

# SCRIBE'S MISCELLANEOUS FOOTNOTES

## SUBCLASSES



BY KYLE WAGNER-TOTTY



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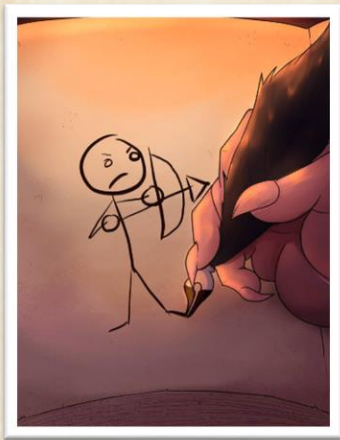
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## ON THE COVER

Currently in the process of taking a break from taking notes, Scribe the kenku wizard draws a stick figure in an empty book to order to clear his mind by candlelight.

This beautifully drawn hand is done by Ripley, who did an amazing job helping to contrast the poorly drawn stick figure with the amazingly lit and well-drawn hand.

*Disclaimer: Wizards are not always artists, and this one is definitely not one. Expecting well-drawn art from someone whose primary goal is write is like expecting a wizard to various physical activities well. Sure, it can happen, but it is very unlikely.*

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## WHO IS SCRIBE?

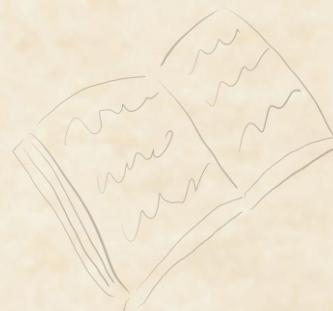
Scribe is a kenku wizard who, through the study of transmutation and magic items, has gained the ability to talk and create. He is currently researching gaining wings as well and wants to share the information he has found with the rest of the kenku race.

He also discovered the Lost Vaults, which is a vast underground vault filled with magical items from a lost age that he studies and sells to fund his research. He uses what he has found to help the world and protect it from the more dangerous items he finds there.

He also needs to take a break every now and then, so he scribbles and writes in his free time, leading to these footnotes! Scribe is more of a writer than an artist, but that does not stop him from scribbling down to help relax.



**HONESTLY IF I DO NOT TAKE A BREAK HERE SOON I AM GOING TO TEAR OUT SOME FEATHERS. ALL WORK AND NO PLAY, AS THEY SAY. PERHAPS SOME LIGHT ART, IDEAS, AND OBSERVATIONS TO CLEAR THE MIND.**





# SUBCLASSES

## AUGMENTER

Artificers are well known for their ability to create and modify magical items. They are able to imbue common things with magic with an understanding that few have. Some artificers decide to take this to the next logical extreme and begin to implant their own bodies with magical properties. These artificers, called Augmenters, can go about this in multiple ways. Sometimes they tattoo themselves with magical ink to gain the magic effects they seek. Sometimes they replace parts of their body with magic devices to achieve their goals. Regardless of how their go about modifying themselves, Augmenters eventually begin to act as magic items themselves.

### AUGMENTER FEATURES

Artificer Level	Feature
3rd	Medical Understanding, Augmenter Spells, Body Augmentation
5th	Defensive Reaction
9th	Further Augmentation
15th	Magical Charge

### MEDICAL UNDERSTANDING

When you adopt this specialization at 3rd level, you gain proficiency in the Medicine skill. If you already have this proficiency, you can gain proficiency in another skill or with a tool.

### AUGMENTER SPELLS

Starting at 3<sup>rd</sup> level, you always have certain spells prepared after you reach particular levels in this class, as shown on the Augmenter Spells table. These spells count as artificer spells for you, but don't count against the number of artificer spells you prepare.

### AUGMENTER SPELLS

Artificer Level	Feature
3rd	<i>jump, longstrider</i>
5th	<i>alter self, dragon's breath</i>
9th	<i>haste, vampiric touch</i>
15th	<i>freedom of movement, polymorph</i>
17th	<i>creation, skill empowerment</i>

### BODY AUGMENTATION

Beginning at 3<sup>rd</sup> level, you finally finish the first of many body augmentations. Pick 2 body augmentations from the Body Augmentations list. You gain the features from that augmentation. These augmentations can be done in multiple ways to your character; magical tattoos, grafting creature parts onto your body, or replacing body parts with devices and magic items.

### DEFENSIVE REACTION

Starting at 5<sup>th</sup> level, you can draw upon the power of your augments to help protect your body from harm. Whenever you are required to make a saving throw against a spell or magical effect, you can burn the power of one of your augments in order to gain advantage on the saving throw. When you do so, you lose the features granted by that augment for 1 minute. You cannot use Magical Empowerment if you no active augments available.

### FURTHER AUGMENTATION

At 9<sup>th</sup> level, you have completed another one of your bodies augmentations. Pick 1 body augmentations from the Body Augmentations list. You gain the features from that augmentation.

Additionally, your body has been modified to allow the storage of items. You can store a single item that is 5 pounds or less and smaller than your chest inside of your body. You can store and remove this item as a bonus action.

### MAGICAL CHARGE

At 15<sup>th</sup> level, you have completed the last of your body augmentations. Pick 1 body augmentations from the Body Augmentations list. You gain the features from that augmentation.

Additionally, you have gained the ability to charge magical items using your own body. While holding a magical item that has charges, you can use an action to burn the power of one of your augments to recharge that item. When you do so, you lose the features granted by that augment until the end of your next long rest. The magic item regains 1d4 charges. You cannot charge a magic item beyond its max limit of charges. You can only charge a single magical item at a time. You cannot use Magical Charge if you no active augments available.

## BODY AUGMENTS

### EYES OF DARKSIGHT

This augment allows you to see better in the dark. You gain dark vision out to 30 feet. If you already have dark vision, your dark vision is extended by an additional 30 feet.

