

the book of WEIRD MAGIC



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

the book of WEIRD MAGIC

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PRIMAL PATH: Path of Throwing Anything



Barbarians who walk the Path of Throwing Anything aren't the most subtle of combatants, but who has need for subtlety when your opponents are mewing for mercy under a gigantic stack of unreasonably large rocks? Of course, you don't HAVE to throw boulders. You can throw anything. That's the beauty of the barbarian lifestyle - if you're angry enough, anything looks like a boulder and everyone looks like a target.

THROW ANYTHING

Starting at 3rd level, you have a talent for dealing damage with projectiles. When raging, you can make thrown weapon attacks with anything you can carry in one hand out to a range of 90 feet, and you are proficient in these attacks. Regardless of what you are throwing, the damage die for the weapon is 1d10.

You can throw larger objects by succeeding on a Strength (Athletics) ability check as part of making the attack. If you fail the check, the attack is wasted. Throwing larger objects deals more damage as specified below.

You can throw willing creatures in this way, or unwilling creatures, in which case you must have the creature grappled first.

Object Size	Check DC	Weapon Damage Dice
Medium	20	2d10
Large	25	3d10
Huge	30	4d10

CATCH ME IF YOU CAN

At 6th level, if something is thrown at you, you are able to catch it and block the blow. When a creature makes a ranged weapon attack at you with a thrown weapon, you can reduce the damage by 1d10 for each level you possess in this class. If the damage is reduced to 0, you may use your reaction to immediately throw it back at the attacker.

THE SKY IS FALLING

At 10th level, the range at which you can throw things extends to your line of sight, but any attacks made at targets farther away than 90ft are made at disadvantage.

MIGHTY THROW

At 14th level, you can throw gargantuan objects and creatures, at great risk to your own wellbeing. When you throw a gargantuan object or creature, failing on your Strength (Athletics) check gives you a level of exhaustion.

Object Size	Check DC	Weapon Damage Dice
Gargantuan	30	5d10



Arcane Philosopher



Everyone hates a philosopher. You have a vastly superior understanding of the universe and what it contains compared to your peers, thanks to your years of study, but all you're really sure of is just how *complicated* everything is.

IMPENETRABLE LOGIC

At 3rd level, you understand a baffling number of contradictory lessons which make perfect sense to you but absolutely none to anyone else. Spellcasters find it impossible to predict what spell you might be casting until it is too late to counter it. In addition, any spell scrolls you author are completely useless to anyone but yourself, and your spell vocals are indistinguishable from tedious academic jargon.

SOLIPSISM

At 3rd level, you can ignore things that you don't believe exist. If you would fail a saving throw, you can use this feature to succeed instead. You immediately gain a personality flaw reading "I don't believe in X" with X being the magical spell, ability or monster you successfully ignored. You must finish a long rest before using this ability again.

ALIGNMENT CRISIS

Starting at 6th level, you can baffle extraplanar creatures with distressing observations about morality. If you spend one minute in conversation with an extraplanar creature aligned with Good or Evil, you can force that creature to make an Intelligence saving throw against your spell save DC. On a failed saving throw, the creature's alignment shifts one step towards neutral. If the creature fails the save by 5 or more, its alignment shifts two steps instead, so that Good becomes Evil and Evil becomes good.

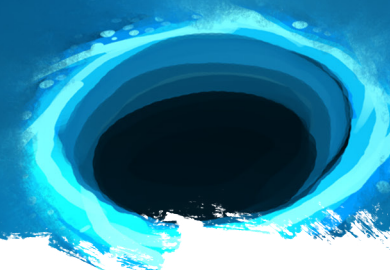
EXISTENTIAL PARADOX

At 14th level, you can perform the Philosopher's forbidden move, and prove a creature doesn't exist, thereby obliterating it. You target a creature that can hear you, and inform it of your reasoning over 1 minute of conversation - at the end of this time, if the creature has fewer than 100 hit points, it must succeed on a Wisdom saving throw or cease to exist. This ability has no effect on a creature that cannot understand you, nor on aberrations. A creature erased in this way cannot be raised from the dead in any way, nor become undead.



DIVINE DOMAIN:

Portals



In a multiverse of infinite worlds, portals between planes are scattered everywhere, allowing denizens from all planes of existence to cross into new lands and seek out new stories. Some gods watch over these passages from place to place, holding dominion over the concept of a doorway as a liminal point from one state of being to the next. Gods of this domain often also hold powers relating to time or travel, and include amongst their number deities such as Celestian, Janus, Shaundakul and Fharlanghn.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Portal Domain Spells table. See the Cleric class features for how domain spells work.

Cleric Level	Portal Domain Spells
1st	<i>expeditious retreat, jump</i>
3rd	<i>knock, misty step</i>
5th	<i>blink, thunder step</i>
7th	<i>dimension door, banishment</i>
9th	<i>passwall, teleportation circle</i>
11th	<i>arcane gate</i>
13th	<i>teleport</i>

RIFT

As a bonus action, you can create a shimmering and immobile rift within an opening or frame you can see within 5 feet of you, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that you can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, you can see through it and are considered to be next to the destination as well. Anything you put through the rift (including a portion of your body) emerges at the destination. Only you can use the rift, and it lasts until the end

of your next turn. You can use this ability a number of times equal to your Wisdom modifier, and uses recharge at the end of a long rest.

