

MASTERS OF THE NINE SWORDS



HOME BREW

A Tome of Battle inspired compendium of 5e subclasses

INITIATES OF THE SUBLIME WAY

This compendium is a tribute to my favorite D&D supplement to come out of the 3.5 edition of the worlds greatest game and as such is an ode to the *Tome of Battle - Book of Nine Swords*. The *Tome of Battle* was designed to provide new, interesting and powerful options melee combat.

Although the 5th edition of D&D doesn't share its predecessors extreme lack of balance between martial and spellcasting player options, some of the ideas and tropes presented in *Tome of Battle* deserve to be converted to 5e.

In this small compendium you will find 9 different subclasses. Each subclass represents a martial discipline found in the original *Tome of Battle*, also known as *The Sublime Way*. Every discipline has its own flavor and mechanics that have both been heavily inspired by 3.5e content and carefully adjusted to fit into the brilliant framework that the newest edition of D&D provides.

CREDITS

GmBinder and the whole crew that supports it without which the creation of this document wouldn't be possible.

Dungeons and Dragons 5th Edition for which the mechanics within this document are made and **Dungeons and Dragons 3.5th Edition** by *Wizards of the Coast*, from which a lot of the flavor text as well as general inspiration was borrowed - especially the *Tome of Battle* supplement.

Feedback by [/r/UnearthedArcana](#) where many faults in design were noticed and a lot of great feedback was received, with a special shout out to [/u/SwEcky](#), who provided some really constructive criticism.

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RANGER CONCLAVES AND ARCHETYPES

At my table, we use the revised Ranger by default and all of the Ranger subclasses bar the Beast Master get the Extra Attack feature at 5th level. If you decide to use the Tiger Claw Ranger archetype presented in this document, keep in mind that it is balanced around receiving a second attack at 5th level and implement that change as necessary, depending on which version of the Ranger class you are using.

RIGHTS AND CREDITS

I own none of the right to any of the images found in this document. If any of the artists behind these amazing pictures wish them to be removed, I'll do so promptly and without any hassle. Furthermore, a lot of descriptions of various abilities and features presented in this compendium have been taken directly or paraphrased from the *Tome of Battle*. I claim no rights to the intellectual property behind them nor will I economically benefit from this document in any way. They were utilized for the simple reason of my personal wish to keep the lore of *Tome of Battle* as close to original while also converting it to 5e.

PRIMAL PATHS

PATH OF THE DIAMOND MIND

Barbarians who follow the Path of the Diamond Mind have learned to channel their rage into a state of perfect clarity. Within the chaos of battle, they find inner peace, following their instincts in a deeper manner than most deem possible. The Diamond Mind discipline allows a warrior to use his cunning and feel for the battlefield against her enemies. Time seems to flow slower to a Diamond Mind initiate, each of their moves having a precise purpose and following a rhythm only they can hear.

MOMENT OF PERFECT MIND

Your mental focus and martial study have rendered your will into an unbreakable wall that cannot be deceived.

Starting when you choose this path at 3rd level, you gain proficiency in the Insight skill. You have advantage on all Insight checks made while you are raging.

Also, whenever you are subject to a spell or effect that alters reality using illusions or phantasms, you may roll any related saving throw or ability check with advantage.

STANCE OF ALACRITY

Your mind and body meld, granting you an edge in combat. You move slightly faster than normal due to a combination of confidence, training, and clarity of mind. This slight edge adds up with each action.

As you adopt this path at 3rd level you can forgo adding your rage damage modifier as a bonus on weapon damage rolls whenever you enter a rage. Instead, each time you start raging, select one of the following effects.

- ***Emerald Razor.*** You may add half your Rage damage bonus (rounded down) as a modifier on all melee weapon attack rolls you make for the duration of your rage.
- ***Mind over Body.*** You may add your Rage damage bonus as a modifier on all Intelligence, Wisdom and Charisma saving throws you may have to make for the duration of your rage.
- ***Diamond Defense.*** You may add half your Rage damage bonus (rounded down) as a modifier to your Armor Class for the duration of your rage.

Once you enter a rage with one of the chosen effect being active, you can't change the effect until your rage ends.

HEARING THE AIR

You close your eyes, take a deep breath and your perception becomes so fine that you can hear the tiniest flutter of air moving past you. Invisible foes and other hidden threats become as plain as day in the area of your heightened senses.

