

the book of BAD MAGIC



TWENTY-ONE
REGRETTABLE SUBCLASSES
FOR 5TH EDITION D&D

the book of BAD MAGIC

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CONTENTS

Primal Path: Path of the Dead
Bard College: College of Ravens
Divine Domain: Entropy Domain
Divine Domain: Night Domain
Divine Domain: Pain Domain
Druid Circle: Circle of the Sepulchre
Druid Circle: Circle of Sonority
Martial Archetype: Stillmind Warrior
Martial Archetype: Hollow Knight
Monastic Tradition: Way of the Flesh
Monastic Tradition: Way of Bone
Sacred Oath: Oath of Inquisition
Roguish Archetype: Thought Eater
Sorcerous Origin: Arcane Anomaly
Sorcerous Origin: Etched Soul
Sorcerous Origin: Evil Star
Otherworldly Patron: Ancestor Spirit
Otherworldly Patron: The Witch
Otherworldly Patron: Elemental Evil
Arcane Tradition: Spectral Agent
Arcane Tradition: School of Sanguimancy

BONUS CONTENT

PRODUCED ON REACHING A GOLD MEDAL

Otherworldly Patron: Chaotic Chroma
Sorcerous Origin: Soulless
Sacred Oath: Oath of the Phoenix
Bardic College: College of Endings
Martial Archetype: Chirurgeon
Druid Circle: Circle of Horrors

PRIMAL PATH:

Path of the Dead



Barbarians who walk the Path of Death tread the forbidden road that straddles the lands of the living and the dead. Warriors who walk this path gain strange and unnerving abilities, and are found more commonly in societies near Shadow Crossings, where the need for those who can calm the unquiet dead is great indeed.

THE BOUNDARY

Starting at 3rd level, your Rage opens your eyes to the world of the dead. Your eyes gain a supernatural aspect of your choice whilst raging, and you can see or interact with immaterial spirits as if they were on the material plane.

Whilst in this state, you are semi-immaterial, and can pass through material objects using your movement at a rate of 1 foot for every 5 feet of movement expended (though you may not end your movement inside an object - if you do so, you are ejected and take 4d10 force damage).

ARMY OF THE FALLEN

At 6th level, you shine like a beacon in the afterlife and your slain enemies rise again to fight under your banner. When you slay a medium or smaller living creature whilst raging, that creature rises as a **zombie** or a **skeleton** under your control on initiative count 20 of the next round. The assembled dead act on your turn, and attack the nearest hostile creature. When your rage ends, the undead raised by this ability become corpses once more.

THE HALLS OF MY ANCESTORS

At 10th level, you can enter a trance in order to speak to the dead who would not otherwise deign to answer the call. You can cast *Speak with Dead* as a ritual, but you are not restricted to creatures that have died within the last 10 days.

ETERNAL REST

At 14th level, your attacks can rend the very souls of the creatures you strike, sending the dead howling back to oblivion, and the living to eternal rest.

When you reduce a creature to 0 hit points whilst raging, you can choose to activate this ability. An affected creature dies instantly, and cannot be raised from the dead, reincarnated, or contacted after death by any means. Additionally, the creature cannot return as a ghost, and their body cannot be animated as a corporeal undead.



College of Ravens

Bards of the College of Ravens have many friends, or so the saying goes. Whether perched on balconies overlooking cities, or stalking the deep hearts of umbral forests, these clever spies and sinister information brokers rely on their shadowy allies to acquire secrets. The College of Ravens relies on always having just the right secret to tip the balance in their favour. To their mind, it's not brute force that will win the day, but a small push in just the right place, at just the right moment.

SHADOW FRIEND

At 3rd level, you gain a shadowy companion that takes the form of a small winged beast of CRO. This creature follows your instructions, and can understand any languages you speak. Your shadow friend is unable to speak, but can mimic with precision anything it has heard in the last 24 hours in response to your questions. It can also squeeze through a hole as small as 1 inch in diameter by melting into shadow and reforming on the other side. If your shadow companion dies, it reforms at dusk the next day.



PICTURE SHOW

At 3rd level, you gain a perfect memory, and can recall anything you've heard or seen in the past with clarity. Furthermore, you can use an action to manifest a minute long scene from your memory in front of you, composed of illusory shadows. You cannot alter any memory you project with this ability (which is to say, you cannot alter the details to deviate from the truth as you perceived it) but you may limit the duration of the scene to be misleading.

DISCORPORATION

At 6th level, you gain the ability to transform yourself as an action into a swarm of ravens or a swarm of bats. While in this form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your swarm must remain contiguous. Your statistics, other than your size and speed, are unchanged. Anything you are wearing transforms with you but nothing you are carrying does. You revert to your true form if you die, if your swarm is forcibly scattered (such as by a gust of wind spell), or if you spend 1 minute reassembling yourself.

UMBRAL SUBTERFUGE

At 14th level, you become very difficult to remember. People forget what you looked like after you finish a conversation with them, and they struggle to recall what you talked about unless they are magically forced to remember. This ability has no effect on any creature that has spent more than 1 hour in your company.

In addition, you can fake your own death by vanishing into your shadow. When you would die, instead your soul travels to your Shadow Friend, and you reform from inside your companion at the next dusk. Your original body remains at the scene (where relevant) and you generate a new one without any of your possessions. If your shadow friend is not available, then you may not use the ability, and if your Shadow Friend is killed whilst harbouring your soul, then you die as normal. Whilst inhabiting your shadow friend, you can see and hear everything going on around you, and you can telepathically direct them.

DIVINE DOMAIN:

Entropy

All things must end. All creatures born into the planes of existence have some awareness of this fact from birth, and it comprises one of the most fundamental truths of reality. As such, some gods hold sway over the notion of entropy as a domain, though rare are those petitioners who would beg for their attention. Gods of this domain are often mad, capricious, or simply cruel, comprising such examples as Tharizdun, Toldoth and Nerull.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Entropy Domain Spells table. See the Divine Domain class feature for how domain spells work.

Cleric Level	Entropy Domain Spells
1st	<i>inflict wounds, thunderwave</i>
3rd	<i>shatter, darkness</i>
5th	<i>life transference, vampiric touch</i>
7th	<i>blight, sickening radiance</i>
9th	<i>negative energy flood, antilife shell</i>

RUST WARD

At 1st level, your entropic magic wears away at the weapons of your assailants. When a creature hits you with a melee weapon attack using a nonmagical weapon, after dealing damage the weapon takes a permanent and cumulative -1 penalty to damage rolls. This ability has no effect on natural weapons such as claws unless those weapons are made of metal. If its penalty drops to -5 , the weapon is destroyed. Nonmagical ammunition made of metal that hits you is destroyed after dealing damage.

CHANNEL DIVINITY: DISSOLUTION

Starting at 2nd level, you can use your Channel Divinity to disintegrate physical objects. As an action, you present your holy symbol, and condemn a nonmagical object within 5 feet of you that isn't being worn or carried. You can also target a 5 foot square section of a larger object, such as a wall. The chosen object disintegrates into a pile of dust.

ENTROPIC GYRE

At 6th level, your presence becomes anathema to all things of beauty and permanence. Magical objects are now affected by your Rust Ward and Channel Divinity features.

In addition, when you strike a creature with a melee attack, any armor or shield that creature is wearing takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a $+0$ bonus is destroyed.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with entropic energy. Once on each of the cleric's turns when he or she hits a creature with a weapon attack, the cleric can cause the attack to deal an extra 1d8 necrotic damage to the target. When the cleric reaches 14th level, the extra damage increases to 2d8.

RADIAL DECOMPOSITION

Starting at 17th level, you can use your Dissolution feature to affect all objects within 10 feet of you that aren't being worn or carried.



DIVINE DOMAIN:

Night

The night is not something to be feared. Many who ill-understand the nature of the night consider it to be a time of darkness and horror, but the night's sky is full of illuminated wonders. The night is a time of rest for mortals, bringing with it solace from the day's toils, and a comforting shadow in which the cares of the waking world drift away into nothing. Gods of this domain include Shar, Zehir, Selune and Takhisis.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Night Domain Spells table. See the Divine Domain class feature for how domain spells work.

Cleric Level	Night Domain Spells
1st	<i>sanctuary, sleep</i>
3rd	<i>calm emotions, darkness</i>
5th	<i>beacon of hope, slow</i>
7th	<i>guardian of faith, shadow of moil</i>
9th	<i>dream, modify memory</i>

SOOTHING TOUCH

At 1st level, you can take away the sufferings and joys of others, consigning them to sweet oblivion. As an action, you can touch a willing creature and choose a single Personality Trait, Ideal, Flaw or Bond that creature possesses, suppressing it indefinitely. The creature forgets they ever possessed the suppressed trait, and you can restore it to them as an action. A *remove curse* spell or similar magic also restores the suppressed trait. You can only suppress a single trait in any one creature.