CHANNEL DIVINITY: WORD OF OPENING

Starting at 2nd level, you can use your Channel Divinity to speak a greater word of unlocking and unbinding which forces open a portal or doorway otherwise closed to you. This ability unlocks and opens a door or portal regardless of the reason it was blocked or how large it is, and removes any physical blockage keeping it closed. This effect can even unseal portals held closed by magic. If this ability is unable to open a door or portal, the DM must inform you the means by which it can be opened.

RIDEALONG

At 6th level, other creatures can now use your Rift at your discretion.

In addition, whenever you cast spell that teleports you, you may bring along an additional willing creature of medium size or smaller which is touching you when you cast the spell.

POTENT SPELLCASTING

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

MULTIFARIOUS DOORS

Starting at 17th level, you can summon any number of Rifts with a single bonus action, and you regain all uses of your Rift feature at the end of a short rest.

DIVINE DOMAIN: Cats



All worlds worth living in have cats. Big cats, small cats, cats with no hair, talking cats - the list goes on. Displaying a near divine attitude of complacency towards almost anything that they don't want to play with or eat, it is little wonder that civilisations across the multiverse contain gods that claim these ineffable creatures as part of their portfolio. Gods of this domain range from capricious to possessive (much like their feline protoges) and include amongst their number Nobanion, Bast, The Cat Lord and Frigga.

DOMAIN SPELLS

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

Cleric Level	Cat Domain Spells
1st	<i>animal friendship (cats), speak with animals</i>
3rd	<i>enhance ability (cat's grace), darkvision</i>
5th	<i>catnap, feign death</i>
7th	<i>death ward, freedom of movement</i>
9th	<i>dominate person, geas</i>

CAT'S EYES

At 1st level, you can see things that other people cannot. You perceive the spirits of the dead, immaterial creatures and anything on the Ethereal Plane as if they were on the material plane, and you are unable to distinguish the difference at a glance.

CHANNEL DIVINITY: UNLIKELY ASCENT

Starting at 2nd level, you can use your Channel Divinity to get somewhere you probably shouldn't. As an action, you touch your holy symbol and say a prayer. For the next minute, you gain a climb speed equal to your walking speed, can make standing high jumps equal to your speed, and have no risk of falling when climbing or balancing (you do not need to make ability checks to perform either act).

IMPUNITY

At 6th level, you are blessed with a light step and a distinctly feline aversion to borders and boundaries. You can move through an area monitored by magical wards (such as the *alarm* spell, or a *glyph of warding*) without triggering their effects. You can still be seen by remote scrying effects, and if a magical ward activates (likely for some other reason) you are affected by it normally.

POTENT SPELLCASTING

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

CLIMBING CLOWDER

Starting at 17th level when you use your your Channel Divinity: Unlikely Ascent feature, you can now affect a number of creatures you can see equal to your Wisdom modifier.



DIVINE DOMAIN:

Murder



Murder. Most of us try to avoid it, either end of the knife, the continued existence of gods dedicated to this domain across the multiverse suggests that more of us harbor deadly grudges than we would care to think about. Some priests who exercise this domain are the chosen killers of their gods, and others take on contracts from the people around them in acts of worship. Gods of this domain include Cyric, Zehir, Pyremius, Rallaster and Nerull.

DOMAIN SPELLS

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

Cleric Level	Murder Domain Spells
1st	<i>inflict wounds, disguise self</i>
3rd	<i>gentle repose, pass without trace</i>
5th	<i>enemies abound, haste</i>
7th	<i>phantasmal killer, shadow of moil</i>
9th	<i>hold monster, seeming</i>

DELIVERANCE

At 1st level, you can enchant a weapon with a spell, allowing you to deliver it to the target at the end of your knife. You can spend 10 minute ritually casting a spell that targets a single creature into a weapon that deals piercing damage. You may only have a single imbued spell at any one time. When you deal piercing damage to a creature with the imbued weapon, you may choose to simultaneously deliver the imbued spell. If the spell would usually require a spell attack roll to hit, this is waived and the spell automatically hits. If it required a saving throw the creature is allowed a save as normal.

CHANNEL DIVINITY: IN PASSING

Starting at 2nd level, you can use your Channel Divinity to walk unnoticed even in large crowds. As an action when you are hidden from onlookers, you touch your holy symbol and cloud your presence in vague unremarkability. Any creature wishing to notice your presence from that moment onward must first succeed on a Wisdom saving throw against your spell save DC. On a failed saving throw, the creature ignores your presence as unimportant. This effect lasts for 1 hour, after which affected creatures remember your presence, though they may still dismiss it if it still doesn't seem unusual in retrospect.

PRESS THE ADVANTAGE

At 6th level, when you successfully deal damage to a Surprised creature, that creature has disadvantage on saving throws against your spells for the next minute.

DIVINE STRIKE

At 8th level, the cleric gains the ability to infuse his or her weapon strikes with necrotic 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.

KNIVES FOR CAESAR

Starting at 17th level, you can prepare a number of imbued weapons with Deliverance equal to your Wisdom modifier.

DRUID CIRCLE:

Circle of Midsummer



The Circle of Midsummer draws its power from the vibrant feywild. To these druids, nature is sacred not because we conserve it, but because we allow it to change. The cycle of day to night, of the seasons, of the year - it represents constant change, a change epitomised by the art of Wild Shaping. The Circle of Midsummer strives to bring this change to others, changing their forms so that they might better understand the world around them.

WILD GIFT

At 2nd level, you can bestow the gift of your Wild Shape on others. When you would use your Wild Shape feature, you can touch a willing creature and transform them instead of yourself. This transformation lasts for the full duration, or until you touch the transformed creature and reverse it as an action.