Starting at 6th level, as a bonus action on your turn, you may enter a trance like state that lasts until the start of your next turn. During this time, you gain blindsight within a radius feet equal to 5 times your proficiency bonus, but are effectively blind outside of this range.

While this effect is active, you gain vulnerability to thunder damage.

TIME STANDS STILL

The raindrops themselves stand still as you act at the speed of thought. You move like a blur, catching your enemies by surprise with a complex action carried out in a tiny fraction of the time normally needed to complete it.

Starting at 10th level you can add your proficiency bonus on initiative rolls. Furthermore, your movement speed is doubled and doesn't provoke attacks of opportunity during the first round of combat.

Additionally, you can now change the effect granted by your Stance of Alacrity class feature by using a bonus action on your turn.

RAPID COUNTER

You lash out, your weapon a blur, hammering at the slightest gap that appears in your foe's defenses.

Starting from 14th level, while you are raging, and a creature within your reach makes a melee weapon attack against you, you may use your reaction to make an Insight check contested by the target's attack roll. You must use this ability before you know the result of your enemies attack roll.

If the result of your Insight check is higher than the targets attack roll, the attack automatically misses and you may make one melee weapon attack against the creature as a part of the same reaction. This attack has advantage.



PATH OF THE IRON HEART

The Iron Heart discipline focuses on pure weapon skill. Its students learn to complete fighting maneuvers that border on the supernatural. Perfect body control, good footing, intimate knowledge of all melee weaponry and impeccable timing are of utmost importance to completing Iron Heart maneuvers.

As such, rare barbarians have the mental focus required to completely grasp the teachings of this path. Those that do, most often find themselves as revered warriors of legend and esteemed duelists, blood and iron their chosen way of life. Channeling their innate savage nature through a practiced combat rhythm, their unique combination of skills are a feared presence on any battlefield.

IRON HEART ENDURANCE

Years of training and dedication allow you push aside the pain of your injuries to fight on past mortal limits.

Starting when you choose this path at 3rd level, you gain proficiency in the Athletics skill if you don't already have it.

Furthermore, you recover one level of exhaustion at the end of each short or long rest.

COMBAT RHYTHM

Your weapons become a blur of motion, harmoniously thrashing through the enemies around you.

Beginning at 3rd level, your melee weapon attacks gain different traits while raging, depending on how you are armed at a given moment:

- **Dancing Blade.** When you are wielding a versatile melee weapon in one hand and no other weapons, you may use that weapons two handed damage die. Also, you may always roll your weapons damage die twice, keeping the higher result.
- **Lightning Recovery.** When you miss with a melee weapon attack using a two-handed weapon, you may immediately use your reaction to make another melee weapon attack against the same target.
- **Mithral Tornado.** Once per round, when you are dual wielding and hit an enemy with both of your melee weapons during the same turn, that creature takes an additional amount of damage equal to your proficiency modifier. Furthermore, when you score a critical hit with a melee weapon you are holding in one hand, you may immediately use your reaction to make an attack with a melee weapon you are holding in your other hand.

STORMGUARD WARRIOR

Intimate knowledge in arts of war allow you to remain fluid and adapt to any task that may be required of you.

Starting at 6th level, you gain one of the Fighting Styles listed bellow. At the end of each short or long rest, you may change your chosen style. You can't take the same Fighting Style option more than once, even if you get to choose again.

DEFENSE

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

DUELING

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

GREAT WEAPON FIGHTING

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

TWO-WEAPON FIGHTING

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

IRON HEART SURGE

By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you.

Starting at 10th level, if you roll for a saving throw while raging, but before the DM says whether the roll succeeds or fails, you can spend a hit die, adding the rolled number to the total, possibly changing the outcome.

AVALANCHE OF STEEL

Your supreme focus and flawless fighting form allow you to execute devastating attacks. When they connect perfectly, your foes are left in a bloody pulp.

Starting from 14th level, while you are raging and roll the highest number on a melee weapon damage die, you may roll that die again and add it to the damage total.



MARTIAL ARCHETYPES

DISCIPLE OF THE DEVOTED SPIRIT

Those who follow the Devoted Spirit discipline seek to support an ideal by defending it, nurturing it, and destroying its enemies. Devoted knight, divine agent, instrument of vengeance, peerless fighting machine - they are warriors dedicated to good, evil, law, chaos, or some other cause. They seek out and destroy the enemies of her chosen faith.

