



HEDGES & HIGHWAYS

By JONATHAN DUPREE

NEW CLASS OPTIONS, SPELLS,
AND MORE FOR TRAVELERS OF THE ROAD

HEDGES & HIGHWAYS



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ON THE COVER

The knight initiate Issac Woods with his holy text guiding him into the dark and twisting woods where the vile green dragon Chauk'reskafar resides.





INTRODUCTION

THE MANY ROADS AND PATHWAYS OF the world cut through the wilds, guiding travelers from place to place with some suggestion of safety. Wagons filled with goods driven on by merchants and guarded by adventurers make their way up and down these roads. If nothing else, at least the way is cleared of difficult ground and obstruction.

But like anywhere else out in the wild, roads are not any safer than the high grass, dense forests, or craggy hills. Bandits prey on merchants who don't hire enough security to back them away. Packs of wild animals stalk travelers waiting for someone to splinter away and make themselves vulnerable. The more vile creatures will brazenly raid roads just for the thrill of the kill.

Some heroes head out onto the highways to help travelers make their way safely from place to place. Some do it for a price. Some seek out the darker roads long forgotten that may lead to some old dungeon filled with undisturbed treasures. This book will hopefully serve as a fun addition to a number of tables, online or physical, that will bring the road to life for players and Dungeon Masters alike.

USING THIS BOOK

This book was written for both player and Dungeon Master, with offerings to give both new and fun options for the adventures out on the road. It can be used in the Forgotten Realms campaign setting, any other official world, or one of the Dungeon Master's creation. Nothing in this book is required to play Dungeons & Dragons, but, if the Dungeon Master allows the inclusion of this material in your game, then we hope that it helps bring to life your story and your characters.

Part One offers character options that expand on those offered in the Player's Handbook. Part Two has new magic items and tools that a DM can use in adventures. Part Three presents new spells for player characters and spellcasting monsters to unleash.



PART ONE: CHARACTER OPTIONS

THE WORLD OUTSIDE OF CITIES AND civilization is filled with bandits, wanderers, sellswords, and magicians who don't follow the lifestyle of the normal hero. When you're out in the wilds or protecting yourself from them while marching down the beaten path, you have to use different techniques and focus on different skills to make sure your story can unfold. This part of the book provides a variety of new options for your characters, focusing on additional subclasses for each of the classes in the *Player's Handbook*.

Each class offers a character-defining choice at 1st, 2nd, or 3rd level that unlocks a series of special features, not available to the class as a whole. That choice is called a subclass. Each class has a collective term that describes its subclasses: in the fighter, for instance, the subclasses are called martial archetypes, and in the paladin, they are sacred oaths. The table below identifies each of the subclasses in this book.

The chapter continues with a selection of new backgrounds suited for heroes who have come up in the wilds or out on the road. The chapter then concludes with a selection of feats with options for enhanced reflexes or even specialization with knives.



SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Resolved	3rd	Able to withstand more wounds and draw strength from them
Bard	College of Fortune	3rd	Inspiringly lucky and able to bring fortune to allies
Cleric	Chaos Domain	1st	Followers of the swirling maelstrom of possibility
Cleric	Travel Domain	1st	Wandering priests keen on teleportation and traveling
Druid	Circle of the One Wood	2nd	Protectors of the forest who use the trees as armor and weapons.
Fighter	Hedge Knight	3rd	A warrior who has aspirations of heroism and nobility
Monk	Way of the Contemplative	3rd	A monk closely tied to divinity
Paladin	Oath of Ordeals	3rd	A holy knight sworn to always rise to the test
Ranger	Bloodhound	3rd	Bounty hunter especially skilled at tracking down favored enemies
Ranger	Strider	3rd	Outlander who uses knacks to survive in the wilds
Rogue	Brigand	3rd	Intimidating and menacing and handy in a fight
Rogue	Highwayman	3rd	Exploitative bandit who uses tricks in a fight
Sorcerer	Vital Source	1st	Uses magical blood to empower sorcerous magic
Warlock	Hedge Witch	1st	Use of stolen magics from false patrons
Wizard	Hedge Wizard	2nd	Magic done quick and cheap for a wizard on the road
Wizard	School of Chiromancy	2nd	Masters of divining magic involving the reading of hands

BARBARIAN

"At the end of the day, you can worry about all of the arrows that have pierced your skin and cuts that have drawn blood. But in the heat of the battle, worry more about making those wounds on your foes. Let them worry about all of the wounds in the moment." - Nessa Telrúnya

Barbarians are familiar with hardship and are often found at the front line of combat or surviving against the world itself. By tapping into the primal anger within, they're able to rise to any occasion. The idea of leaping off a cliff to grab hold of a vicious dragon and then plunge an axe into its back is hardly a thought a reasonable adventurer would have, but a raging barbarian is willing to take such risks.

The most common barbarian is a brute that charges into the fray with reckless abandon. Not all barbarians are as willing to seize the moment without concern, but certain archetypes for the barbarian absolutely embrace the most common methods for the barbarian and the option presented here is no different.

PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following option is available to a barbarian, in addition to those offered in the *Player's Handbook*: Path of the Resolved.

PATH OF THE RESOLVED

Throughout history, barbarians and wild warriors have fought among themselves for territory, renown, treasure, or pride. Of these warriors, there are some who possess a mettle beyond that of any normal warrior. They will fight on, even when others would run or buckle under the pain in their place. To them, the only time to give up is never.

PATH OF THE RESOLVED FEATURES

Barbarian Level	Features
3rd	Firm Resolve, Wounded Strength
6th	Will To Press On
10th	Awesome Comeback
14th	True Resolve

FIRM RESOLVE

At 3rd level, you gain a delayed damage pool that allows you to delay the effects of injury. When you are attacked, any hit point damage you are dealt is instead added to your delayed damage pool. Your delayed damage pool can hold a number of points equal to your barbarian level + your Constitution modifier. Any damage beyond that is inflicted to your hit points as normal. Your delayed damage pool is set to 0 if you drop to 0 hit points. At the end of your turn, you lose hit points equal to the total stored in the delayed damage pool, which resets to 0. This damage cannot be reduced or ignored. Any healing you receive can allow you to regain hit points as normal or decrease your delayed damage pool by an amount equal to the healing.

WOUNDED STRENGTH

Starting at 3rd level, you can channel the pain of your injuries into your attacks while you rage. When you hit a creature with an attack while raging, you can use your reaction to deal additional damage equal to your delayed damage pool.

WILL TO PRESS ON

At 6th level, you learn to shrug off your pain with greater ease when given the chance to rest. If you regain hit points at the end of the short rest, you regain an extra number of hit points equal to your barbarian level.



AWESOME COMEBACK

At 10th level, your resolve makes you nearly unstoppable. When you would take damage from your delayed damage pool, you can instead choose to regain hit points equal to the damage that would be taken instead. Once you've used this ability, you cannot use it again until you finish a short or long rest.

TRUE RESOLVE

Beginning at 14th level, you have advantage on death saving throws. While you are raging, you may choose not to fall unconscious if you would be reduced to 0 hit points and did not suffer instant death. You fight on, remaining conscious. You do not receive automatic death saving throw failures from taking damage, but instead must make a death saving throw each time you would take damage. You must continue to make death saving throws each turn until you regain hit points or fail two death saving throws. If you fail your second death saving throw, you fall unconscious and continue dying as normal. You do not become stable if you succeed on three death saving throws while fighting on. A success allows you to remain conscious and fight on. A roll of a natural 20 will still allow you to regain 1 hit point as normal. On each subsequent turn you remain conscious while raging, you take a cumulative -1 penalty to death saving throws. If your rage ends, you fall unconscious and continue dying as normal.

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

BARD

"If you're in a bad situation, you make the best of that bad situation. The more you focus on what can go wrong, the more likely it's going to. Sometimes you make your own luck. Or sometimes you're just lucky." - Michelle Alandarian

Bards are usually the members of the group that bring levity through tale and song. They are able to inspire allies and help where help is needed. It's good to have a bard in your party as you travel the world as a bunch of serious and gritty warriors aren't the best to recount the tales of how a dragon was felled.

A bard has a class feature that lets allies change the results of fate by adding to a die roll result. In this way, bards are able to change the luck of allies. The new college option presented in this book goes further in this alteration of the group's luck.

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. The following option is available to a bard, in addition to those offered in the *Player's Handbook*: College of Fortune.

COLLEGE OF FORTUNE

Luck is a great boon to those who have it on their side. Some minstrels sing songs about the amazing fortune of great heroes in epic tales and do their best to inspire that good fortune in those around them. Bards of the College of Fortune manipulate luck itself for the benefit of them and their friends.

COLLEGE OF FORTUNE FEATURES

Bard Level	Features
2nd	Dumb Luck, Luck of Heroes
6th	Additional Inspiration
14th	Better Lucky Than Dead

DUMB LUCK

Also at 3rd level, when you or an ally within 60 feet of you who can hear you rolls a 1 on an attack roll, ability check, or saving throw, you can spend a single use of the Bardic Inspiration class feature to reroll the die. The new roll must be used and cannot be rerolled.

LUCK OF HEROES

At 3rd level, you gain a +1 bonus on all saving throws. At 14th level, this bonus increases to +2.

ADDITIONAL INSPIRATION

At 6th level, you learn to inspire others with good fortune and luck. You can use the Bardic Inspiration feature three additional times.

BETTER LUCKY THAN DEAD

At 14th level, if you or an ally within 60 feet of you who can hear you is hit with an attack that is a critical hit, you can expend two uses of the Bardic Inspiration class feature as a reaction to instead treat the roll as a natural 1. Additionally, if you or an ally within 60 feet of you who can hear you is the target of an attack that has Advantage, you can expend one use of the Bardic Inspiration class feature as a reaction to instead grant the attack Disadvantage.

CLERIC

"What?! Certainly not. Well, possibly so. I feel like a fish who has never tasted melted snow. And I've never seen a purple worm leap from a half-cut rock. I need scissors..."

- Dalor Tenheads

Some see clerics as representatives of the gods or the divine powers they control. In most cases, they are wandering priests with the goal of spreading the faith and belief of a god or goddess to all who will hear the sermons and showing the deeds of the deity's most devout followers. Adventurers enjoy a cleric in their company as many faiths focus on alleviating the suffering of mortals and so most clerics have some ability to heal companions.

A cleric will select one aspect of the faith that they follow and it will grant them divine powers in line with the deity. The new domain option presented in this book is a strange one in that the gods that grant it usually don't have organized churches or tenets of faith.

DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The following option is available to a cleric, in addition to those offered in the *Player's Handbook*: Chaos Domain.

