand
50-56	Magic Stone XGtE
57-63	Minor Illusion
64-70	Poison Spray
71-77	Prestidigitation
78-84	Thunderclap XGtE
85-91	Toll the Dead XGtE
92-98	True Strike

1ST-LEVEL

01-07	Armor of Agathys
08-14	Arms of Hadar
15-21	Cause Fear XGtE
22-28	Charm Person
29-35	Comprehend Languages
36-42	Expeditious Retreat
43-49	Hellish Rebuke
50-56	Hex
57-63	Illusory Script
64-70	Protection from Evil and Good
71-77	Thunderwave
78-84	Unseen Servant
85-91	Witch Bolt

2ND-LEVEL

01-06	Cloud of Daggers
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07-12	Crown of Madness
13-18	Darkness
19-24	Earthbind XGtE
25-30	Enthrall
31-36	Hold Person
37-42	Invisibility
43-48	Knock
49-54	Mind Spike XGtE
55-60	Mirror Image
61-66	Misty Step
67-72	Ray of Enfeeblement
73-78	Shadow Blade XGtE
79-84	Shatter
85-90	Spider Climb
91-96	Suggestion
—	—

3RD-LEVEL

01-05	Animate Dead
06-10	Counterspell
11-15	Dispel Magic
16-20	Enemies Abound XGtE
21-25	Fear
26-30	Fly
31-35	Gaseous Form
36-40	Hunger of Hadar
41-45	Hypnotic Pattern
46-50	Life Transference XGtE
51-55	Magic Circle
56-60	Major Image
61-65	Remove Curse
66-70	Summon Lesser Demons XGtE
71-75	Thunder Step XGtE
76-80	Tongues
81-85	Vampiric Touch

4TH-LEVEL

01-11	Banishment
12-22	Blight
23-33	Charm Monster XGtE
34-44	Dimension Door
45-55	Elemental Bane XGtE
56-66	Hallucinatory Terrain
67-77	Shadow of Moil XGtE
78-88	Sickening Radiance XGtE
89-99	Summon Greater Demon XGtE

5TH-LEVEL

01-06	Contact Other Plane
07-12	Danse Macabre XGtE
13-18	Dream
19-24	Enervation XGtE
25-30	Far Step XGtE
31-36	Hold Monster
37-42	Infernal Calling XGtE
43-48	Mislead
49-54	Modify Memory
55-60	Negative Energy Flood XGtE
61-66	Planar Binding
67-72	Scrying
73-78	Synaptic Static XGtE
79-84	Teleportation Circle
85-90	Wall of Light XGtE
—	—
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Placeholder



OTHERWORLDLY PATRONS

YOU HAVE MADE A PACT WITH AN OTHERWORLDLY patron, a mighty inhabitant of another plane of existence—not a god, but almost *godlike* in its power.

Patrons grant you access to eldritch powers and invocations, but they expect significant favors in return—woe betide the warlock who dares to turn their back on their patron's demands.

Whatever your craving, this chapter introduces a variety of patrons for you to strike a bargain with. Make your pact and gain eldritch power.

CHOOSE YOUR PATRON

Choose your patron from one of the following options:

- **The Fiend:** A powerful fiend from the hellish planes of existence offers you dark power in exchange for corruption, domination, and destruction.

PATRONS YET TO COME

Wicked Warlock is a work-in-progress with a limited number of patrons. Future expansions of this supplement *may* (depending on demand and support) include:

- **The Archfey:** A capricious being who wishes to be entertained, with a temper as changeable as the seasons.
- **The Great Old One:** A malignant being from another dimension. To seek out a Great Old One is to invite madness and terror into your very soul.
- **The Greater Dead:** An undying creature who—in exchange for souls—grants you power over death itself.

Got ideas for otherworldly patrons you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING A PATRON

To create your own *Otherworldly Patron* (or to convert an existing patron from other sources), follow these steps:

1. **Add 3 Demands:** Add 3 demands from your patron. Demands should be relatively open-ended and act as a guide for players when roleplaying.
2. **Add Patron Spells:** Otherworldly patrons expand the warlock spell list with 10 unique spell options. Add 2 spell options to be gained at 1st, 3rd, 5th, 7th, and 9th-levels.
3. **Create a 1st-level Feature:** Otherworldly patrons grant an introductory feature at 1st-level.
4. **Add 6 Patron Invocations:** At 2nd-level, otherworldly patrons expand the warlock's eldritch invocation list with 6 unique invocation options. Use these to highlight the unique—and sometimes contradictory—demands of your patron.
5. **Create 6th and 10th-level Features:** Otherworldly patrons grant additional features at 6th and 10th-level.

And that's it, your patron is complete!





THE FIEND

You have made a pact with a fiend from the lower planes of existence—a being whose aims are evil, even if you yourself struggle against those aims. Fiends seek to corrupt, dominate, or destroy all things—including you.

1 DEMANDS

The Fiend has an agenda in the world, and you are a small piece of it. To be worthy of your patron's power, you must honor their demands.

- **Worship No Other:** Your patron is not the sharing type. Don't worship any other power, and subvert the influence of those that do.
- **Seek Power and Position:** Gain influence so that you can better serve your patron's agenda. Take power when you can, and never give up power willingly.
- **Convert or Control:** Convert others into the service of your patron. Those you can't convert you should manipulate into serving your patron unknowingly.



1 PATRON SPELLS

Add the following pact spells to the warlock spell list.

PATRON SPELLS	
Warlock Level	Spells
1st	Burning Hands, Command
3rd	Blindness/Deafness, Scorching Ray
5th	Fireball, Stinking Cloud
7th	Fire Shield, Wall of Fire
9th	Flame Strike, Hallow

1 DARK ONE'S BLESSING

When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Intelligence modifier + your warlock level (minimum of 1).



2 PATRON INVOCATIONS

Add the following invocations to your list of Eldritch Invocation options.

◆ DEVIL'S FLOCK

Prerequisite: 7th-level

You can cast *Dominate Beast* without expending a spell slot. You can't do so again until you finish a long rest.

◆ FIENDISH FLESH

Prerequisite: 9th-level

You can spend one hit die to cast *Investiture of Flame* without expending a spell slot. You can't do so again until you finish a long rest.

◆ FIENDISH SENSES

You can cast *Detect Evil and Good* at will, without expending a spell slot.

◆ FIERY TONGUE

You know how to get people to do what you want. You gain proficiency in the Intimidation and Persuasion skills.

◆ HELL'S QUARREL

Prerequisite: 5th-level

You can cast *Flame Arrows* without expending a spell slot. You can't do so again until you finish a long rest.

◆ HELLISH COMPANION

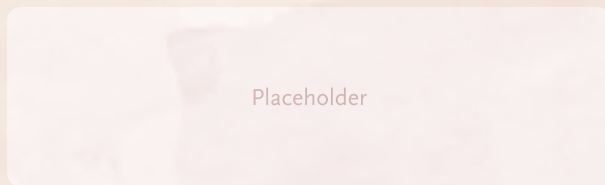
Prerequisite: 7th-level

You can cast *Infernal Calling* without expending a spell slot. You can't do so again until you finish a long rest.

6 DARK ONE'S OWN LUCK

When you make an ability check or a saving throw, you can add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

You can use this feature up to three times. You regain expended uses when you finish a long rest.



10 FIENDISH RESILIENCE

Choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.





33

PACT BOONS

WHEN YOU MAKE A PACT WITH A PATRON, YOU ARE rewarded with a boon—a special artifact that symbolizes the eldritch bargain that has been struck.

This chapter introduces four pact boons for you to choose from—blade, chain, tome, and wand.

CHOOSING YOUR PACT

Choose your pact from one of the following options:

- **Pact of the Blade:** You want physical power, and you are rewarded with an eldritch weapon.
- **Pact of the Chain:** You want to control others, and you are rewarded with a familiar-summoning trinket.
- **Pact of the Tome:** You want forbidden knowledge, and you are rewarded with an eldritch spellbook.
- **Pact of the Wand:** You want to destroy your enemies, and you are rewarded with a wand of destruction.

Your pact boon artifact bears the unmistakable mark of your patron—fiendish red veins, fey vines and flowers, aberrant runes and etchings, etc. You may decide how your artifact is branded by your patron.

Placeholder

SEALING YOUR PACT

You gain your pact boon artifact once you *seal* your pact—traditionally by means of making a promise or sacrifice to your patron. Choose one of the following, or define your own sealing ritual:

- **I made a promise:** You have sworn to perform a particular service in the name of your patron. Your promise should be (a) achievable and (b) narrow enough in scope so that it can be reasonably addressed during gameplay.
- **I made a sacrifice:** You sacrificed something of great value to your patron.

Describe how you sealed your pact with your patron, or pick a random suggestion (if appropriate) from the *Promises* and *Sacrifices* tables.

Placeholder

RENEWING YOUR PACT

If you lose your pact boon artifact, you can spend one point of eldritch favor and perform a 1-hour ceremony to receive a replacement artifact from your patron.

This ceremony can be performed during a short or long rest, and it destroys the previous boon item.

A NEW SEAL

Depending on the circumstances in which you lost your artifact, your patron may demand that you renew your pact with a fresh seal. This may require you to make a new promise or sacrifice.