CHANNEL DIVINITY: EVERSLUMBER

Starting at 2nd level, you can use your Channel Divinity to call on the quiescent powers of night. As an action, you present your holy symbol and all lights (magical or otherwise) within 30 feet of you are extinguished. In addition, creatures within the radius must succeed on a Wisdom saving throw against your spellcasting DC or fall into a magical slumber, falling unconscious until 1 hour passes, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Undead and creatures immune to being charmed aren't affected by this ability.

SWEET DREAMS

At 6th level, your mere presence wards off the dark things which stalk the minds of sleeping mortals. Creatures sleeping within 30 feet of you are immune to any spells or magic that would tamper with or interfere with their sleep such as the *dream* spell, or abilities that would prevent their gaining the benefits of a rest, such as a Night Hag's *nightmare haunting*.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

SPINDLE CURSE

Starting at 17th level, you Channel Divinity can be used to affect an area as wide as 1 mile in diameter, sending entire towns to sleep.



DIVINE DOMAIN:

Pain



Pain. All creatures know pain, and all pay homage to it with their tears, and their whispered pleas that they be spared it. Pain is not just physical - in fact, the adherents of gods who grant this portfolio understand that physical pain is perhaps the least dangerous of its brothers and sisters. Priests who exercise this domain use it with precision to achieve their goals, bring the world a catharsis which it has long been denied. Gods of this domain include Loviatar, Iuz, Phieran and Lolth.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Pain Domain Spells table. See the Divine Domain class feature for how domain spells work.

Cleric Level	Pain Domain Spells
1st	<i>bane, hellish rebuke</i>
3rd	<i>cloud of daggers, heat metal</i>
5th	<i>bestow curse, fear</i>
7th	<i>phantasmal killer, staggering smite</i>
9th	<i>synaptic static, geas</i>

STING

At 1st level, you can jab a creature with a distracting sting to foil their spellcasting. When a creature you can see within 30 feet of you attempts to cast a spell, you can use your reaction to force that creature to make a concentration saving throw at disadvantage. On a failed saving throw, the spell fails and is wasted. You can use this ability a number of times equal to your Wisdom modifier. Uses of this ability recharge at the end of a long rest.

CHANNEL DIVINITY: EXCRUTIATION

Starting at 2nd level, you can use your Channel Divinity to bombard a creature with pain. As an action, you present your holy symbol and target a creature you can see within 60 feet. That creature must succeed on a Constitution saving throw or become wracked with devastating pain, whether that be

physical or emotional. While the target is affected, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a Constitution saving throw, or the casting fails and the spell is wasted. This effect lasts for 1 minute.

AGONY PULSE

At 6th level, you can project your pain outwards from yourself in a pulse of invasive energy. As an action, you emit a wave of pain that travels outwards to 30 feet of you. Each creature in the area immediately awakens if asleep, and must make a concentration saving throw to maintain any spells they are concentrating on. Additionally, creatures under the influence of any mind-affecting magic may attempt another saving throw against that magic. You can use this ability a number of times equal to your Wisdom modifier. Uses of this ability recharge at the end of a long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

HEXING VEXATION

Starting at 17th level, when a creature fails to cast a spell due to your Sting feature, the failed spell backlashes on the caster, dealing 1d6 psychic damage to them per level of the spell being cast.

DRUID CIRCLE:

Circle of the Sepulchre

A secret tradition known to very few, the Circle of the Sepulchre walks the world to find places steeped in the memory of death. These places are sources of power, but must be carefully managed, lest the darkness spill forth and overwhelm the surrounding lands. The Circle of the Sepulchre takes on this grave responsibility, and in turn awakens secrets of the Shadowfell inherent to the cursed land on which they tread.

CLOAK OF DUSK

At 2nd level, you can draw the shadow of the grave over your location like a pall, concealing yourself and allies from prying eyes. As an action, a 20 foot radius around you becomes blanketed in dim light, which cannot be lifted by nonmagical means, nor pierced by darkvision. Whilst in this area, creatures are always considered to have something to hide behind for the purposes of making Dexterity (Stealth) ability checks, and have light cover from attacks originating outside the area.

SHADOW FORM

At 6th level, you can abandon your body to tread the world as a shadow. As an action, your shadow form leaves your body, and your physical form becomes paralysed.

Your shadow form is unable to take any actions except talking (using your voice and known languages), or instantly returning to your body as a full action. It is treated as a **shadow** for the purposes of determining physical statistics, and uses your mental statistics. If your shadow form is destroyed, or has not returned to your body by the next dawn, you die.

Whilst controlling your shadow form, you are unaware of what is happening to your physical body, with the exception of physical damage which faintly registers as pain to your shadow form (though not how much or what type).

You must finish a long rest before using this ability again.

INVIDIOUS DIVISION

Beginning at 10th level, when you enter your Shadow Form you can split yourself into a number of **shadows** equal to half your proficiency bonus, rounded up. As long as a single shadow returns to your body by dawn, you remain alive.

SHADOW CROSSING

At 14th level, you can conduct a ritual to draw an area in the material plane into concordance with the Shadowfell, creating a Shadow Crossing. This ritual takes 1 hour to perform, in which you invoke forbidden magic and sacrifice something of great personal value. On completion of your ritual, a 1 mile radius area of land becomes tainted by the Shadowfell centered on your location, and an invisible doorway 10ft wide opens through which travel between the material plane and the shadowfell is possible.

This ability can also be used to cross from the Shadowfell back to the Material plane. Once a Shadow Crossing has been created, it is permanent.



DRUID CIRCLE:

Circle of Sonority

The world is loud now. It didn't use to be this way. The endless growth of mortal races has filled the world with sound, but there are those who remember how things were. There is a power in this dynamic, the shifting to and fro from loud to quiet, harsh to soft. Druids from the Circle of Sonority appreciate this relationship, using it to empower their spells and increase their understanding of all things that move.

DAMPEN SOUND

At 2nd level, you learn how to draw in the sound around you, investing it in your body until you release it. As an action, you can choose to emit an aura out to 30 feet, centered on and moving with you, which muffles any sound within it to a quiet murmur. Creatures within this aura have advantage on Dexterity (Stealth) checks based on stealth, and resistance to thunder damage. This aura lasts up to 1 minute, you may end it as a free action, and you must finish a short rest before using this ability again.

At the end of your turn when this ability is active, you gain a charge of Vibration. You can hold a number of charges of Vibration equal to your Wisdom modifier. Unused charges vanish 1 minute after being generated.

You can expend any number of Vibration charges to deal an extra 1d8 thunder damage on any damaging spell you cast for each expended charge.

LINGERING WORDS

At 6th level, you use your magic to tap into what happened in a particular place by listening to conversations that happened in the past. You can perform a 10 minute ritual in a quiet place to listen to any conversation which took place there in the last 24 hours. If you are not searching for a particular conversation, the DM decides what information you uncover with this ability.

RESONATING INCANTATION

At 10th level, you can expend charges of vibration to cast spells. You can cast a spell you have prepared in this way, but only a spell equal in level to your current number of Vibration charges. Doing so expends all your vibration charges, and ends your Dampen Sound aura if it is active.

INAUDIBLE MAGIC

Starting at 14th level, your spells become completely silent if you wish, making no audible noise even if they deal thunder damage or explicitly cause noise in their description. Additionally, you no longer require vocal components for spells you cast.



MARTIAL ARCHETYPE:

Stillmind Warrior



The stillmind exercises a variety of secret techniques in order to cut themselves from the source of magic and life that underlies the universe. The effects of this training scar their soul, giving them an unnerving aura recognisable from a distance. The advantages of these techniques, however, are undeniable: Stillmind Warriors are able to resist the effects of hostile magic to an enviable degree, making them ideal assassins and bodyguards.

TRANQUIL SOUL

At 3rd level, your training distances you from the weave of magic. This has the following effects:

- You can no longer be detected by magical spells of any kind, and you are invisible to all magical sensors
- Creatures wanting to target you with any spell (including beneficial magic) must first succeed on a spellcasting ability check with a DC of 10+ half your character level rounded up. On a failed check, the spell has no effect and is wasted.

STILLNESS AURA

At 7th level, you can project a strange aura that confounds magical abilities. As a bonus action, you can activate the aura, which is invisible and extends outwards to 30 feet from your location. Any creature which attempts to cast a spell whilst inside the aura must succeed on a spellcasting ability check with a DC of 10+ half your character level rounded up. On a failed check, the spell has no effect and is wasted.