CHAOS DOMAIN

The gods of chaos are sowers of discord and opponents of order and balance. Though many see chaos as bedlam that crushes out the good, it is not entirely in itself evil. Chaos is sometimes destruction of tyrannical order that in itself is evil.

Deities of this domain include Corellon, Cyric, Eilistraee, Lolth, Selûne, Tempus, and Tymora.

CHAOS DOMAIN FEATURES

Cleric Level	Spells
1st	Bonus Cantrip, Chaos Touch
2nd	Chaotic Exclusion
6th	Chaotic Inclusion
8th	Chaotic Strike (1d8)
14th	Chaotic Strike (2d8)
17th	Aura of Chaos

DOMAIN SPELLS

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

CHAOS DOMAIN SPELLS

Cleric Level	Features
1st	<i>color spray, tasha's hideous laughter</i>
3rd	<i>calm emotions, crown of madness</i>
5th	<i>bestow curse, tongues</i>
7th	<i>confusion, polymorph</i>
9th	<i>contagion, modify memory</i>

BONUS CANTRIP

At 1st level, you gain one cantrip from any spell list. It is considered a cleric spell for you.

CHAOS TOUCH

Also at 1st level, you gain the ability to imbue your enemies with a chaos that makes even their most trained techniques fail spontaneously. As an Action, you select one creature that you can touch. The target has Disadvantage on all weapon attacks, ability checks, and saving throws until the start of your next turn. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: CHAOTIC EXCLUSION

Starting at 2nd level, you exclude yourself from area effects. When you are subjected to an effect that allows you to make a saving throw to take only half damage or a lesser effect, you can expend your Channel Divinity as a reaction and instead take no damage and suffer no ill effect if you succeed on the saving throw, and only half damage if you fail.

CHANNEL DIVINITY: CHAOTIC INCLUSION

At 6th level, you can use your Channel Divinity to cause those who think they are outside of harms way to instead be caught in it. When you are included in the area of a spell or ability, you can elect to include one other creature of your choice

within 10 feet that you can see. The creature must not already be included in the area to be included in this way. The creature is then subject to the effect as if it had been included in the area normally.

CHAOTIC STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with wild magical energies. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. Roll a d6 on the following chart to determine what damage type the extra damage is. When you reach 14th level, the extra damage increases to 2d8.

CHAOS STRIKE DAMAGE

d6 Result	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Thunder

AURA OF CHAOS

Starting at 17th level, the harmful energies of chaos swell about you. When any creature rolls damage while within 30 feet of you and rolls the highest number possible on any of the dice, they must roll it again and add that roll to the damage. The additional damage dealt is of a random type determined by rolling a d6 on the Chaotic Strike chart above.

TRAVEL DOMAIN

Powers and gods strongly associated with travel may grant their clerics powers that enable them to move about the world with ease. This domain grants the ability to move freely and quickly to wherever the priest is needed and to aid others in their journeys.

Deities of this domain include Kelemvor, Mielikki, Myrkul, Ohgma, Sehanine Moonbow, Selûne, Tymora, and Vhaeraun.

TRAVEL DOMAIN FEATURES

Cleric Level	Spells
1st	Bonus Proficiencies, Free Movement
2nd	Traveler's Grace
6th	Fade Away
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Wayfarer

DOMAIN SPELLS

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

TRAVEL DOMAIN SPELLS

Cleric Level Spells

1st	<i>expeditious retreat, longstrider</i>
3rd	<i>find steed, misty step</i>
5th	<i>fly, water walk</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>far step, teleportation circle</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor. You also gain proficiency with Vehicles (land), Vehicles (water), and the Survival skill.

FAST MOVEMENT

Starting at 1st level, your speed increases by 10 feet. This bonus increases by 5 feet at 6th level (+15 feet), 10th level (+20 feet), 14th level (+25 feet), and 18th level (+30 feet).

UNINHIBITED

At 1st level, you can grant yourself temporary freedom of movement. At the beginning of your turn, you can elect to use this feature. For the remainder of your turn, your movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained. If you are currently paralyzed or stunned, you ignore those conditions for your turn. You can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Being underwater imposes no penalties on the target's movement or attacks. These effects last until the end of your turn.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: STEP TOGETHER

Starting at 2nd level, you can use your Channel Divinity to allow you and your allies to freely move about. As a bonus action, you allow yourself and each ally that can see and hear you that is within 120 feet of you to move up to their speed. This movement ignores nonmagical difficult terrain and does not provoke opportunity attacks.

CHANNEL DIVINITY: FADE AWAY

At 6th level, you can use your Channel Divinity to vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

WAYFARER

Starting at 17th level, you can bring more allies with you when you use teleportation magic. When you use a magic item, spell, or class feature that would allow you to teleport, you double the maximum number of additional targets or weight that you can teleport with you. If a magic item, spell, or feature only allows you to teleport yourself, you can teleport one additional willing creature so long it is within 5 feet of you when you teleport.

DRUID

"There was once a time when the world was covered in forests and all were protected under the great reaching branches of those mighty trees. We protect what remains."

- Nariel Shyr

Druids are seen as mystics of nature with the ability to transform into wild creatures and draw up primal magic that rejuvenates or destroys. The knowledge a druid possesses of the wild world also aids adventuring parties who find themselves off the beaten path.

The dual nature of a druid means that at times they will be wild beasts serving out scouting missions or imposing themselves in combat. At other times, they will be not unlike a wizard or cleric, with spells at the ready. The class option presented in this book offers useful combat features while in either form.

DRUID CIRCLES

At 2nd level, a druid gains the Druidic Circle feature. The following option is available to a druid, in addition to those offered in the Player's Handbook: Circle of the One Wood.



CIRCLE OF THE ONE WOOD

The Circle of the One Wood holds to ancient beliefs regarding the nature of the forest and the civilized world. These druids can bring forward the tough nature of trees to help defend themselves as they strive to defend the wild world. These druids are also able to alter their Wild Shapes to have wooden claws and fangs and armor. As a member of this Circle, you will gain the benefits of the One Wood's protections and the ability to fight to defend it.

CIRCLE OF THE ONE WOOD FEATURES

Druid Level	Features
2nd	Natural Armor, Wooden Claws
6th	Primal Essence
10th	Spell Resistance
14th	Treant Form

NATURAL ARMOR

Starting at 2nd level, your skin hardens like the bark of a strong oak. You gain a +1 bonus to AC. Starting at 10th level, this bonus increases to +2. The bonus doubles if you are using your Wild Shape class feature.

WOODEN CLAWS

When you choose this circle at 2nd level, you are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit. The damage of your unarmed strikes increases to 1d6 at 7th level, 1d8 at 12th level, and 1d10 at 17th level. when you use the Attack action with an unarmed strike, you can make one unarmed attack as a bonus action. Additionally, while you are transformed by Wild Shape, your melee attacks deal additional damage equal to your Wisdom modifier (minimum +1).

PRIMAL ESSENCE

Starting at 6th level, your unarmed strikes and melee attacks made while transformed by Wild Shape count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

SPELL RESISTANCE

At 10th level, you have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

TREANT FORM

At 14th level, you can use your Wild Shape to transform into a treant. Once you use this feature, you can't use it again until you finish a long rest.

FIGHTER

"I may not be of noble blood, have some storied weapon, or know anything about magic, but though I lack all of those things I certainly make up for it with audacity." - Titus Kemp

The usual core for any group out on the road is a hearty warrior who is able to stand against any foe. Fighters are defined by their fighting styles and strong combat features.

Fighters can range from defenders who interpose their shields and heavy armor to skilled archers with unmatched precision.

The many-faceted nature of the fighter is one of its greatest draws as you can be whatever kind of hero you want to be. The archetype presented in this book is a simple style of fighter that is always ready and able to take advantages when granted.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following option is available to a fighter, in addition to those offered in the Player's Handbook: Hedge Knight.

HEDGE KNIGHT

Some people are born to noble families and have greatness heaped onto their shoulders. You want that burden and constantly seek the weight of it. Whether it be by helping village folk, joining the lists in some tourney, or by standing toe-to-toe with powerful creatures like dragons, you are always on a quest to make a name for yourself. At the end of the day, you'll find a nice hedge to sleep under until someone offers you a real title and maybe even some land.

HEDGE KNIGHT FEATURES

Fighter Level	Features
3rd	Advantageous Attack, Always Ready
7th	Intrepid Movement
10th	Jaded
15th	Opportunist
18th	Final Stand

ADVANTAGEOUS ATTACK

Beginning when you choose this archetype at 3rd level, you've learned to make the most of any advantage that you have in a fight. Once per turn, you can deal extra damage equal to your proficiency bonus when you hit with a weapon attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ALWAYS READY

Additionally at 3rd level, you can don armor in one quarter of the time. You can don or doff a shield as a bonus action. You do not have disadvantage on Stealth checks while in medium armor.

Additionally, you suffer no penalties for sleeping in medium or heavy armor.

INTREPID MOVEMENT

Starting at 7th level, you have had to get out of a number of different situations be it climbing a cliff, swimming across a river, or crawling into narrow spaces. You gain the ability to climb, crawl, squeeze, and swim faster than normal; climbing, crawling, squeezing, and swimming no longer costs you extra movement.

JADED

At 10th level, you have seen it all in your travels and are prepared for anything, be it seduction or horror. You can't be charmed or frightened.

OPPORTUNIST

Starting at 15th level, you can exploit a creature's momentary distraction when it is hit by an attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.

FINAL STAND

At 18th level, your second winds allow you to hang in the fight for longer. When you use your second wind class feature, you gain 2d10 additional hit points and have advantage on your next attack roll as long as that attack is made against a creature that has dealt damage to you.

MONK

"The heavens and earth both require balance and an even hand to push the histories forward." - Karlaz

The monk is a class that fills a number of different rolls in a group. They benefit from a number of skills and techniques that allow them to move ahead quickly and engage with combatants face to face, but can certainly outmaneuver opponents or use techniques to defend or flee faster. Despite their mechanical functionality, they are a class that is based on a spiritual path to self-empowerment.

The archetype featured in this book focuses on the spiritual nature of the monk and allows them to gain divine techniques to use with their *ki*.

MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. The following option is available to a monk, in addition to those offered in the *Player's Handbook*: Way of the Contemplative.

WAY OF THE CONTEMPLATIVE

Monks of the Way of the Contemplative spend a lot of their time focusing on the way of the world and the nature of the divine. Some attain a means of channeling their own ki energy into prayer-like blessings that they can bestow upon their allies.

MYSTIC ARTS

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast aid, lesser restoration, prayer of healing, or zone of truth, without providing material components. Additionally, you gain the light cantrip and one other cantrip from the cleric spell list of your choice.