BOTTOM'S DREAM

At 6th level, you can expend a use of your Wild Shape to curse a humanoid creature you can see to take on animalistic facial traits. As an action, you target a creature you can see within 30 feet of you. That creature must succeed on a Charisma saving throw or become cursed. Whilst cursed in this way the creature's head changes to mimic that of an animal of your choice, sized proportionately to the victim's body. The creature loses any ability to speak languages. The curse can be lifted by a *remove curse* spell, and ends if the creature drops to 0 hit points. Failing this, the creature may attempt a new saving throw each day at dawn.

MANY SHAPE METHOD

Beginning at 10th level, you learn the *polymorph* spell and always have it prepared.

Additionally, when you use your Wild Gift feature, you can transform a number of creatures equal to your Wisdom modifier with a single use of your Wild Shape feature, one of which may be yourself.

BINDING TRANSFORMATION

At 14th level, when you use your Bottom's Dream feature, you can transform the victim wholly into an animal of your choice valid for your wild shape feature.



DRUID CIRCLE:

Circle of Redcaps



It takes a certain kind of druid to really appreciate the different kinds of blood in the world. Old blood. New blood. Blood tainted by alcohol. Druids who follow the circle of redcaps are united by their strange fascination with it, but more so by the revels in which they partake in its honor. Donning the distinctive red caps and of their nakesake fey creature, these druids can be found wherever the carnage is thickest and the sanguine delights most plentiful.

SPILLED BLOOD

At 2nd level, you are aware of the presence of wounded creatures or spilled blood within 5 miles of you. You also know the distance and direction to each creature or pool of blood, but can't sense anything else about them. A creature protected by a *nondetection* spell, or similar magic can't be perceived in this manner. This feature can be overwhelming near large populations.

You can touch a creature to read its blood and discern the presence of any poison, disease or other sickness infecting it.

REDCAP RITUAL

At 6th level, you can soak an item of clothing in a pint of blood to attune yourself to the donor creature's nature. Whilst you (or any creature) wears the item of clothing on their person, they take on the semblance of the creature from whom the blood was taken (as per an *alter self* spell), and appear as that creature to divinatory magic of any kind. The magic wears off in 24 hours and the item of clothing becomes inert.

CARNAGE

At 10th level, when a living creature you can see drops to 0 hit points, you can use your reaction to cause them to explode, covering everything within 10 feet of the dead creature in blood and viscera.

SANGUINE POOL

At 14th level, you can expend two uses of Wild Shape at the same time to transform into a pool of your own blood. You return to your true form after 10 minutes or if you are incapacitated or die.

You are under the following effects while in this form:

- **Liquid Movement.** You have a swimming speed of 30 feet. You can move over or through other liquids. You can enter and occupy the space of another creature. You can rise up to your normal height, and you can pass through even Tiny openings. You extinguish nonmagical flames in any space you enter.
- **Bloody Resilience.** You have resistance to nonmagical damage. You also have advantage on Strength, Dexterity, and Constitution saving throws.
- **Limitations.** You can't talk, attack, cast spells, or activate magic items. Any objects you were carrying or wearing meld into your new form and are inaccessible, though you continue to be affected by anything you're wearing, such as armor.



MARTIAL ARCHETYPE: my arms are tentacles



Some days, you wake up and your arms are tentacles. It's not the life you wanted, but it's the life you have. Better make the best of it.

TENTACLE ARMS

At 3rd level, your arms have been replaced by surprisingly dextrous tentacles. Oh dear.

- Your arms are now tentacles. You can still use them to pick things up and wield weapons, should you so desire.
- You are proficient with your new arm tentacles, which have a damage die of d8 and the Reach property.
- When you hit a creature with an arm tentacle which isn't holding a weapon, that creature becomes grappled, with an escape DC equal to 8 + your Strength modifier + your proficiency bonus. You can release a grappled creature at any time. Whilst you have a creature grappled in a tentacle, you can't use that tentacle to make attacks.

STRETCH AND SWING

At 7th level, your arms become much more stretchable, increasing the Reach on them as weapons by an additional 5 feet.

In addition, you gain a climb speed equal to your walking speed, and can use your tentacles to long jump a distance equal to twice your Strength score in feet.

UNCOMFORTABLE SQUEEZINGS

At 10th level, creatures grappled by your Tentacle Arms are considered Restrained.

QUADRATENTAKILL

At 15th level, your tentacles split down the middle, granting you four tentacle arms. Whatever would a person do with so many tentacles? You tell me.

TOO MANY TENTACLES

At 18th level, you can take a number of opportunity attacks each round equal to the number of tentacle arms you possess.



Way of Dreams

THE PATH OF THE DREAMWALKER

Whilst some would seek enlightenment in this world, you have transcended such concerns to walk the path of dreams and nightmares. True wisdom can only be found in the world beyond our own, where ideas are reality, and stranger things than we can comprehend brush the edges of our sleeping minds with gossamer wings.

EXPANDED SPELL LIST

When you choose this tradition at 3rd level, you learn magical disciplines that harness the power of the sleeping world. A discipline requires you to spend ki points each time you use it. You know the Dreamer discipline and one other discipline of your choice, which are detailed in the “Dreamwalker Disciplines” section below. You learn one additional discipline of your choice at 6th, 11th, and 17th level. Whenever you learn a new discipline, you can also replace one discipline that you already know with a different discipline.

Casting Spells

Some disciplines allow you to cast spells. See the Spellcasting section for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

DREAMWALKER DISCIPLINES

If a discipline requires a level, you must be that level in this class to learn the discipline.