PROMISES

d100	I will...
01-06	Kill an ancient silver dragon and eat its heart.
07-12	Convert the high priest of Emerset to betray his deity and serve you.
13-18	Visit the realm of Nazirun and burn the sacred Book of Ascension.
19-24	Obey every demand and serve you without question for the next 10 years.
25-30	Serve you forever in death.
31-36	Capture the souls of 1,000 people.
37-42	Get the Queen of Rendeburg to pose for a portrait that I paint.
43-48	Make 1,000 people all sing your name during the Winter Festival.
49-54	Free the Dream Stalker from the depths of the Feywitch Prison.
55-60	Build a temple to you in the capital city.
61-66	Find a way to summon you into this world.
67-72	Let you take possession of my body during the night of the full moon.
73-78	Find and complete the secret puzzle box of Lamenchard's Lament.
79-84	Kill the archon of the cult that opposes you.
85-90	Recruit 1,000 new people into your service.
91-96	Create a new festival in your name that is celebrated in all Seven Kingdoms of Thendrae.

SACRIFICES

d100	I give you...
01-05	My family's vast wealth.
06-10	The memories of my childhood.
11-15	20 years of my remaining lifespan.
16-20	One of my eyes.
21-25	The life of my precious pet.
26-30	The life of an innocent.
31-35	My ability to paint.
36-40	My ability to laugh.
41-45	Two of my fingers.
46-50	My soul.
51-55	My sanity.
56-60	My sense of taste.
61-65	My sense of aesthetics.
66-70	This last copy of a rare, precious book.
71-75	The beating heart of a unicorn.
76-80	My fingernails.
81-85	My ability to write.
86-90	My ability to feel strong emotions.
91-95	My blood (1 pint per day).
96-00	My sense of smell.

Placeholder

CREATING A NEW PACT BOON

To create your own *Pact Boon* (or to convert an existing boon from other sources), follow these steps:

- Pick a Clear Theme:** Summarize your pact request in one word (if possible). For example: curse, destroy, protect, infiltrate, corrupt, control, art, music, immortality, passion, anger, pain, fear, aggression, watercolors, etc.
Use the examples listed in the *Boon Requests* table below as a guide.
- Create a Pact Artifact:** Every pact has one significant item attributed with it—a weapon, a necklace, a book, etc. Choose something that is (a) flavorful and (b) hard to keep concealed all the time.
- Create your Pact Features:** Pact boons grant features at 1st, 3rd, 5th, 7th, and 9th-level.

And that's it, your new pact boon is complete!

BOON REQUESTS

d100	I want...
01-06	To be immortal.
07-12	To be a musical genius.
13-18	To be a renowned artist.
19-24	To my enemies to suffer.
25-30	To obliterate my enemies.
31-36	To protect my friends.
37-42	To be remembered forever.
43-48	Vengeance against those who wronged me.
49-54	To inspire passion.
55-60	To spread terror and fear.
61-66	To hurt people.
67-72	To make the world a better place.
73-78	To know everything there is to know.
79-84	To tell when people are lying.
85-90	To sow chaos and watch the world burn.
91-96	To speak all languages.

Placeholder



PACT OF THE BLADE

You ask your patron for physical power, and you are rewarded with an eldritch weapon.

1 PACT WEAPON

You gain a unique, eldritch weapon from your patron. This weapon is honed and shaped by your own mind—the stronger your intellect, the sharper your blade.

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

PACT WEAPON

Class Feature Warlock Pact of the Blade

You can spend one action to summon your pact weapon into your empty hand. You can choose the form that this weapon takes each time you summon it—a dagger, a sword, a bow, etc—though it must be a form of weapon that you are proficient with.

Your weapon bears the unmistakable mark of your eldritch patron—fiendish red veins, fey vines and flowers, aberrant runes and etchings, etc.

- **Eldritch Strike:** When you attack with this weapon, you can use your Intelligence modifier (instead of Strength or Dexterity) for the attack and damage rolls.
- **Magical Origin:** This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- **Ephemeral:** This weapon disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.
- **Greater Pact Weapon:** Starting at 5th-level, you can attack with your pact weapon twice—instead of once—whenever you take the Attack action on your turn.

Placeholder

3 ASSIMILATE

You can transform a magic weapon into your pact weapon by performing a special, eldritch ritual.

The ritual takes 1 hour, during which you must be holding the weapon. You can then dismiss the weapon, shunting it into an extradimensional space—the weapon appears whenever you summon your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way.

Breaking the Bond: The weapon ceases to be your pact weapon if either (a) you die, (b) you assimilate a different weapon, or (c) you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

5 ELDRITCH BRAND

You are able to mark a creature with your *Eldritch Brand*.

ELDRITCH BRAND

Class Feature Warlock Pact of the Blade

Casting Time: No action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

When you hit a creature with your pact weapon, you may choose to brand the creature and deal an extra 1d6 force damage per your spell slot level.

While the creature is branded, attacks with your pact weapon deal extra force damage to that creature equal to your Intelligence modifier (minimum of 1). The creature also can't benefit from the *Invisible* condition until the mark expires.

You may use this feature a number of times equal to your intelligence modifier, and you recover expended uses when you finish a long rest.

7 TRANSLOCATE

If your pact weapon is within 300 feet of you, you can spend a bonus action to teleport to its location—or to the nearest unoccupied space if that location is occupied.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain expended uses when you finish a long rest.

9 BANISH

You are able to *Banish* a creature to the realm of your patron. You can use this feature once, and you regain expended uses when you finish a long rest.

BANISH

Class Feature Warlock Pact of the Blade

Casting Time: No action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

When you hit a creature with your pact weapon, you deal an extra 5d10 force damage to the creature. If the creature is reduced to 50 hit points or fewer, it is banished to a demiplane controlled by your patron.

While it is banished, the creature must make a Charisma saving throw at the end of each of its turns. If it succeeds—or the duration expires—the creature reappears in the space it left (or in the nearest unoccupied space if that space is occupied). If it fails, the creature instead suffers 1d10 force damage.

If the creature is reduced to 0 hit points while it is banished, it does not return and you regain 1 expended spell slot.



PACT OF THE CHAIN

You ask your patron for the ability to control others, and are rewarded with a bound familiar.

1 CHAINED FAMILIAR

You gain a special trinket from your patron which allows you to summon a familiar and bind it to your will.

CHAIN TRINKET

Class Feature Warlock Pact of the Chain

An eldritch trinket—such as a ring, bracelet, earring, or a diadem. While you are wearing this trinket, you can cast the *Find Familiar* spell as a ritual without spending material components.

Your trinket bears the unmistakable mark of your patron—fiendish red veins, fey vines and flowers, aberrant runes and etchings, etc.

- **Chain Master:** When you take the Attack action, you can forgo one of your own attacks to allow your familiar to spend its reaction and make one attack of its own.
- **I Remember:** This trinket always summons the same familiar—same name, memories, personality, etc—but you may choose its form each time it is summoned.
- **I Serve:** Your familiar has a personality of its own—it may or may not be happy to serve you. But whatever its attitude, the familiar must obey the command of whomever wears the trinket.

Your familiar is shaped by your eldritch whims. At 1st-level, choose one of the *Favored Familiar* options. Your familiar may take the form of any tiny creature that has (a) your chosen creature type and (b) a maximum CR of 1/8. As you gain warlock levels, your familiar can take on more substantial—and powerful—forms.

FAVORED FAMILIARS

- Aberrations and Beasts
- Beasts and Fey
- Beasts and Fiends
- Beasts and Undead

FAMILIAR FORMS

Level	Max. Size	Max. CR	Level	Max. Size	Max. CR
1st	Tiny	1/8	7th	Medium	1
3rd	Small	1/4	9th	Medium	2
5th	Small	1/2	—	—	—

Placeholder

FAMILIAR POWERS

Some familiars may have *extremely* powerful abilities that can be problematic if left unchecked—gibbering mouthers, nothic insight, sea hag death glares, etc.

A familiar can't cast spells nor spawn copies of itself. In addition, the GM may—at their discretion—choose to fuel, limit, or void any ability they consider game-breaking:

- **Fuel:** The familiar's summoner must spend one spell slot each time this ability is used.
- **Limit:** This ability can be used only once, regaining expended uses when the familiar is re-summoned.
- **Void:** The familiar can't use this ability.

3 MUTATIONS

Whenever you summon your familiar, you may choose one of the following mutations:

◇ AIR IS FOR THE LIVING

Your familiar does not need to breathe.

◇ BOUND BY BLOOD

Whenever your familiar is reduced to 0 hit points, you can spend one hit die to reduce your familiar to 1 hit point instead.

◇ FLY MY PRETTY

Your familiar gains a flying speed of 40 feet.

◇ SHARED POWER

If your familiar forces a creature to make a saving throw, it uses your spell save DC.

◇ SILVER CLAWS

Your familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.

◇ UNDER THE SEA

Your familiar gains a swimming speed of 40 feet.

5 FAMILIAR TELEPATH

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence.

While perceiving through your familiar's senses, you can speak through your familiar in your own voice—even if your familiar is normally incapable of speech.