REFLECTION

At 10th level, you gain the ability to rebound harmful magics. If you succeed on a saving throw against a harmful spell and the spell is 7th level or lower, you can choose to reflect it upon the caster. In this case, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. You must finish a short rest before using this ability again.

MAGIC RESISTANCE

At 15th level, you gain advantage on saving throws against magic.

LIMITED SPELL IMMUNITY

At 18th level, you cannot be affected by spells of 6th level or lower unless you wish to be.



MARTIAL ARCHETYPE:

Hollow Knight



The Hollow Knight is trained to invest themselves in the armour they wear, allowing them supernatural puissance with their chosen shell, but forcing them to rely it in turn.

BONDED ARMOR

At 3rd level, your training allows you to bond to a specific set of armour by investing it with a shard of your soul. This process takes 24 hours in which you must wear the armor continuously. Bonding to a set of armor has the following benefits:

- You are no longer hampered by any movement penalties you would incur as a direct result of wearing said armor, such as a reduced swim speed.
- You can use a bonus action to instantly don your armor, which teleports onto your body piece by piece regardless of where it was located.
- Whilst wearing your bonded armor, your speed increases by 10 feet, and you are treated as one size category larger for the purposes of calculating how far you can jump, and how much you can carry, push, drag or lift. This stacks with racial bonuses to that effect.

If your bonded armor is destroyed, you gain a level of exhaustion which persists until you replace it with a new set.

ANIMATED ASSISTANT

At 7th level, your armor gains a level of sentience. When you remove your armor, it is treated as an **animated armor**, and you have a telepathic bond with it as long as you remain on the same plane of existence. If you fall unconscious inside your armor, it can act as if you had removed it, carrying your body inside it at no penalty.

SURGE CARAPACE

At 10th level, your armor responds to the rhythm of battle. When you use your Action Surge, your armor class increases by a number equal to your proficiency bonus until the end of your next turn.

IRON SKIN

At 15th level, your armor can deflect the strongest of blows. When you are hit by an attack, before damage is rolled, you can use your reaction to ignore all damage from that attack. You must finish a short rest before using this ability again.

RESURGENCE

At 18th level, if you are killed whilst wearing your Bonded Armor, it is not the end. Your bond to your armor ends, and you return to life at the start of the next round inside the armor with 1 hit point. If your body was destroyed or so heavily damaged as to make resurrection impossible, your armor transmutes into a new body for your soul to inhabit.



MONASTIC TRADITION: Way of Flesh



The Way of the Flesh teaches of the body as something which changes based on need. The corporeal form is only a shell, and that shell must serve the needs of the soul. The abilities of these monks sometimes engender fear or revulsion in onlookers, but merely reflect the monk's superior understanding of and mastery over their own forms.

MY BODY, A WEAPON

At 3rd level, you learn to twist your flesh into the right weapon for your current need. You can spend a ki point to change one or both of your hands into fleshy monk weapon(s) of your choice. This transformation lasts 1 minute or until you end it as a bonus action. Whilst transformed in this way, the affected limb(s) gain all qualities of the weapon they are mimicking, but you lose your fingers and thumbs. The weapons cannot be detached from your body short of permanently chopping off that body part.

MORPHING

At 3rd level, you can spend a ki point to render your body fluid until the end of your next turn, during which time you can move through a space as narrow as 1 inch wide without squeezing.

REMOULDING

Starting at 6th level, you gain the ability to change your appearance substantially. You can use a bonus action to cast *alter self*, requiring no components.

RUPTURE

At 11th level, your form is malleable enough that it can recover from almost any wound. You can spend 3 ki points to accelerate your healing process. For the next hour, you regain 1 hit point at the start of each of your turns (10 hit points each minute).

Your severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you

have the severed part and hold it to the stump, this ability instantaneously causes the limb to knit to the stump.

MITOSIS

At 17th level, your command of over your body reaches new heights, allowing you to create a copy of yourself as an action by splitting yourself in half. When you do so, you split your hit points and ki points between yourself and the clone, which otherwise shares all your statistics, obeys your telepathic commands and acts on your initiative. You cannot have more than one Mitosis clone at any one time. After 1 hour, or when it is reduced to 0 hit points, the copy dissolves.



Way of Bone

The Way of Bone teaches that the body and soul must be flexible and enduring, weathering the ravages of time and surviving whatever harrowing forces the universe deigns to lay in our path. Monks of this discipline have control over their bones, using them for both offense and defence.

BONE SHARD

At 3rd level, you learn to create lethal shards of bone with which to strike down your enemies. When you would draw a weapon, you can instead extrude an osseous shard from your body, which detaches into your grasp. This shards is treated as a dagger.

MARROW STORM

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make a number of thrown weapon strikes equal to your proficiency bonus as a bonus action. If you would make an attack using this feature and you have no weapon drawn, you may draw one reflexively for no cost.

SHARPER SHARDS

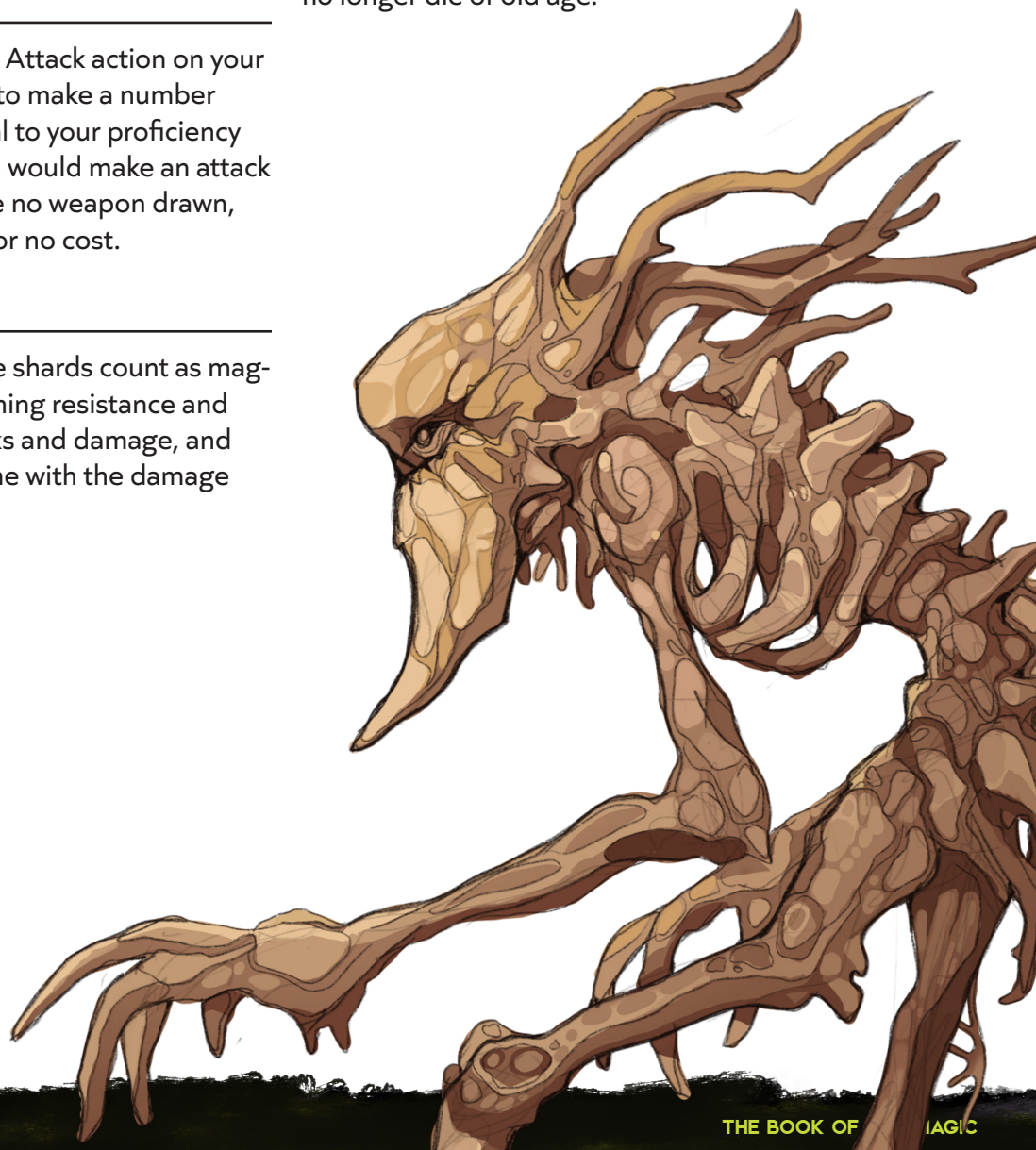
Starting at 6th level, your bone shards count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and their damage is increased in line with the damage dealt by your unarmed strikes.