Dreamer. You can use your action to briefly manifest your control of the supernatural, causing one of the following effects of your choice:

- Your eyes flash with a colour of your choice.
- Your form seems faint, and blurry at the edges.
- You cause a weak mist, rain or fog to drift in a 5 foot radius around you.
- You touch a sleeping creature and speak to them in their sleep.

Widow Stares At Her Reflection. You can spend 1 ki point to cast *mirror image*.

Slip Between The Threads. You can spend 1 ki point to cast *misty step*.

Spider Hides From The Sun. You can spend 2 ki points to cast *invisibility*.

Weaving The World. You can use an action to spend a key point and attune yourself to the waking dream. For the next minute you can cast *silent image* at-will.

Man Has No Face? You can spend 1 ki point to cast *disguise self*.

Come Into My Parlour. You can spend 2 ki points as an action to create an alluring facade that draws your prey closer. A creature that you can see that is within 30 feet of you must make a Wisdom saving throw. On a failed save, the creature is Charmed until the end of your next turn, and you may move that creature in a straight line 25 feet closer to you.

Nightmare Freezes The Spirit (6th Level Required). You can spend 1 ki point to cast *hold person*.

There and Back Again (6th Level Required). You can spend 3 ki points to cast *haste*, targeting yourself.

Dead Men Tell No Tales (6th Level Required). You can spend 2 ki points to cast *feign death*, targeting yourself.

Whispers On The Wind (6th Level Required) You can spend 1 ki point to cast *sending*.

I Was Never Here (11th Level Required). You can spend 3 ki points to cast *mislead*.

Spider Works Wonders In Silk (11th Level Required). You can spend 2 ki points to cast *hypnotic pattern*.

Walker In The Heart of Men (17th Level Required). You can spend 3 ki points to cast *dream*.

Thousand League Step (17th Level Required). You can spend 5 ki points to cast *project image*.

MONASTIC TRADITION:

Way of the Upside Down

The Way of the Upside Down teaches that the world has no right way up. Gravity is merely one way of looking at the world, and to fully achieve any form of enlightenment is only possible through perceiving existence through all available angles. As they grow in power, monks on this path develop unusual powers that allow them to traverse the world in ways contrariwise.

SIDEWAYS-UP

At 3rd level, you take your first step into a life free from the tyranny of gravity. You may spend ki points to cast the following spells, requiring no components: *spider climb* (2 points), *levitate* (self only, 1 point) and *expeditious retreat* (1 point).

PARADIGM SHIFT

Starting at 6th level you may spend 1 ki point as a bonus action to reorientate yourself to a new gravitational paradigm. When you use this ability, you immediately fall in the target direction unless you possess a fly speed. If some solid object (such as a ceiling) is encountered in this fall, you strike it just as you would during a normal downward fall. This effect lasts for 1 minute, or until you use this ability again. If you fall more than 100 feet without hitting a surface, this effect ends automatically.

UNSEEN STAIRWAYS

Starting at 11th level, you can see bridges where others see only the void. You gain a fly speed equal to your walking speed. If you run out of ki points, you lose this ability until you regain at least 1 ki point. You cannot be knocked prone whilst flying.

CURSE OF NEW PERSPECTIVE

At 17th level, you can bestow some of your gifts onto other creatures. When you successfully hit a creature with an unarmed strike, you can spend 3 ki points to bestow on them the effects of your Paradigm Shift. The creature must succeed on a Strength saving throw or fall victim to your ability, falling in a direction dictated by you as explained previously. For each size category the creature is above medium, the ki point cost of this ability increases by 1.



SACRED OATH:

Oath of Mysteries

Those who uphold the Oath of Mystery are bound to solve puzzles and bring clarity to the world. Paladins of this denomination focus their efforts on the great mysteries of existence, and seek out famous puzzles, disappearances or legendary riddling monsters to defeat in battles of wit.

TENETS OF MYSTERY

Curiosity. We have a duty to follow the questions that interest us, wherever they lead.

Patience. Solving a puzzle can mean returning to it many times, or over a long period. Some lives are spent in the pursuit of the answer to a single question.

Restraint. Violence and force might remove obstacles from your path, but in doing so they deprive you of a chance to learn and grow.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Spell Level	Spells
3rd	<i>identify, detect magic</i>
5th	<i>find traps, see invisibility</i>
9th	<i>remove curse, sending</i>
13th	<i>divination, locate creature</i>
17th	<i>legend lore, commune</i>

CHANNEL DIVINITY

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

Sacred Unveiling. As an action, you hold forth your holy symbol and speak a word of command. Any secret doors or traps within 30 feet of you when you use this ability glow with dim light out to 5 feet from you for 1 minute.

Hallowed Understanding. You can touch your holy symbol to grant yourself a +10 bonus to a single Intelligence or Wisdom based ability check.

AURA OF INEFFABILITY

At 7th level, allies within 10 feet of you gain resistance to psychic damage and immunity to the stunned condition.

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

MANY-PIECED PUZZLE

Starting at 15th level, you can cast the *augury* spell at-will.

MAGNIFICENT RESOLUTION

At 20th level, you can delve into your mind in search of the answer to a single question.

For 1 minute:

- You gain resistance to all damage.
- You become incapacitated.
- You are unaware of anything happening to your body.

Once the minute ends, you may ask the Dungeon Master a single question, and they must answer you with clarity. Once you use this feature, you can't use it again until you finish a long rest.

SACRED OATH:

Oath of Ever After



Those who uphold the Oath of Ever After are wedded to the way they know the story goes. The princess is rescued by the prince. The evil witch is slain. Different is bad. Known is good. Grey ares are for necromancers and dulux colour books, both of which should be put to the sword immediately.

