

OLD GUS' ERRATA:

HEROES OF THE MULTIVERSE

17 NEW CLASS ARCHETYPES
BATTLE CHEF PRESTIGE CLASS
18 CHRONOMANCY SPELLS

Designer's Notes

Old Gus' Errata: Heroes of the Multiverse, v1.04 (March 13, 2019). This document provides rules and mechanics for new class options to supplement *Dungeons & Dragons* 5th Edition. This material is not officially part of the game and isn't permitted in *Dungeons & Dragons* Adventurers League events.

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ADDITIONAL SPELLS

Chronomancy 31

Spells appear in the *Player's Handbook* on page 211.

^{SCAG} denotes a spell appearing in *Sword Coast Adventurer's Guide* on page 143.

^{XGE} denotes a spell appearing in *Xanathar's Guide to Everything* on page 150.

Find updates to this material, or more options pair with it:

**OLD GUS' ERRATA:
ADDITIONAL PLAYER OPTIONS**

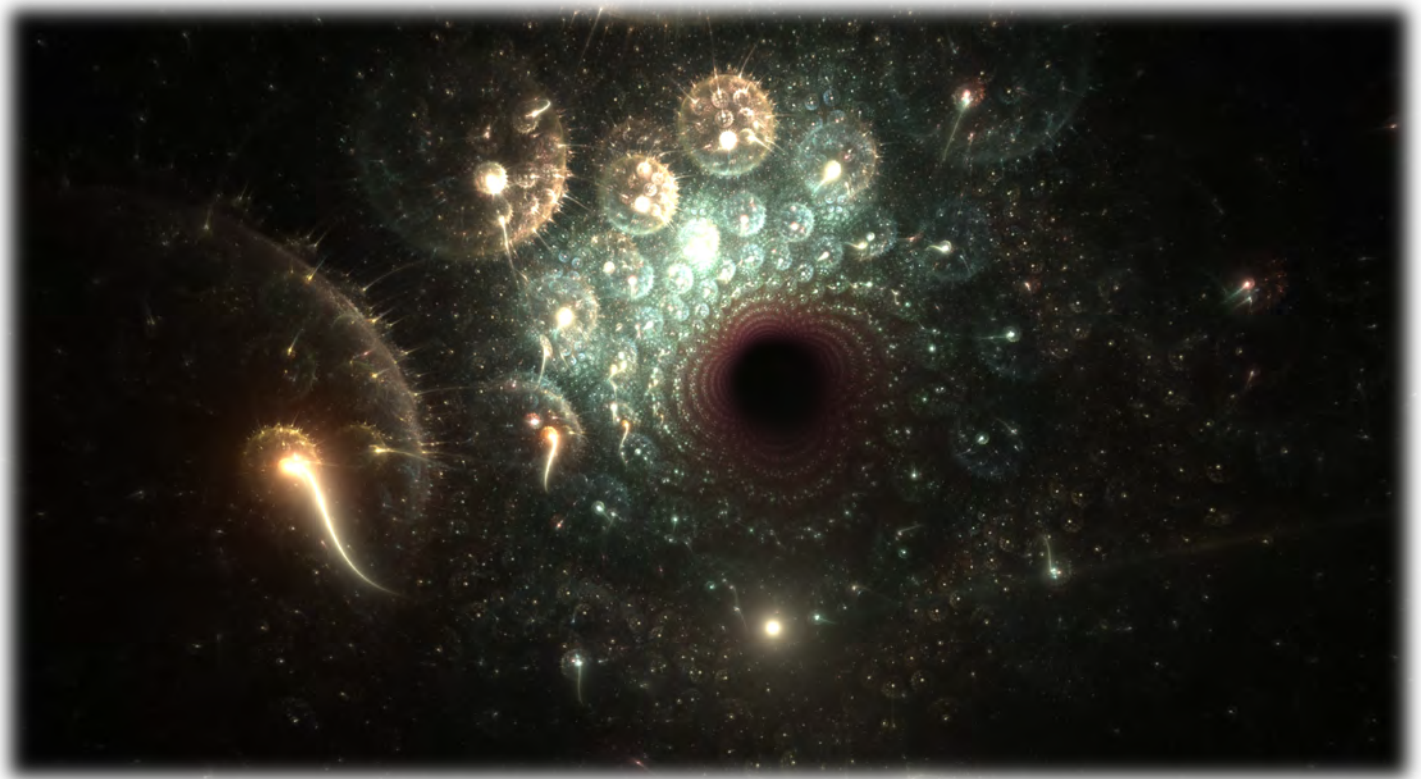


Illustration by Jan Robbe

INTRODUCTION

INTO THE MULTIVERSE

A few will bear the fame and fortune of having been the first of their kind, and as many will find themselves in the unenviable feeling of being the last of their kind.

Most of us, however, find ourselves somewhere in the middle of a long, great tradition whose story is still ongoing. For those us who originate in the material plane, ours is to exist, subsist and one day to pass on the best of ourselves to others to carry the torch into the next generation, who will carry our forms, our disciplines and our ideals into the future.

In this way, no life ever begins or ends, but mere a part of a long unbroken line of endless, churning *continuation*. As this process continues, we change. We are changed by others, and they are in turn changed by us.

Using this material in your game

While attention has been paid to ensure most of these options can be integrated with minimal disruption to official game material, a few options and abilities may not well suited to pair with the ever-popular multiclassing rule. Indeed, some of the archetypes contained herein are intended to simplify a DM and player's life by allowing them to attain a desired character without multiclassing at all. The author has marked those items with additional notes for players and Dungeon Masters.

The focus of many of these new class options is to provide playstyles outside of the usual subclass scope. It includes spellcasting barbarians, tanking bards, grappling monks and rogues who favor Strength over Dexterity!