EXOSKELETON

At 11th level, you can push your skeleton outside your body, forming a bony cage around your vulnerable insides. Your armor class increases to 19 unless it was already higher, and you are immune to critical hits. You can activate and end this effect as an action.

ETERNAL LIFE

At 17th level, you can rid yourself entirely of your flesh based vulnerabilities, investing your soul entirely in your skeleton. Your flesh and organs fall away from your body, and you gain the benefits of your exoskeleton permanently. In addition, you can no longer die of old age.



SACRED OATH:

Oath of Inquisition



Those who uphold the Oath of Inquisition are warriors of strict ideals and little compromise. Resolute in their vision of how the world should be, they root out dissent and remove opposition to their cause wherever they find it. Though many Inquisitors work for the greater good, and for evil, the line between those two absolutes can become very blurry when hard choices need to be made.

TENETS OF INQUISITION

Duty. We all have a responsibility to help make the world how it should be. I can show you the true way.

Fortitude. I have faith in my beliefs, and nothing can shake my confidence that I am right.

Tenacity. To retreat today might be a necessary evil, but I will return with tenfold might to destroy the what I have seen here.

Purity. The wrong kinds of people cannot be tolerated. They will see things my way, or they will be excised.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Spell Level	Spells
3rd	<i>detect evil & good, detect magic</i>
5th	<i>detect thoughts, zone of truth</i>
9th	<i>clairvoyance, dispel magic</i>
Spell Level	Spells
13th	<i>locate creature, arcane eye</i>
17th	<i>scrying, geas</i>

CHANNEL DIVINITY

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

Inquisitor's Interrogation. As an action, you announce proudly your name and your investigation. Any creatures with the Shapechanger trait that can see or hear you must succeed on a Wisdom saving throw or return to their true form.

I Am The Law. As an action, you hold forth your holy symbol as a badge of authority, and quell the hearts of lesser men. Each humanoid that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is frightened for the next minute, or until it takes damage.

AURA OF TRUE VISION

At 7th level, allies within 10 feet of you gain advantage on saving throws or checks made to see through illusions, and detect secret doors.

At 18th level, the range of this aura increases to 30 feet.

DIVINE AWARENESS

Starting at 15th level, you become aware when you hear a lie.

THE ALL SEEING EYE

At 20th level, you gain the ability to harness an uncanny insight into your enemies. As an action, you can magically become an avatar of inquisition, gaining the following benefits for 1 minute:

- You gain Truesight out to 120 feet.
- You gain advantage on all Insight, Perception and Religion checks.
- You automatically succeed on saving throws against curses and illusions

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

ROGUSH ARCHETYPE: Thought Eater



Is there anything more delicious than a secret? Select investigators and blackmailers blessed with the powers of the feywild would contend that nothing is more desirable than emotion, which can be consumed to fuel magic, or simply leveraged against the original owner to bend them to your will.

VOICELESS CRIES

Starting at 3rd level, you passively siphon the background thoughts of the creatures you meet throughout the day, learning what is most on their mind in that moment. This is considered a form of telepathy, but gives you no ability to probe for specific information. Questions verbally directed at the target creature naturally shape the course of its thoughts.

Additionally, you can consume particularly strong emotions you detect with this ability. As a bonus action, you can end the Frightened or Charmed condition on a creature within 30 feet of you.

WINGLESS FLUTTERS

At 9th level, you can the ability to harvest the thoughts of others, directing them at your whim. When you sense a thought or emotion (up to 25 words in length) with your Voiceless Cries ability, you may harvest it with this ability, and it begins to float around you on the ethereal plane, manifesting in an abstract, spectral form of your choosing. You can harvest a number of thoughts each day equal to your proficiency bonus. Unused thoughts fade away at dusk each day.

You use an action to cast a version of the *sending* spell which expends a harvested thought and delivers it to a target of your choice. This is considered a form of telepathy.

TOOTHLESS BITES

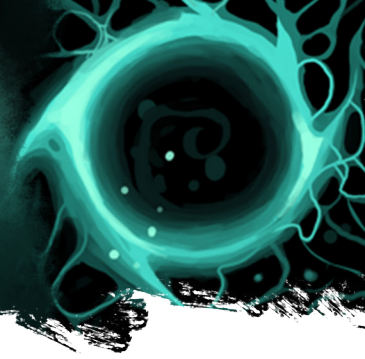
Starting at 13th level, you can use your magic to augment your attacks. You can expend a thought harvested by your Wingless Flutters ability to deal an extra 4d6 psychic damage on a successful melee weapon attack.

MOUTHLESS MUTTERS

At 17th level, you can extrude an aura of fey magic that causes all creatures within 30 feet of you to emit audible surface thoughts as per your Voiceless Cries ability for as long as they remain inside the area of effect, which remains centered on you until you choose to end it as a bonus action.



SORCEROUS ORIGIN: Arcane Anomaly



Your ancestors dabbled in magic they should not have, and encountered a magical anomaly of dreadful power. Their mistake has tainted your bloodline with sinister potential, and the natural forces of the world reject your presence with extreme prejudice, recognising the danger of the magic coursing through you as a thread to the very fabric of what is.

The cataclysm percolating in your blood can manifest in a number of peculiar ways:

1d6 Arcane Anomaly Quirks

- 1 The earth rejects you, and your footprints leave a scar on the land wherever you walk.
- 2 Light cannot abide you. You are always shrouded in dim light.
- 3 The water will not touch you, and rain slides away from you. You can walk on water.
- 4 The air cannot suffer your presence, and grows still around you.
- 5 Fire hates you. You always feel cold and you have resistance to fire damage.
- 6 Your spells leave a pale aftertrace in the air, like a scar on the weave of magic itself.

MAGICAL LEAKAGE

Starting at first level, your spells pull apart the threads of magical energy around you, tearing at the weave and emitting harmful energies. When you cast a spell of 1st level, each creature within 5 feet of you takes 1d6 force damage. The radius and damage of this effect increases by 5 feet for every spell level above first.

DEVASTATION CORONA

Starting at 6th level, you can invoke the magic of your bloodline to amplify the destructive power of spells nearby. As a bonus action, you can spend 3 sorcery points to emit an aura spreading out to 30 feet from your location and moves to remain centered on you. Any creature damaged by your magic inside the aura takes the maximum damage possible from that instance.

RESONANCE

Starting at 14th level, your spells leave a mark in the firmament which hums with potential. When you cast a damaging spell, there is a 1 in 6 chance on Initiative Count 20 of the next round that the spell repeats itself targeting the same area of effect and with the same point of origin as when you previously cast it. Resonance has no effect on any spell which does not target an area of effect.

REALITY TEAR

Starting at 18th level, your magic has the potential to rip holes in existence. When you use your Metamagic feature, roll a d20. On a result of 19 or 20, a **sphere of annihilation** forms adjacent to the target of the spell. The sphere remains for 1 minute before vanishing. You can spend a sorcery point to maintain the sphere for 1 hour.



SORCEROUS ORIGIN:

Etched Soul



Your innate magic comes from a powerful text or source of knowledge. Your lineage likely traces to an ancestor who encountered some forbidden truth or celestial insight which scarred your bloodline with magic.

The power of the words etched into your blood can manifest in a number of peculiar ways:

1d6 Etched Bloodline Quirks

- 1 Your skin is covered in strange glyphs
- 2 Your pupils are shaped like letters or signs
- 3 When you talk, your words briefly appear in the air near you, before vanishing
- 4 Your blood has the colour and consistency of ink
- 5 Your skin looks like weathered parchment
- 6 Loose papers and pages tend to drift behind you as if caught in a breeze

ETCHED MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Etched Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Sorcerer Level	Etched Spells
1st	<i>comprehend languages, illusory script</i>
3rd	<i>magic mouth, animal messenger</i>
5th	<i>tongues, sending</i>
11th	<i>word of recall</i>
13th	<i>divine word, power word pain</i>
15th	<i>power word stun</i>
17th	<i>power word heal, power word death</i>

FORBIDDEN SPEECH

Starting at first level, you can use an action to speak fragments of the word in your soul out loud, overwhelming listeners. Each time you do so, you take 1d12 psychic damage, and each creature within 15 feet of you takes 3d6 psychic damage.

EVOKE THE NAME

Starting at 6th level, you understand better the glyphs that burn in your heart. Odd patterns and words float around everything in existence, but only you can attempt to understand them. You can spend a sorcery point to scrutinize a creature and learn its true name if it fails a Charisma saving throw against your spell save DC. Knowing a creature's true name (unpronounceable in most tongues) allows you to cast spells on it more easily, and that creature has disadvantage on all saving throws against your magic. You may only ever attempt to learn any given creature's true name in this way once.