TENETS OF EVER AFTER

Happy Endings. The good deserve a happy ending. Evil does not. People are one or the other.

Necessary Evils. You may have to slay a lot of witches in order to save the princess, and not all of them will look like witches. You may have to designate some people witches on the fly to allow you to get the job done.

Appearance is Everything. Beautiful is good. Ugly is bad. Those are the only rules that matter.

Follow the Story. Princesses sometimes resist being saved. Necromancers sometimes resist being slain. It's up to you to remind people that you know best.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Spell Level	Spells
3rd	<i>charm person, command</i>
5th	<i>suggestion, enthrall</i>
9th	<i>phantom steed, crusader's mantle</i>
13th	<i>find greater steed, charm monster</i>
17th	<i>dominate person, holy weapon</i>

CHANNEL DIVINITY

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

Condemn the Villain. As an action, you hold forth your holy symbol and censure a creature you can see within 30 feet of you as evil. That creature's appearance seems to slough away, replaced by an illusion reflecting how you see them - the DM provides the details on this, but you may provide a single noun to

guide the illusion such as "Witch" or "Boogeyman." Creatures can attempt an Intelligence (Investigation) ability check as an action to see through your illusion, which otherwise remains in place for 24 hours.

Knight In Shining Armor. You can touch your holy symbol to surround yourself in an illusion of heroism and moral righteousness. For the next minute, nonhostile humanoid creatures wishing to openly disagree with you must first succeed on a Wisdom saving throw. A creature that succeeds on such a saving throw is immune to this ability for 24 hours.

AURA OF BEAUTY

At 7th level, creatures within 10 feet of you have disadvantage on saving throws against the Charmed effect.

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

UNSTOPPABLE FACE

Starting at 15th level, you are immune to any spell or effect that would alter your form against your will.

THE GOOD KNIGHT

At 20th level, you become like something straight from a fairy tale, which gives you two benefits:

- Creatures within 5 feet of you are Charmed by you.
- Whenever a creature targets you with an attack, it must succeed on a Wisdom saving throw against your spell save DC or lose the attack.

If you attack a creature, cast a spell on it, or deal damage to it, neither benefit works against that creature until you finish a long rest. Creatures which remain within 30 feet of you for at least a full hour become immune to this effect.

Hand of Glory



All kinds of wondrous powers are attributed in legend to the severed left hand of a thief, sometimes known as a Hand of Glory. These legends are partly true, but what they fail to mention is how they derive from the legends of tricksters and arsonists with hands that blazed with sunlight.

CANDLELIGHT

Starting at 3rd level, your left hand gains supernatural power. When you would draw a weapon, you can instead cause your hand to glow, shedding bright light out to 20 feet and dim light for a further 20 feet. Whilst in this state, your hand is treated as having the statistics of a **dagger** with the following changes:

- The hand has a number of charges equal to your level in this class. When you deal sneak attack damage to a creature with the Hand of Glory, you can expend a charge to deal an additional 2d6 radiant damage
- If you expend all charges from the hand, it ceases to shed light and loses all special abilities until it regains at least one charge. Charges are regained at the end of a long rest.
- You may not throw it. Unless you cut it off. Which would be a bit silly.

Your hand remains in this state for 1 minute. The

BRILLIANCE

At 9th level, you can use the power of the hand to cast spells. Your spellcasting ability for these spells is Charisma, and your spell save DC is 8 + your proficiency bonus + your Charisma modifier.

You can expend charges from the hand to cast the following spells, requiring only somatic components where relevant: *daylight* (3 charges), *dawn* (5 charges), *hold person* (2 charges)

At 13th level, add *sunbeam* to this list (7 charges)

DEVILFYRE

Starting at 13th level, whilst the hand is active, you can set fire to objects you touch as an action. This flame cannot be extinguished until it runs out of flammable material to burn.

SECOND HAND

At 17th level, you can create a glowing *simulacrum* of yourself as an action. This simulacrum possesses all the powers of the hand of glory, which you lose until the simulacrum is destroyed. After 24 hours, if the simulacrum is still extant, it crumbles to dust and you regain your powers.



SORCEROUS ORIGIN:

Drowned



You drowned. Perhaps you were a sailor and you fell overboard into the unforgiving sea. Maybe your baptism went horribly wrong. Regardless, you should have died there in the water, but instead it awoke some latent magic that saved your life.

The ocean of magic in your blood can manifest in a number of peculiar ways:

1d6 Drowned Quirks

- 1 You always appear as if you are underwater, hair blowing in some unseen current
- 2 You have gills or heavily webbed extremities
- 3 You are surrounded by a shoal of ethereal fish that like to play with you
- 4 People standing near you can hear the crash of the sea in the distance
- 5 You always smell of salt and sea spray
- 6 You can see perfectly underwater, but your eyelids blink sideways

DEAD MAN FLOATS

At 1st level, your bloodline grants you the ability to cast *water walk* at-will targeting only yourself, and you no longer need to breathe.

DROWNED MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Drowned 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	Drowned Spells
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1st	<i>fog cloud, create/destroy water</i>
3rd	<i>misty step, silence</i>
5th	<i>tidal wave, wall of water</i>
7th	<i>control water, watery sphere</i>
9th	<i>maelstrom, commune with nature</i>

MINNOWS

Starting at second level, your sorcery points gather around you, forming watery shapes of your choosing that orbit your body. These minnows increase and decrease in number commensurate to your current number of available sorcery points.