AURA OF PROTECTION

At 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Wisdom modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

DIVINE SOUL

By 11th level, you can heal people with your force of spirit. As an action, you can touch a creature and spend ki points to restore hit points equal to 5 x the number of ki points spent.



Alternatively, you can spend 1 ki point to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use Divine Soul, expending ki points separately for each one. This feature has no effect on undead and constructs.

MYSTIC UNION

At 17th level, become joined with divine energies. Your type becomes celestial. You deal additional radiant damage equal to your Wisdom modifier on any attacks made with your unarmed strike or monk weapons against fiends or undead. You have advantage on saving throws against spells. Additionally, you have resistance against the damage of spells. Furthermore, you can't be aged magically.

PALADIN

"You must always be ready for the tests of the world. If you are unready and your mettle fails, then you will be left broken by the side of the road."

- Endouvan Stahl to Initiate Issac Woods

Holy knights who go on quests and swear sacred oaths have countless tales written about them. They always rise to the test, bringing to bare their willpower against the deadliest of ordeals. They are fearless and faithful and bring their allies together with a charismatic nature and benefits for staying in formation.

The option presented in this book is inspired deeply from the knights of old tales who would take on quests to face off against evil knights or vile dragons.

PALADIN OATHS

At 3rd level, a monk gains the Paladin Oath feature. The following option is available to a paladin, in addition to those offered in the Player's Handbook: Oath of Ordeals.

OATH OF ORDEALS

Paladins who swear this oath are usually crusaders or pilgrims who are sworn to achieving a quest such as defeating a church's foes. Sometimes the quest can be something more specific, like the recovery of a holy relic.

More than anything, this oath is for paladins who know they will be met with dilemmas and challenges that they must rise to meet. They will throw themselves into the fray and push on until the deed is done. To them, the completion of a goal or victory in a conflict is paramount to their faith.

TENETS OF ORDEALS

The exact words of the Oath of Ordeals vary between paladin orders, the tenets are always the same.

Meet Any Challenge. When you are tested, you must rise to meet the challenge. When a quest is set before you, you must do all that you can to complete it.

No Matter the Odds. Despite what stands in your way, you must achieve your goals. By right of completing your tasks do you bring yourself closer to the divine.

Learn From Your Failures. If you fail on an attempt, do not become broken or dissuaded. Rise to your feet, take what you've learned, and try again.

Stand With Others. Others who are brave and willing to step forward with you are irreplaceable and should be seen as a strong foundation for you to build upon.

Pass the Test. No matter what, do not leave an ordeal that has been placed before you unfinished.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF ORDEALS SPELLS

Paladin Level	Spells
3rd	<i>compelled duel, heroism</i>
5th	<i>enhance ability, warding bond</i>
9th	<i>beacon of hope, crusader's mantle</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>skill empowerment, steel wind strike</i>

CHANNEL DIVINITY

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

Moment of Courage. You can use your Channel Divinity to retort against a foe who has struck you. You can use your reaction to make one melee attack against any creature in your reach that deals damage to you. Any damage dealt with this special attack ignores any damage immunity or resistance the target has. If you use the Divine Smite class feature, you regain hit points equal to half the extra damage dealt. If you miss with this attack, you do not expend a use of Channel Divinity.

Rise to the Occasion. You can use your Channel Divinity to swap places with any ally who has been hit. When a friendly creature of your size or smaller within 30 feet is hit with an attack but before damage is rolled, you may use your reaction to move into the friendly creature's space and then move the friendly creature up to 5 feet. You suffer the attack's damage and effects and the damage and effects cannot be ignored or resisted.

AURA OF TENACITY

Starting at 7th level, you and friendly creatures within 10 feet of you reduces by 3 any bludgeoning, piercing, and slashing damage taken.

At 18th level, your aura reduces all damage taken and the range of this aura increases to 30 feet.

VIGILANCE

Beginning at 15th level, you are immune to the charmed, paralyzed, and stunned conditions.

DIVINE PERSISTENCE

At 20th level, as an action, you can enter a state of divine persistence. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you regain 10 hit points.
- When you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead.
- You have advantage on all ability checks and saving throws.

RANGER

"You used to be free in the world outside of the city. I retain the spirit of wind and waves and will go into this world with an open heart." - Aramil Leafwind

A sense of the open world and a desire to travel through it fills the ranger moreso than any other class. They're guides, pathfinders, hunters, and seekers. They have an innate sense of the wild world and a keen ability to track down their foes no matter how deep the hedges they hide in.

Free to wander and roam, the class option presented in this book allows a ranger options to use the wilderness advantageously and to better deal with favored enemies.

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The following option is available to a ranger, in addition to those offered in the Player's Handbook: Strider.

STRIDER

Striders are rangers who are keen hunters, free to seek out their prey and capable of using knacks and tricks to help in their journeys.

FOE STALKER

Starting at 3rd level, if you spend at least 1 minute observing or interacting with another creature outside combat, you learn enough information about its capabilities, patterns, and mannerisms to be able to track that creature better. You treat that specific individual creature as a favored enemy and gain all benefits against it that you would if it were of a type you had selected for that class feature. Your favored enemies have a penalty equal to your proficiency bonus on Wisdom (Perception) checks made to contest your Dexterity (Stealth). This penalty applies to Passive Perception as well. Additionally, Once on each of your turns when you hit with a weapon attack made against one of your favored enemies, you deal additional damage equal to your proficiency bonus.

WILDERNESS KNACKS

At 7th level, you learn tricks to survive in the wilderness. You gain three Wilderness Knacks from the list presented below.

KEEN HUNTER

At 11th level, your weapon attacks score a critical hit on a roll of 19 or 20. If a critical hit is scored against a creature that is a favored enemy, you deal an extra 1d12 damage of the weapon's type.

UNEARTHED ARCANA RANGER

If you use the Unearthed Arcana variant of the Ranger class, you gain this additional class features:

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

ADDITIONAL WILDERNESS KNACKS

Additionally at 11th level, you gain two additional Wilderness Knacks.

INDEPENDENT

At 15th level, you are considered to be under the effects of the spell *freedom of movement* at all times.

WILDERNESS KNACKS

The wilderness knacks are presented in alphabetical order.

Ambush Expertise. You can use the Help action to give all allies within 30 feet of you advantage on Dexterity (Stealth) checks. You and each of friendly creature with 30 feet that can see you deals an additional 1d8 damage against any creature that is surprised. The additional damage from this feature increases by 1d8 if you have the Additional Wilderness Knacks feature.

Camouflage Mastery. You can use the Hide action in any sort of natural terrain (bushes, grass, rocks, etc.), even if the terrain doesn't grant cover or concealment. If you have cover or concealment granted by natural terrain, you have advantage on any Dexterity (Stealth) checks made to hide and can do so as a bonus action.

Fleet of Foot. Your movement speed increases by 5 feet. Additionally, you can take the Dash action as a bonus action.

Herbal Lore. You gain proficiency with the herbalism kit. You can use soothing poultices, healing reagents, and herbs found in the wild to help revitalize your wounded allies during a short rest. If you or any friendly creatures you could touch regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points. The extra hit points from this feature increase to 1d8 if you have the Additional Wilderness Knacks feature.

Iron Gut. You have advantage on saving throws against poison, and you have resistance against poison damage. Additionally, you are immune to any disease you would contract from ingestion.

Mountaineer. You have advantage on Strength (Athletics) checks made to climb and climbing no longer costs you extra movement. Additionally, you can use your reaction when you fall while within 5 feet of a vertical surface to reduce any falling damage you take by an amount equal to five times your ranger level.

Nimble-Footed. You ignore non-magical difficult terrain. Additionally, you have advantage on any Dexterity (Acrobatics) checks made as a part of moving (such as moving on slippery ice).

Tunnel Fighting. You ignore all penalties for squeezing. Additionally, you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Watchful Rest. You have a +5 bonus to your passive Wisdom (Perception). Additionally, you don't need to sleep regularly. Instead you can remaining semiconscious while sleeping and you only need 4 hours of sleep a day. After resting in this way, you gain the same benefit that you would normally get from 8 hours of sleep.

Wordly Awareness. you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet. As a bonus action, you can choose a space you can see that is within 50 feet of you and until the end of your next turn, you can see and hear as if you occupied that space.

ROGUE

"Looks like their wheel has fallen off. Terrible luck for them. Great luck for us." - Jeremiah Galt

More than any other class, rogues are skillful and able to bring a lot of options besides just hacking and slashing through obstacles to the table. In most cases, rogues are seen as little more than thieves, but the class lends itself to all different types of adventurers such as swashbucklers, acrobats, and many more.

This book brings two options that do not stray too far from the typical thief. Out on the road, there are all types of bandits looking for a way to get a leg up in the world.

ROGUEISH ARCHETYPES

At 3rd level, a rogue gains the Rogueish Archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*: Brigand, Highwayman.

BRIGAND

You concentrate your talents in the arts of brawling, grappling, and brute force. Gang enforcers, mob bosses, and bullies fit this archetype, as do some members of law enforcement and detection. You complement your speed and coordination with expertise of verbal investigation and physical handling of valuable targets.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with medium armor.

RUFFIAN

At the 3rd level, you gain proficiency with improvised weapons and unarmed strikes. Your unarmed strike uses a d4 for damage. You treat all weapons which deal bludgeoning damage and are used one-handed (such as clubs and maces), one-handed improvised weapons, and your unarmed strikes as finesse weapons. When you hit a creature with a finesse weapon that deals bludgeoning damage, you can use a bonus action to make an unarmed strike attack or attempt to grapple the target.

ABDUCTOR

Starting at the 9th level, you master grappling and are able to use your nimble movements to inhibit a creature you have grappled. When you are grappling a creature, you can use a bonus action to cover the creature's eyes, ears, and/or mouth with your hands. As long as the creature is grappled by you, the creature is blinded, deafened, and/or cannot speak. In addition if the creature has a bite attack, it cannot use it until the grapple ends.

STAND TOUGH

At 13th level, your Evasion class feature can be used on effects that allow you to make Strength and Constitution saving throws as well as Dexterity saving throws.

SHARE THE PAIN

At 17th level, you gain a +2 bonus to AC against any creature you do not have grappled while you have a creature grappled. If you use the Uncanny Dodge or Evasion class feature while you have a creature grappled, the grappled creature takes damage equal to the amount you avoided.

HIGHWAYMAN

You've been an outlaw walking the crimson road, more than willing to take any advantage that's given to you to give you the upper hand in a fight. You know how to hit a foe where it truly hurts to quickly quell your foe.

FUGITIVE'S LUCK

At 3rd level, you gain a +1 bonus on all saving throws. At 14th level, this bonus increases to +2.

EXPLOITS

Starting at the 3rd level, you learn techniques called exploits that allow you to specially wound or penalize a foe when performing a sneak attack at the expense of sneak attack extra damage dice.