### IRON BREASTPLATE

This augment makes your body more resilient. You gain a +1 bonus to your AC.

### QUICKENED LIMBS

This augment allows to move faster. Your movement speed increases by 10 feet. You also gain proficiency in the Acrobatics skill.

### BUILT IN FLIPPERS

This augment allows you to swim in water with ease. You gain a swim speed equal to your movement speed.



## REINFORCED JOINTS

This augment boosts your strength and grip. You gain proficiency in the Athletics skill. You also deal a +1 bonus to attack and damage rolls with melee weapons.

## MODIFIED LUNGS

This augment modifies your lungs to handle more types of air. You gain water breathing. You also gain advantage on saves related to breathing dangerous elements such as poisonous gases.

## ENHANCED EYES

This augment modifies makes your eyes much better at spotting things. You gain advantage on Wisdom (Perception) checks and Intelligence (Investigation) checks.

## ARM CANNON

This augment allows you to always have a ranged attack ready at a moment's notice. In place of unarmed attack, you can point your arm out and shoot out a tiny bolt of force energy. Dexterity is the modifier for this weapon, and you have proficiency with it. The range of the arm cannon is 30/90. On hit, the creature takes 1d6 + your Dexterity modifier piercing damage. This attack counts as a magical for the purposes of overcoming resistances.

## ARM BLADE

This augment allows you to always have a melee attack ready at a moment's notice. In place of unarmed attack, you turn your arm into a blade of magical energy. Strength is the modifier for this weapon. On hit, the creature takes 1d8 + your strength modifier slashing damage. This blade counts as a magical for the purposes of overcoming resistances.

## FACIAL RECONSTRUCTION

This augment grants you the ability to change your face. As a bonus action, you can change the shape and appearance of your face. You can change it to appear similar to another humanoid creature you have seen. You can match their skin tone, hair color, eye color, and facial features. These changes only affect your head.

## SKULL CASING

This augment helps to protect your brain from influence. You gain advantage on saving throws against the charmed and frightened, or effects that would modify your memories.

Additionally, when attacks aimed are aimed at your skull, such as a mind flayers Extract Brain feature, those attacks have disadvantage.

## REINFORCED IMMUNITY

This augment makes it hard for foreign substances to enter your body. You gain resistance to poison damage and have advantage on saving throws against the poisoned condition and diseased.

## IMPROVED VOICE BOX

This augment allows you to speak louder and with more languages. You can speak and understand 2 new languages. Additionally, as an action, you can cause your voice to sound up to three times as loud as normal for 1 minute.

## VEIN INSULATION

This augment helps to protect your body from energy attacks. You gain resistance to lightning damage.

## FLEXIBLE JOINTS

This augment makes your joints much more bendable. You have advantage on saving throws and checks to avoid being restrained or grappled. You also gain a +1 bonus to Dexterity saving throws.

## METAL FINGERS

This augment allows your hands to discharge electricity. You learn the cantrip *shocking grasp*. You no longer require components to cast the spell and can cast *shocking grasp* as an opportunity attack. When you cast the spell, you can add your spellcasting modifier to the damage roll of the spell.

## OPTIMIZED HEALTH

This augment makes your body much more receptive to natural healing. Whenever you regain hit points during a short rest, you can double your Constitution modifier when rolling Hit Dice.

**THESE ARTIFICERS ARE SOMETHING DIFFERENT. IF I AM UNABLE TO FIND A WAY TO NATURALLY RESTORE THE KENKU'S WINGS, PERHAPS AN ARTIFICIAL VERSION OF THEM WILL DO.**



# PATH OF THE HEART EATER

**Content Warning:** consumption of raw animal meat and cannibalism.

The individual parts of animals and plants have been known to have different powers and purposes over the course of history, from medicinal to spiritual. Your primal connection to nature allows you to tap into the power of creatures and plants through the consumption of flesh. You draw upon their power in your fury, channeling the power of nature and spirit through your body. Perhaps your tribe has a spiritual explanation for the parts of the animals you hunted. Perhaps you were raised by animals yourself and learned what parts were best to consume. Perhaps you had to consume members of your tribe after being trapped in a mountain in winter. Regardless of the reason, you choose to make your connection to the primal forces of nature in a much more physical form than most are comfortable with.

## PATH OF THE HEART EATER FEATURES

Barbarian Level	Feature
3rd	Consume the Flesh, Furious Consumption
6th	Flesh and Blood
10th	Over The Lips, Past The Gums
14th	Iron Stomach

### CONSUME THE FLESH

Starting when you chose this path at 3<sup>rd</sup> level, you are able to consume raw meat without negative side effects, thanks to your experience with doing so and natural constitution. You still suffer from consuming rotting or poisoned food. Your attacks typically include some sort of bite or ripping of flesh with your hands in an attempt to consume a creature. You gain proficiency in unarmed attacks and you deal 1d6 instead of 1 damage with your unarmed attacks. Finally, after consuming a part of the creature, you learn the damage resistances and immunities of that creature.

### FURIOUS CONSUMPTION

At 3<sup>rd</sup> level, you gain the ability to draw upon the power of those who you have consumed in your rage. While you are raging, you can use a bonus action make an unarmed attack, biting or tearing at the creature to gain a part of them. If you are successful, you consume what you gather from them. You gain a benefit based on the type of creature consumed on the Creature Consumption table. You can only have one benefit active at a time, and the benefit is lost after the rage ends. You cannot gain benefits from constructs or elemental creatures from this feature due to the nature of their bodies.

### FLESH AND BLOOD

Beginning at 6<sup>th</sup> level, your connection to those who you have consumed is deepened, allowing you to draw upon the features of the creatures you consume. After consuming the flesh of a creature, you learn the languages the creature uses and types of perception the creature has. Once per day after consuming the flesh of a creature, you can use a bonus action to gain the use of one language or type of perception (darkvision, blindsight, etc.) the

creature you consumed uses for 1 hour. You cannot gain these benefits from construct or elemental creatures from this feature due to the nature of their bodies.