FLUVIAL ORB

Starting at 6th level, you can spend a sorcery point to surround yourself and others in a watery sphere of protection. This sphere expands outwards from you in a 10 foot radius and remains centered on you for 1 minute or until you end concentration on this effect. Arrows, bolts, and other ordinary projectiles launched at targets inside the sphere automatically miss as the projectile slows to a crawl. The sphere hedges out fog, smoke and other gases. Creatures inside the sphere are considered to be fully underwater for all intents and purposes.

FINAL BREATH

Starting at 14th level, can raise your hand as a bonus action towards a medium or smaller living creature within 30 feet, and that creature must succeed on a Constitution saving throw or begin to drown as you fill invade their lungs with water. Whilst affected by this ability, the target cannot speak or breathe, and their speed is halved. This ability ends if the target is ever more than 90 feet away from you, and cannot affect a creature which does not need to breathe or which can breathe underwater. At the end of each minute an affected creature can attempt another saving throw against this effect. You must finish a short rest before using this ability again.

RELENTLESS FLOOD

Starting at 18th level, you can cast the *control water* spell at-will.



SORCEROUS ORIGIN:

Mirrorborn

You were born backwards. No-one can really explain it, but everything seems -wrong- to you. Like you were born on the other side of the looking glass, and you aren't able to go back. This strange relationship with the material plane grants you magic, that manifest in a number of peculiar ways:

1d6 Mirror Bloodline Quirks

- 1 You have no reflection
- 2 You feel sad at things which should make you happy, and vice versa
- 3 Your hands are on backwards, like a Rakshasa
- 4 Your feet and toes are unusually dextrous, like another pair of hands
- 5 Your face is on the back of your head
- 6 You can't walk in a straight line, only diagonally

MIRROR 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	Mirror Spells
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1st	<i>disguise self, silent image</i>
3rd	<i>invisibility, mirror image</i>
5th	<i>blink, major image</i>
11th	<i>greater invisibility, hallucinatory terrain</i>
13th	<i>scrying, seeming</i>

DEVIANCE

Starting at first level, your spells are tricksome and backwards, easily evading lesser barriers. Your spells ignore half cover and three-quarters cover.

THE OTHER SIDE

Starting at 6th level, you can hide inside a reflective surface. As an action, you can touch a mirrored surface such as armor or a glass, vanishing inside it. Whilst inside, you can take no action but to watch events occuring through the surface and use an action to return to the material plane. When you exit, ot the mirrored surface is destroyed, you appear within 5 feet of it. Whilst you are inside the mirror, creatures that look into the mirror can see you inside it where their reflection should be. You must finish a long rest before using this ability again.

WINDOW TO THE SOUL

Starting at 14th level, you can act as a window to other places. When you cast the *scrying* spell, your body can act as the material component for the spell. When you cast the spell in this way, you must spend 2 sorcery points, and your entire body becomes reflective. The results of the spell display across your body as if you were mirror. Your body remains reflective for the duration of the spell, and then returns to normal.

SPELLBENDING

Starting at 18th level, your Deviance ability improves. If you spend 2 sorcery points when casting a spell that targets a single creature, that spell can ignore total cover as long as the target is targetable from at least one angle. For instance this ability allows you to bend a spell around a corner, but doesn't allow you to hit a creature completely covered from all angles (such as a creature swallowed, or inside an *Otiluke's resilient sphere*).

SORCEROUS ORIGIN:

Seventh Son



They say that the seventh son of a seventh son has incredible magical power. Unfortunately for you, they were absolutely right. Power boils in you and frequently spills over into the world around you. Though this natural power does often manifest in long wizarding families, it is by no means limited to sons, or even seventh sons, striking random families out of nowhere once in a generation and forcing them to wrestle with the responsibilities and privileges of overflowing destructive power.

The raging potency of your blood can manifest in a number of peculiar ways:

1d6 Seventh Son Bloodline Quirks

- 1 Your are superhumanly beautiful, even when you cover it up or try not to be.
- 2 Small animals adore you and hunt you down to fawn over you
- 3 You radiate an almost tangible aura of power
- 4 You never get sick from the common cold or other minor ailments
- 5 Your shine brightly to spells or abilities which detect magical auras
- 6 Your voice is commanding, and easily carries out to 100 feet when you deign to raise it

SEVENTH SON MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Seventh Son 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	Seventh Son Spells
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1st	<i>magic missile, command</i>
3rd	<i>warding wind, spike growth</i>
5th	<i>fireball, lightning bolt</i>
7th	<i>storm sphere, compulsion</i>
9th	<i>telekinesis, destructive wave</i>

PURE POWER

Starting at first level, your powers are barely under control. You can unleash them on your enemies and everyone around you to cause devastation. As an action, you emit magical energy from all across your body, which lashes outwards from you. Each creature in a 20-foot-radius sphere centered on you must make a Dexterity saving throw. A target takes 1d6 force damage on a failed save for each level you have in this class, or half as much damage on a successful one.

TURBULENT

Starting at 6th level, your magic swirls around you like a silent storm. When you cast a spell of the highest level you are able to cast, you may spend a sorcery point to invoke this feature. This aura surrounds you out to 30 feet, and remains centered on you for the duration. Creatures in this area treat it as difficult terrain as the air warps and the ground tears. Objects and structures in the area take 1d6 force damage at the start of each of your turns, unless they are being worn or carried. This ability lasts for 1 minute.

MAGICAL RESERVES

Starting at 14th level, when you have no sorcery points remaining, you may instead fuel your magic with your health. You can continue to spend sorcery points by taking a level of exhaustion for each point spent past 0. You cannot be healed from this exhaustion until you have regained at least 1 sorcery point.