Many of them receive the call to their cause early in life, but never study formally at a temple or monastery. These warriors are gifted with a natural ability lead by example and channel the divine energies of their cause - not by casting spells, but in a raw, untamed manner.

DIVINE METTLE

In moments of greatest need, your faith shines through - your zeal and devotion giving you unmatched resilience.

Starting at 3rd level you gain proficiency in the Religion skill and proficiency your bonus is doubled whenever you are required to make an ability check that uses this proficiency.

Additionally, whenever you would have to make a saving throw versus a spell or effect that would leave you *charmed* or *frightened* you can choose to make a Religion skill check instead.

DIVINE SURGE

You channel divine power through your body and soul, an aura of soft, golden radiance surrounding you and giving you strength.

Beginning at 3rd level, whenever you activate your Action Surge class feature, you may use a bonus action to cast *divine favor*, *shield of faith* or *protection from evil and good*, targeting only yourself and requiring no components. You have advantage on any Constitution saving throws you have to make in order to keep concentrating on these spells.

FURIOUS COUNTERSTRIKE

Divine energy flows through you, giving you the ability to retaliate and smite your foes when all odds are against you.

Starting at 7th level, whenever you are critically hit by an attack or fail a saving throw against a spell, you may immediately use your reaction to grant yourself advantage on the first melee weapon attack you make before the end of your next turn. If this attack hits, it deals an additional 1d10 radiant damage.

This extra damage increases to 2d10 once you reach the 15th level in this class.

STEELY RESOLVE

Despite the wounds you suffer and the flash of searing spells, you stand resolute on the field. So long as the potential for victory exists, you fight on.

Starting at 10th level, you gain proficiency in death saving throws. Furthermore, when you use your Indomitable class feature, you immediately gain a number of temporary hit points equal to your Fighter level.

IRON GUARD'S GLARE

With a quick snarl and a glare that would stop a charging barbarian in his tracks, you spoil an opponent's attack. Rather than strike his original target, your enemy turns his attention toward you.

Beginning at 15th level, the area within your melee weapons reach is considered as difficult terrain for your enemies.

Additionally, after you successfully hit with a melee weapon attack on your turn, you may use a bonus action to mark the creature you just struck. The target has disadvantage on all attack rolls against creatures other than you until the start of your next turn.

IMMORTAL FORTITUDE

You are a sliver of divinity and blessed champion of your cause, using moments of divine inspiration to guide you through battle.

At 18th level, you can use Second Wind twice before a rest. Additionally, you are always considered to be under the effect of the *bless* spell, requiring no concentration.

This ability cannot be dispelled and functions even in areas that would normally prohibit the usage of magic, such as an *antimagic Field* or similar area effects.



WHITE RAVEN DISCIPLE

The White Raven discipline teaches that the combined effort of several warriors working together far exceeds the efforts of those same warriors working individually. Adherents of this tradition serve as leaders and inspiring figures on the battlefield. Fighters who follow this path lead by example, choosing to fight in the first lines of battle and commanding their men utilizing a wide array of tactics.

CLARION COMMANDER

You are a figure of authority on any battlefield. With a stern gaze and a firm grasp of tactics, you serve as a natural leader for your compatriots.

Starting at 3rd level, you gain proficiency in the Intimidation or Persuasion skill. Furthermore, you have advantage on any Intelligence (History) check you make to remember a famous battle, a tactical maneuver or an important decision made in a war or conflict that you might be aware of.

PRESS THE ADVANTAGE

You attack an opponent with brutal force, ruining his defenses. As you strike, you call out sharp commands to your allies, spurring them to action and allowing them to take advantage of the opening.

Beginning at 3rd level, when you hit a creature with a melee weapon attack, you may immediately use a bonus action to initiate one of the following maneuvers:

- **Covering Strike.** One ally of your choice within your melee weapons reach gains a bonus to his Armor Class equal to your Intelligence modifier until the start of your next turn, providing that he doesn't leave your reach during this time.
- **Swarming Assault.** One ally of your choice that is adjacent to the target of your attack may add your Intelligence modifier as a bonus on the first melee weapon attack he makes on his next turn, providing that he targets the same creature you just hit.
- **Leading the Charge.** One ally of your choice within 30 feet of you can immediately use his reaction to move a number of feet equal to 5 times your Intelligence modifier without provoking attacks of opportunity, providing that this movement takes him closer to the creature you just hit.