7 MUTATION MASTER

Whenever you summon your familiar, you can choose two mutations to apply to it.

9 CHAIN TYRANT

You can spend your bonus action to command your familiar to make one attack.



PACT OF THE TOME

You ask your patron for forbidden knowledge, and are rewarded with a tome of eldritch secrets.

1 BOOK OF SHADOWS

You gain a book of forbidden knowledge from your patron, granting you more power over the arcane.

Adding Rituals: When you find a ritual spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up).

For each level of the spell, you must spend 2 hours and 50 gp for the rare inks needed to inscribe it.

BOOK OF SHADOWS

Class Feature Warlock Pact of the Tome

An eldritch book of forbidden knowledge. While you are holding your Book of Shadows, you can cast your warlock spells as a ritual if they have the ritual tag.

Your book bears the unmistakable mark of your patron—fiendish red veins, fey vines and flowers, aberrant runes and etchings, etc.

- **Forbidden Cantrip:** Choose one cantrip from any class spell list. While the book is on your person, you can cast that cantrip at will. It doesn't count against your number of cantrips known.
- **Forbidden Ritual:** Choose one 1st-level spell that has the *ritual* tag from any class spell list. The spell appears in the book and doesn't count against the number of spells you know. While the book is in your hand, you can cast that spell as a ritual.

Placeholder

3 FORBIDDEN KNOWLEDGE

Add two additional cantrips and one additional 1st-level spell that has the ritual tag to your *Book of Shadows*. These spells can be from any class spell list (and needn't be from the same list).

Placeholder

5 PAGE OF ELDRITCH POWER

A new page appears in your *Book of Shadows*—a page of eldritch power. Choose a power from the options below.

Adding Names: A creature may spend an action to write its true name on the page. The page can contain a number of names equal to your Intelligence modifier (minimum of 1)—additional names (or false names) written on the page will fade after one minute.

Removing Names: When you finish a long rest, you may touch one page of power from your *Book of Shadows* and magically erase any names of your choice.

Destroying the Page: The page naturally heals any damage to it. If the page is torn out of the book, that page turns to ash and a new one appears in the book—exactly as it was.

◇ MIND PALACE

You can cast the *Sending* spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and—if the target replies—their message appears on the page rather than in your mind. The writing disappears after 1 minute.

The Patron Knows All: Your patron is fully aware of any message sent or received by your *Book of Shadows*.

◇ DEATHLY NOTE

When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead.

Once this magic is triggered, no creature can benefit from it until you finish a long rest.

The Patron's Price: If a creature dies while their name is written on the page, their soul is claimed by your patron and you regain one expended spell slot.

Placeholder

7 FOCUSED MIND

While you are holding your *Book of Shadows*, you have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

9 ARCHIVIST

Your *Book of Shadows* gains another page of eldritch power. Choose a power—you may take the same option multiple times if you wish.

Placeholder



PACT OF THE WAND

You ask your patron for the power to destroy, and are rewarded with an eldritch wand of devastation.

1 WAND OF DEVASTATION

You gain a sinister wand from your patron through which you can harness their limitless, destructive power.

While you are holding your pact wand, you can cast the *Eldritch Blast* cantrip at will.

WAND OF DEVASTATION

Class Feature Warlock Pact of the Wand

A wand of eldritch power. This wand crackles with strange energy and is unmistakably *otherworldly* in origin, bearing all the hallmarks of your patron—fiendish red veins, fey vines and flowers, aberrant runes and etchings, etc.

ELDRITCH BLAST

Class Feature Warlock Pact of the Wand

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

- **Greater Eldritch Blast:** Starting at 3rd-level, once per turn when you hit a creature with eldritch blast, you can add your Intelligence modifier to the damage.
- **Superior Eldritch Blast:** (5th-level) You can choose to attack two separate targets. Make a separate attack roll for each target.

3 WAND POWERS

Choose one of the following wand powers. Whenever you finish a long rest, you may change your wand powers.

◇ CHILLING BLAST

Once per turn, when you hit a creature with eldritch blast, you can chill it. That creature's speed is reduced by 10 feet (to a minimum of 5 feet) until the end of its next turn.

◇ DECAYING BLAST

Once per turn, when you hit a creature with eldritch blast, you can leave a lingering decay. That creature can't regain hit points until the end of your next turn.

◇ GRASPING BLAST

Once per turn, when you hit a creature with eldritch blast, you can pull the creature 10 feet towards you in a straight line.

◇ MARKING BLAST

Once per turn, when you hit a creature with eldritch blast, you can mark it with glowing energy. Until the end of your next turn, that creature can't benefit from the *invisible* condition.

◇ REPELLING BLAST

Once per turn, when you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

◇ SEEKING BLAST

Once per turn, when you attack a creature with eldritch blast, you can ignore the effects of half and three-quarters cover.

◇ SHOCKING BLAST

Once per turn, when you hit a creature with eldritch blast, you can shock it. That creature can't take reactions until the end of its next turn.

5 GREATER DEVASTATION

Choose one additional wand power.

7 DESTRUCTION

While you are holding the wand, you can spend an action to cast *Destruction* as a 5th-level spell.

You can use this feature once, and you regain expended uses when you finish a long rest.

DESTRUCTION

Class Feature Warlock Pact of the Wand

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Scattering beams of destructive force erupt from your wand. Each creature in a 60 foot cone must make a Dexterity saving throw. A creature takes 8d6 force damage on a failed save, or half as much damage on a successful one.

Any creature that is reduced to 0 hit points by this spell is disintegrated.

9 DISINTEGRATION

While you are holding the wand, you can spend an action to cast *Disintegrate* as a 6th-level spell.

You can use this feature once, and you regain expended uses when you finish a long rest.

Placeholder

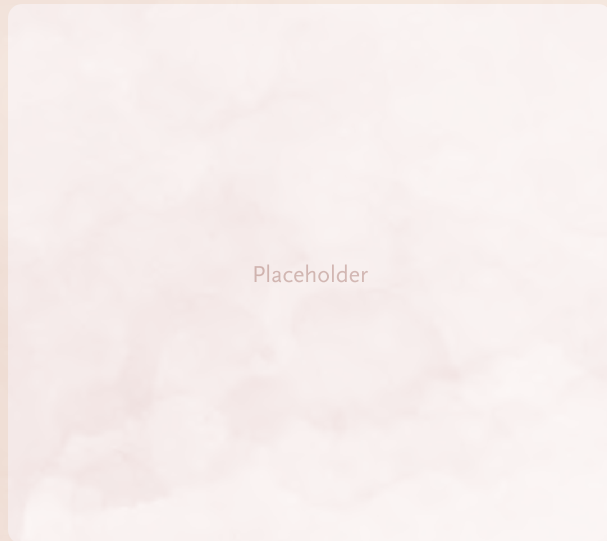


ELDRITCH INVOCATIONS

AS YOUR CONNECTION WITH YOUR PATRON GROWS stronger, you are shaped—and reshaped—by eldritch power. With eldritch invocations, you can master unique spells and new, passive abilities.

CHOOSE INVOCATIONS

When you gain certain warlock levels, you are rewarded with eldritch invocations of your choice—as shown in the *Invocations Known* column of the Class Features (Warlock) table.

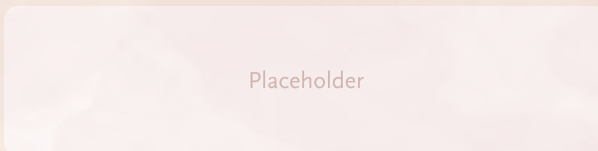


CREATING AN INVOCATION

If you need to create a custom invocation—for example, to better suit a specific character trait, story arc, or otherworldly patron—consider the following guidelines:

INVOCATION GUIDELINES

Min. Level	Guidelines
2nd	<ul style="list-style-type: none">• Cast a 1st-level spell at will (as a 1st-level spell), without expending a spell slot or material components.• Gain proficiency in two skills.• Gain a unique, character-changing passive feature.
5th	<ul style="list-style-type: none">• Cast a 3rd-level spell once per long rest without expending a spell slot or material components.
7th	<ul style="list-style-type: none">• Cast a 2nd-level spell at will (as a 2nd-level spell), without expending a spell slot or material components.• Cast a 4th-level spell once per long rest without expending a spell slot or material components.
9th	<ul style="list-style-type: none">• Cast a 3rd-level spell at will (as a 3rd-level spell), without expending a spell slot or material components.• Cast a 5th-level spell once per long rest without expending a spell slot or material components.



GUIDELINES

Spells are not always equal in power or utility. When using the above guidelines, make sure to compare your new invocation with other invocations within the same tier—adjust your new invocation accordingly.



COMMON INVOCATIONS

These invocations are available to all warlocks, regardless of patron (unless your patron would specify otherwise).

2 2ND-LEVEL INVOCATIONS

Starting at 2nd-level, you can master these invocations.

◇ ARMOR OF SHADOWS

You can cast *Mage Armor* on yourself at will, without expending a spell slot or material components.

◇ BEAST SPEECH

You can cast *Speak with Animals* at will, without expending a spell slot.

◇ BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills.

◇ DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

◇ ELDRITCH SIGHT

You can cast *Detect Magic* at will, without expending a spell slot.