METAMAGIC MONOPOLY

Starting at 18th level, your innate understanding of magic is unparalleled. You learn all metamagic options you didn't already know.

OTHERWORLDLY PATRON:

Hive Mind



Your patron is a collective that speaks as one. Most commonly found in psychic communities such as mind flayers or flumphs, a hive mind allows for each individual member to draw on the power and knowledge of the whole. Though the most infamous hive minds are those which seek to dominate the minds of others, most instead provide a deep and abiding strength and act as a wellspring of mental endurance which a warlock can channel to power their magic.

EXPANDED SPELL LIST

The Hive Mind 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>bless, heroism</i>
2nd	<i>aid, warding bond</i>
3rd	<i>aura of vitality, spirit guardians</i>
4th	<i>aura of purity, guardian of faith</i>
5th	<i>telepathic bond, circle of power</i>

POLYPHONIAL AUDIENCE

Starting at 1st level, you can call on your link to the hive mind to ask questions and help you make decisions. To forge a link to the hive mind requires you to perform a 10 minute meditation in a quiet place with at least one other willing humanoid (up to a maximum number of participants equal to your proficiency bonus). The participants link hands (or relevant extremities) to complete a circle, and on finishing the meditation each participant may consult the hive mind as per an *augury* spell. Each participant may only hear their own question, and their own answer. You must finish a long rest before using this ability again.

BABBLE

Starting at 6th level, your connection to the hive mind grows stronger, and you can shield your mind with their borrowed thoughts. If an ability or spell would read your thoughts, the reader instead taps into the thoughts of the entire hive mind, which can be overwhelming and prevents them from gathering any specific or actionable information. You can expend this ability to automatically succeed on saving throw against a mind influencing magic or ability, but upon doing so you lose all benefits of this ability until you finish a long rest.

COMMUNITY SPIRIT

Starting at 10th level, you can channel the strength of the hive mind into your magic. When you cast a spell that would grant one or more creatures temporary hit points, affected creatures gain additional temporary hit points equal to your character level.

BORROWED BODY

At 14th level, you can 'survive' beyond the moment of death by allowing the hive mind to reanimate your corpse until you can bring your spirit back to it. When you die, you can continue to pilot your body (as long as it has not been destroyed), but your personality is gone, instead replaced by the eerie presence of the hive mind. The ability effectively extends the time limit on raising you from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*. When your soul is reunited with your body, the hive mind retreats and allows you to retake full control.

OTHERWORLDLY PATRON:

The Old Forest

Your patron is a place of natural power, where the plants have gained sentience and look to expand their flor-agenda through humanoid servants. In most cases, this patron is a forest or a grove of trees, though it could in theory be any collection of plants or vegetation old and magical enough to have developed intelligence.

EXPANDED SPELL LIST

The Old Forest 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>entangle, ensnaring smite</i>
2nd	<i>spike growth, barkskin</i>
3rd	<i>speak with plants, plant growth</i>
4th	<i>conjure woodland beings, guardian of nature</i>
5th	<i>wrath of nature, tree stride</i>

BONUS CANTRIP

Starting at 1st level, you learn the *shillelagh* cantrip. This counts as a warlock cantrip for you, but doesn't count against your number of cantrips known.

FOREST WHISPERS

Starting at 1st level, you can confide in the plants of the natural world, and they will carry messages for you. You whisper a phrase no longer than 25 words to a plant you can see, and instruct the plant to pass it on. The plant passes the message to every other plant of the same type within 5 feet of it (grass, trees, bushes etc), and so on into the distance until the message is unable to reach any more plants. When the wind passes through the plants, or a creature walks by which has not yet heard your message, they repeat your message in a hushed chorus. You must finish a long rest before using this ability again.

EVIL SEED

At 6th level, you can infect creatures with magical seeds that infest them from the inside. When you deal damage to a living creature with a weapon attack, you can attempt to infect that creature with an evil seed. The target creature must succeed on a Constitution saving throw or become infected.

At the start of each of the target's turns, the target takes 1d6 poison damage per Evil Seed infesting it. If a target infested by Evil Seed ends its turn with 0 hit points, it dies and the body transmutes into a Large tree. Any effect that cures disease kills all Evil Seeds infesting the target. Creatures immune to the poisoned condition are immune to this ability.

ARISE, MY LEAFY HORRORS

Starting at 10th level, you can animate nearby plants as weapons or defenders. As an action you can animate a tree you can see within 60 feet of you. The tree has the same statistics as an **awakened tree**. An animated tree acts as your ally. The tree remains animate for 1 minute (or until it dies) - the tree then takes root if possible. You must finish a short rest before using this ability again.

ARBOREAL MAW

Starting at 10th level, your animated trees can attempt to devour those unlucky enough to encounter them. If your animated tree is grappling a medium or smaller creature, you can command the tree to consume it as a bonus action. The grappled creature must succeed on a Strength saving throw against your spell save DC or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tree, and it takes 21 (6d6) bludgeoning damage at the start of each of the tree's turns. If the tree dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

OTHERWORLDLY PATRON:

Living Weapon



Your patron is a peculiar weapon that wishes to work its own agenda through you. Whether this object possesses its own unique powers (in respect to its status as a magical item) is between you and the DM, but nevertheless it has chosen you to be the executor of its will. Perhaps you travel with this item held boldly in hand, or maybe you keep it tucked away only to be drawn in the greatest of need and it haunts your every waking moment.