### OVER THE LIPS, PAST THE GUMS

At 10<sup>th</sup> level, your body has adapted to the consumption of many different types of creatures, allowing you to resist the more harmful effects of your habit. You gain resistance to poison damage, as well as to immunity to the poisoned condition and disease, allowing you to consume the flesh of deadlier creatures such as undead without being harmed

### IRON STOMACH

At 14<sup>th</sup> level, not only has your body has adapted to allow the consumption of creatures otherwise considered inedible, but you can now also retain the power of multiple creatures that have been devoured. You can now gain benefits, languages, and perceptions from construct or elemental creatures. You can also gain up to 2 benefits, languages, and perceptions from creatures consumed when using Furious Consumption and Flesh and Blood.

## CREATURE CONSUMPTION

Creature Type	Bonus
Aberration	You gain resistance to psychic damage
Beast	You deal 1d8 damage with your unarmed attacks instead of 1d6
Celestial	You gain resistance to radiant damage
Construct*	You gain +2 AC
Dragon	Once when you fail a saving throw, you can choose to succeed instead
Elemental*	You deal an additional 1d8 force damage with melee attacks
Fey	Your movement speed is increased by 10 feet
Fiend	You gain resistance cold and fire damage
Giant	You gain a +2 bonus to melee attack and damage rolls
Humanoid	Your critical range when rolling attacks against humanoid is increased by +1
Monstrosity	You gain a +1 bonus to saving throws
Ooze	You gain resistances to acid damage
Plant	As long as you don't use your movement on your turn, you regain an amount of hit points equal to your Constitution modifier at the start of your turns
Undead	You gain resistance to necrotic damage



## COLLEGE OF TRAGEDY

Conflict is the basis of many great stories, and no conflict is greater than tragedies, at least in the eyes of the College of Tragedy. Tragedy is typically the result of some great loss or horrible event that befalls heroes. Many other bards typically find the College of Tragedy to be too gloomy for most people's tastes, but tragedy bards would claim they are doing the world a service by making sure the bad is recorded along with the good. Bards of this college look to make sure these cautionary tales are recorded but also gain power from preventing them.

### COLLEGE OF TRAGEDY FEATURES

Bard Level	Feature
3rd	Shared Misfortune, Woe Is Me
6th	Tragedy of the Commons
14th	Alas, Poor Ally!

### SHARED MISFORTUNE

When you join the College of Tragedy at 3<sup>rd</sup> level, you learn how to bend the fates to those who hurt your allies also share in the misfortune. Whenever an allied creature you can see takes damage from an attack or spell, you can use a reaction to expend a Bardic Inspiration. When you do, the creature who damaged the ally takes 2d6 + your Charisma modifier necrotic damage.

The necrotic damage increases when you reach certain levels in this class, increasing to 3d6 at 5<sup>th</sup> level, 4d6 at 10<sup>th</sup> level, and 5d6 at 15<sup>th</sup> level.

### WOE IS ME

At 3<sup>rd</sup> level, you learn to draw inspiration from your own failings. Whenever you roll a 1 for an ability check, attack roll, or saving throw, you regain a use of your Bardic Inspiration. You cannot regain more Bardic Inspirations than your maximum, which is your Charisma Modifier.

### TRAGEDY OF THE COMMONS

Starting at 6<sup>th</sup> level, you gain the ability to possibly recover from your losses. Whenever a creature succeeds on the saving throw against one of your single-target, 1<sup>st</sup>-level spells, or you miss with a 1<sup>st</sup>-level spell's attack roll, you can roll a d6. On a 6, you recover the spell slot used for the spell. You can only recover spell slots a number of times per day equal to your Charisma modifier

### ALAS, POOR ALLY!

Starting at 14<sup>th</sup> level, you gain the ability to prevent the ultimate tragedy of death from occurring, for a price. Once per day when an allied creature you can see rolls a death save, you can use a reaction to nullify the result. They instead regain half their hit points and are conscious again. You may do this after seeing the result of the roll, but before the effect of the roll is applied. When you use this feature, you suffer 2 points of exhaustion.



## JOY DOMAIN

Happiness makes the world go round and none know this better than clerics of the Joy Domain. Their primary goal is to minimize suffering as much as possible and spread joy as much as they can. The divine teach that you would typically do onto others as you would have them do onto you. This doesn't mean you should not defend yourself, but aim to lift others out of negative influences when you can. Deities of this domain include Lliira, Sune, Rao, Branchala, Olladra, Hestia, Hathor, and Freya.

### JOY DOMAIN FEATURES

Cleric Level	Feature
1st	Happy Magic, Helpful Prayer
2nd	Channel Divinity: Jubilation
6th	Pick Me Up
8th	The More The Merrier
17th	Celebration

### JOY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>healing word, Tasha's hideous laughter</i>
3rd	<i>calm emotions, lesser restoration,</i>
5th	<i>dispel magic, mass healing word</i>
7th	<i>Otiluke's resilient sphere, sickening radiance</i>
9th	<i>circle of power, greater restoration</i>

### HAPPY MAGIC

When you choose this domain at 1<sup>st</sup> level, you learn a type of magic that can be used to make all sorts of fun effects. You learn the *prestidigitation* cantrip.

### HELPFUL PRAYER

At 1<sup>st</sup> level, you have learned how to be helpful from a distance. You can use the Help action on any creature within 30 feet of you that you can see.

### CHANNEL DIVINITY: JUBILATION

Starting at 2<sup>nd</sup> level, you can use your Channel Divinity to spark joy within an ally.

As an action, you can touch an ally to grant them advantage on Charisma (Persuasion and Performance) checks for 1 hour. Additionally, the creature gains temporary hit points equal to your Cleric level + your Wisdom modifier for 1 hour.