BABBLING INSIGHT

Starting at 10th level, you can read the words in your soul, and they speak to you of things yet to come. You learn *contact other plane* and can cast it for a single sorcery point with a casting time of 1 action.

WORDS OF POWER

At 14th level, your mastery of the word supercedes all lesser magical foibles. As long as you can complete the vocal component of a spell, you can ignore any other components listed.

SORCEROUS ORIGIN:

Evil Star

You were born under an evil star. That's what people told you, even as they crossed to other side of the street and made a sign against bad magic. Your blood carries the blighted power of the far off stars, cold and burning, deathly givers of life.

The starlight murmurs in your blood can manifest in a number of peculiar ways:

1d6 Evil Star Bloodline Quirks

- 1 Your pupils constantly shimmer and flicker like a faraway star.
- 2 Your skin is covered with birthmarks scattered like constellations.
- 3 When you get angry or sad, you begin to radiate a bleak chill from your exposed skin.
- 4 You shine with a cruel dim white or blue light when in total darkness.
- 5 You sometimes speak in Deep Speech without realising it.
- 6 Your blood is coloured like obsidian, and is flecked with motes of starlight.

STAR MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Star Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Sorcerer Level	Star Spells
1st	<i>armor of agathys, arms of hadar</i>
3rd	<i>moonbeam, skywrite</i>
5th	<i>hunger of hadar, bestow curse</i>
7th	<i>fire shield, shadow of moil*</i>
9th	<i>flame strike, contact other plane</i>

DREAD STAR

Starting at first level, you can use an action to conjure an orb of sinister light around your hand. This orb sheds bright light out to 30 feet, and dim light for a further 30 feet. The light is distracting and beguiling - you are considered to have light cover against melee attacks and medium cover from ranged attacks, as long as the attacker relies on sight. The orb lasts for 1 minute before fading, and you must finish a short rest before using this ability again.

SIGN OF ILL OMEN

Starting at 6th level, you may call on your arts to curse your enemies, turning their happiness to ashes. As an action, you spend 3 sorcery points and target a creature you can see within 30 feet of you, which must succeed on a Charisma saving throw or become cursed. A cursed creature becomes hounded by inconveniences and unfortunate coincidences, suffering disadvantage on ability checks and saving throws they make until the curse is lifted.

THIRTEEN BALEFUL STARS

Starting at 14th level, when you use your Dread Star ability you can conjure 13 stars which orbit around you in a dizzying display, increasing the bright light radius to 120 feet, dispelling magical darkness in the area. Creatures which look directly at you must succeed on a Constitution saving throw against your spell save DC or become blinded until the end of their next turn.

THIEF OF FIVE FATES

Starting at 18th level, your Sign of Ill Omen increases in power. When a creature affected by your Sign of Ill Omen scores a critical hit on an attack roll, that critical hit becomes a miss instead. When a creature misses its 5th roll in this way, the curse ends on that creature.

OTHERWORLDLY PATRON:

Ancestor Spirit

Your patron is an undead spirit, (or collection thereof) that refuses to pass on from the material plane. In most cases, spirits that take an interest in the living to this extent are related to their scions, hence the coining of the term ancestor spirit to describe this relationship. Often ascribed prophetic abilities, many cultures engage in ancestor worship in the hope of attracting the attention of their long-dead relative(s). Your ancestor spirits might vary from culture to culture as screaming banshees, frightening ghosts, or mischievous poltergeists.

EXPANDED SPELL LIST

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

Spell Level	Spells
1st	<i>unseen servant, detect evil and good</i>
2nd	<i>augury, see invisibility</i>
3rd	<i>speak with dead, spirit guardians</i>
4th	<i>divination, guardian of faith</i>
5th	<i>legend lore, raise dead</i>

BONUS CANTRIP

At first level, you gain the *guidance* and *message* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

VOICE OF THE ORACLE

Starting at 1st level, you may spend a bonus action to call on your ancestors, augmenting your presence with their wisdom and authority. When you activate this ability, choose Persuasion, Deception or Intimidation. For the next minute, skill checks you make of the chosen kind are made at advantage. During this time, your eyes roll back into your head, and your voice is echoed by a whispering chorus audible out to 10 feet from you. You must finish a short or long rest before using this ability again.

PRESCIENCE

Starting at 6th level, your ancestors watch for danger on your behalf. If you would be surprised, you can spend your reaction before initiative is rolled to warn everyone nearby in a rousing cry. Anyone within 30 feet that can hear your words is no longer surprised. You must finish a short or long rest before using this ability again.

THE SECOND SIGHT

Starting at 10th level, your patron opens your eyes to the spiritual demimonde. You can see into the Ethereal plane out to 60 feet, and can see invisible creatures.

SUPERNATURAL INTUITION

At 14th level, your ancestors bring their centuries of prior experience to bear scrutinising your fledgling predictions. If a divination spell would provide false information, either to the intrinsic nature of the spell, or a masking effect such as Nystul's Magic Aura, you become aware that the result is false, though not necessarily why.

Boons

The Ancestor is likely to bestow a pact boon upon the warlock that had a significance to them in life. They might give a warlock their own spellbook written in a cramped hand, or the same familiar which served them during their time with the living. For a more morbid tone, consider sending Pact of the Chain warlocks a **crawling claw** familiar from the ancestor's corpse.

The Witch



Your patron is a powerful hag, usually a Grandmother hag, which has taken an interest in your life. Hags are defined by their love of misery in other creatures, which often means they will only take on students and warlocks when the net suffering to be gained in the long run seems more than likely to offset the inconvenience. Some hags will even go so far as to blackmail or bribe certain influential figures into accepting a warlock pact, as part of some grand unknowable scheme, or perhaps to complete a coven. All forms of hags are able to grant pacts in this manner, and on rare occasions an entire coven of lesser hags will use their magic to grant a warlock pact to some unfortunate individual.

EXPANDED SPELL LIST

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

Spell Level	Spells
1st	<i>Speak with animals, sleep</i>
2nd	<i>Pass without trace, alter self</i>
3rd	<i>Bestow curse, tiny servant</i>
4th	<i>Fabricate, polymorph</i>
5th	<i>Animate objects, legend lore</i>

BONUS CANTRIPS

At first level, you gain the *dancing lights* and *vicious mockery* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

WEIRD MAGIC

Starting at 1st level, you are privy to many strange and unusual secrets of magic known only to the hag sisterhood. Once per day, you may cast a spell of a level you are able to cast from your class list that you do not know. You must use a spell slot and fulfil all other requirements. Casting this spell should involve some bizarre and unusual prop, such as releasing a swarm of bees for a *cloud of daggers* spell. Once you have cast a spell with this ability, you can never cast it again for any reason.

STRANGE CONVEYANCE

At 6th level, you learn to enchant an object to serve as your mount. You can choose an object as small as a broom up to the size of a cow, and enchanting that object takes 1 hour. When you straddle the object, it hovers beneath you and can be ridden in the air. The object has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. It stops hovering when you land. You may only have one Strange Conveyance at any one time, and you may not create a new Conveyance whilst the other remains extant.

THE RULE OF THREE

Starting at 10th level, you understand the only rule that matters - magic is stronger in threes. When you cast a spell, you may choose to cast it three times instead of once as part of the same action. You may choose new targets for these copies. You must finish a long rest before using this ability again.

EXIT STRATEGY

At 14th level, you develop an (almost) foolproof method to remove yourself from a dangerous situation, should the need arise. You can use an action to vanish in a suitably dramatic manner (perhaps into a cloud of smoke or a swarm of toads) reappearing 1d4 hours later in a place of emotional significance to you on the same plane of existence. If no such place exists, the DM decides where you appear.

Elemental Evil



Your patron is a primordial spirit of elemental destruction, dedicated to one of the four elements that together comprise the building blocks of the material plane. The primal forces you command are often directed towards evil, but also hold the potential for acts of creation. Examples of patrons able to invest you with these powers include Olhydra, Imix, Yan-C-Bin and Orgremoch.

When you choose this subclass, pick Fire, Water, Earth or Air, depending on the nature of your patron.

EXPANDED SPELL LIST

The Elemental Evil lets you choose from an expanded list of spells when you learn a warlock spell. The Elemental Evil Expanded Spells table shows the spells that are added to the warlock spell list for you, depending on your patron's nature: fire, water, earth or air. Options are also provided for elementals hailing from the liminal planes of Ice, Magma, Ooze and Ash which form the borders between their larger cousins.

SIEGE MAGIC

Starting at 1st level, your magic is extraordinarily efficient at wearing away the edifices of civilisation. Your spells deal double damage to buildings and objects.

BONUS CANTRIP

Starting at 1st level, you gain an additional cantrip based on the nature of your patron. This counts as a warlock cantrip for you, but doesn't count against your number of cantrips known.