◇ EYES OF THE RUNE KEEPER

You can read all writing.

◇ FIENDISH VIGOR

You can cast *False Life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

◇ GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through that creature's senses until the end of your next turn.

As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

◇ MASK OF MANY FACES

You can cast *Disguise Self* at will, without expending a spell slot.

◇ MISTY VISIONS

You can cast *Silent Image* at will, without expending a spell slot or material components.

◇ OTHERWORLDLY LEAP

You can cast *Jump* on yourself at will, without expending a spell slot or material components.

◇ THIEF OF FIVE FATES

You can cast *Bane* without expending a spell slot. You can't do so again until you finish a long rest.

5 5TH-LEVEL INVOCATIONS

Starting at 5th-level, you can master these invocations.

◇ MIRE THE MIND

You can cast *Slow* without expending a spell slot. You can't do so again until you finish a long rest.

◇ ONE WITH SHADOWS

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

◇ SIGN OF ILL OMEN

You can cast *Bestow Curse* without expending a spell slot. You can't do so again until you finish a long rest.

7 7TH-LEVEL INVOCATIONS

Starting at 7th-level, you can master these invocations.

◇ BEWITCHING WHISPERS

You can cast *Compulsion* without expending a spell slot. You can't do so again until you finish a long rest.

◇ DREADFUL WORD

You can cast *Confusion* without expending a spell slot. You can't do so again until you finish a long rest.

◇ SCULPTOR OF FLESH

You can cast *Polymorph* without expending a spell slot. You can't do so again until you finish a long rest.

9 9TH-LEVEL INVOCATIONS

Starting at 9th-level, you can master these invocations.

◇ ASCENDANT STEP

You can cast *Levitate* on yourself at will, without expending a spell slot or material components.

◇ MINIONS OF CHAOS

You can cast *Conjure Elemental* without expending a spell slot. You can't do so again until you finish a long rest.

◇ WHISPERS OF THE GRAVE

You can cast *Speak with Dead* at will, without expending a spell slot.



Placeholder

VARIANT DIALS

IF YOU WANT TO ADJUST THE WARLOCK CLASS TO better suit your own campaign and playstyle, then consider these variant dials.

CHARISMA SPELLCASTING

This supplement uses *Intelligence* as the primary spellcasting attribute for the warlock. However, if you wish to use *Charisma* as your primary attribute:

- Replace any reference to your Intelligence/INT modifier with your Charisma/CHA modifier.
- You gain proficiency with Charisma saving throws instead of Intelligence saving throws.

ELDRITCH BLASTING

This supplement removes the RAW eldritch blast spell, replacing it with a new variant gained through the newly-added Pact of the Wand.

If you want to continue using the RAW form of eldritch blast in your campaign, however, you may:

1. Add the *Eldritch Blast* cantrip to the warlock spell list.
2. Restore the *Eldritch Blast* themed invocations.
3. Remove *Pact of the Wand*.

NO DEMANDS OR FAVOR

If you don't want patrons to have a mechanical influence over your player's roleplaying choices, you may remove demands, transgressions, and eldritch favor.

Instead, handle any interaction between your players and their patrons as you normally would.

MULTICLASSING

If your campaign supports multiclassing, apply these modifiers to use the warlock as a multiclass option:

- **Minimum Requirement:** Intelligence 13.
- **Proficiencies:** Light armor, simple weapons.
- **Pact Boon:** Choose your pact boon at 3rd-level, not 1st-level.

Placeholder

SHORT REST RECOVERY

This supplement emphasizes taking *long rests* as a primary recovery mechanic. But if you want to put more focus on taking short rests for your warlock, use this alternative class table.

CLASS FEATURES

Warlock Short Rest Recovery

Level	Spell Slots	Level	Spell Slots
1st	1	6th	2
2nd	2	7th	2
3rd	2	8th	2
4th	2	9th	2
5th	2	10th	2

PART 12

The Wizard

36 The Wizard p120
Be a wondrous wizard.

37 Arcane Traditions p128
Choose your own Arcane Tradition.

38 Variant Dials p130
Customise the wizard with variant options.





36

THE WIZARD

CLASS FEATURES

Wizard

Level	Proficiency Bonus	Cantrips Known	Spell Slots					Features
			1st	2nd	3rd	4th	5th	
1st	+2	3	2	—	—	—	—	Spellscript, Spellcasting, Arcane Tradition
2nd	+2	3	3	—	—	—	—	Arcane Recovery
3rd	+2	3	4	2	—	—	—	Arcane Tradition Features, Spell Research
4th	+2	4	4	3	—	—	—	Ability Score Improvement
5th	+3	4	4	3	2	—	—	—
6th	+3	4	4	3	3	—	—	Arcane Tradition Features, Spellscrip Savant
7th	+3	4	4	3	3	1	—	—
8th	+3	4	4	3	3	2	—	Greater Ability Score Improvement
9th	+4	4	4	3	3	3	1	—
10th	+4	5	4	3	3	3	2	Arcane Tradition Features, Signature Spell

HIT POINTS

- **Hit Dice:** 1d6 per wizard level.
- **Hit Points (1st-level):** 6 + your Constitution modifier.
- **Hit Points (Higher Levels):** 1d6 (or 4) + your Constitution modifier per wizard level after 1st.

PROFICIENCIES

- **Armor:** None.
- **Weapons:** Daggers, darts, slings, quarterstaves, light crossbows.
- **Tools:** None.
- **Saving Throws:** Intelligence, Wisdom.
- **Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion.

EQUIPMENT

Choose one of the following equipment options—*preset* or *custom*. You gain these items in addition to any other gear you might have (such as from your background):

A. PRESET EQUIPMENT

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

B. CUSTOM EQUIPMENT

You gain a spellbook and 2d4 x 10 gold pieces (or 50 gp). You may spend some or all of this gold to purchase your own equipment.



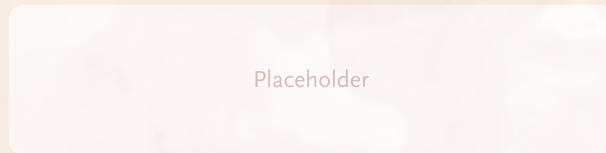
CLASS FEATURES

As a wizard, you gain access to the following features.

1 SPELLSCRIPT

You can read and write *Spellscrip*t, an academic language of glyphs, symbols, and notations used by wizards to record arcane knowledge and spells.

See the *Spellscrip*t section (p125) for more details about this feature.



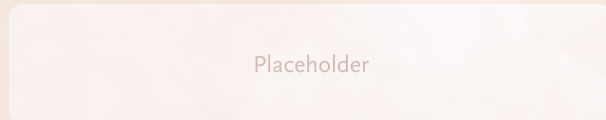
1 SPELLCASTING

You gain the ability to cast magic spells through careful study of spellbooks, glyphs, and arcane sigils.

SPELLBOOK

At 1st-level, you have a spellbook into which you can record your known spells and arcane research.

See the *Spellbook* section (p126) for more details about your spellbook.



CANTRIPS

At 1st-level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the *Cantrips Known* column of the Class Features (Wizard) table.

Memorable: Cantrips are simple enough for you to memorize—they don't need to be recorded or prepared.

Replacing Known Cantrips: When you gain a wizard level, you can choose one of the wizard cantrips you know and replace it with a different cantrip from the wizard spell list.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 1st-level, you know six 1st-level spells of your choice from the wizard spell list. Write these into your spellbook.

Recorded Knowledge: Spells of 1st-level and higher are too complicated to be memorized by mortal minds—write these spells into your spellbook to keep them recorded.

Learning New Spells: Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown in the Class Features (Wizard) table.

In addition, you may find other wizard spells—such as on scrolls and in spellbooks—on your adventures. If you can decipher their spellscrip, you may be able to write them into your own spellbook.

PREPARING SPELLS

You must prepare the list of wizard spells that you can cast, choosing from your list of recorded wizard spells.

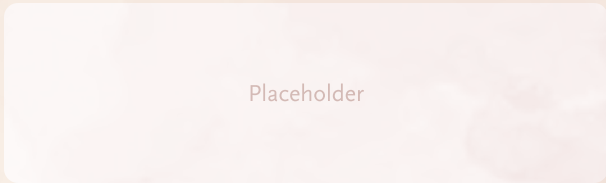
Preparing Your Spell List: Choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell).

Prepared spells must be of a level for which you have spell slots, and you must be able to access the spells in your spellbook as you're preparing them.

Changing Your Prepared Spells: You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time: at least 1 minute per spell level for each spell on your list.

PREPARING SPELLS

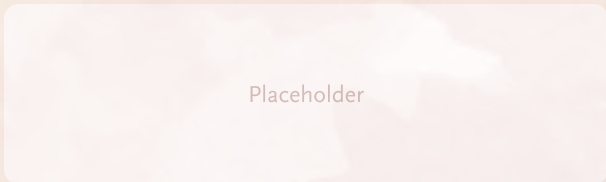
Number of Spells: your Intelligence modifier + your wizard level (minimum of one spell)



CASTING SPELLS

The Class Features (Wizard) table shows how many spell slots you have to cast your prepared wizard spells of 1st-level and higher.