### PICK ME UP

Starting at 6<sup>th</sup> level, your magic can be used to help prevent tragic events from happening again. Whenever you use a spell to end a condition on a creature, the creature regains hit points equal to your Wisdom modifier and has advantage on saving throws until the end of their next turn.

### THE MORE THE MERRIER

At 8<sup>th</sup> level, you learn that the more you share your helpful magic with others, the better off everyone is. Whenever you cast a spell that affects more than 1 allied creature, you can have the allied creatures affected by the spell gain a +2 bonus to their AC for 1 minute.

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

### CELEBRATION

At 17<sup>th</sup> level, you have mastered the ability to celebrate life to the fullest and can share this happiness with your allies. Once per day as an action, you can radiate a 30-foot-radius aura of happiness for 1 minute. While active, both you and allied creatures inside of this aura are immune to being charmed, stunned, and frightened. Additionally, any hostile creatures who attack or cast spells at an allied creature within the aura suffers disadvantage on their attack roll.

**I'M GLAD THERE IS A DOMAIN OF CLERICS WHO FOCUS ON HAPPINESS WITHIN THE WORLD. SO MUCH VIOLENCE TENDS TO DEPRESS THE MOOD OF THE POPULATION, AND IT IS GOOD TO HAVE A FOCUS ON THE POSITIVE.**





## CIRCLE OF SEASONS

Druids of the Circle of Seasons draw their power from the changing seasons of the world: Spring, Summer, Fall, and Winter. Season druids understand the natural cycle of the world and tend to be easy going. Druids of this circle tend to wander about experiencing the changes of the seasons rather than stay in one place for long. Eladrin are quite often Season druids due to their changing natures. Circle of Seasons druids are very adaptable to different situations and their abilities reflect this.

### CIRCLE OF SEASONS

Druid Level	Feature
2nd	Changing of Seasons
6th	Empowered Cycle
10th	Defensive Nature
14th	Steel Cascade

### CHANGING OF SEASONS

Starting at 2<sup>nd</sup> level, you learn to be able to change along with the seasons. After a long rest, you can pick one of the following season forms: Spring, Summer, Fall, Winter. You gain different benefits and spells depending on what season you are in.

**Spring.** Whenever you cast a 1<sup>st</sup>-level or higher druid spell that restores hit points, the amount of hit points restored is increased by 1d4.

**Summer.** Whenever you cast a 1<sup>st</sup>-level or higher druid spell that deals damage, the amount of damage is increased by 1d4.

**Fall.** Whenever you cast a 1<sup>st</sup>-level or higher druid spell on an allied creature, you gain a +1d4 bonus to your saving throws until start of your next turn.

**Winter.** Whenever you hit a hostile creature with a 1<sup>st</sup>-level or higher druid spell, they suffer a -1d4 penalty to their attack rolls until the end of their next turn.

### CIRCLE SPELLS

While in a season, you gain access to additional spells depending on which season you are in. Once you gain access to one of these spells, you always have it prepared until the season changes, 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.

### CIRCLE OF SEASON SPELLS: SPRING

Druid Level	Circle Spells
3rd	<i>healing spirit, healing word</i>
5th	<i>aura of vitality, life transference</i>
7th	<i>aura of life, grasping vine</i>
9th	<i>awaken, commune with nature</i>

### CIRCLE OF SEASON SPELLS: SUMMER

Druid Level	Circle Spells
3rd	<i>Aganazzar's scorcher, continual flame</i>
5th	<i>fireball, Melf's minute meteors</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>conjure elemental, immolation</i>

### CIRCLE OF SEASON SPELLS: FALL

Druid Level	Circle Spells
3rd	<i>barkskin, enlarge/reduce</i>
5th	<i>haste, life transference</i>
7th	<i>freedom of movement, stonkskin</i>
9th	<i>control winds, greater restoration</i>

### CIRCLE OF SEASON SPELLS: WINTER

Druid Level	Circle Spells
3rd	<i>gust of wind, Snillloc's snowball swarm</i>
5th	<i>dispel magic, slow</i>
7th	<i>elemental bane, ice storm</i>
9th	<i>cone of cold, planar binding</i>

### EMPOWERED CYCLE

At 6th level, your connection to the seasons grows stronger and you gain additional benefits while Wild Shaped depending on which season form you are in.

**Spring.** While Wild Shaped, you gain temporary hit points equal to your druid level plus your Wisdom modifier. These temporary hit points last until your Wild Shape ends.

**Summer.** Whenever you take damage while Wild Shaped, you can use a reaction to reduce the amount of damage done by an amount equal to your Wisdom modifier.

**Fall.** While Wild Shaped, you can Dash as a bonus action.

**Winter.** As an action while Wild Shaped, you cause a creature that is within 5 feet of you to suffer disadvantage on their next saving throw until the end of their next turn.

### DEFENSIVE NATURE

Starting at 10<sup>th</sup> level, your body becomes more resilient when you embrace your spells. Whenever you cast a druid spell of 1st level or higher, you gain +2 bonus to AC until the end of your next turn.

### SEASON CHANGE

Starting at 14<sup>th</sup> level, you have mastered the ability to adapt more quickly with changes. Once per day as a bonus action, you can change your season form. The change lasts until your next long rest.



## DREADNAUGHT

Among those who enter the battlefields, few are as respected and feared as the Dreadnaughts. Dreadnaughts are warriors who exclusively train with weapons of massive size and can wield them as if they were made of paper. Dreadnaughts charge forward in the front lines, swinging their weapon widely and bringing foes down to their knees. There are even legendary dreadnaughts who are rumored to wield more than one massive weapon at a time.