Exploits. You learn three exploits of your choice, which are detailed under "Exploits" below. Exploits enhance an attack in some way. You can only learn an exploit if you have enough sneak attack extra damage dice to be able to use the exploit. You can only use an exploit when you would deal sneak attack damage to the target of the attack. You can only apply one exploit to an attack.

You learn two additional exploits of your choice at 9th, 13th, and 17th level. Each time you learn new exploits, you can also replace one exploit you know with a different one.

Saving Throws. Some of your exploits require a hit creature to make a saving throw to resist the exploit's effects. The saving throw DC is calculated as follows:

Exploit save DC = 8 + your proficiency bonus + your Dexterity or Intelligence modifier (your choice)



GATHER INFORMATION

At 9th level, you can spend an hour in a populated area gathering information. After one hour of socializing, you know all the area's major and local news and the locations of important places, items, and people.

If there is a specific location, item, or person you wish to find and that information is hard to find or has a reason to be withheld, you can spend an additional hour (2 hours total) and make a Charisma (Intimidation) check against the Dexterity (Stealth) or Wisdom (Insight) of the easiest to find person who has the information to extract.

COMBAT ROLL

At 13th level, you gain the ability to roll and dart in and out of combat. Once during each of your turns, you can move up to 5 feet in addition to your normal movement. This movement does not provoke opportunity attacks. Additionally, you can move 5 feet in this way after using the Uncanny Dodge class feature or after making a Dexterity saving throw (regardless of your success or failure).

GREATEST ADVANTAGE

When you reach the 17th level, your weapon attacks score a critical hit on a roll of 19 or 20. On a critical hit, you can apply a single exploit that would reduce your sneak attack by 2d6 or less without reducing your sneak attack damage. You can still apply another exploit normally to the attack.

EXPLOITS

The exploits are presented in alphabetical order.

Arterial Attack. Using this exploit reduces your sneak attack damage by 5d6. When you hit a creature with this exploit, you 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 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) check, ending the effect of such wounds on it on a success. Each wound lasts for 1 minute.

Blinding Attack. Using this exploit reduces your sneak attack damage by 2d6. When you hit a creature with this exploit, it must make a Dexterity saving throw. On a failed save, it is also blinded until the start of your next turn.

Concussive Attack. Using this exploit reduces your sneak attack damage by 3d6. When you hit a creature with this exploit using a melee weapon attack, it must succeed on a Constitution saving throw or be incapacitated until the start of your next turn.

Confusing Attack. Using this exploit requires a melee weapon and reduces your sneak attack damage by 2d6. When you hit a creature with this exploit, it makes a melee attack against a creature of your choice within range. This attack deals 2d6 extra damage if the creature has advantage on the attack roll or if another enemy of the target (which can include you) is within 5 feet of it.

Deafening Attack. Using this exploit reduces your sneak attack damage by 1d6. When you hit a creature with this exploit, it must make a Constitution saving throw. On a failed save, it is also deafened until the start of your next turn.

Hamstring. Using this exploit reduces your sneak attack damage by 1d6. When you hit a creature with this exploit, its speed is reduced to 0 until the start of your next turn.

Impeding Attack. Using this exploit reduces your sneak attack damage by 1d6. When you hit a creature with this exploit, it cannot take reactions until the start of your next turn.

Invigorating Attack. Using this exploit reduces your sneak attack damage by 1d6. When you hit a creature with this exploit, you gain 1d6 temporary hit points.

Lingering Attack. Using this exploit reduces your sneak attack damage by 1d6. When you hit a creature with this exploit, it can't regain hit points until the start of your next turn.

Protective Attack. Using this exploit reduces your sneak attack damage by 3d6. When you hit a creature with this exploit, you can take the Dodge action as a bonus action until the start of your next turn.

Retort Attack. Using this exploit reduces your sneak attack damage by 2d6. When you hit a creature with this exploit and it attempts to make a melee attack against you before the start of your next turn, you can use your reaction to make a melee weapon attack against the creature before it makes its attack. If you hit with this attack, the triggering attack has disadvantage.

Ricocheting Attack. Using this exploit requires an attack with a ranged weapon and reduces your sneak attack damage by 2d6. When you hit a creature with this exploit, you can make another ranged attack with an origin point of the hit target against another target with a range of 20 feet. This additional attack has the same weapon damage as the first and deals 2d6 extra damage if you have advantage on the attack roll or if another enemy of the target is within 5 feet of it.

Sickening Attack. Using this exploit reduces your sneak attack damage by 2d6. When you hit a creature with this exploit, it must make a Constitution saving throw. On a failed save, it is also poisoned until the start of your next turn.

Staggering Attack. Using this exploit reduces your sneak attack damage by 2d6 and can only be used against a creature if the target is Large or smaller. When you hit a creature with this exploit, it must make a Strength saving throw. On a failed save, the creature is knocked prone or pushed 5 feet away from you (your choice).

Stunning Attack. Using this exploit reduces your sneak attack damage by 5d6. When you hit a creature with this exploit using a melee weapon attack, it must succeed on a Constitution saving throw or be stunned until the start of your next turn.

Terrifying Attack. Using this exploit reduces your sneak attack damage by 1d6. When you hit a creature with this exploit, it must make a Wisdom saving throw. On a failed save, the creature is frightened of you until the start of your next turn.

Throat Attack. Using this exploit reduces your sneak attack damage by 1d6. When you hit a creature with this exploit, it must make a Constitution saving throw. On a failure, it cannot verbally communicate until the end of your next turn. This includes verbal components for spells.

Weakening Attack. Using this exploit reduces your sneak attack damage by 3d6. When you hit a creature with this exploit, it must make a Constitution saving throw. On a failed save, the creature deals only half damage with weapon attacks that use Strength until the start of your next turn.

SORCERER

"All of it stems from the pulsing life within. I am born a sea of it and I have learned to control the waves." - Alachia Negai

Born with the power of magic in their blood, sorcerers are the most natural of magic users. They do not have to swear themselves to a god or a pact and they don't have to practice it through book or song. They just have the spark.

This magical nature comes from their blood, with a possible tie to some creature such as a dragon that has innate magical power. The option in this book is just raw magic that has found its way into the sorcerer and they're capable of using their blood to empower their art.

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origins feature. The following option is available to a sorcerer, in addition to those offered in the *Player's Handbook*: Vital Source.

VITAL SOURCE

Some sorcerers gain their power through their heritage as descendants of powerful beings with powers mere mortals cannot understand while other sorcerers have their power born right into their very own blood. Your blood exhibits a rare magical power of its own, drawing from the winds of magic themselves.

VITAL SOURCE FEATURES

Sorcerer Level	Features
1st	Power in the Blood
6th	Blood Rite
10th	Scarification
14th	Blood Walk

POWER IN THE BLOOD

Starting at 1st level, you start noticing that your health is somehow magically enhanced. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, you know immediately if you have been poisoned or infected by a disease and any effect that would take effect on you after an allotted time period now takes twice as long to take effect.

BLOOD RITE

Starting at 6th level, you learn to invoke a rite of blood magic within yourself at the cost of your own vitality. As a bonus action, you empower your spells until your next short or long rest. While active, spell attacks from you deal an additional 1d4 damage of the same type as the spell. The rite damage die increases to 1d6 at 14th level, and to 1d8 at 18th level.

When blood rite is activated, you suffer damage equal to your character level, and you reduce your maximum hit points by an amount equal to your character level. These lost maximum hit points return once the rite fades and cannot be restored otherwise. When the rite fades, no hit points are regained as part of the restoring of maximum hit points. A rite can be allowed to fade at any time (no action required).

SCARIFICATION

Starting at 14th level, you begin to understand the strange potential of your blood and how wounding yourself can focus the magic to specific points on your skin. By performing a ritual that takes 1 hour, you take damage equal to 10 x the level of a spell you know of 5th-level or lower to create a scar on your body that acts in all ways like a spell scroll of that spell that can be only be used by you.

As long as the scar exists, your maximum hit points are reduced by the amount of damage that you took during the ritual. These lost maximum hit points return after the spell in the scar has been cast and cannot be restored otherwise. When the spell in the scar is cast, no hit points are regained as part of the restoring of maximum hit points.

You must finish a long rest before you can use this feature again.

AWAKEN BLOOD

Starting at 18th level, you can bestow momentary consciousness on an opponent's vital fluids. To do so, you must hit a creature with a melee spell attack to touch them. If you hit, the creature's life fluid tries to get break out of the creature - all at once. The pressure and disruption deals 10d10 points of force damage to the creature. This ability is usable only once, but you can try to use it again if you fail to hit with your melee spell attack. This ability has no effect on constructs or elementals.

You must finish a long rest before you can use this feature again.



WARLOCK

"I'm not surprised you've never heard of him! Vis Fallux...is a name I made up myself!" - Martina the Hedge Witch

Where a sorcerer has the innate power of magic in their blood, bards and wizards pick up the arcane arts by study and practice, warlocks find entities that already have the power and are willing to give it out.

The patron outlined in this book is unlike any other presented in other books in that there is actually no patron.

OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. The following option is available to a warlock, in addition to those offered in the *Player's Handbook*: Hedge Witch.

HEDGE WITCH

The nature of magic has always been something you've understood. You've learned to focus this understanding through a pact with yourself and the mysteries. In this way, you are able to tap into the eldritch might of warlocks and gain mastery over magic.

HEDGE WITCH FEATURES

Warlock Level	Features
1st	Self Taught
6th	False Patron
10th	Pact Mastery
14th	False Power

SELF TAUGHT

Starting at 1st level, choose a class: bard, cleric, druid, sorcerer, or wizard. You learn one cantrip of your choice from that class's spell list.

In addition, choose one 1st-level, one 2nd-level, one 3rd-level, one 4th-level, and one 5th-level spell from that same list. The selected spells are added to the warlock spell list for you.

FALSE PATRON

At 6th level, you have learned how to tap into the power of otherworldly patrons and bend their powers to serve your own ends. After completing a long rest, you can declare a different patron and gain the 1st-level features of that patron. You are not considered to have the specific patron for the purposes of any prerequisites.

PACT MASTERY

Starting at 10th level, you gain a feature based on which Pact you have chosen.

Pact of the Chain. When your familiar is within 100 feet of you and would take damage, you can use your reaction and take damage equal to the amount of damage the familiar would take to cause your familiar to teleport to an unoccupied space adjacent to you. The damage you take cannot be reduced in any way (resistance, immunity, etc.). Additionally, you can dismiss your familiar or cause it to reappear as a bonus action, instead of as an action as normal.

Pact of the Blade. When you use your action to cast a cantrip, you can make one weapon attack with your pact weapon as a bonus action.