To cast one of your prepared spells, you must expend a slot of the spell's level or higher. Casting a spell doesn't remove it from your list of prepared spells, and you regain all expended spell slots when you finish a long rest.



SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells. Use your Intelligence modifier to set the saving throw DC or attack modifier for any wizard spell you cast.

SPELLCASTING ABILITY

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 as a ritual if (a) the spell has the ritual tag and (b) you have access to the spell in your spellbook. You don't need to have a spell prepared first to cast it as a ritual.

SPELLCASTING FOCUS

You can use your spellbook or an arcane focus as a spellcasting focus for your wizard spells.

ARCANE VERSATILITY

When you finish a long rest, you can choose one of the wizard cantrips you know and replace it with a different cantrip from the wizard spell list.

1 ARCANE TRADITION

Choose an *Arcane Tradition*. You gain features from your Arcane Tradition at 1st, 3rd, 6th, and 10th-level.

FAVORED & CLASHING MAGIC

Magic spells are categorized into eight traditional schools of arcane power. As you begin to train in your Arcane Tradition, some of these schools become easier—or more difficult—for you to learn and master.

At 1st-level, you gain one *Favored* and one *Clashing* school of magic from your Arcane Tradition, with an associated feature for each.

2 ARCANE RECOVERY

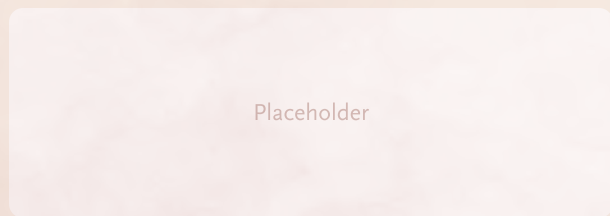
When you finish a short rest, you can recover some expended spell slots by studying your spellbook. The spell slots must have a combined level equal to or less than half your wizard level (rounded up), and none of the slots can be 6th-level or higher.

You can use this feature once, and you regain expended uses when you finish a long rest.

3 SPELL RESEARCH

As a student of the arcane, you are able to learn new wizard spells in your downtime through careful study, research, and experimentation.

See the *Spell Research* section (p127) for more details about this feature.



SCHOOLS OF MAGIC

There are eight traditional schools of arcane magic:

- **Abjuration:** Block, banish, and protect.
- **Conjuration:** Summon things from other planes.
- **Divination:** Understand the past, present and future.
- **Enchantment:** Entrance and beguile.
- **Evocation:** Damage and destroy.
- **Illusion:** Deceive and trick the senses.
- **Necromancy:** Corrupt, curse, and control death.
- **Transmutation:** Change energy and matter.

4 ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by +2, or two ability scores of your choice by +1. You can't increase an ability score above 20 using this feature.

Greater Ability Score Improvement: At 8th-level, you gain another ability score improvement.

6 SPELLSCRIPT SAVANT

You have learned a new technique to improve the quality of your spellscript and spell writing. Choose one of the options listed below.

Greater Spellscript Savant: At 8th-level, choose an additional feature. You can't choose the same feature more than once unless specified otherwise.

◇ COMPRESSION

You have learned how to use notations more efficiently in your writing. When you write spellscript, you can spend one additional hour per spell level to compress your text.

Compressed spellscript takes up half as much physical space as it normally would (rounded up) and—when calculating your spellbook's *magical capacity*—counts as half its normal spell level (rounded up).

◇ ENCRYPTION

You can encrypt your spellscript, making it impossible for other wizards to decipher without your personal cypher.

When writing new spellscript, you can spend 1 additional hour per spell level to encrypt your text.

Decryption: You can't prepare a spell by reading from encrypted spellscript—you must read from a decrypted copy. It takes 1 additional hour per spell level to decipher your own encrypted text.

Physical Cypher: The cypher for your encryption is a set of arcane codes and substitutions too complicated to memorize—it must be written down somewhere, and you must be able to access it when encrypting or decrypting your spellscript.

◇ POTENT GLYPHS

You have learned how to use cost-effective notations when writing spellscript. Spells count as one level lower than normal when calculating how much gold you must spend to write them.

You can choose this option multiple times.

◇ SHORTHAND

You have learned how to read and write in arcane shorthand. You can write spellscript, decipher spellscript, and prepare spells in half the usual time (rounded up).

10 SIGNATURE SPELL

Choose one 1st-level wizard spell from your spellbook to be your *Signature Spell*. While your signature spell is prepared, you may cast it as 1st-level spell without expending a spell slot.

You can do this a number of times equal to your Intelligence modifier, and you regain expended uses when you finish a long rest.

SPELL LIST

Class Feature Wizard

CANTRIPS

01-04	Acid Splash	
05-08	Blade Ward	
09-12	Chill Touch	
13-16	Control Flames	XGtE
17-20	Create Bonfire	XGtE
21-24	Dancing Lights	
25-28	Fire Bolt	
29-32	Friends	
33-36	Frostbite	XGtE
37-40	Gust	XGtE
41-44	Infestation	XGtE
45-48	Light	
49-52	Mage Hand	
53-56	Mending	
57-60	Message	
61-64	Minor Illusion	
65-68	Mold Earth	XGtE
69-72	Poison Spray	
73-76	Prestidigitation	
77-80	Ray of Frost	
81-84	Shocking Grasp	
85-88	Thunderclap	XGtE
89-92	Toll the Dead	XGtE
93-96	True Strike	

1ST-LEVEL

01-02	Absorb Elements	XGtE
03-04	Alarm	
05-06	Burning Hands	
07-08	Catapult	XGtE
09-10	Cause Fear	XGtE
11-12	Charm Person	
13-14	Chromatic Orb	
15-16	Color Spray	
17-18	Comprehend Languages	
19-20	Detect Magic	
21-22	Disguise Self	
23-24	Earth Tremor	XGtE
25-26	Expeditious Retreat	
27-28	False Life	
29-30	Feather Fall	
31-32	Find Familiar	
33-34	Fog Cloud	
35-36	Grease	
37-38	Ice Knife	XGtE
39-40	Identify	
41-42	Illusory Script	
43-44	Jump	
45-46	Longstrider	
47-48	Mage Armor	
49-50	Magic Missile	
51-52	Protection from Evil and Good	
53-54	Ray of Sickness	
55-56	Shield	
57-58	Silent Image	

59-60	Sleep	
61-62	Snare	XGtE
63-64	Tasha's Hideous Laughter	
65-66	Tenser's Floating Disk	
67-68	Thunderwave	
69-70	Unseen Servant	
71-72	Witch Bolt	

2ND-LEVEL

01-02	Aganazzar's Scorcher	XGtE
03-04	Alter Self	
05-06	Arcane Lock	
07-08	Augury	
09-10	Blindness/Deafness	
11-12	Blur	
13-14	Cloud of Daggers	
15-16	Continual Flame	
17-18	Crown of Madness	
19-20	Darkness	
21-22	Darkvision	
23-24	Detect Thoughts	
25-26	Dragon's Breath	XGtE
27-28	Dust Devil	XGtE
29-30	Earthbind	XGtE
31-32	Enhance Ability	
33-34	Enlarge/Reduce	
35-36	Flaming Sphere	
37-38	Gentle Repose	
39-40	Gust of Wind	
41-42	Hold Person	
43-44	Invisibility	
45-46	Knock	
47-48	Levitate	
49-50	Locate Object	
51-52	Magic Mouth	
53-54	Magic Weapon	
55-56	Maximilian's Earthen Grasp	XGtE
57-58	Melf's Acid Arrow	
59-60	Mind Spike	XGtE
61-62	Mirror Image	
63-64	Misty Step	
65-66	Nystul's Magic Aura	
67-68	Phantasmal Force	
69-70	Pyrotechnics	XGtE
71-72	Ray of Enfeeblement	
73-74	Rope Trick	
75-76	Scorching Ray	
77-78	See Invisibility	
79-80	Shadow Blade	XGtE
81-82	Shatter	
83-84	Skywrite	XGtE
85-86	Snilloc's Snowball Swarm	XGtE
87-88	Spider Climb	
89-90	Suggestion	
91-92	Warding Wind	XGtE
93-94	Web	

3RD-LEVEL

01-02	Animate Dead	
03-04	Bestow Curse	
05-06	Blink	
07-08	Catnap	XGtE
09-10	Clairvoyance	
11-12	Counterspell	
13-14	Dispell Magic	
15-16	Enemies Abound	XGtE
17-18	Erupting Earth	XGtE
19-20	Fear	
21-22	Feign Death	
23-24	Fireball	
25-26	Flame Arrows	XGtE
27-28	Fly	
29-30	Gaseous Form	
31-32	Glyph of Warding	
33-34	Haste	
35-36	Hypnotic Pattern	
37-38	Leomund's Tiny Hut	
39-40	Life Transference	XGtE
41-42	Lightning Bolt	
43-44	Magic Circle	
45-46	Major Image	
47-48	Melf's Minute Meteors	XGtE
49-50	Nondetection	
51-52	Phantom Steed	
53-54	Protection from Energy	
55-56	Remove Curse	
57-58	Sending	
59-60	Sleet Storm	
61-62	Slow	
63-64	Speak with Dead	
65-66	Stinking Cloud	
67-68	Summon Lesser Demons	XGtE
69-70	Thunder Step	XGtE
71-72	Tidal Wave	XGtE
73-74	Tiny Servant	XGtE
75-76	Tongues	
77-78	Vampiric Touch	
79-80	Wall of Sand	XGtE
81-82	Wall of Water	XGtE
83-84	Water Breathing	