### DREADNAUGHT

Fighter Level	Feature
3rd	Massive Steel
7th	Wide Swing
10th	Beatdown
14th	Steel Cascade

### MASSIVE STEEL

Beginning when you choose this archetype at 3<sup>rd</sup> level, you have begun down the path of wielding giant weapons. Whenever you attack with a two-handed weapon or a versatile weapon held in both hands, you gain a +1d4 bonus to the attack roll. Additionally, you are not affected by the heavy condition of weapons. Finally, weapons only weigh half as much for you.

### WIDE SWING

At 7<sup>th</sup> level, you have mastered being able to swing a large weapon widely without falling off balance. As an action, make a single melee attack against up to 3 creatures in range. On hit, the creatures take the weapon's normal damage.

### BEATDOWN

Starting at 10<sup>th</sup> level, you realize you can use the weight of the weapon you wield to bring a foe down to ground. As an action, make a melee attack against a creature in range. On a hit, the creature takes the weapon's normal damage and, if they are your size or smaller, must make a Strength saving throw vs. your original attack roll. On a failed save they are knocked prone.

### STEEL CASCADE

At 14<sup>th</sup> level, you realize the ultimate form of the Dreadnaughts and can duel-wield massive weapons. You ignore the two-handed property of weapons. You also treat weapons that have the versatile feature as if you were wielding them in 2 hands even when holding the weapon in one hand. Additionally, you can wield two-handed and versatile weapons as if they were light.

## WAY OF THE SERPENT

Way of the Serpent students look to emulate the fast strikes and reach of snakes with their attacks. Masters of using whips with combat; they use such weapons to restrain foes, move without harm, and even empower their strikes with lethal poisons.

### WAY OF THE SERPENT

Monk Level	Feature
3rd	Cobra Strikes
6th	Constriction
11th	Viper Dodge
17th	Venom Injection

### COBRA STRIKES

Starting when you choose this tradition at 3<sup>rd</sup> level, you begin to incorporate whips into your fighting style. You gain proficiency with whips and they count as monk weapons for you. Additionally, when you use Flurry of Blows, you can use the whip instead of your unarmed attack for the attacks.

### CONSTRICTION

At 6<sup>th</sup> level you learn how to properly channel ki into the whip to control it. Whenever you hit a creature with a whip attack, you can expend a ki point to have the whip attempt to wrap around the foe. The creature must be Medium or smaller. The damaged creature must make a Strength saving throw or be restrained by the whip.

While restrained by the whip, the creature must repeat the Strength saving throw at the end of each of their turns. On a failed save the creature takes 1d8 bludgeoning damage. On a successful save, they are no longer restrained. While restrained, you cannot use the whip and must remain within 10 feet of the restrained creature.

### VIPER DODGE

Beginning at 11<sup>th</sup> level, your movements in combat allow you move like a serpent moves through the jungle. Whenever you hit a creature, you can move through the creature's space provoking attacks of opportunity until the end of your turn.

### VENOM INJECTION

At 17<sup>th</sup> level, your whip can assume the form similar to that of a serpent, fangs and all. You can expend 2 ki points to cause your whip to deal an additional 2d4 poison damage on hit until the end of your turn. Additionally, when a creature is hit with your whip, they must make a Constitution saving throw or be poisoned until the end of their next turn.

**WHIPS ARE ONE OF THOSE THINGS THAT ARE INTERESTING BUT NEVER SEE MUCH USE BY ADVENTURERS ITS SEEMS. I SUPPOSE WHEN CHOOSING BETWEEN A SWORD AND SOME BOUND LEATHER IT MAKES SENSE.**



## OATH OF FATE

The Oath of Fate is for those who see the ebb and flow of the strings around them, regardless of what it is called by others: destiny, fate, luck, chance. They understand that these countless choices lead one down the path of their creation. Paladins of this order know we must strive to forge our own path, and relentlessly seek to bring down those who rob others of choice. Tyrants, warlords, corrupt officials and any others who seek to rob the freedom of choice from others are the sworn foes of these Paladins. These Paladins tend to be neutral good, rather than chaotic or lawful. They know that to have a choice, you must sometimes break the rules to do so. Paladins who are of the Oath of Fate tend to follow those who change fates and luck, with Avandra being a common deity for this order. The Raven Queen also a common choice as well, as she weaves fate.

### OATH OF FATE FEATURES

Paladin Level	Feature
3rd	Channel Divinity
7th	Aura of Misfortune
15th	Fate Guides Your Hand
20th	Luck Bender

### TENETS OF FATE

Fate paladins understand that while luck has its place, it is those who make their own luck who succeed in life, and they guide others to do so as well.

**Boldness.** Luck favors the bold. Take your fate into your own hands.

**Protect Freedom.** Strike back against those who would rob you of your freedom and urge others to fight for their own liberty.

**Help the Downtrodden.** Change is inevitable, but it takes the work of the faithful to ensure that change is for the better.

### OATH SPELLS

You gain the oath spells at the paladin levels listed in the Oath of Fate Spells table. See the Sacred Oath class feature for how oath spells work.

#### OATH OF FATE SPELLS

Paladin Level	Spells
3rd	<i>bane, bless</i>
5th	<i>augury, zone of truth</i>
9th	<i>remove curse, revivify</i>
13th	<i>death ward, staggering smite</i>
17th	<i>circle of power, commune</i>

## CHANNEL DIVINITY

At 3<sup>rd</sup> level, you gain the following Channel Divinity Options.

**Shift Fates.** When you or a friendly creature within 10 feet of you is either makes an attack is the target of an attack, you can call upon your deity to try and influence that action. Before the DM has decided the result, you may use your reaction to add or decrease the attack roll by your Charisma modifier.

**Turn Luck.** When you or a friendly creature within 10 feet of you rolls a 1 on a saving throw, skill check, or attack roll, you may ask your deity for a second chance. You may re-roll the dice, keeping the result of the new roll, regardless if it is another natural one or not.