Pact of the Tome. After completing a long rest, you can choose one of the invocations you know and replace it with another invocation that you could learn at your current level.

FALSE POWER

At 14th level, you have mastered how to tap into the power of otherworldly patrons and bend their mystic powers to serve your own ends. After completing a long rest, you can declare a different patron and gain the 14th-level features of that patron. You are not considered to have the specific patron for the purposes of prerequisites. This option does not have to be the same patron selected with the False Patron feature.

WIZARD

"Life is study." - Kardiff

These master magic-users fight hard for what they know and what they're capable of. Even in the harshest conditions, a wizard can find inspiration for their arcane arts.

The options presented in this book are good for wizards who want to be free out in the wild or to have a unique perspective on how spellcraft works.

ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane feature. The following options are available to a wizard, in addition to those offered in the *Player's Handbook*: Hedge Wizardy, School of Chiromancy.



HEDGE WIZARDRY

Simple wizards who learn arcane arts from aged scrolls and tatters of spellbooks are sometimes called hedge wizards. To many mages, this is an insult denegrating their arcane abilities. You embrace the insult. You enjoy drawing the nuance of magic out of the Weave for yourself instead of following along with those who focus on a specific school.

HEDGE WIZARDRY FEATURES

Wizard Level Features

2nd	Minor Magic Mastery, Frugal Savant
6th	Know Your Enemy
10th	Energy Admixture
14th	Spell-like Ability

MINOR MAGIC MASTERY

At 2nd level when you select this school, you gain two additional cantrips. These cantrips must be selected from the following list: *control flames*¹, *dancing lights*, *friends*, *gust*¹, *light*, *mage hand*, *mending*, *message*, *minor illusion*, *mold earth*¹, *prestidigitation*, *shape water*¹, *thaumaturgy*
¹ - *Xanathar's Guide to Everything*

FRUGAL SAVANT

Beginning when you select this school at 2nd level, the gold you must spend to copy a spell into your spellbook is halved.

KNOW YOUR ENEMY

Starting at 6th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own.

The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Spellcasting class levels (if any)
- Resistances and Immunities (if any)

ENERGY ADMIXTURE

Beginning at 10th level, you've dabbled with the fundamental nature of magic and are able to mix and match the destructive energies as you please. When you cast a spell that deals damage, select one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder. You cannot select a damage type if the spell already deals damage of that type. If the spell deals damage, half of the damage dealt is of the spell's original type and half is of the selected damage type, rounding up for the original damage type. For example, Kardiff casts a fireball and uses this feature, selecting cold as the added damage type. Kardiff rolls a result of 29 on the 8d6 rolled for damage. The damage dealt would be 15 fire damage and 14 cold damage.

SPELL-LIKE ABILITY

Starting at 14th level, you've cast a lower level spell so often it has become second nature for you. Select one 1st-level spell from your spellbook. You can cast the spell as a 1st-level spell at will without expending a spell slot.



SCHOOL OF CHIROMANCY

The arts of palmistry are regarded by many as quackery used by hucksters to dupe people out of their money for babbling nonsense drawn from a vague source. Despite this, some mages know the true origins of the school and understand its mystic powers more than the common peddlers of lies. You can use your own hands and the hands of others to divine great knowledge or empower your arcane arts.

SCHOOL OF CHIROMANCY FEATURES

Wizard Level Features

2nd	Quick Reader, Bonus Cantrip, Hand Magic
6th	Cold Reading
10th	Lines of the Hand
14th	Mounds of the Hand

QUICK READER

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a divination spell into your spellbook is halved. Additionally, the time it takes you to cast a divination ritual is only 1 minute longer rather than 10 minutes.

BONUS CANTRIP

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

When you cast *guidance*, it has a casting time of 1 bonus action.

HAND MAGIC

Starting at 2nd level when you choose this school, your own hand is the source of your magic. All of your spells lose verbal components if they have any and gain somatic components if they do not already have them. You can use a hand in which you hold nothing as a spellcasting focus. In addition, any cantrip you have with a range can be used with a range of touch instead. If you succeed on a spell attack with a range of touch and the spell deals damage, it deals an additional amount of damage equal to your Intelligence modifier.

COLD READING

Starting at 6th level, you gain proficiency in the Deception, Insight, and Persuasion skills. Additionally, you add the spell *detect thoughts* to your spellbook if you do not already have it. You can cast it once without using a wizard spell slot. You can't do so again until you finish a long rest.

LINE OF THE HAND

Beginning at 10th level, you can examine your hand or another creature's hand and perform a simple ritual on a line present there to foretell a dire circumstance and prepare a means of defending against it. After completing a long rest, you can give yourself or one creature a reading with one of the following lines. They can use the line's granted power once before you use this class feature again.

Fate. When the creature makes an attack roll and fails, it can use its reaction to reroll it and take the second result.

Heart. When the creature makes a saving throw and fails, it can use its reaction to reroll it and take the second result.

Head. When the creature makes an ability check, it is automatically successful.

Life. As an action, the creature can regain hit points equal to three times your wizard level.

MOUNDS OF THE HAND

Beginning at 14th level, you can examine your hand or another creature's hand and perform a simple ritual on a mound present to empower the present magic in the person. After completing a long rest, you can give yourself or one creature a reading with one of the following mounds. The benefit lasts until you use this class feature again.

Air. The creature gains resistance to lightning damage and its base speed increases by 10 feet.

Earth. The creature gains resistance to acid damage and its maximum hit points increase by an amount equal to your Intelligence modifier.

Fire. You gain resistance to fire damage and deal an additional 2 damage with any melee weapon attacks.

Water. The creature gains resistance to cold damage and gains a swim speed equal to its base speed.



NEW BACKGROUNDS

Before a character takes to the open road in search of adventure, they may have some experience with the world already. Backgrounds provide a way of adding features to your character that relate to origins and past professions. A number of options are present in the *Player's Handbook* and several of them relate to adventurers out in the road. The Folk Hero and Outlander backgrounds are good examples.

Some of the backgrounds featured in this book grant certain features to characters that might be features present in other classes. These provide a way for a character to have ties to an organization (such as a Thieves' Guild) that a specific class is usually connected to.

The options presented here are available to your character if your DM allows them in your game, in addition to those offered in the *Player's Handbook* in Chapter 4.

DRUIDIC EXILE

In your youth, you were raised in a druidic culture and taught about the world and of the primal and natural ways of reality. You have learned a lot about the ways of druids.

Skill Proficiencies: Arcana, Nature

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A relic or icon of your druidic organization (such as a holy symbol or an appropriate trinket), a tome of stories or religious tenets from your druidic order, a winter blanket, a set of common clothes, an herbalism kit, and 5 gp

FEATURE: DRUIDIC

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

SUGGESTED CHARACTERISTICS

Use the tables for the acolyte or hermit backgrounds in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a druidic exile.

FARMER

You have worked the land and hand-raised livestock from birth to feed the mouths of many. As a farmer, you woke up before the sun and came in from working the fields after it set. You have left behind a mundane life to seek adventure for thrill or fame or fortune. Work with your DM to determine the types of livestock and crops you had on your farm. It might have been pigs and corn, or perhaps you raised deep rothe and mushrooms in the Underdark.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Vehicles (land), one type of musical instrument

Equipment: A relative's recipe for home made stew, an iron pot, 50 feet of hempen rope, 2 gp worth of trade goods (your choice), a set of common clothes, one home made musical instrument, and a belt pouch with 10 gp.

FEATURE: FARMHAND

When you are not adventuring you are able to provide a modest lifestyle for yourself by working on another's farm. You might sleep in the hayloft or in a spare room. By working this way, you also ingratiate yourself to the farm owner, who gives you free food for your adventures. Before leaving on an adventure you are given enough food for you and your party to eat for seven days while travelling and adventuring.

SUGGESTED CHARACTERISTICS

Farmers are defined by the simple life – you haven't had as much excitement in your life as others. Before your adventuring career began, you may have never left your village or town.

d8 Personality Trait

- 1 I really enjoy talking about and spending time with domesticated animals.
- 2 I have a catch phrase which I use whenever I am surprised.
- 3 I often lose the point of the story I am telling.
- 4 I have a nervous tick which I can't control when I am scared or excited.
- 5 I often sing the songs of my homeland without provocation.
- 6 I look forward to eating and enjoy every bite of every meal.
- 7 I stare openly at that which I have never seen before.
- 8 I laugh very loudly and clap my hands whenever I am amused.

d8 Ideals

- 1 Manners. I conduct myself in public with the utmost respect for all people around me. (Lawful)
- 2 Generosity. I am happy to share whatever I have with those less fortunate. (Good)
- 3 Destiny. I was meant for more than the simple life. (Neutral)
- 4 Faith. I am left the farm to bring my religion to others. (Any)
- 5 Freedom. I want to experience everything I can. (Chaotic)
- 6 Knowledge. I am learning everything I can about the world. (Any)

d8 Bonds

- 1 My dog ran away when I was irresponsible with its care.
- 2 My parents have fallen on hard times and I have vowed to help them repair the farm.
- 3 My best friend is betrothed to the woman I secretly love.
- 4 I will get vengeance on the monsters who destroyed my village.
- 5 I can only get my favorite food in the town of my birth.
- 6 I was helped out of my common life by a mentor and I want to prove myself worthy.

d8 Flaws

- 1 I sometimes wander off without telling anyone where I am going.
- 2 I am easily fooled and believe whatever I am told.
- 3 I lie to others to appear more experienced than I am.
- 4 I ask rude, abrasive questions to strangers.
- 5 I spend coin too quickly.
- 6 I do not open my mind to the ethics and morals of others.

DWARVEN HEIR

PREREQUISITE: DWARF ONLY

You are a descendent of a dwarvish noble house that has root in the depths of the earth or within some kingdom within the mountains. Like the dwarves of old, you are hyper-sensitive to the working and nature of stone. You were raised with this understanding and taught to strengthen and develop it in your youth.

Skill Proficiencies: History, Religion

Tool Proficiencies: One set of artisan's tools of your choice

Equipment: A set of artisan's tools of your choice, a set of traveler's clothes, and a pouch containing 15 gp

FEATURE: STONE SENSITIVITY

You have advantage on ability checks made to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. When you come within 10 feet of unusual stonework, you can make an Intelligence (Investigation) check as if you were actively searching. You can also intuit depth, sensing your approximate depth underground as naturally as a human can sense which way is up.

SUGGESTED CHARACTERISTICS

Use the tables for the noble background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a member of a prestigious dwarven line.



THIEVES' GUILD DESERTER

When you were young, you had to make ends meet how you could. You stole from others and fell in with criminals. It worked out for you and you were able to survive. For whatever reason, be it guilt for wrongdoings or a desire to make your own way in life, you separated from a thieves' guild and have taken on a different path.