EXPANDED SPELL LIST

The Living Weapon 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	Living Weapon Spells
1st	<i>zephyr strike, catapult</i>
2nd	<i>enhance ability, spiritual weapon</i>
3rd	<i>conjure barrage, elemental weapon</i>
4th	<i>guardian of faith, staggering smite</i>
5th	<i>steel wind strike, banishing smite</i>

BONUS CANTRIP

Starting at 1st level, you learn the *green flame blade* cantrip or the *booming blade* cantrip. The chosen cantrip doesn't count against your number of cantrips known.



COVETOUS COVENANT

Starting at 1st level, your connection to the weapon you wield is a jealous one.

- The weapon counts as an arcane focus for your spells
- You are always aware of the quickest direct path to the weapon's location, as long as you are on the same plane of existence
- Creatures cannot lift, drag or carry your weapon unless they are of the same alignment as you.

CHANNEL

At 6th level, you can channel your magic through the weapon you wield. When you deal damage to a creature with a melee attack, you can use your reaction to cast a spell at the creature. The spell must have a casting time of 1 action and must target only that creature. You must finish a short rest before using this ability again.

ANIMATED WEAPON

Starting at 10th level, you can speak a command word as a bonus action to cause your weapon to animate. It leaps into the air and hovers in your space as if you were wielding it, leaving your hands free. The weapon remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the it falls to the ground or into your hand if you have one free.

REVERSE SUMMONING

Starting at 14th level, the bond linking you and your weapon is so strong that you can travel along it bodily. As a bonus action, you can teleport to the location of your weapon, appearing within 5 feet of it (or, failing that, the nearest adjacent empty space). You must be on the same plane of existence as your weapon to use this ability. You can use this ability a number of times equal to your proficiency bonus. You regain uses of this ability at the end of a long rest.

Cryptozoologist



The School of Cryptozoology delves into the study of monsters. The specifics vary, naturally. Some scholars like to take creatures apart piece by piece, and others just like to look at the picture books - regardless, Wizards in this field gain some unsettling powers that often mark them out as pariahs amongst their peers.

HYDE

Beginning when you select this school at 2nd level, you can use your magic to exhibit your inner monster. As a bonus action, you change state and enter your Monstrous Form. While in your Monstrous Form, your statistics change in the following ways:

- Your appearance and voice are no longer recognizable, your creature type is monstrosity and your size increases to Large.
- You gain temporary hit points equal to your level in this class at the start of your turn
- You have advantage on Charisma (Intimidation) checks made to terrify or bully creatures.

You can maintain this form for up to 1 hour, returning to your normal form as an action, or automatically if you drop to 0 hit points. You must finish a long rest before using this ability again.

SEEK

At 2nd level, your monstrous form has the ability to track down magical resonance. When in your monstrous form, you can sense magic within 120 feet of you at-will. This works like *detect magic*, but is not in itself magical.

CRYPTID

At 6th level, when you are in your Monstrous Form, you are unable to be fully detected by magical sensors, divination effects or any other form of magical surveillance, all of which only return fuzzy and warped information. You have advantage on Dexterity (Stealth) checks whilst in Monstrous Form.

STRANGE EXTREMITY

At 10th level, your monstrous form develops a monstrous and strange predatory attribute. Choose Strength, Dexterity or Charisma. When you are in your monstrous form, your score in this ability increases to 10 + your level in this class, unless it is already higher.

UNSPOKEN NAME

At 14th level, you know when creatures are talking about you. When a creature on the same plane of existence as you speaks your name or your true name, you immediately know the name and location of that creature relative to you. As a reaction, you can teleport to that creature, appearing within 30 feet of them. You may attempt a Dexterity (Stealth) ability check on arrival to remain hidden, as long as there is something to hide behind. You must finish a long rest before using this ability again.



School of Malpractice



The School of Malpractice believes that the rules are more like guidelines, and the guidelines are more like casual suggestions only followed by the close minded and inadequate. Structure and oversight are only for those without the talent to innovate, a view which (fortunately for the world) means that relatively few apprentices from this school survive to exercise their craft for any significant length of time.

INNOVATION

At 2nd level, you have a cavalier attitude towards inscribing spells, which allows you to make alterations at the risk of a terrible tragedy. When you scribe a damaging spell into your spellbook, you can alter the damage type of that spell to another of your choice - whenever you cast that spell, it uses the new damage type. When you do this, the DM secretly rolls a d20. On the roll of a 1, the spell is flawed. Casting a flawed spell triggers a roll on the Wild Magic Surge table and removes the flawed spell from your spellbook.

EXPERIMENTATION

When you choose this school at 2nd level, you develop the ability to modify your spells on the fly. When you cast a Wizard spell, you may use this ability to apply a metamagic of your choice to it from the Sorcerer class features. This erases the spell from your spellbook, and you may not learn the spell again. You must finish a long rest before doing so again.

RISK AND REWARD

At 6th level, when you use your Experimentation feature, you may retain the spell in your spellbook by triggering a number of Wild Magic Surges equal to the level of the spell being cast.

DESPERATE MEASURES

At 10th level, you can attempt to cast a spell for which you have no eligible spell slots remaining. To do so, you must succeed on a Spellcasting Ability check with a DC equal to 12 + the level of the spell you are trying to cast. On a success, you cast the spell as normal. On a failure, you gain a level of exhaustion, and the spell fails. You must finish a long rest before using this ability again.

EXPERT ERRORS

At 14th level, you can use your Innovation ability at the end of every long rest to alter a number of spells equal to your Intelligence modifier. Flawed spells are no longer removed from your spellbook, though they do still trigger wild magic surges the first time they are cast.