## AURA OF MISFORTUNE

Starting at 7<sup>th</sup> level, whenever a hostile creature within 15 feet of you makes a saving throw to end an effect, they suffer disadvantage to the roll due to your deity looking unfavorably on those who oppose you. You must be conscious for this to be in effect.

At 18th level, the range of this effect is increased to 30 feet around you.

## FATE GUIDES YOUR HAND

Starting at the 15<sup>th</sup> level, your deity makes sure your strike happens to find just the right spot you bring down your foes. The critical range for your weapon and spell attacks is increase by +1.

## LUCK BENDER

Starting at 20th level, you can attempt to have your deity directly change luck around you. As a reaction when you or an allied creature you can see makes attack roll, saving throw, or ability check, you expend a 3rd level or higher spell slot to ask for deity to act. You ask your deity for a change of fate and roll percentile dice. If you roll a number equal to or lower than your paladin level, your deity intervenes.

The DM chooses the nature of the intervention; these can a sudden change of dice rolls, paladin/cleric spells, or something that would be of extremely good fortune (DMs choice, imagine something like the lines of a wind blows suddenly and results in a bolder falling on the foe).

If your deity intervenes, you can't use this feature again until you finish a short or long rest. If your deity fails to intervene, you may try again on your next reaction, subtracting -2 from your roll per failed intervention in that day.



## SNIPER CONCLAVE

Rangers are masters of ranged combat, but very few rangers truly excel in the ways of hunting down foes from long range as snipers do. Snipers exclusively hone their ability to hunt down things from a distance down to a science. Known for being able to remain in a single location for extended periods of time and having pinpoint accuracy, snipers are notorious for bringing down targets in a single hit.

### SNIPER CONCLAVE FEATURES

Ranger Level	Feature
3rd	Longshot Specialist
5th	Eagle Eyes
7th	Counter-Sniping
11th	Rangefinder
15th	Enchanted Senses

### SNIPER CONCLAVE SPELLS

You learn an additional spell when you reach certain levels in this class, as shown in the Sniper Conclave Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### SNIPER CONCLAVE SPELLS

Paladin Level	Spells
3rd	<i>hunter's mark</i>
5th	<i>misty step</i>
9th	<i>haste</i>
13th	<i>Mordenkainen's faithful hound</i>
17th	<i>conjure volley</i>

### LONGSHOT SPECIALIST

At 3<sup>rd</sup> level, you have mastered the ability to hunt down targets at longer ranges. Your normal range for ranged weapons is now half of its long range.

Additionally, whenever you hit a creature with a ranged weapon attack, you deal an increased amount of damage based on your ranger level and your distance between you and the creature you hit, listed in the Longshot table.

Finally, the range for the spell *hunter's mark* is doubled for you.

### LONGSHOT

Ranger Level	50-100 Feet	105-150 Feet	155-200 Feet	205+ feet
3rd	1d4	1d6	1d8	1d10
5th	1d6	1d8	1d10	2d6
7th	1d8	1d10	2d6	2d8
11th	1d10	2d6	2d8	2d10

### EAGLE EYES

When you reach 5<sup>th</sup> level, your eyesight has improved at longer ranges. You now add your damage modifiers to Longshot rolls.

Additionally, you gain a +5 bonus to passive Wisdom (Perception).

### COUNTER-SNIPING

Starting at 7<sup>th</sup> level, your understanding of long-range combat allows you to reduce the impact of missiles. Whenever you are hit with a ranged attack or single-target spell, you can use a reaction to reduce the amount of damage based on your ranger level and your distance between you and the creature that hit you as listed in the Longshot table.

### RANGEFINDER

At 11<sup>th</sup> level, your mastery of long-range combat allows you to utilize your abilities at closer ranges as well. You now only require half the normal distances for the Longshot table.

### ENCHANTED SENSES

At 15<sup>th</sup> level, you become acutely aware of your surroundings and can focus on them. Whenever you use your Primeval Awareness to detect creatures around you, every turn you don't move, you can maintain the concentration for the feature as a bonus action.





## TIME THIEF

Perhaps it started when you were a child: odd moments where time seemed to skip ahead or backward a bit for you. You thought you were imagining it. But eventually you realized that it was something that helped you when you needed it. You eventually learned how to control and harness it. You have become a time thief, a rogue that can literally steal moments from time itself. While you may not understand where your power comes from, you do know how to be utilize it for your own gains.

### TIME THIEF FEATURES

Rogue Level	Feature
3rd	Not Your Time, Stolen Time
9th	Watch Breaker
13th	A Moment Of Your Time
17th	Time Echo

### NOT YOUR TIME

When you chose this archetype at 3<sup>rd</sup> level, you finally can control aspects of your ability to influence time and can steal time away from others. Whenever a hostile creature you can see rolls for initiative, you can steal that creature's initiative roll. You and the chosen creature exchange initiative rolls.

### STOLEN TIME

Starting at 3<sup>rd</sup> level, you learn how to steal moments of time from creature that you sneak up on, adding their time to your own. Whenever you successfully sneak attack a creature, the damaged creature must make a Charisma saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier). On a failed save, the creature is unable to use a bonus action on their next turn and you gain an additional bonus action on your next turn. This additional bonus action can only be used for Cunning Action, Watch Breaker, Time Echo, or to make an off-hand weapon attack.

### WATCH BREAKER

At 9<sup>th</sup> level, your ability to steal moments of time grants you relative safety from mistakes. As a bonus action at the start of your turn, you can mark your place in time and save your current position. As a reaction when you are targeted for a spell or attack, you can teleport to your marked location. You can only teleport to your previous location if the location is unoccupied. Your marked location lasts for 1 minute or until you mark a new location.

### A MOMENT OF YOUR TIME

When you reach 13<sup>th</sup> level, you learn how to harness the ability to speed up time for yourself. Your movement speed is increased by 10 feet. Additionally, whenever you are required to make a saving throw against a spell or effect at the end of your turn, you can choose to make it at the start of your turn instead.