Your allies can benefit from these features only if they can see or hear you when you initiate them.

BOLSTERING VOICE

You unleash a sudden battle roar as your mighty blow fells your enemy. Inspired by your example, your allies fight with renewed energy and determination.

Starting at 7th level, whenever you reduce an enemy to 0 hit points or score a critical hit, you may use your reaction to grant one creature within 30 feet of you a number of temporary hit points equal to 1d10 + half your Fighter level. These hit points last for 10 minutes or until they are depleted, whichever comes first. While these temporary hit points are active, the target has advantage on saving throws against being frightened. Creatures can benefit from these effects only if they can see or hear you.

ORDER FORGED FROM CHAOS

You bark a series of austere orders, directing your comrades to shift formation. The power of your presence is such that they obey without consciously thinking about it.

Beginning at 10th level, you and allies within 30 feet of you that can see or hear you can't be surprised while you are conscious. Furthermore, you and all allies that can see or hear you at the time when Initiative is rolled, may add your Intelligence modifier as a bonus on their Initiative checks.

FLANKING MANEUVER

Your quick directions enable close teamwork between yourself and your allies. At your urging, your allies seize the initiative and work in close coordination to defeat an enemy.

Starting at 15th level, when you and an ally are adjacent to the same enemy, and on opposite sides or corners of the enemy's space, both of you may add half your respective proficiency modifiers (rounded down) on all melee weapon damage rolls you make against that enemy.

WHITE RAVEN TACTICS

Your keen leadership grants you and your allies a sudden advantage in combat. In the blink of an eye, you perform a complex course of actions in complete unison, surprising your enemies and obliterating their defenses.

Starting at 18th level, whenever you activate your Action Surge class feature, you may designate an ally within 30 feet of you that can see or hear you. That ally may immediately use their reaction to use the Dodge action, make one weapon attack or cast a spell with a casting time of one action.



MONASTIC TRADITIONS

WAY OF THE SETTING SUN

The Setting Sun discipline teaches its initiates to turn their opponents' strength against them. With a quick shift in stance and a carefully aimed attack, a Setting Sun warrior sends a charging enemy tumbling in a new direction.

Monks who follow this path seek perfect balance in every segment of their life. Experienced practitioners of these arts see their enemies not as creatures of flesh and bone, but as vessels of energy that they can distort and tilt to their favor. Focusing their powers and misaligning a creature's flow of Ki, they can manipulate a creature's life force with a mere grasp.

DISTANT HORIZON

Your movements are always perfectly matched with your surroundings, allowing you to move in fluid perfection, remaining ever elusive.

Starting at 3rd level, you gain proficiency in either the Athletics or Acrobatics skill. Furthermore, you may add your Wisdom modifier as a bonus on any Strength (Athletics) and Dexterity (Acrobatics) check you make to either resist or initiate a grapple or shove.

BAFFLING DEFENSE

You crouch balanced on one foot, hands held high over your head. Your foe hesitates, unsure of how to attack you in this unlikely stance.

Starting at 3rd, you can use a bonus action on your turn to assume the Baffling Defense stance. While in this stance, you can use the following features:

- **Counter Charge.** If an opponent moves at least 20 feet in a straight line before entering a space adjacent to you, you can spend 1 Ki point as a reaction to counter his charge. The creature must make a Dexterity saving throw against your Ki Save DC or be pushed 10 feet in a direction of your choice and knocked prone.
- **Ballista Throw.** When you have a creature grappled at the start of your turn, you can spend 1 Ki point as an action to fling it across the battlefield. The opponent must succeed on a Strength saving throw against your Ki Save DC or be thrown a horizontal distance of feet equal to 5 times your Wisdom modifier, landing prone at the end of this movement. If the creature hits a solid object during this movement, it takes one Martial Arts die of damage for every 5 feet it traversed in this way. On a successful save the grapple ends and you may place the creature in any square adjacent to you.
- **Hidden Grasp.** Whenever you use your Fury of Blows or Martial Arts class feature, you can replace one or both of the unarmed strikes with a shove or grapple attempt.

This stance ends early if you become incapacitated, restrained or decide to drop it as a free action.