4TH-LEVEL

01-03	Arcane Eye	
04-06	Banishment	
07-09	Blight	
10-12	Charm Monster	XGtE
13-15	Confusion	
16-18	Conjure Minor Elementals	
19-21	Control Water	
22-24	Dimension Door	
25-27	Divination	
28-30	Elemental Bane	XGtE
31-33	Evard's Black Tentacles	

SPELL LIST

Class Feature Wizard

		5TH-LEVEL			
34-36	Fabricate			40-41	Negative Energy Flood XGtE
37-39	Fire Shield			42-43	Passwall
40-42	Greater Invisibility	01-02	Animate Objects	44-45	Planar Binding
43-45	Hallucinatory Terrain	03-04	Bigby's Hand	46-47	Rary's Telepathic Bond
46-48	Ice Storm	05-06	Cloudkill	48-49	Scrying
49-51	Leomund's Secret Chest	07-08	Cone of Cold	50-51	Seeming
52-54	Locate Creature	09-10	Conjure Elemental	52-53	Skill Empowerment XGtE
55-57	Mordenkainen's Faithful Hound	11-12	Contact Other Plane	54-55	Steel Wind Strike XGtE
58-60	Mordenkainen's Private Sanctum	13-14	Creation	56-57	Synaptic Static XGtE
61-63	Otiluke's Resilient Sphere	15-16	Danse Macabre XGtE	58-59	Telekinesis
64-66	Phantasmal Killer	17-18	Dawn XGtE	60-61	Teleportation Circle
67-69	Polymorph	19-20	Dominate Person	62-63	Transmute Rock XGtE
70-72	Sickenening Radiance XGtE	21-22	Dream	64-65	Wall of Force
73-75	Stone Shape	23-24	Enervation XGtE	66-67	Wall of Light XGtE
76-78	Stoneskin	25-26	Far Step XGtE	68-69	Wall of Stone
79-81	Storm Sphere XGtE	27-28	Geas	—	—
82-84	Summon Greater Demon XGtE	29-30	Hold Monster	—	—
85-87	Vitriolic Sphere XGtE	31-32	Immolation XGtE	—	—
88-90	Wall of Fire	33-34	Infernal Calling XGtE	—	—
91-93	Watery Sphere XGtE	35-36	Legend Lore	—	—
		37-38	Mislead	—	—
		39-40	Modify Memory	—	—



Placeholder



SPELLSCRIPT

Spellscript is an academic language of runes, glyphs, and sigils used to transcribe spells and arcane knowledge. Wizard spells and scrolls are almost always written in spellscript—it is the common tongue of the arcane.

Perhaps you were trained by a mentor, or you taught yourself through careful study of spellbooks, or a strange force burned magical words into your mind—whatever your background, spellscript is your key to arcane power.

YOUR WRITING DIALECT

Though the basic principles of spellscript are well understood, every wizard instinctively develops their own coded *dialect* which reflects their individual tastes and writing style—spellscript is as much art as it is science.

Choose your dialect from the *Spellscript Dialect* table below, or define your own style:

SPELLSCRIPT DIALECT			
d10	Handwriting	Vocabulary	Framework
1	Block	Casual	Abstract
2	Bold	Chatty	Aberrant
3	Cramped	Concise	Celestial
4	Fine	Direct	Common
5	Messy	Elaborate	Diagramatic
6	Slanted	Formal	Draconic
7	Spidery	Obtuse	Dwarvish
8	Tidy	Opinionated	Elvish
9	Wide	Rambling	Infernal
10	Wild	Vague	Mathematical



SPELLPAPER

Spellscript can only be written onto a magical surface—otherwise it begins to blur, fade, and then vanish after 1 minute. For this reason, wizards like to record their spells on specially-crafted *spellpaper* and bind sheets together into large, magical *spellbooks*.

Magical Capacity: One sheet of spellpaper can hold up to one spell level of magic power. A 1st-level spell, for example, can be written on one sheet of spellpaper—a 5th-level spell, however, requires five sheets.

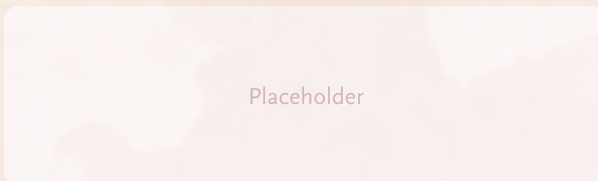
Crafting Spellpaper: If you are trained in arcana and calligraphy tools, you can transmute a normal sheet of paper into spellpaper. It takes 1 hour to infuse a sheet of paper with 0.5 gp of arcane dust. Any content on the paper remains intact during this process.

SPELLPAPER

Class Feature Wizard

A sheet of magical spellpaper. This paper is used to record magical spells and arcane knowledge.

- **Detectable:** Spellpaper has a magical aura and can be detected by arcane senses (such as the *Detect Magic* spell).



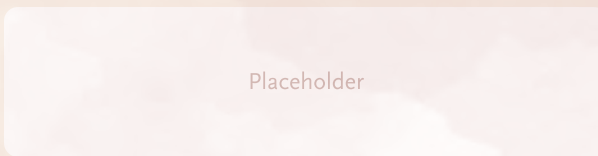
WRITING SPELLSCRIPT

Once you have some spellpaper, it's time to start writing. As a wizard, you are typically using spellscript to write something new or make a copy of an existing spell.

WRITING SOMETHING NEW

There are times where you are struck by inspiration and want to write something new—researching a new spell, sharing arcane knowledge with another wizard, recording your own magical discovery, etc.

You must spend 1 hour and 10 gp per spell level (to a minimum of 1 hour and 0 gp) to successfully write your own original spellscript.

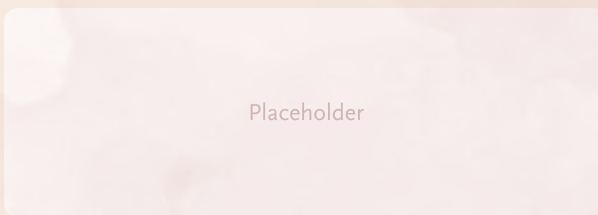


MAKING A COPY

Sometimes you want to make a written copy of a spell or a piece of spellscript writing—copying a spell from a magic scroll, deciphering an enemy's spellbook, recording some magic runes from an ancient ruin, duplicating your own spellbook, etc.

The time needed to do this depends the author of the original material and their *dialect* of spellscript.

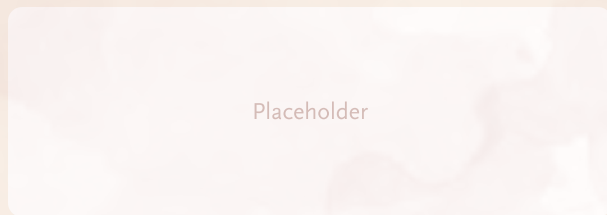
- **I wrote the original:** you must spend 1 hour and 10 gp per spell level (to a minimum of 1 hour and 0 gp) to successfully write the copied spellscript.
- **Someone else wrote the original:** you must spend 2 hours and 50 gp per spell level (to a minimum of 1 hour and 0 gp) to successfully write the copied spellscript.





SPELLBOOKS

No self-respecting wizard is a wizard for long without a spellbook of their very own—a priceless tome in which to record spells and arcane knowledge.



YOUR SPELLBOOK

Your spellbook is a unique tome with its own decorative flourishes and margin notes.

It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Choose a description from the table below, or define your own appearance:

SPELLBOOK APPEARANCE

d10	Cover	Pages	Style
1	Bone	Cheap	Aberrant
2	Clay	Fine	Celestial
3	Cloth	Inky	Common
4	Fur	Lined	Draconic
5	Leather	Mottled	Dwarven
6	Metal	Odorous	Elven
7	Paper	Scrappy	Ethereal
8	Plant	Slippery	Fey
9	Skin	Textured	Infernal
10	Wood	Thick	Orcish

MAGICAL CAPACITY

Magical writing is inherently powerful, and stacking multiple spells together in close proximity—such as in a spellbook—can have unpredictable consequences.

A single spellbook can safely hold up to 50 spell levels worth of spells and arcane knowledge.

Capacity Burnout: If your spellbook capacity is exceeded, your spellbook will purge itself and erase content at random until balance is restored.



SPELLBOOK

Class Feature Wizard

A leather-bound tome with 50 blank vellum pages and 50 spellpaper pages. The pages are mottled and the cover glimmers with an ethereal light. This book can be used to record magical spells and arcane knowledge.

- **Detectable:** This book has a magical aura and can be detected by arcane senses (such as the *Detect Magic* spell).
- **Capacity:** This book can hold a total of 50 spell levels worth of spells and arcane knowledge.
- **Volatile:** If this book is carelessly destroyed, roll 1d100—if the result is lower than or equal to the total number of recorded spell levels, it explodes with arcane force.