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Thieves' Tools

Equipment: A set of thieves' tools, a set of traveler's clothes, and a pouch containing 10 gp

FEATURE: THIEVES' CANT

During your training with the thieves' guild you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run. If you are a member of a class that gains this feature, you instead gain proficiency in one additional class skill of your choice.

SUGGESTED CHARACTERISTICS

Use the table for the criminal background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a deserter from this criminal organization. You may be trying to redeem yourself from your past activities for yourself or in the eyes of the law.

NEW FEATS

The Player's Handbook outlines a number of different feats - benefits gained by characters instead of ability score increases that represent training and experience. Below are a number of feats that could be useful on the road.

ALACRITY

Prerequisite: Dexterity 13 or higher

Your quickness gives you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You have advantage on Initiative checks.
- When you take the Disengage action as an action, you can take the Dash action as part of the same action.

GREAT FORTITUDE

Prerequisite: Constitution 13 or higher

You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When an effect that you can see would cause you to make a Constitution saving throw, you can spend your reaction to make the saving throw with advantage.
- You have resistance to damage that would be applied to your maximum hit point total.
- You have advantage on saving throws made against disease.

IMPRESSIVE MIGHT

Prerequisite: Strength 13 or higher

You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When an effect that you can see would cause you to make a Strength saving throw, you can spend your reaction to make the saving throw with advantage.
- You have advantage on Strength (Athletics) checks made to contest another creature's action against you.
- For the purposes of lifting and carrying, your Strength score is considered 5 points higher.

IRON WILL

Prerequisite: Wisdom 13 or higher

You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- When an effect that you can see would cause you to make a Wisdom saving throw, you can spend your reaction to make the saving throw with advantage.
- While you are conscious, psychic damage that you take is reduced by 3.
- You have advantage on saving throws against being frightened.

KNIFE FIGHTER

Prerequisite: Dexterity 13 or higher

You gain the following benefits:

- Once per turn when you would make a melee attack while you are wielding a dagger in each hand, you may instead make a single attack using both daggers. Attacking in this way is identical to a normal attack with a dagger, except that the weapon damage is increased as if you had hit with the second dagger as well.
- Whenever you would draw or stow a dagger, you may draw or stow two daggers instead.
- Once per turn when you would make a ranged weapon attack using a dagger, you may make an additional ranged weapon attack using an additional dagger (provided you are wielding an additional dagger or can draw one) either at the same target or at a different target with 5 feet of the first target.

LIGHTNING REFLEXES

Prerequisite: Dexterity 13 or higher

You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When an effect that you can see would cause you to make a Dexterity saving throw, you can spend your reaction to make the saving throw with advantage.
- You add your proficiency bonus to your initiative checks.

OPPORTUNIST

Prerequisite: Wisdom 13 or higher

You gain the following benefits:

- You gain proficiency with the Wisdom (Perception) skill.
- When you Ready an Action, you can designate a number of different triggers and actions you will take in response to those triggers equal to your Wisdom modifier +1 (minimum 2). You can still only react to the trigger if you still have your reaction available for use.
- Once per turn when you make an attack as part of a reaction and hit, you regain the use of your reaction for the round after the attack is resolved.

SADDLEBORN

Riding a mount is second nature to you and it is easy for you to take the reins and to hold them. You gain the following benefits:

- You have advantage on all ability checks made to ride or control a mount.
- The movement cost for you to mount a creature is 5 feet instead of half your speed.
- You gain a +5 bonus to saving throws made to resist falling off a mount.
- The base speed of any mount you ride is increased by 10 feet while you ride it.

SKILL EXPERTISE

Choose one skill. You gain proficiency with the skill and the following benefits:

- Increase the ability score primarily associated with your selected skill by 1, to a maximum of 20.
- Your proficiency bonus is doubled for any ability check you make that uses the chosen skill proficiency. For the purposes of skill tricks (see section 2), this feature counts as the Expertise class feature.

SOCIAL CUNNING

Prerequisite: Charisma 13 or higher

You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When an effect that you can see would cause you to make a Charisma saving throw, you can spend your reaction to make the saving throw with advantage.
- When you are faced with a creature whose language you do not understand, you can attempt to communicate simple ideas with it by making a successful Charisma ability check. The DC is 20 minus the creature's Intelligence score.
- When you roll a 1 on a Charisma ability check, you can reroll the die and must use the new roll.

STUNNING INTELLECT

Prerequisite: Intelligence 13 or higher

You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- When an effect that you can see would cause you to make an Intelligence saving throw, you can spend your reaction to make the saving throw with advantage.
- You have advantage on any ability checks made to disbelieve or notice a disguise or an illusion spell.
- When you roll a 1 on an Intelligence ability check, you can reroll the die and must use the new roll.

VOLATILE

You are especially destructive, vicious, and quick to anger. You gain the following features.

- When you make a Strength ability check to break something, you add double your proficiency bonus to the check.
- You gain proficiency in the Charisma (Intimidate) skill. Whenever you would make a Charisma (Intimidate) ability check, you may replace your Charisma modifier with your Strength modifier.
- When you have less than one-quarter of your total hit points remaining (rounded down), you deal additional damage with all weapon attacks equal to your proficiency bonus.



PART TWO: DUNGEON MASTER'S TOOLS

AS THE DUNGEON MASTER, YOU ARE THE world around the players. A very common goal for the heroes (or perhaps villains) is to find items and boons to increase their power as they gain experience and learn new abilities to help them with the dilemmas and conflicts they deal with. These items help them deal with the problems and sometimes have a story of its own.

In this part of the book, we give a large list of items that might be found in the lairs and dens of evil monsters or kept by the villains of your party.

MAGIC ITEMS

The *Dungeon Master's Guide* includes a number of magic items that can be found all throughout the multiverse. The ones presented in this book are not so far removed from the items presented in that book and should serve as just other options for your campaign if you're not quite finding the item that you feel would best reward your specific party.

The magic items are presented in alphabetical order.

ANCIENT WEAPON

Weapon (any), common

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you roll a 1 on your attack roll with this magic weapon, it breaks and loses its magical properties.

BONE RAZORS

Weapon (pair of daggers), uncommon (requires attunement)

When you use the Attack action while holding both daggers (one in each hand), you can make an attack with your off-hand weapon (the second dagger) for each attack you would make with your main hand (the first dagger) as a bonus action. Both daggers can both be drawn or stowed at the same time. These two daggers count as one item for attunement purposes.

Ancient Weapon



Candelabre

CANDELABRE

Weapon (any sword), uncommon (requires attunement)

This sword has a guard that looks very much like a candelabra. While you are attuned to this weapon, you know the command words that activate two abilities. The first ability allows you to cast the cantrip *produce flame* as if you were a druid, which lights the candelabra sword guard of the sword. The second ability allows you to deal 2d6 additional fire damage with a single successful attack. The second ability cannot be used until after the creature attuned to the sword completes a short or long rest.

CIRCLET OF WATER CONTROL

Wondrous item, uncommon

This circlet has 3 charges. As a bonus action, you can expend one charge to briefly form a nearby source of water into a thin tendril to attack a foe. One creature you can see within 60 feet of you and within 10 feet of the source of water (minimum 2 gallons) must make a DC 13 Dexterity saving throw. On a failed save the creature takes 1d10 bludgeoning damage and is either pushed back 5 feet or knocked prone (your choice). The circlet regains 1d3 expended charges at dawn.

CLUBBY THE MIGHTY

Weapon (club), legendary (requires attunement)

This club deals 1d10 bludgeoning damage instead of a club's normal damage when wielded with one hand. It is versatile and deals 1d12 bludgeoning damage when wielded with two hands. You gain a bonus to attack rolls made with this magic weapon equal to one-half your proficiency bonus (rounded down) and a bonus to damage rolls made with this magic weapon equal to your proficiency bonus. When you roll a 20 on your attack roll with this magic weapon, your critical hit deals a number of extra d6 bludgeoning damage equal to your proficiency bonus (for example, a +3 proficiency bonus would grant 3d6 extra damage on a critical hit).

CRIMSON KNIGHT'S BAG

Wondrous item, rare

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 2,000 pounds, not exceeding a volume of 256 cubic feet. The bag weighs 50 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 20 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a greater bag of holding inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

DEFENDER SHIELD

Armor (shield), uncommon

This shield grants any allied creature without a shield that is within 5 feet of you a +2 bonus to AC.

FENOFF'S JOURNAL

Wondrous item, legendary (requires attunement)

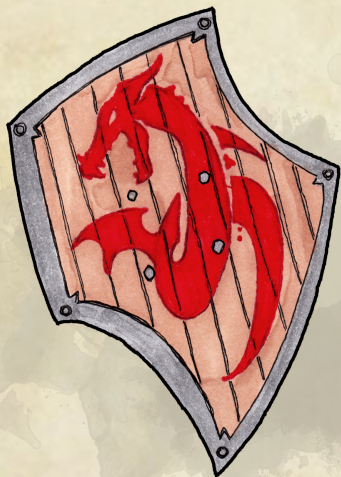
This book has all cleric spells within it on spell pages but they are usable as wizard spells and can be prepared as such. A creature attuned to this item treats it as his spellbook in addition to his normal spellbook.

FOLDING ROWBOAT

Wondrous item, common

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has two command words, each requiring you to use an action to speak it.

One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars and an anchor. The boat can hold up to four Medium creatures comfortably.



Defender

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The second command word causes the folding rowboat to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

GLOVE OF STORING

Wondrous item, uncommon (requires attunement)

This glove can magically hold up to 100 pounds, not exceeding a volume of 20 cubic feet inside of the palm. The glove weighs 3 pounds, regardless of its contents. Retrieving an item from the glove requires a bonus action. Any object stored in the glove must be able to be held by the person wearing the glove. Only objects that can be held in one hand by the wearer can be stored in the glove.

If the glove is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the glove is turned inside out, its contents spill forth, unharmed, but the glove must be put right before it can be used again. Living creatures cannot be placed inside of the glove.

Placing a glove of storing inside an extradimensional space created by a Bag of Holding, Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

LOCKSMITH'S RING

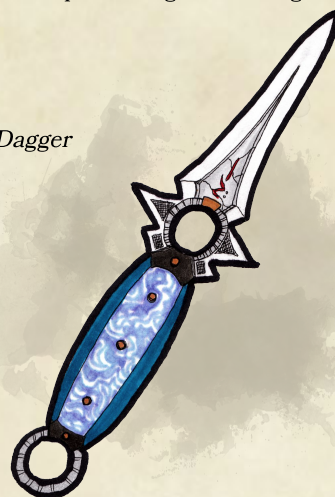
Wondrous item, uncommon (requires attunement)

You are proficient with thieves' tools. If you are already proficient with thieves' tools, you double your proficiency bonus on any ability checks made with thieves' tools. The ring is considered a set of thieves' tools, with small picks and tools coming out of the facing of the ring. When you are attempting to unlock or deactivate a nonmagical lock or trap, you have advantage on your check.