IN SUN'S BRIGHT SHADOW

You have developed a supernatural link between your mind and body that allows you to manipulate your energy reserves and recuperate far quicker than most mortals.

Beginning at 6th level, whenever you spend a Hit die to heal yourself, or are the target of a spell that would restore your hit points, the number of hit points you regain is increased by an amount equal to your Wisdom modifier.

In addition, the time you require to gain the benefits of a long rest is halved.

LOOMING ECLIPSE

In a blink of an eye, light and shadow warp around you, dancing harmoniously at your command.

Starting at 11th level, you gain resistance to Necrotic and Radiant damage. Furthermore, you may spend 4 Ki points as a bonus action to cast either *darkness* or *daylight* as a 3rd level spell, without providing any components. If a creature drops to 0 hit points while grappled by you and within the radius of a spell cast using this feature, you may immediately use your reaction to regain on Ki point, up to your maximum, as you tap a part of its diminishing life force.

TOUCH OF THE SHADOW SUN

Your grip sucks the very life force out of your foes, rendering them weak and hopeless.

Starting at 17th level, any creature being grappled by you has disadvantage on all attack rolls and can't regain hit points. Furthermore, if a foe that is currently grappled by you attempts to cast a spell, you may spend 4 Ki points as a reaction to cut its connection to the Weave. The creature must make a Constitution saving throw against your Ki save DC, or the spell fails and has no effect.



WAY OF THE STONE DRAGON

Hidden in monasteries upon high mountain tops or practicing their art in lonesome enclaves deep underground, monks who follow the Way of the the Stone Dragon seek to harness the power of the very ground they walk upon.

It is known that this often reflects on their personalities where they often take on certain traits of the terrain that surrounds them. A practitioner of these arts may become stoic and stubborn while traveling across a mountain range, impulsive and short tempered whilst traversing an arid desert or overly friendly and trusting when visiting lush and fruitful lands. Wherever they find themselves, monks who choose this path share a strong connection with the land they currently find beneath their feet.

ROOTS OF THE MOUNTAIN

The connection you have to the very land you walk upon has given you increased strength and vitality.

Beginning at 3rd level, your hit point maximum increases by 3 and increases by 1 again whenever you gain a level in this class. Furthermore, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

STONEFOOT STANCE

You crouch and set your feet flat on the ground, drawing the resilience of the earth into your body.

Starting at 3rd level, while you are standing on a solid surface, you may use a bonus action to enter the Stonefoot stance. While in this stance you gain the following traits:

- **Strength of Stone.** You have advantage on saves and ability checks against any effect that would try to push or pull you against your will and you cannot be knocked prone against your will.
- **Shards of Granite.** When you are hit by a melee weapon attack, you can spend 1 Ki point as a reaction to reduce the damage by an amount equal your Monk level + your Wisdom modifier + the number rolled on your Martial Arts die. If you reduce the damage of the triggering attack to 0, you may make a single unarmed attack against the attacker as a part of the same reaction.
- **Bonecrusher.** You can roll one additional damage die when determining the extra damage for a critical hit with an unarmed strike.

This stance ends early if you are incapacitated, you move more than half your speed during your turn, or when you end your turn without at least one part of your body touching a solid surface.

VEINS OF THE EARTH

The innate bond you share with the ground beneath your feet gives you an intimate understanding of your surroundings and the ability to channel its power.

Beginning at 6th level, you may spend 2 Ki point as a bonus action to gain Tremorsense within a range of 30 feet, for a duration of 10 minutes.

CRUSHING WEIGHT OF THE MOUNTAIN

Like a falling avalanche, you strike with the weight and fury of the mountain.

Starting at 11th level, your Martial Arts die increases to a d10 for the purposes of calculating your unarmed strike damage. This increases to a d12 once you reach the 17th level in this class. Furthermore, while you are in Stonefoot stance, your unarmed strikes deal double damage to objects, structures and constructs.

In addition, you can spend 3 Ki points as an action to cast *enlarge/reduce* on yourself, without providing any components. While you are in Stonefoot Stance, you have advantage on any Constitution saving throws you have to make in order to maintain concentration on this effect.

SENTINEL OF STONE

The skin upon your flesh has become as solid as rock and with a single gesture you can cause stone to split and mountains to part.

When you reach 17th level, you may spend 5 Ki points as an action to cast *stone shape* or *passwall*, without providing any components.