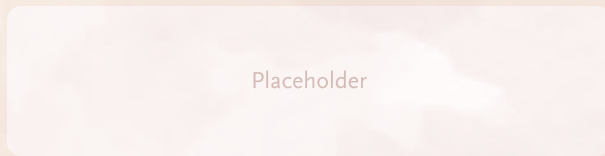
VOLATILE POWER

Spellbooks contain powerful magical writing that can be very unstable when handled improperly. If a spellbook is destroyed without proper caution—such as by being incinerated—it may erupt with magical force.

Roll a d100—if the result is equal to or less than the total number of spell levels recorded in the book, it explodes. Each creature within 30 ft must make a Constitution saving throw:

If the creature fails: it suffers 1d12 force damage, plus an additional 1d12 force damage for every 10 spell levels contained in the spellbook.

If the creature succeeds: it takes half as much damage.

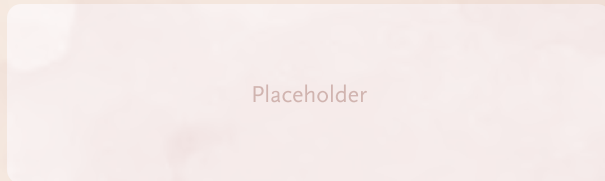


MAKING A NEW SPELLBOOK

As a wizard, you may be required to make a new spellbook for yourself—to replace a lost book, to expand your magical capacity, or to use as a backup copy of an existing spellbook.

Crafting a Spellbook: If you are trained in arcana and calligraphy tools, you can create a new spellbook by infusing a normal book with 25 gp worth of arcane dust. This requires 1 day of dedicated effort and attention, and the process turns 50 pages of the book into spellpaper.

Alternatively—if you have 50 sheets of spellpaper—you can bind them together in an appropriate fashion to create your spellbook.

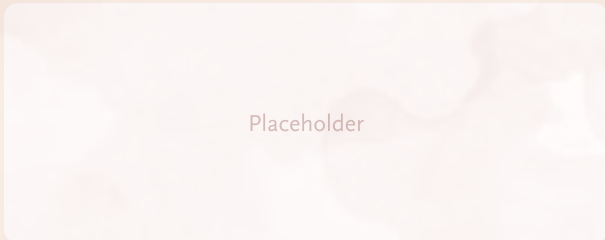




SPELL RESEARCH

As a student of the arcane, you are able to learn new wizard spells through careful study, research, and magical—oftentimes *dangerous*—experimentation.

Spend your downtime running experiments and expand your spellbook with new arcane knowledge.



PERFORMING RESEARCH

A wizard knows that to learn, you must study—and that means *experiments*. To perform some arcane research, there are four basic steps:

- 1. Define your Research Topic:** Choose a spell from the wizard spell list that you want to learn. The spell must be of a level that you have spell slots for.

The difficulty of your research is DC 5 + five times the spell level of your target spell.

- 2. Setup your Laboratory:** Assemble your research equipment and laboratory. At a bare minimum, you need access to your spellbook, inks, magical components, and some privacy.

For every additional 100 gp you spend setting up your research—hiring assistants, buying components, renting equipment, etc—you gain a +1 bonus to your *Research Check* (limited to half your wizard level, rounded up) for the current workweek.

- 3. Make a Research Check:** Once you have everything set up, you can start to run your experiments.

After one workweek has passed, make an Intelligence (Arcana) check and see the results using the *Spell Research Outcomes* table.

- 4. Make a Complication Check:** Finally, roll 1d10—if you roll less than or equal to the spell level of your research, there was a complication. Make a roll on the *Spell Research Complications* table.

Once your research is resolved, you may choose to run another experiment—if there is downtime to spare.

RESEARCH CREDITS

During your experiments and adventures, you may find research notes made by other wizards. These *research credits* can help you during your studies.

When you make a research check, you can spend one research credit to add +2d4 to the result. For every additional research credit you spend, you gain a +1 bonus to the total result.

Greater Researcher: Starting at 8th-level, the research you gain from your first research credit increases from +2d4 to +2d6.

SPELL RESEARCH

Research DC: 5 + (spell level x 5)

Check: 1d20 + your Intelligence (Arcana) modifier

SPELL RESEARCH OUTCOMES

Result	Outcome
-10 or lower	Critical Failure: Your research causes an immediate, automatic complication. Roll on the <i>Spell Research Complications</i> table, resolve it, and then make a Complication Check as normal.
-5 to -9	No Progress: No effect.
-1 to -4	So Close: Gain a <i>research credit</i> .
+0 to +9	Success: Your research was successful. Spend 50 gp per spell level to record your new spell in your spellbook.
+10 or more	Critical Success: Your research was <i>very</i> successful. Spend 20 gp per spell level to record your new spell in your spellbook.

SPELL RESEARCH COMPLICATIONS

d10	Complication										
1-2	Destruction: There was a small fire and you accidentally singed your spellbook—lose one random spell from your spellbook (or the spellbook itself if you have no spells to lose).										
3-5	Noticed: Your experiments have drawn unwanted attention from someone or something who will make your life more difficult, such as: <table border="0" style="margin-left: 20px;"> <tr> <td>1. A demon.</td> <td>6. A wild monster.</td> </tr> <tr> <td>2. A higher power.</td> <td>7. A rival wizard.</td> </tr> <tr> <td>3. A noble of the land.</td> <td>8. A zealous cleric.</td> </tr> <tr> <td>4. A thief.</td> <td>9. A furious druid.</td> </tr> <tr> <td>5. A mage hunter.</td> <td>10. An angry mob.</td> </tr> </table>	1. A demon.	6. A wild monster.	2. A higher power.	7. A rival wizard.	3. A noble of the land.	8. A zealous cleric.	4. A thief.	9. A furious druid.	5. A mage hunter.	10. An angry mob.
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5-8	Backfire: An experiment backfired—you now suffer from a magical affliction. For example: <table border="0" style="margin-left: 20px;"> <tr><td>1. You have turned yourself into a frog.</td></tr> <tr><td>2. Your skin turns a random color.</td></tr> <tr><td>3. All of your hair falls out.</td></tr> <tr><td>4. Your teeth turn sharp and black.</td></tr> <tr><td>5. Your head swells to twice its normal size.</td></tr> <tr><td>6. You periodically vomit up living slugs.</td></tr> <tr><td>7. Anything you touch turns red for 1 hour.</td></tr> <tr><td>8. Your body grows a thick layer of animal fur.</td></tr> <tr><td>9. Your hands are turned into crab-like pincers.</td></tr> <tr><td>10. Words you speak are reversed.</td></tr> </table>	1. You have turned yourself into a frog.	2. Your skin turns a random color.	3. All of your hair falls out.	4. Your teeth turn sharp and black.	5. Your head swells to twice its normal size.	6. You periodically vomit up living slugs.	7. Anything you touch turns red for 1 hour.	8. Your body grows a thick layer of animal fur.	9. Your hands are turned into crab-like pincers.	10. Words you speak are reversed.
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9. Your hands are turned into crab-like pincers.											
10. Words you speak are reversed.											
8-10	Accident: Your research has caused an accident—you owe 1d10 x 10 gp per spell level to cover the damages.										





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ARCANE TRADITIONS

YOUR STUDY OF MAGIC HAS LED YOU TO DEVELOP AN *arcane traditions* that defines your magical abilities. Perhaps your tradition was enforced through an overbearing mentor or school? Maybe you fell into it by chance, drawn by your natural talents?

Whatever your education, this chapter introduces a variety of arcane traditions for you to master. Make your choice, continue your studies, and gain arcane power.

CHOOSE YOUR TRADITION

Choose your tradition from one of the following options:

- **Evocation:** You are drawn towards powerful, element—and oftentimes destructive—arcane magic.

TRADITIONS YET TO COME

Wondrous Wizard is a work-in-progress with a limited number of traditions. Future expansions of this supplement *may* (depending on demand and support) include:

- **Divination:** You can read the future and, with that knowledge, you can shape the present.
- **Illusion:** You dazzle and beguile creatures with illusions that can appear more real than reality itself.
- **Necromancy:** You have studied the forces of death itself, unlocking secrets from beyond the grave.
- **Pyromancy:** You are drawn inextricably to fire and the heat of its pure, searing power.
- **Biomancy:** Flesh is your canvas, and you are able to shape and craft it into something beautiful.

Got ideas for arcane traditions you want to see in the future? Make a suggestion at patreon.com/giffyglyph.

CREATING A TRADITION

To create your own *Arcane Tradition* (or to convert an existing tradition from other sources), follow these steps:

1. **Choose a Favored School:** Choose a *Favored* school of magic and an associated feature. Use this to highlight the type of magic that your tradition is themed around.
2. **Choose a Clashing School:** Choose a *Clashing* school of magic and an associated feature. A clashing school does not have to be the polar opposite of the favored school—it is simply the school that your tradition is *least* interested in.
3. **Create a 1st-level Feature:** Arcane Traditions grant an introductory feature at 1st-level. Use this to set the tone for your tradition—create a feature that can be used either a) once per short rest, or b) a limited number of times per long rest.
4. **Create 3rd, 6th, and 10th-level Features:** Arcane Traditions grant additional features at 3rd, 6th, and 10th-level.