### TIME ECHO

At 17<sup>th</sup> level, your mastery over manipulating short amounts of time allows you to cause a moment of time to be repeated. Once per day, when you deal damage with an attack or spell, you can use a bonus action to cause time to echo back and repeat. Roll 1d4+1. The damaged creature takes the same amount of damage as the original attack or spell after 1d4+1 rounds.

***I FIND IT VERY ODD THAT SOME PEOPLE CAN JUST NATURALLY AFFECT THE FLOW OF TIME. THIS POWER SEEMS QUITE RARE, AND REQUIRES FURTHER STUDY TO TRULY UNDERSTAND.***



## DREAMER

The Plane of Dreams is an infinite scape of colors and shapes that all unconscious minds wander into when they fall sleep. Some sorcerers are born with the ability to naturally tap into that realm's powers and manifest dreams and nightmares into reality. While it is unknown as to how these powers come about, beholders seem to have a similar ability relating to their own dreams, leading to speculation of connections between beholders and dream sorcerers. Theories even provide the possibility of reality being a dream of sort, though this is often dismissed.

### DREAMER FEATURES

Sorcerer Level	Feature
1st	Dream Walking, Matterbrained
6th	Subconscious Safeguard
14th	Daydreamer
18th	Fixed Dreams

### DREAMER SPELLS

You learn additional spells when you reach certain levels in this class, as shown in the Dreamer Spells table. The spell counts as sorcerer spells for you, but it doesn't count against the number of sorcerer spells you know.

### DREAMER SPELLS

Sorcerer Level	Spells
1st	<i>catapult, sleep</i>
3rd	<i>heat metal, levitate</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>Evard's black tentacles, fabricate</i>
9th	<i>animate objects, passwall</i>

### DREAM WALKING

Starting when you choose this origin at 1<sup>st</sup> level, you learn to enter a state of semi-lucid dreaming while conscious. When you finish a long rest, choose one of two states; focused or unfocused. You gain different benefits when in each state.

**Focused.** While in the focused state, choose two skills you are proficient in. Your proficiency modifier for those skills is doubled.

**Unfocused.** While in the unfocused state, you have a -3 penalty to all skill checks you do not have proficiency in, but gain a +2 bonus to your spell save DC.

### MATTERBRAINED

At 1<sup>st</sup> level, your ability to reach out into the plane of dreams allows you to manipulate objects around you as if you were lucid dreaming. As an action, you give a Medium or smaller sized nonmagical object that you can see one of the following properties. The effect lasts until dismissed as a bonus action, or for 1 minute. You can use this feature a number of times per day equal to your Charisma modifier.

- The object will stick as if glued to the next object it touches. To remove the objects, a creature must succeed on a Strength (Athletics) check equal to your spell save DC.
- The object is now half or twice as heavy
- The object is now as malleable as putty.
- The object now hovers in place if released in the air. Hovering objects cannot support any additional weight and will fall if any weight is applied to them.
- The object can now be played as an instrument.
- The object can now safely be eaten and digested, gaining the same nutritional benefits as sawdust. Ending the effect does not affect matter within your body.
- The object will return safely to your hand or pocket if dropped or thrown at the end of your turn.
- The object will spin in circles if not held onto.
- The object will now act like a sponge.

The effect lasts until dismissed as a bonus action, or for 1 minute. When the effect ends, the object returns to the state it was prior to the effect. You can use this feature a number of equal to your Charisma modifier per long rest.

### SUBCONSCIOUS SAFEGUARD

At 6<sup>th</sup> level, your ability to shift between the Plane of Dreams and reality allows you to gain even more power. While sleeping, you are conscious at all times. Additionally, you gain additional benefits based on what state you are in.

**Focused.** While in the focused state, you gain a bonus to your initiative rolls equal to your Charisma modifier and cannot be surprised.

**Unfocused.** While in the unfocused state, you gain proficiency in Wisdom and Intelligence saving throws, but suffer a -3 penalty to Strength and Dexterity saving throws.

### DAYDREAMER

When you reach 14<sup>th</sup> level, your ability to sleep and dream quickly allows you to recover faster. You only require half the amount of time to recover for a long rest. Additionally, whenever you take a short rest, you can expend up to 3 Hit Dice and regain a number of sorcery points equal to the number of Hit Dice expended.

### FIXED DREAMS

At 18<sup>th</sup> level, your ability to influence reality with your dreams becomes even harder to dismiss. Whenever you make a concentration check, you can treat a d20 roll of 11 or lower as a 12.



# THE GREAT BEHOLDER

Your patron is an extremely powerful beholder in the Far Realms known as The Great Beholder. The Great Beholder is believed to be the original beholder, the one who dreamed all other beholders into existence. The goals of this creature are relatively unknown, but it is known to reach out to mortals who seek power in forsaken places. The Great Beholder will grant those who listen to its paranoid ramblings the power of beholders. You become the eyes and hears for the Great Beholder in exchange.

## THE GREAT BEHOLDER FEATURES

Warlock Level	Feature
1st	Bonus Cantrips, Borrowed Eyes, Expanded Spell
6th	Endless Rays
10th	Beholder Movement
14th	Antimagic Cone

## EXPANDED SPELL LIST

The Great Beholder lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

## GREAT BEHOLDER EXPANDED SPELLS

Warlock Level	Spells
1st	<i>ray of sickness, sleep</i>
3rd	<i>scorching ray, see invisibility</i>
5th	<i>slow, tiny servant</i>
7th	<i>arcane eye, locate creature</i>
9th	<i>dream, telekinesis</i>

## BONUS CANTRIPS

Starting at 1<sup>st</sup> level, you learn the *ray of frost* and *message* cantrips. They count as warlock cantrips for you, but they don't count against the number of cantrips known.