Furthermore, you have resistance to nonmagical bludgeoning, piercing, and slashing damage.



RANGER CONCLAVE

TIGER CLAW CONCLAVE

The Tiger Claw discipline embraces a feral rage that lurks within the heart of its initiates. In battle, such warriors growl like wild animals, attack with a savage fury, and rely on vicious assaults to defeat their enemies. Rangers who adopt this conclave often move and behave similar to the beast they wish to emulate. Most of them thoroughly enjoy preying on their foes and engaging in close quarters combat where they can use their talents in a brutal manner.

TIGER CLAW MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Tiger Claw Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

TIGER CLAW SPELLS

Ranger level	Spells
3rd	<i>Entangle</i>
5th	<i>Enhance ability</i>
9th	<i>Haste</i>
13th	<i>Staggering smite</i>
17th	<i>Hold monster</i>

HUNTER'S SENSE

With every waking hour, you become more comfortable channeling your inner beast. You sniff at the air like a hunting animal, focusing your mind - an array of scents that normally eludes your awareness becoming clear to you.

Starting at 3rd level you have advantage on all Survival and Perception checks that rely on hearing or smell. Also, you may add Beasts to your list of favored enemies if you didn't already choose them.

BLOOD IN THE WATER

Preying on the weak is not beneath you, only fools show remorse when facing their enemies. The smell of blood driving you into a fury, you slash into your foe, each fresh wound you inflict spurring you onward.

Beginning at 3rd level, you automatically know when a creature within 30 feet of you is below half its hit point maximum and know the exact location of each such creature.

Additionally, you have advantage on melee attack rolls and all contested ability checks against any creature that is below half its hit point maximum.

DANCING MONGOOSE

With each stinging attack that connects against a foe, you slip around him, using the distraction provided by your attacks to prevent him from hindering your movement.

Starting at 7th level, your base movement speed increases by 10 feet. Additionally, whenever you hit an opponent with a melee weapon attack, you may immediately move 5 feet without using an action or provoking attacks of opportunity. You cannot use this ability if you have no more movement speed left for this turn.

POUNCING CHARGE

With a beastly roar and your weapons little more than a blur, you throw yourself into the fray, attacking with feral speed.

Beginning at 11th level, your jumping distance is doubled and you are always considered having a running start.

Additionally, if you move at least 20 feet in a straight line towards a creature, you gain advantage on all melee weapon attacks against that creature until the start of your next turn.

FLESH RIPPER

With a mixture of careful precision and animal savagery, you continually tear into foes, producing jagged wounds that overwhelm them with pain.

Starting at 15th level, you have advantage on all opportunity attacks and creatures provoke attacks of opportunity from you even if they use the disengage action.

Additionally, once per round, when you score a critical hit with a melee weapon attack or hit a creature with an opportunity attack, you may immediately make another melee weapon attack against the same creature as a part of the same action. If this attack hits, the creature can't regain hit points until the start of your next turn.



ROGUEISH ARCHETYPES

INITIATE OF THE DESERT WIND

Desert Wind maneuvers focus on quick movement and swirling, flaming strikes. The complex spinning and slashing of various maneuvers incorporated into the Desert Wind discipline are in fact carefully honed gestures that evoke the power of fire.

Rogues who follow this path are often brash and buoyant individuals with a short temper but a warm and welcoming demeanor. They never stay in one place for long. Whether escaping from the consequences of mischiefs caused or honing their love of a nomadic lifestyle, Initiates of the Desert Wind often lead lives of which bards spin tales and poems.

BORN OF FIRE

Fire is not your enemy, and it causes you no harm. A warm breeze and a gentle aroma of brimstone always surround you, giving you comfort wherever your travels may lead.

Starting at 3rd level, you gain resistance to fire damage. Moreover, you learn the *Control flames* cantrip.

BURNING BRAND

Your weapon transforms into a roaring gout of flame. As you swing your burning blade, it stretches out beyond your normal reach to scorch your foes.

Starting at 3rd level, you are proficient with scimitars and anytime you deal Sneak attack damage, you may decide for it to be fire damage instead of the regular damage type.

Additionally, you gain access to the *green flame blade* cantrip, Charisma is your spellcasting ability for this spell.