MISTY DAGGER

Weapon (dagger), uncommon (requires attunement)

This item has 3 charges. As a bonus action, you can spend 1 charge to teleport up to 30 feet to an unoccupied space that you can see. This power recharges 1 spent charge on a short rest and all spent charges on a long rest.



Misty Dagger

NEOGI CROSSBOW

Weapon (light crossbow), uncommon

This crossbow glows with an arcane blue energy when activated and fires bolts of force. It is always considered loaded, so you ignore the Loading trait of the crossbow. Damage dealt by this crossbow is force damage instead of piercing damage.

The crossbow can hold 20 shots in total at its maximum charge. When all shots are expended, the weapon goes inert. The weapon can be charged within a neogi mindspider or mindhive at an appropriate location. Additionally, a creature with spell slots can perform a 10 minute ritual and expend any number of spell slots to recharge a number of shots equal to twice the levels of the spell slots expended. The crossbow cannot be used to fire normal bolts.

PUPPET MASTER'S HAND

Wondrous Item, very rare (requires attunement)

One humanoid that you can see within 5 feet of you must succeed on a DC 15 Charisma saving throw or be possessed by you; the target is Incapacitated and loses control of its body. You now control the body but this doesn't deprive the target of awareness.

While you are possessing the target, you don't gain access to the target's knowledge, Class Features, or proficiencies. You sense through the target as it would see, hear, smell, touch, and taste, as well as from yourself. You can use the creature's movement, Action, and bonus action as long as you use your Action to control the target.

The possession lasts until the body drops to 0 hit points, you end it as an Action, or if you have not controlled the target as an action for 1 minute. The target is immune to this feature for 24 hours after succeeding on the saving throw or after the possession ends.

After you use this item, it does not regain its feature until the next dusk.

RING OF FIERY FAITH

Wondrous item, very rare (requires attunement) This ring features a silver and black band with very light etchings of an angel set into its face on one side, and a demon on the other. It functions as a *ring of protection*. (You gain a +1 bonus to AC and saving throws while wearing this ring.)

When you would make a death saving throw, the ring glows with a holy light which automatically stabilizes you. Once you have used this feature, you must complete a long rest before you can use it again.

Additionally, when you would be reduced to 0 hit points (but not killed outright) by an attack, the ring erupts with fiery power in a 5-foot radius from you. Each creature in the area must make a Dexterity saving throw DC 15 or take 3d6 fire damage and be pushed back 5 feet from you.

RING OF SUSTENANCE

Wondrous item, uncommon (requires attunement, ring)

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week for it to attune to a creature. If it is removed, the owner must wear it for another week to reattune it to himself.

SANGUINE MASK

Wondrous item, very rare (requires attunement) This mask is possessed by a fallen vampire's essence. While you are attuned and you wear the mask, your eyes turn red and your skin becomes pallid while wearing it. Also, you gain vulnerability to fire damage and have resistance to necrotic damage. Undead see you as an undead. As an action, you may consume the blood of a humanoid slain no longer than 8 hours prior. You regain 2d10 hit points and you feel sated as if you had eaten a full meal.

SPELL STONE

Wondrous item, uncommon (requires attunement by a spellcaster)

When this item is created, it is imbued with a single cantrip spell. While you are attuned to this item, you can cast the cantrip without components, using your spellcasting ability for the spell.

THROWING STONE

Weapon (improvised weapon), common

This throwing stone is treated as an improvised weapon that you are proficient with. Its base damage is 1d4 bludgeoning damage. When this weapon is thrown, it returns to you after the attack is completed.

UNSTABLE IMPLEMENT

Wand, common (requires attunement by a spellcaster)

While holding this wand, you gain a bonus to spell attack rolls and to the saving throw DCs of your spells. When you roll a 1 on your spell attack roll or a creature targeted by a spell that requires a saving throw rolls a 20 on its save, the wand breaks and loses its magical properties.

UTILITY BOW

Weapon (two scimitars, longbow), uncommon

This magical longbow can be split into a pair of scimitars as a bonus action. If the scimitars are left apart for longer than 1 hour, they reform as a longbow at a location exactly between the two scimitars.

VILESILENCER

Greatsword, rare (requires attunement by a creature of good alignment)

You gain a +1 bonus to attack and damage rolls made with this weapon. When you attack a creature of evil alignment and roll a 20 on the attack roll, the target must make a DC 15 Wisdom saving throw. On a failed save, the creature is stunned until the start of your next turn and cannot speak for 1 minute.

Vilesilencer





PART THREE: SPELLS



MAGIC IS IMPORTANT TO MANY OF the character classes of Dungeons & Dragons. For wizards, this art is learned by studying the works and craft of those that came before them.

Likewise, bards study and learn spells along with stories and songs.

For sorcerers, the power is innate in their blood. Warlocks forge pacts with powerful entities, good or evil, lawful or chaotic. Clerics and paladins draw their spells from the power of their faith and their deities. Druids and rangers draw upon the primal essence of magic from the world itself.

Other sources of magic exist and have existed in the world, but the spells presented here are arcane tricks and techniques mastered by the wanderers of the world and monster slayers who crush bandits and fiends alike with the most ferocious of spells they can create.

This part of the book gives a number of new options for player characters that can cast spells that add to the already present list of options in the *Player's Handbook*.

A player should consult with the DM before electing to use these spells and the DM should be sure to take care into ensuring which spell options listed below are available to players. Ultimately, the DM has final say as to what material present is allowed in your game.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

BARD SPELLS

CANTRIPS (0 LEVEL)

Acid Barb
Beguiling Strands
Conjurer's Trick
Screaming Brand
Sharp Note
Staggering Note

1ST LEVEL

Animate Rope
Browbeat
Chameleon's Mask
Disarming Glance
Staggering Crescendo

2ND LEVEL

Healer's Sight

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Astral Lance
Blazing Brand
Prayer of Shielding
Righteous Brand

1ST LEVEL

Flash Lance
Vigilance

2ND LEVEL

Healer's Sight

Stricks to Snakes

DRUID SPELLS

CANTRIPS (0 LEVEL)

Acid Barb
Blazing Brand
Stone Fists

1ST LEVEL

Chameleon's Mask
Freezing Burst

2ND LEVEL

Freeze Ray
Healer's Sight
Stricks to Snakes

PALADIN SPELLS

1ST LEVEL

Astral Lance
Chameleon's Mask
Flash Lance
Vigilance

RANGER SPELLS

1ST LEVEL

Chameleon's Mask

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Acid Barb
Beguiling Strands
Conjurer's Trick

1ST LEVEL

Animate Rope
Chameleon's Mask
Dalarian's Levitation
Dalarian's Wing
Freezing Burst
Inari's Defense

2ND LEVEL

Freeze Ray
Gideon's Counterstep

3RD LEVEL

Inari's Sword Volt

9TH LEVEL

Annihilation

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Acid Barb
Beguiling Strands

1ST LEVEL

Chameleon's Mask
Freezing Burst

2ND LEVEL

Freeze Ray
Magnus's Soul Tilt

3RD LEVEL

Magnus's Dark Beast

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Acid Barb
Beguiling Strands
Conjurer's Trick

1ST LEVEL

Animate Rope
Chameleon's Mask
Dalarian's Levitation
Dalarian's Wing
Freezing Burst
Inari's Defense

2ND LEVEL

Freeze Ray
Gideon's Counterstep

3RD LEVEL

Inari's Sword Volt

4TH LEVEL

Magic Amplification

9TH LEVEL

Annihilation

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACID BARB

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You launch bolt of acid at an object or creature within range. On a hit, the target takes 1d4 acid damage, additionally during the beginning of your next turn the target takes an additional 1d4 acid damage. Damage dealt with this spell against an object is doubled.

Both the initial and secondary damage increase by 1d4 when you reach 5th level (2d4/2d4), 11th level (3d4/3d4), and 17th level (4d4/4d4).

ANIMATE ROPE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (50 feet of silk rope)

Duration: Concentration, up to 10 minutes

You animate a 50-foot length of silk rope. As a bonus action, you can hold one end and command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop.

You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying. If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 40-foot length and grants advantage on checks made to climb it.

Additionally, you can command the rope to entangle a single creature as an action. The other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a Dexterity saving throw or become restrained. You can release the creature by using a bonus action. A target restrained by the rope can use an action to make a Strength or Dexterity check (target's choice) against your spell save DC. On a success, the creature is no longer restrained by the rope.

ANNIHILATION

9-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, M, S

Duration: Concentration, up to 1 minute / 1 minute (see text)

You tear a temporary hole in the fabric of reality in the shape of a solid black 10-foot sphere. The sphere blocks all sight through it. The sphere obliterates all objects that it touches, except magic items. It does 5d10 damage to any creature that it touches. Any creature that starts its turn, ends its turn, or moves into the sphere's space takes 5d10 damage. Damage from this spell cannot be reduced or ignored.

If a creature is reduced to 0 hit points by this spell, they are obliterated. You can move the hole 30 feet during your turn as an Action. If you lose concentration on this spell, the sphere persists and at the end of each of your turns will move 30 feet until it is centered on you. As an Action, you can attempt to regain control of the sphere by making an Intelligence saving throw with a DC of 25. If you regain control of the sphere in this way, the spell continues for its duration as if you had not lost concentration on the spell.

ASTRAL LANCE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You hurl a lance of radiant energy at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 radiant damage and any creature that attacks the target the the start of your next turn gains a +1 bonus to its attack roll.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BLAZING BRAND

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sword)

Duration: 1 minute

The blade of the sword you are holding erupts in fire. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. The weapon deals fire damage instead of its normal damage type. A flammable object hit by the sword ignites if it isn't being worn or carried. Additionally, the longsword emits light as if it were a torch. The spell ends if you cast it again or if you let go of the weapon.

BEGUILING STRANDS

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

As you hold your hands with thumbs touching and wriggle your fingers, magical strands shoot forth from your outstretched fingertips. Each creature in a 10-foot cone must make a Wisdom saving throw. A creature takes 1d4 psychic damage and is pushed 5 feet on a failed save. If you are proficient with the Deception skill, you can instead move each creature that failed its saving throw 5 feet.