## BORROWED EYES

At 1<sup>st</sup> level, your sight is enhanced and you can even borrow the eyes of allies. You gain proficiency in Wisdom (Perception) checks.

As a bonus action, choose a willing allied creature within 30 feet that you can see. You can see through the chosen creature's eyes and cast warlock spells as if you were standing in the location of the chosen creature until the end of your turn. Any special vision the creature has is also shared with you when you see through their eyes. You can use this feature a number of times per day equal to your Charisma modifier.

## ENDLESS RAYS

At 6<sup>th</sup> level, you gain the ability to shoot rays similar to that of a beholder. As an action, choose a creature within 60 feet that you can see, and roll 1d6. The dice result determines the ray to you shoot as well as the saving throw based on the Endless Rays Table. The save DC for this feature is equal to your spell save DC. You can use this feature a number of times per day equal to your Charisma modifier. You can use this feature with Borrowed Eyes.

## ENDLESS RAYS

Dice result	Saving throw	Effect
1	Wisdom	On a failed save, the creature is charmed by you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2	Constitution	On a failed save, the creature is restrained for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3	Dexterity	On a failed save, the creature takes 5d8 force damage, or half as much on a successful save.
4	Wisdom	On a failed save, the creature falls asleep and unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
5	Wisdom	On a failed save, the creature is frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6	Dexterity	On a failed save, the creature takes 5d10 necrotic damage, or half as much on a successful save.

## BEHOLDER MOVEMENT

Starting at 10<sup>th</sup> level, your movement becomes more like that a beholder. When you move on your turn, you can levitate off the ground slightly. When you do, you ignore difficult terrain, do not take damage while moving through hazardous terrain, and do not trigger floor-based traps. You also can levitate over bodies of liquid as if they were ground. At the end of your movement, you land back on the ground or fall if there is no ground underneath you.

## ANTIMAGIC CONE

Beginning at 14<sup>th</sup> level, you gain the ultimate ability of beholders; the antimagic cone. As an action, you can emit a 30-foot cone of antimagic, similar to the *antimagic field*, from your eyes for 1 minute. At the start of each of your turns, you decide which way the cone faces and whether the cone is active.

You can use this feature with Borrowed Eyes. When you do, the direction the chosen creature is facing determines the direction of the antimagic cone.

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



## ARCANE SABOTEUR

Seen by some wizards as an “uncouth” arcane tradition, many nations very much value the abilities and powers of arcane saboteurs. Commonly referred to as “trap mages”, these wizards specialize in the creation of glyphs that can be used to protect an area and prevent pursuers. Arcane Saboteurs are master craft trap crafters and typically have a reputation of being a bit eccentric.

### ARCANE SABOTEURS FEATURES

Sorcerer Level	Feature
2nd	Glyph Weaver
6th	Modified Glyphs
10th	Empowered Glyphs
14th	Trap Master

### GLYPH WEAVER

When you take this arcane tradition at 2<sup>nd</sup> level, you learn how to quickly craft temporary traps using magic. As an action, you touch a surface to create a trap glyph that lasts for 1 minute. When you do this, choose a 1<sup>st</sup>-level spell that requires an action to cast, a range longer than touch, and has a target other than self. You cannot use a higher level spell slot than the spell you cast. You create a 5-foot-radius circle arcane glyph on the surface that stores this spell and the spell slot is expended. If the space is not big enough to fit the glyph, the glyph fails. Only 1 glyph can occupy a space at a time. The glyphs are hard to see and require Intelligence (Investigation) check equal to your spell save DC to notice.

When the glyph is created, you can choose from the following triggers for the spell:

- Timer set to go off after a set number of rounds.
- The glyph is touched.
- A specific word is spoken within 30 feet of the glyph.
- A creature moves to be with 10 feet of the glyph

When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the trigger is a timer, the creature that is closest to the glyph becomes the target or center of the spell. When the spell is cast, you use your spell attack or spell save DC as normal for the spell. Once the glyph is triggered, or after 1 minute passes after the glyph has been placed, the glyph disappears. You only have a maximum number of glyphs placed out equal to your Intelligence modifier at a time.

At higher levels, you can place 2<sup>nd</sup>-level spells in the glyphs at 6<sup>th</sup> level, 3<sup>rd</sup>-level spells at 10<sup>th</sup> level, and 4<sup>th</sup>-level spells at 14<sup>th</sup> level.

### MODIFIED GLYPHS

At 6<sup>th</sup> level, your traps you place have become larger or longer lasting. When you create glyphs with Glyph Weaver, you can choose one of the following bonuses to add:

- The glyph lasts up to a number of minutes equal to your Intelligence modifier.
- The glyph created is a 10-foot-radius circle instead of a 5-foot-radius circle.

### EMPOWERED GLYPHS

Starting At 10<sup>th</sup> level, you can further enhance your glyphs to be harder to spot or more powerful. When you create glyphs with Glyph Weaver, you can choose one of the following bonuses to add:

- Creatures have disadvantage on Intelligence (Investigation) checks to spot your glyph.
- When you cast a spell for the glyph, you can expend a higher-level spell for spell.

### TRAP MASTER

When you have reached 14<sup>th</sup> level, you have mastered the use of glyphs as traps. You learn the *glyph of warding* spell if you have not already. When you cast *glyph of warding*, the spell only requires half the normal component cost for you. Once per day you can cast *glyph of warding* without expending a spell slot.

Additionally, you can create glyphs from Glyph Weaver to up 30 feet away on surfaces you can see.

**AS SOMEONE WHO KNOWS AN ARCANE SABOTEUR, I DO HAVE TO SAY THEY ARE SOMEWHAT ECCENTRIC. TYPICALLY, THOSE WHO HAVE SPECIFIC TALENTS OR INTERESTS TEND TO BE THAT WAY.**