And that's it, your tradition is complete!

Placeholder



EVOCATION

You focus your study on magic that creates powerful elemental effects—bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid.

Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

1 ARCANESCHOOLS

You gain the following features for your favored and clashing magic schools.

FAVORED MAGIC

You have a talent for reading the glyphs and symbols of evocation magic. The gold and time you must spend to write an evocation spell into your spellbook is halved.

CLASHING MAGIC

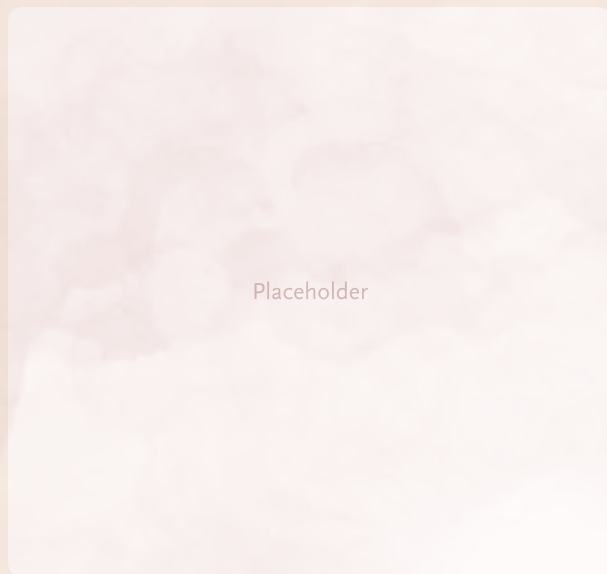
You find it more difficult to make sense of the sigils and writing structure of *abjuration* magic. The gold and time you must spend to write an *abjuration* spell into your spellbook is doubled.

1 ELEMENTAL SPARK

When you cast a wizard evocation spell of 1st-level or higher that deals fire, cold, thunder, lightning, or acid damage, you can simultaneously create an *elemental spark* using a strand of the spell's power.

Your spark closely orbits your body—you may choose the location when you create the spark. The appearance and damage type of your spark match the spell that it was created from. You can only have one active elemental spark at a time, and any active spark expires automatically when you finish a short or long rest.

You can use this feature once, and you regain expended uses when you finish a short or long rest.



ELEMENTAL SPARK

Class Feature Wizard Evocation

A spark of elemental energy (fire, cold, thunder, lightning, or acid) orbits your body. When you take damage from a creature that you can see, you may spend your reaction to do one of the following:

- **Feedback:** You deal 1d10 damage to the creature. The damage type equals that of your spark.
- **Deflect:** You can reduce the damage you take by 1d6.

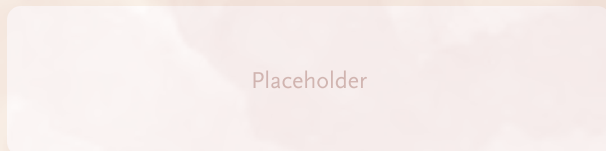
When you take one of these actions, your elemental spark is expended and vanishes.

- **Greater Elemental Spark:** Starting at 6th-level, your *Feedback* damage increases from 1d10 to 2d10. In addition, your *Deflect* reduction increases from 1d6 to 2d6.

3 POTENT CANTRIP

You are able to rewrite your prepared cantrips so that your damaging cantrips can affect even creatures that avoid the brunt of the effect.

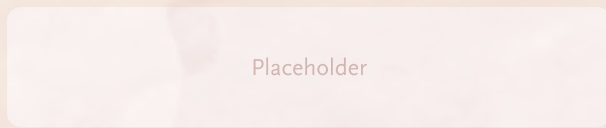
When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.



6 EMPOWERED EVOCATION

You are able to enhance your evocation spells with destructive power.

When you cast a wizard evocation spell, you can add your Intelligence modifier to one damage roll.



10 OVERCHANNEL

When you cast a wizard spell of 1st to 5th-level that deals damage, you can choose to deal maximum damage with that spell. You must decide to do this before you roll damage for your spell.

You can use this feature once, and you regain expended uses when you finish a long rest.





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VARIANT DIALS

IF YOU WANT TO ADJUST THE WIZARD CLASS TO BETTER suit your own campaign and playstyle, then consider these variant dials.

ALTERNATIVE SPELLBOOKS

This supplement assumes a traditional form of spellbook. But if you want to use alternative spellbooks in your campaign—runes, foretelling bones, flowers, etc—consider the following:

- **Spellholder:** Replace "spellpaper" with some other item onto which a spell can be imprinted—a runestone, a bone, special flower petals, etc.
- **Container:** Replace "spellbooks" with some other form of container object—a bag, a box, a skull, etc.

Placeholder

MULTICLASSING

If your campaign supports multiclassing, apply these modifiers to use the wizard as a multiclass option:

- **Minimum Requirement:** Intelligence 13.
- **Proficiencies:** None.
- **Arcane Tradition:** Choose your arcane tradition at 3rd-level, not 1st.

You don't gain a spellbook automatically as a result of multiclassing, so make sure that you have the means to acquire one.

Placeholder

NO SPELLSCRIPT

This supplement introduces the academic language of spellscript. But if this is not suitable for your own game, then consider the following:

1. Remove the *Spellscript* (1st-level) and *Spellscript Savant* (6th-level) class features.
2. Remove the *spellpaper* item and associated features.

SPELLBOOK CAPACITY

This supplement introduces a maximum capacity of 50 spell levels to spellbooks. If you want to alter this to suit your game style, consider the following changes:

- **Extra-Limited Capacity:** Decrease the maximum capacity to 30 spell levels.
- **Extra-Thick Capacity:** Increase the maximum capacity to 100 spell levels.
- **No Maximum Capacity:** Remove the *Capacity* and *Volatile* spellbook item features.

Placeholder

APPENDICIES

The Extras

A

Beyond 10th-level p132

Advance beyond 10th-level.

B

FAQ p133

Frequently asked questions.





A

BEYOND 10TH-LEVEL

THE CLASSES DESCRIBED IN *CLASS COMPENDIUM* contain character features for levels 1-10. But what happens when ten levels aren't enough? What do you do when you want your campaign to go even further beyond?

MULTICLASSING

To keep playing beyond 10th-level, enable multiclassing and allow your players to gain levels in multiple classes.

As players advance in levels, their proficiency bonus is determined by the total sum of their class levels—this is their character level. Use the *Proficiency Bonus* table to see what bonus is granted at each character level.

Placeholder

MULTICLASSING OPTIONS

If you want to customize multiclassing to better suit your game, consider the following options:

◆ FOCUSED TRAINING

You can only choose a new multiclass option once you reach 10th-level in a class.

◆ TRI-CLASSING

A character can have a maximum of three incomplete classes at any one time. Once a class reaches 10th-level, it's considered complete.

PROFICIENCY BONUSES

Character Level	Proficiency Bonus	Character Level	Proficiency Bonus
HEROIC		LEGENDARY	
1st	+2	21st	+7
2nd	+2	22nd	+7
3rd	+2	23rd	+7
4th	+2	24th	+7
5th	+3	25th	+8
6th	+3	26th	+8
7th	+3	27th	+8
8th	+3	28th	+8
9th	+4	29th	+9
10th	+4	30th	+9
PARAGON		ASTRAL	
11th	+4	31st	+9
12th	+4	32nd	+9
13rd	+5	33rd	+10
14th	+5	34th	+10
15th	+5	35th	+10
16th	+5	36th	+10
17th	+6	37th	+11
18th	+6	38th	+11
19th	+6	39th	+11
20th	+6	40th	+11

Placeholder



FAQ

T HIS SECTION LISTS SOME OF THE MOST FREQUENTLY asked questions regarding *Class Compendium*. If your question isn't answered here, do contact me.

A WHY ONLY LEVELS 1-10?

I personally don't run games beyond 10th-level—D&D doesn't offer me anything interesting beyond 10th-level that can't be done within 1-10, and I find 11-20 to be *much* more work for the GM due to the ever-increasing power level of players characters.

By focusing on levels 1-10, we can hit the ground running from 1st-level and try to make every level feel significant and distinct.

B WHAT ABOUT 11+?

Once the first phase of this supplement is complete (full 1-10 rules and 3 subclasses minimum for the 12 core classes), I'll see if there's anything interesting I can add that can support higher-level play.

C CLASS/SUBCLASS X/Y/Z?

I'm limited currently to the publicly-available D&D 5e material released through [the SRD](#)—which means I can't legally copy-paste many classes/subclasses (Artificer, Circle of the Moon, Great Old One, etc).

Eventually, I intend (depending on interest/support) to create *alternative* versions of these to fill in any gaps.

D DO I HAVE TO USE EVERYTHING?

No, you don't have to use everything in *Class Compendium* all at once. This supplement is written to be modular and interchangeable with RAW, so you can use as many—or as few—*Class Compendium* classes as best suits your table.

E DO YOU USE HOMEBREWERY?

No. This document—including my other supplements—was written and designed using my own custom-made HTML/CSS/JS framework.

F CAN I COPY BITS OF THIS?

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