Patron Nature	Bonus Cantrip
Fire, Magma	<i>control flames</i>
Water, Ice	<i>shape water</i>
Earth, Ooze	<i>mold earth</i>
Air, Ash	<i>gust</i>

Spell Level	Elemental Spells	Fire Spells	Water Spells	Earth Spells	Air Spells
1st	<i>chaos bolt</i>	<i>burning hands</i>	<i>create/destroy water</i>	<i>earth tremor</i>	<i>thunderwave</i>
2nd	<i>dragon's breath</i>	<i>pyrotechnics</i>	<i>calm emotions</i>	<i>earthen grasp</i>	<i>gust of wind</i>
3rd	<i>elemental weapon</i>	<i>fireball</i>	<i>tidal wave</i>	<i>erupting earth</i>	<i>wind wall</i>
4th	<i>elemental bane</i>	<i>wall of fire</i>	<i>watery sphere</i>	<i>stoneskin</i>	<i>storm sphere</i>
5th	<i>destructive wave</i>	<i>immolation</i>	<i>maelstrom</i>	<i>wall of stone</i>	<i>control winds</i>

Spell Level	Elemental Spells	Magma Spells	Ice Spells	Ooze Spells	Ash Spells
1st	<i>chaos bolt</i>	<i>searing smite</i>	<i>ice knife</i>	<i>grease</i>	<i>ray of sickness</i>
2nd	<i>dragon's breath</i>	<i>heat metal</i>	<i>snilloc's snowball swarm</i>	<i>web</i>	<i>dust devil</i>
3rd	<i>elemental weapon</i>	<i>melf's minute meteors</i>	<i>sleet storm</i>	<i>stinking cloud</i>	<i>wall of sand</i>
4th	<i>elemental bane</i>	<i>stone shape</i>	<i>ice storm</i>	<i>vitriolic sphere</i>	<i>blight</i>
5th	<i>destructive wave</i>	<i>transmute rock</i>	<i>cone of cold</i>	<i>cloudkill</i>	<i>antilife shell</i>

ELEMENTAL WARDS

Starting at 6th level, your link to the planes manifests itself in your body, protecting you against attacks. The form this takes changes based on your patron's nature.

Patron Nature	Ability
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Earth	Unyielding. When you are subjected to an effect that would move you, knock you prone, or both, you can use your reaction to be neither moved nor knocked prone.
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Fire	Heated Body. A creature that touches you with a melee attack while within 5 feet of you takes 5 (1d10) fire damage.
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Water	Invisible in Water. You are invisible while fully immersed in water, or in heavy rain. Light rain turns you translucent and you are considered lightly obscured.
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Air	Windbreaker. If you would be hit with a ranged weapon attack, you can use your reaction to cause the attack to miss.
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ELEMENTAL BLEED

Starting at 10th level, your link to your elemental patron bleeds through into all your magic. Your spells gain cosmetic alterations befitting your affiliation, and all your damaging spells are considered to deal an additional damage type for the purposes of bypassing damage resistances or triggering vulnerabilities.

Patron Nature	Additional Damage Type
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Fire, Magma, Ash	Fire
------------------	------

Water, Ice	Cold
------------	------

Earth, Ooze	Acid
-------------	------

Air	Lightning
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PRIMORDIAL APOTHEOSIS

At 14th level, you gain the ability to transform into an avatar of your elemental patron, learning a spell from the list below, which you can cast at-will. If you are reduced to 0 hit points whilst under the effects of this ability, you fade away into motes of your chosen element and cannot be returned to life by any means short of a Wish spell.

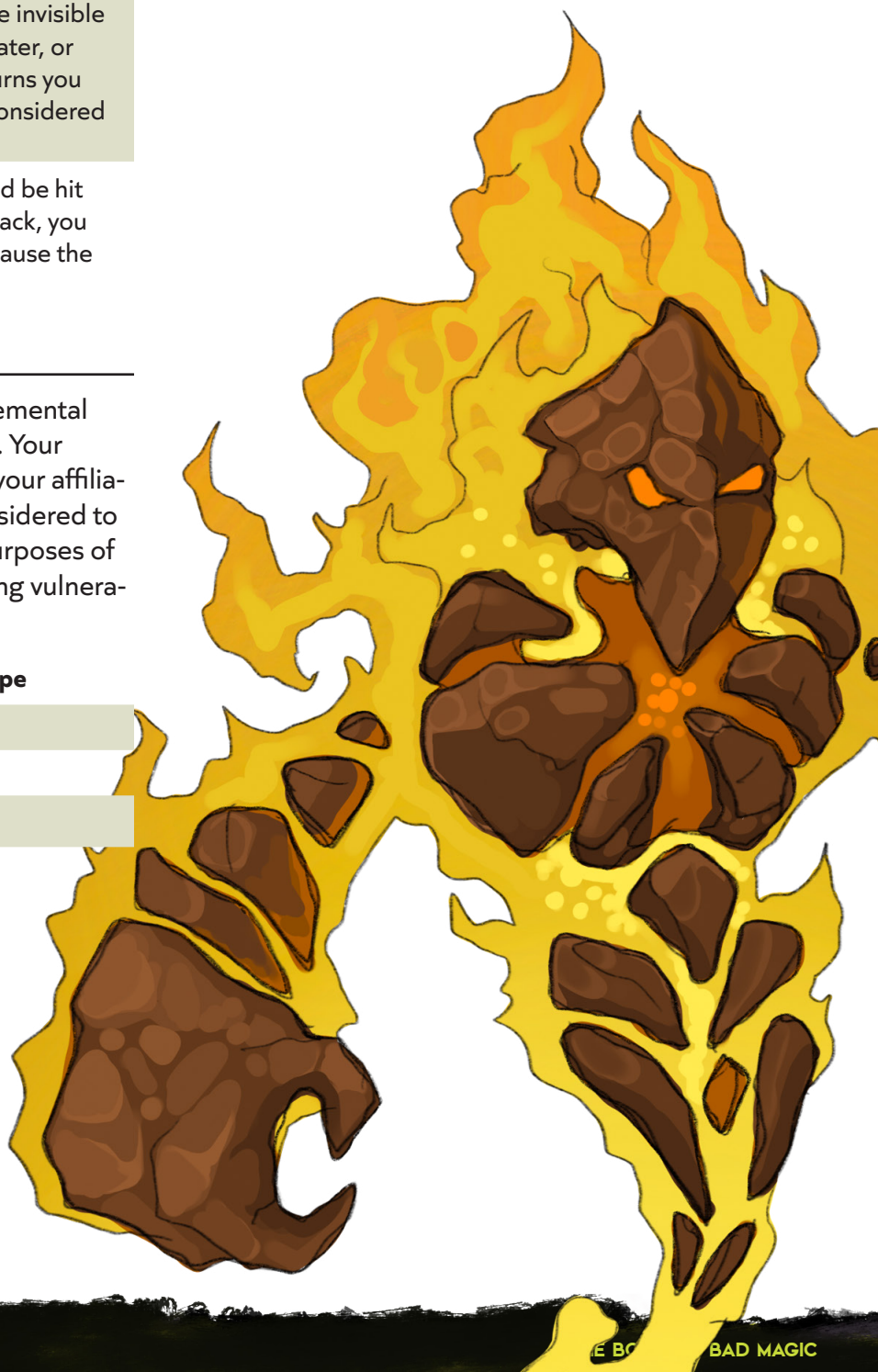
Patron Nature	Spell Gained
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Fire	<i>Investiture of Flame</i>
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Water, Ice	<i>Investiture of Ice</i>
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Earth, Ooze, Magma	<i>Investiture of Stone</i>
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Air, Ash	<i>Investiture of Wind</i>
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Spectral Agent



The Spectral Agent and the school of Sanguimancy are Arcane tradition which I originally contributed to *Faiths of Eberron*. However, I liked them so much that I wanted to preserve them in something I'd written entirely myself.

UNHOLY IN-SPECTER

Beginning when you select this school at 2nd level, you can use your magic to haunt the living, spying on clandestine meetings. You can use an action to fade into Border Ethereal. While you maintain concentration on this effect you remain there. While in the Border Ethereal, you can view events on the Material Plane as if you were standing in the spot which you vacated, though you cannot move from that spot. The 5-foot square from which you vanished is Haunted until you return. If you cast a spell, break concentration or otherwise exit the Border Ethereal, you are ejected into the space on the Material Plane which you left. While you are in the Border Ethereal, spells and abilities that detect undead sense an unholy presence in the Haunted area. You can remain in the Border Ethereal in this way for up to 1 hour, after which time you are ejected into the space you left. You cannot use this ability within the area consecrated by a hallow spell, or an area warded against interplanar travel. You must finish a long rest before using this ability again.