When you hit a creature with *green flame blade* and the strike fulfills the prerequisites for it to be a Sneak attack, you may decide to deal some of the sneak attack bonus damage to the secondary target of *Green flame blade*. The maximum amount of sneak attack damage dice you may transfer to the secondary target equals your proficiency modifier and all the damage dealt to the secondary target is always fire damage.

ZEPHYR DANCE

You spin gracefully away from a foe's attack, whirling like the desert zephyr racing across the sands. Your enemy's blade barely touches your cloak as you nimbly dodge aside.

Beginning at 9th level, whenever you are hit by a weapon attack, you may immediately move 5 feet without provoking attacks of opportunity and ignoring any difficult terrain. You cannot use this ability if you have no more movement speed left for this turn.

LEAPING FLAME

As your foe attacks you, you disappear in a burst of flame and smoke, only to reappear as if out of thin air next to him.

Starting at 13th level, when you use your Uncanny Dodge class feature to halve the damage of an attack that originated within 60 feet of you, you may teleport to a space within 10 feet of the attacker as a part of the same reaction. Until the end of your next turn, your melee weapon attacks against that creature has advantage.

SCORCHING INFERNO

Fire dances along your arms and across your weapon, lending burning energy that melts steel and warps stone to every attack you make.

Starting from 17th level, your spells and attacks that deal fire damage ignore resistance to fire damage and treat any immunity to fire damage as resistance instead.

Additionally, when you roll damage for a spell or attack that deals fire damage, roll twice the listed number of dice. You then choose among the rolled dice the results you wish to use to determine the spell's or attack's damage.



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DESERT WIND AND PROFICIENCIES

The Desert Wind discipline had a strong flavor driven bond with both scimitars and spears. As such, and at your DM's discretion, it wouldn't be out of place to grant this subclass the relevant proficiencies and maybe even make the spear a finesseable weapon in the hands of a Desert Wind Initiate.

SHADOW HAND INITIATE

Rogues who adopt the ways of the Shadow Hand are formidable foes. Disappearing seemingly at will and wielding supernatural powers to manipulate shadows around them, they make perfect spies when the task is too difficult for a common scoundrel. The Shadow Hand discipline teaches the arts of stealth, deception, and ambush. Its maneuvers allow a warrior to take on a shadowy aspect and channel dark energies with a mere thought.

CLOAK OF SHADOWS

As you focus your inner connection to the shadow realm, you generate flowing specters that swirl around you in a haunting manner, your own shadow joining their wicked dance.

Starting when you adopt this path at 3rd level, you gain resistance to Cold and Necrotic damage. Furthermore, while you are in dim light or darkness, you may add your Charisma modifier as a bonus on all Stealth (Dexterity) checks.

CHILD OF SHADOW

Shadows are your family and darkness is your friend, you feel most welcome in its soft and familiar embrace.

Starting at 3rd level, you gain Darkvision out to a range of 60 feet. If you already have Darkvision from another source, its range is increased by 30 feet. Also, while you are in dim light or darkness, or when you are hidden, the reach of your melee weapon attacks is increased by 5 feet, as your shadow stretches out and lunges on your behalf.

DANCE OF THE SPIDER

Black, shadowy energy covers your hands and feet, allowing you to scuttle across the walls like a lurking spider.

Starting at 9th level, as long as you are in dim light or darkness, you can cast *spider climb* at will, targeting only yourself and requiring no components.

SHADOW STRIDE

You slide through the dark like a bird of prey, emerging only to strike down your foe before sliding back into shadow's welcoming embrace.

Starting at 13th level, while in darkness, you are invisible to any creature that relies on Darkvision to see you in that darkness. Furthermore, while in dim light or darkness, you may substitute any part of your movement for a teleportation of the equivalent distance.

When teleporting in this way, both your starting and final location must be in dim light or darkness.

OBSCURING SHADOW VEIL

You cloak yourself in a swirling nimbus of shadow energy. These shadows spin and lash out, preventing any creature near you from being able to anticipate your attacks.

Starting from 17th level, you may use a bonus to cast *greater invisibility* as a 4th level spell, requiring no components. Once you use this feature, you can't use it again until you finish a short or long rest.

Additionally, you may cast *mirror image* as a bonus action, requiring no components. Whenever an opponent within your reach hits one of your duplicates that are summoned by this class feature, you may immediately use a reaction to make a melee weapon attack against them. This attack has advantage. Once you use this ability, you can't use it again until you finish a short or long rest.