BROWBEAT

1st-level enchantment

Casting Time: 1 reaction, which you take in response to being targeted by an attack

Range: Touch

Components: V, S

Duration: 1 round

You furrow your brow and speak an intimidating retort to a would-be attacker. The creature must make a Wisdom saving throw. It takes 2d6 psychic damage and has disadvantage on the triggering attack roll on a failed save, or half as much damage and no penalty on a successful one.

If you are proficient in the Intimidate skill, you add your proficiency bonus to the psychic damage dealt by this spell. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

CHAMELEON'S MASK

1st-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a glass bead)

Duration: Concentration, up to 1 minute

As a part of this spell and as an action on each subsequent turn in which you maintain concentration on this spell, you can take the Hide action but make an Intelligence (Arcana) check instead of a Dexterity (Stealth) check to hide. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Additionally, you can hide even if you are not obscured so long as you are adjacent to a solid surface. When you do, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on your Intelligence (Arcana) check made to hide, as your form's color shifts to camouflage you.

CONJURER'S TRICK

Illusion cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: S, M (a glass bead)

Duration: Up to 1 hour

This spell is a minor magical trick that novice conjurer's use for practice. You create one of the following magical effects within range:

Choose an object you can see that is not being worn or carried and that is within 30 feet of you. Until the end of your next turn, you can see and hear as if you were that object. You teleport an object you are holding in one hand to an unoccupied space within 30 feet of you or to a willing creature within 30 feet of you. You create a simple tool that persists for 1 hour. The object appears in your hand or at your feet. The tool cannot be used as a weapon or used by or against another creature. If you are proficient with a set of artisan's tools, you can instead create a set of those tools.

DALARIAN'S LEVITATION

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

One creature of your choice that you can see within range must succeed on a Constitution saving throw. On a failure, the creature is surrounded by colorful lights and rises vertically to a height of 10 feet and remains suspended there for the duration. Ranged attacks made against the target creature have advantage while it is levitated. The spell can levitate a target that weighs up to 500 pounds.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can use your action to move the target, which must remain within the spell's range and cannot ascend or descend past its height of 10 feet above the ground. You cannot move the target over a surface where it would not be 10 feet above ground (such as over a body of liquid or a fall). When the spell ends, the target floats gently to the ground if it is still aloft.

DALARIAN'S WING

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

A gust of wind erupts about you and you fly up to 60 feet to an unoccupied space that you can see.

DISARMING GLANCE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

This spell allows to force a creature to discard what he is holding just by looking at them and speaking an intimidating word. If the target can see you and hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 2d8 psychic damage and drop all objects the creature is holding. The objects land at its feet. If you are proficient in the Intimidate skill, you add your proficiency bonus to the psychic damage dealt by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

FLASH LANCE

1st-level evocation

Casting Time: 1 action

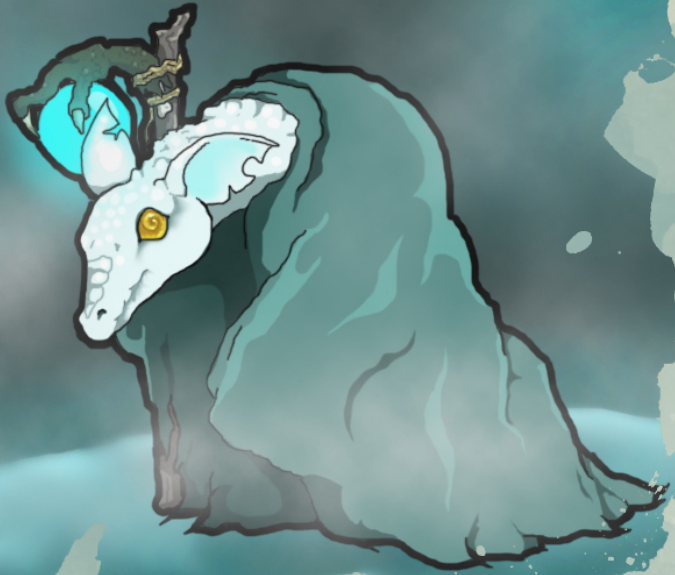
Range: 120 feet

Components: V, S, M (holy water)

Duration: Instantaneous

You create three lances of pure radiance and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each lance. On a hit, the target takes 1d8 radiant damage. If you hit an undead or fiend with with a lance, the creature must succeed on a Constitution saving throw or be blinded until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create one additional lance for each slot level above 1st.



FREEZE RAY

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A frigid white beam of energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 cold damage and is restrained. At the end of each of the target's turns, it can make a Strength saving throw against the spell. On a success, the spell ends. On a failure, the target takes 1d8 cold damage and is still restrained.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d8 for each slot level above 1st.

FREEZING BURST

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You thrust your palms forward and shoot forth from your hands a burst of chilling wind that freezes the ground. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 3d4 cold damage on a failed save. The area of the spell becomes covered with slippery ice. Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a Dexterity (Acrobatics) check against your spell save DC or fall prone.

GIDEON'S COUNTERSTEP

2nd-level conjuration

Casting Time: 1 reaction, which you take in response to being damaged

Range: Self

Components: S

Duration: Instantaneous

After taking damage, you teleport up to 30 feet to an unoccupied space that you can see. You can immediately take the Hide action as a part of this spell if you end your teleport in a space that you could normally hide in.

HEALER'S SIGHT

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a small lens, mirror, or piece of glass)

Duration: Concentration, up to 10 minutes

You focus on the health and pain of those around you. For the duration, you sense the health of creatures within 30 feet of you and can determine if a creature has been wounded or not. You have advantage on all Wisdom (Medicine) checks made on creatures within this area.

Additionally, when you cast this spell and as an action on each subsequent turn in which you maintain concentration on this spell, you can determine the total number of maximum hit points, remaining hit points, and total hit dice of a single creature within 30 feet. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

INARI'S DEFENSE

1st-level abjuration

Casting Time: 1 reaction, which you take when a creature within 5 feet of you is hit by an attack

Range: 5 feet

Components: V, S

Duration: Instantaneous

You create an invisible barrier of magical force that protects your ally. The target creature gains a +5 bonus to AC against the triggering attack.

INARI'S SWORD VOLT

3rd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a melee weapon that deals slashing or piercing damage)

Duration: Concentration, up to 1 minute

You touch a single melee weapon that deals slashing or piercing damage and imbue it with a deadly charge of lightning. The next time you make a melee weapon attack during the spell's duration, the weapon itself transforms into a bolt of lightning. Make the attack roll as normal. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss, instead of the weapon's normal damage. Whether you hit or miss, the target must make a Wisdom saving throw or become stunned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

MAGIC AMPLIFICATION

5th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You can use your action this turn to cast a 1st-3rd level spell without using a higher level spell slot despite having already cast a non-cantrip spell this turn. Any spell cast in this way is treated as if it were cast using a spell slot five levels higher than the spell slot actually used.

MAGNUS'S DARK BEAST

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a ball of sulfur)

Duration: Concentration, up to 1 minute

You summon forth a hell hound that is bound directly to you. The hell hound appears in an unoccupied space within range and is in every way identical to the hell hound in the *Monster Manual* but requires you to control it for all of its actions. You can control it to move or make its bite attack as a bonus action or to use its fire breath as an action on your turn. Whenever the hell hound takes damage, you also take an equal amount of damage.

MAGNUS'S SOUL TILT

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. You gain temporary hit points equal to half the damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.



PRAYER OF SHIELDING

Abjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a holy symbol)

Duration: 1 round

You extend your holy symbol toward a creature within range and utter a short prayer of protection, surrounding the target with a faint halo of light. The first time that creature is the target of a melee attack during the spell's duration, it can roll a d4 and add the result to its AC against that attack.

RIGHTEOUS BRAND

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a holy symbol and a single melee weapon)

Duration: 1 minute

The melee weapon you are holding is imbued with divine power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. The weapon deals radiant damage against undead or fiends instead of the damage of the type it normally does. The spell ends if you cast it again or if you let go of the weapon.

SCREAMING BRAND

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 round

A weapon you touch becomes charged with disruptive magical energies. The next successful weapon attack you make before the spell ends deals an extra 1d4 psychic damage. If your target is forced to make a Concentration check due to this attack, it does so with disadvantage.

This spell's psychic damage increases to 1d6 when you reach 5th level, 1d8 at 11th level, and 1d10 at 17th level.

SHARP NOTE

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a musical instrument)

Duration: Instantaneous

You unleash a single sharp note or word at a single creature, distorting a sonic wave to cut like a blade. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing or slashing (your choice upon casting) damage. This damage is considered magical. If you are proficient with the musical instrument used as a material component for this spell, you can make a Charisma (musical instrument) ability check in place of your spell attack roll.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

STAGGERING CRESCENDO

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a musical instrument)

Duration: Instantaneous

You unleash a cacophony of extremely loud power chords focused on a single creature. If the target can hear you (though it need not understand you), it must succeed on a Constitution saving throw or take 2d6 thunder damage and be knocked prone. When you cast the spell, the loud music you generate, audible from as far away as 100 feet, emanates from the target creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of target creatures increases by one for each slot level above 2nd.

STAGGERING NOTE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash a single shrill chord or word at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Constitution saving throw or take 1d6 thunder damage and is moved 5 feet in a direction of your choosing. This movement does not provoke opportunity attacks. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). When you cast the spell, a loud note, audible from as far away as 100 feet, emanates from the target creature.

STICKS TO SNAKES

2nd-level transmutation

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a handful of twigs or sticks and snake skin)

Duration: Concentration, up to 1 minute

You transform a handful of sticks into poisonous snakes as you hurl them at targets within range. You can hurl them into any space within range. The snakes can share a space with any creature, even if hostile. The snakes are statistically identical to the poisonous snake in the *Monster Manual* except that its attack bonus is equal to your spell attack modifier and the save DC for its bite is equal to your spell save DC.

The snakes can make a bite attack or move immediately after you cast this spell. On each turn that you concentrate on this spell, you can use your action to make a single attack with with each snake and you can use your bonus action to move each snake its speed or to make an attack with a single snake.

STONE FISTS

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M (two small rocks)

Duration: 1 minute

Your fists become encased in hard stone. For the duration, you are considered proficient with your unarmed strikes, you can use your spellcasting ability instead of Strength for the attack and damage rolls of your unarmed strikes, and your unarmed strike's damage die becomes a d4.

Additionally, when you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action. Upon casting this spell, you drop anything you were carrying in your hands. If you stop clenching either fist (for example to cast another spell with a somatic component, or to pick up or manipulate an item), the spell ends.

The damage die of your unarmed strike increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

VIGILANCE

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with diligence and alertness. Until the spell ends, the creature has a +5 bonus to its passive Wisdom (Perception) and passive Intelligence (Investigation) scores. Additionally, the target can make a single opportunity attack without expending its reaction during each of its turns.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.