At 6th level, you can remain in the Border Ethereal for a number of hours equal to your Intelligence modifier (minimum 1).

LEFT HAND RITE

At 2nd level, you add the find familiar spell to your spellbook if you don't know it already. When you cast the spell as a ritual, you can choose to have your familiar take the form of a crawling claw instead. If you do, you must cut off your own left hand as part of the ritual, which immediately regrows from the stump. When you summon a crawling claw in this way, you can use it to perform somatic components for any spell you cast while it is within 5 feet of you.

PELTERGEIST

At 6th level, when using your Unholy In-specter ability, you can use your action to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial anywhere within 30 feet of the spot you are haunting. You can't use this ability to attack, activate magic items, or carry more than 10 pounds. If creatures can see your meddling, you can make a Dexterity (Sleight of Hand) check versus their Wisdom (Perception) check. If you succeed, you pass your meddling off as an accident or clumsiness on the part of another creature rather than overt supernatural influence. You can also telepathically control a crawling claw you have created through your Left Hand Rite regardless of distance.

THE WALLS HAVE EARS

At 10th level, you add the *clairvoyance* spell to your spellbook if you don't know it already. When you cast the spell, you can target any location you have Haunted with your Unholy In-Specter ability in the past 7 days, regardless of distance, as long as you are on the same plane of existence.

MIST ME

At 14th level, you can evade the clutches of death by vanishing into mist. When you would drop to 0 hit points, you can use a reaction to cast gaseous form (requiring no components), transforming into a cloud of mist and dropping to 1 hit point instead.

When you cast the spell in this way, it doesn't require concentration, and the spell lasts for 1 minute. You can't use this ability in direct sunlight or in running water. If you can't transform, you can't use this ability. You must finish a long rest before using this ability again.

ARCANE TRADITION: School of Sanguimancy

Sanguimancers look to unlock the mysteries of the magic inside the blood, experimenting with the spark of life that resides within all living creatures. Their discoveries grant them semi-miraculous powers, but their obsession with blood often garners them a bad reputation.

DIVINITY WITHIN

At 2nd level, your studies into the spark of life invested in your own body have replicated a power reminiscent of the divine. When you learn a new wizard spell, you may choose that spell from the cleric spell list instead of the wizard list. These count as wizard spells for you.

INVOKE THE SPARK

When you choose this school at 2nd level, you learn the spare the dying cantrip. If you already know this cantrip, you learn a different cleric cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast spare the dying, you can expend one of your Hit Dice to restore 1 hit point to the target.

BLESSED TRANSFUSION

At 6th level, you can infuse your essence into your healing spells. When you cast a spell of 1st level or higher that restores hit points to a single target, you can expend one of your Hit Dice. Roll the die and add the target's Constitution modifier to it. The target regains additional hit points equal to the total (minimum of 1).

BLOOD AND SOUL

Starting at 10th level, your magic and your blood are one and the same. You can spend a bonus action to expend any number of spell slots. You regain a number of Hit Dice equal to the combined level of the spell slots expended.

MARTYR'S COMMUNION

At 14th level, your blood is a panacea for other creatures who consume it. You can expend 6 of your Hit Dice to enact a ritual in which you drain yourself of a quantity of blood, transubstantiating it into a potent and fortifying curative elixir. The elixir takes 10 minutes to prepare and disappears after one hour. Up to twelve other creatures can partake of the elixir. One hour after partaking of the elixir, a creature gains the following benefits, which last 24 hours:

- A creature that expends a Hit Die to restore hit points (including through the use of Blessed Transfusion) restores the maximum amount possible instead of rolling.
- The creature gains temporary hit points equal to your level.
- If a spell, such as *raise dead*, has the sole effect of restoring an affected creature to life (but not undeath), the caster doesn't need material components to cast the spell on them.



OTHERWORLDLY PATRON:

Chaotic Chroma



Colour. It exists within everything - even the dark of night holds riotous colours that shift and shimmer, if you know where to look. Your patron is a pure expression of this artistic sentiment, a force of creativity and vibrant pigmentation that seeks to influence the world through numinous expressions of the visual arts. Examples of patrons able to invest you with these powers include Rennbu - Lord of Colours, Hyrsam - Prince of Fools or Belashyrra.

EXPANDED SPELL LIST

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

Spell Level	Spells
1st	<i>color spray, chromatic orb</i>
2nd	<i>pyrotechnics, flame blade</i>
3rd	<i>blinding smite, daylight</i>
4th	<i>phantasmal killer, wall of fire</i>
5th	<i>dawn, wall of light</i>
7th	<i>prismatic spray</i>
9th	<i>prismatic wall</i>

LIGHT SHOW

At first level, you gain the *light* and *produce flame* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known. When you cast a spell that sheds light, you can choose what colour light it sheds.

PRISMATIC STAIN

Starting at 1st level, your magic is laced with highly tenacious pigments. When you cast a damaging spell, you may alter the colour(s) of the spell to suit your taste. If such an altered spell hits a creature or object, that creature is stained along the area of impact consistent to the colour(s) of the spell. These stains are not easily removed, requiring a *remove curse* spell or similar magic to remove. Creatures made entirely of fluid material such as fire elements or oozes are immune to this ability.

FADING

At 6th level, you can voluntarily leech all the colour from your skin and clothes as an action, turning translucent and giving you advantage on Dexterity (Stealth) checks based on sight. You remain translucent until you attack or cast a spell, or until you use a bonus action to become visible again.

EYE BEAMS

Starting at 10th level, you can fire coloured rays of light from your eyes. As an action, you can target a creature you can see within 120 feet of you. Then roll on the Eye Beams table to generate a spell effect using your Warlock spellcasting attributes. This does not count as casting a spell. You can use this ability a number of times equal to your Charisma modifier, and uses of this ability return at the end of a long rest.

1d4	Colour	Spell
1st	Red	<i>scorching ray</i>
2nd	Orange	<i>slow</i>
3rd	Yellow	<i>ray of sickness</i>
4th	Green	<i>disintegrate</i>
5th	Blue	<i>flesh to stone</i>
7th	Violet	<i>ray of enfeeblement</i>

RAINBOW CONNECTION

At 14th level, you gain the ability to transform yourself and your allies into light, moving almost instantaneously between places. As an action, you open a magical, many-hued gate which links a Large or bigger Prismatic Stain within 5 feet of you and another Prismatic Stain, at any distance, on the same plane of existence. For the duration, any creature can step into the gate and exit from the destination Prismatic Stain by using 5 feet of movement. You can only link two Prismatic Stains in this way if they are both the same colour. You must finish a long rest before using this ability again.

SORCEROUS ORIGIN:

Soulless



You don't exist. Not really. You were born without a soul, or that's what they tell you. It makes you special, but you don't feel any different...not that you have anything to compare it to. People have always treated you differently, as if there were nothing behind your eyes but darkness.

Your sorcerous blood can manifest in a number of peculiar ways:

1d6 Soulless Bloodline Quirks

- 1 Animals run away from you and won't come close unless forced
- 2 Children scream and cry if you try and touch them
- 3 You never dream. It's only darkness in there.
- 4 Priests and clerics sometimes flinch away from you involuntarily
- 5 You don't seem to age as fast as everyone else. You're not sure by how much.
- 6 There's a shadow behind your eyes that intimidates people meeting you.

SOULLESS MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Soulless Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Sorcerer Level	Soulless Spells
----------------	-----------------

1st	<i>unseen servant, dissonant whispers</i>
3rd	<i>pass without trace, invisibility</i>
5th	<i>nondetection, gaseous form</i>
7th	<i>dimension door, greater invisibility</i>
9th	<i>mislead, modify memory</i>

NO SOUL

Starting at first level, you are immune to any magic that would read your mind, affect your dreams or interact with your personality traits. You have no soul, and thus cannot trade it away to the devil or make any similar trade. You cannot be raised from the dead or become undead for any reason.

GONE

Starting at 6th level, you can slip between the gaps in reality, becoming unreal for a moment. As an action, you spend 1 sorcery point to become invisible and intangible. You cannot cast any spells, move or take any actions whilst in this form. For the duration, no-one can remember you ever existed, and they rationalise away any evidence to the contrary. This effect lasts for 1 minute, then fades.

I WOULD NOT STOP FOR DEATH

Starting at 14th level, you can choose to ignore death - (you are, after all, not really alive). If you would die, you can spend 1 sorcery point to ignore the damage instance or effect which would have slain you. The cost of this ability increases permanently by 1 each time you use it, to a maximum of 20.

THE CAT WHO WALKED ALONE

Starting at 18th level, you can move around during your Gone ability. You can move through walls and objects, but if your Gone ability ends while you are inside an object you are shunted to the nearest available empty space and you take 4d10 force damage.

SACRED OATH:

Oath of the Phoenix



Those who uphold the Oath of the Phoenix uphold the principle that peace engenders weakness. They move from place to place destabilising the institutions they find and bringing chaos wherever they tread. Those who uphold this oath do not see themselves as violators, criminals or warmongers - instead, they see themselves as the only people willing to create the chaos in which innovation truly thrives.

TENETS OF THE PHOENIX

Conflict. Peace only allows people to grow weak, and necessity is the mother of invention. Conflict and challenge allow society to grow.

Fire. Flames are the ultimate symbol of change and beauty. We should emulate their capricious whims and their destructive power.

Rebirth. From the ashes of the old, new life springs. Sometimes, all must burn to bring about a new, better future.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
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3rd	<i>burning hands, command</i>
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5th	<i>heat metal, branding smite</i>
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9th	<i>fireball, revivify</i>
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13th	<i>fire shield, wall of fire</i>
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17th	<i>raise dead, immolation</i>
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CHANNEL DIVINITY

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

Conflagration. As an action, you hold forth your holy symbol, and speak primordial words of flame. Flammable surfaces and objects within 30 feet of you that aren't being worn or carried catch fire.

Hearts Aflame. As an action, you touch your holy symbol and heighten the tension in the room. All

creatures within 30 feet of you must succeed on a Wisdom saving throw or temporarily gain the Flaw "Everything infuriates me and no-one is trying to fix things but me." This effect can be removed by a calm emotions spell or similar magic, and otherwise ends after 10 minutes pass.

CINDER SHIELD

At 7th level, allies within 10 feet of you gain resistance to fire damage and cannot be set on fire. Creatures already resistant to fire damage instead become immune.

At 18th level, the range of this aura increases to 30 feet.

BURNING RENASCENCE

Starting at 15th level, if you are reduced to 0 hit points, you explode. Each creature within 60-feet of you must make a Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't worn or carried.

The explosion destroys your body and leaves behind an egg-shaped cinder. Resurrection spells can be cast on the cinder requiring no material components. If a resurrection spell is cast on the egg which would usually require you to possess a body, such as *raise dead*, then the cinder forms into a new body for you to inhabit.

PHOENIX FORCE

At 20th level, you gain the ability to invoke your inner fire. As an action, you can magically become an avatar of flame, gaining the following benefits for 1 minute:

- You are coated in fire as per a flame shield spell
- You gain flaming wings and a fly speed of 30 feet
- Your attacks deal an extra 2d8 fire damage

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

BARDIC COLLEGE:

College of Endings

Bards who study the College of Endings are committed to the notion that all stories must have come to a close. Bards from this college bring about these denouements through means both subtle and obvious, exercising their magical might to make sure that no one overstays their welcome in the material plane. The College of Endings often attracts those who possess an innate sense of justice or vengeance, and thus is favoured by monster hunters

READ THE THREADS

At 3rd level, you can instinctively tell when you meet creatures that have outlived their natural lifespan, or been reanimated by magic. When you come within 30 feet of an undead creature, or a living creature which has benefited from any magic that would extend its life, you become aware of which creature(s) this applies to and whether they belong to the former category or the latter.

SKEINS OF MORTALITY

At 3rd level, you can forcibly drag unnatural creatures back into the world of the living, rendering them vulnerable. As an action you can expend a use of bardic inspiration and target a creature you can see within 30 feet of you. That creature must succeed on a Charisma saving throw or lose its damage resistances or condition immunities (your choice) until the end of its next turn.

FINAL WORD

At 6th level, your magic is infused with an insidious finality. Spells you cast cannot be countered by *counterspell* or similar abilities.

INEXHAUSTIBLE PURSUIT

At 14th level, you can sense the threads of destiny that tie unnatural creatures to the material plane. As an action, you can scrutinize a creature you have detected with your Read the Threads ability and immediately become aware of the most direct path to the source of their immortality (as per a *find the path* spell), such as a lich's phylactery or a wizard's potion of longevity. You can also use this ability on a summoned creature to lead you to its summoner or the place of its summoning. Using this ability on a ghost or unquiet spirit might lead you to the object that keeps it fettered to the material plane. The DM has final discretion over where this ability leads you in the case of any given creature.



MARTIAL ARCHETYPE:

Chirurgion



A chirurgion is a warrior trained in the medical arts. Whilst the mundane sciences pale in efficacy when compared to the magical healing arts of the divine, they have their offensive uses too. A chirurgion uses their knowledge to deliver precise, devastating blows to their enemies, and keep their allies alive at all costs when other methods have failed them.

MEDICAL TRAINING

At 3rd level, you have trained extensively in biology, anatomy and medicine. You gain proficiency in the medicine skill if you didn't possess it already. You double your proficiency bonus on any check to which it applies.

CRIPPLING BLOW

When you deal piercing or slashing damage to a creature with a weapon attack, you can choose to cripple them as well as dealing damage. When you use this ability, select an option from the Crippling Blow table below. The creature must succeed on a Constitution saving throw vs 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice) or be afflicted until it either regenerates or receives magical healing.

You can use this ability a number of times equal to your Wisdom modifier. You regain all uses of this ability at the end of a short rest. If you use this ability on a critical hit, the affliction is permanent and can only be removed by a *greater restoration* spell or similar magic.

Crippling Blow

Go for the Eyes, Boo. The creature is blinded.

Manual Impairment One of the creature's hands (or claws) is damaged and the creature can no longer use it or hold things in it.

Hamstring The creature's speed is halved.

Vicious Stab. Your attack deals an extra die of weapon damage.

BLEEDING BLADE

At 7th level, when you hit a creature with an attack, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Magical healing or regeneration removes all wounds from a target, and it has no effect on undead or constructs.

HUMOUROUS INVIGORATION

At 10th level, you gain the ability to return your allies to consciousness through provoking their inner humours. As a bonus action, you attend to an unconscious ally within 5 feet of you, and that creature regains 1 hit point. Choose one of the follow personality traits and apply it to that creature until they next finish a long rest. You must finish a short rest before using this ability again.

Humours

Sanguine "I tell bad jokes and never shut up"

Choleric "I'm overly confident and rude"

Melancholic "I'm lazy and scared"

Phlegmatic "I'm forgetful and low spirited"

WASTING BLADE

At 15th level, your Bleed ability becomes more potent, and creature only receive a saving throw once every minute.

HACK AND SLASH

At 18th level, uses of your Crippling Blow ability recharge on initiative count 20 every round.

DRUID CIRCLE: Circle of Horrors



A largely unappreciated discipline, the Circle of Horrors focuses its attention on carnivorous plants. Somewhere between plant and animal, these plants signify the union of the natural world into a single divine form which encapsulates both the patient dignity of plant life and the hungry glory of the animal kingdom.

Worlds of magic and might often hold many varieties of large and terrible plants which (if left untended) pose a danger not only to remote kingdoms but to civilisation itself. The Circle of Horrors treads where other druids will not, and seeks out these vast unknowable intelligences to better understand their needs and their nature.

HUNGRY SUCCULENT

At 2nd level, you gain a plant companion that accompanies you in your travels. This plant has the statistics of an **awakened shrub** with the following changes:

- The plant takes a form of your choosing, aesthetically speaking
- The plant understands druidic, though it cannot speak. It is under no compulsion to obey your instructions, but you have advantage on ability checks made to interact with it.
- The plant can quickly consume and digest nonliving organic material. The plant can consume up to a 5ft cube of organic material as an action.
- When the succulent drops to 0 hit points, it disintegrates into dust. It regrows within 5 feet of you at the end of a short rest. You can resummon your succulent earlier by feeding the dust your blood, expending a hit die in the process.

ENGORGULENT

At 6th level, your hungry succulent grows in size and scale, gaining the statistics of a medium sized **awakened tree**, with the following alterations:

- Your plant retains all benefits from Hungry Succulent.
- Your plant is developing a strange symbiosis with you, and uses your Intelligence, Wisdom and Charisma scores.
- Your hungry succulent learns to speak druidic in a rustling whisper
- When you cast a spell, you can use your hungry succulent as the point of origin for that spell for the purpose of determining line of sight.

CORPSORACLE

Beginning at 10th level, when you feed your hungry succulent a corpse of medium size or larger, it rewards you by speaking to you of the future as if it had cast a *divination* spell on your behalf.

SHAMBLING MAJESTY

At 14th level, your hungry succulent evolves into its final form, a medium sized **shambling mound**. It retains all bonuses it gained from previous features.

In addition, each time it is fed a medium sized or larger humanoid corpse, it grows by 1 size category. It returns to medium size after it passes 1 hour without consuming a medium sized corpse.