In my extensive travels around the multiverse, I've met people with abilities that folk from other worlds would scarcely believe possible. But one thing remains the same across all worlds of the Material Plane: people are people. They live and die seeking meaning, seeking to define themselves in relation to the endless wonders of creation. ~Old Gus

BARBARIAN

PATH OF THE BLEEDING HEART

The bleeding heart serves one master: the churning tide of their deepest feelings. They make for mercurial and unpredictable companions: a compassionate friend one day, and a heated rival the next.

Bleeding hearts are often forged in their youth. Some experience an incomparable joy that can never be matched, others an intense trauma, and others bury their emotions deep inside the self, only to erupt later in life in dramatic and unpredictable ways. Bleeding hearts throw themselves into life each day, living it to the fullest and sharing the contents of their hearts with the world.

EMOTIONAL CORE

When you select this Primal Path at 3rd level, you begin to experience one *Emotional Core* at all times. Your core emotion determines which cantrips you can cast, and which *Emotional Core* spells you are able to cast with your spell slots while raging.

Each time you finish a long rest, roll a d8 to determine if your new *Emotional Core* is **Melancholy** (1-2), **Enmity** (3-4), **Arousal** (5-6) or **Contentment** (7-8).

EMOTIONAL CORE

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SPELLCASTING ABILITY

You can cast cantrips and spells from your *Emotional Core*'s spell list. Charisma is your spellcasting ability for your *Emotional Core* spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a histrionic spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus
+ your Charisma modifier

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

SPELL SLOTS

The Bleeding Heart table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your *Emotional Core* spells of 1st-level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Bleeding Heart Table

Barbarian Level	Spell Slots	Slot Level	Emotional Control
3rd	1	1	-
5th	2	1	±1
9th	2	2	±2
13th	2	3	±3
17th	2	4	±4



Illustration by Lada Da

Roleplaying a Bleeding Heart

Each *Emotional Core* has a range unto itself:

- **Melancholy** could come off as reclusiveness, gushing sadness or flat apathy.
- **Enmity** can be righteous or bitter, or a clear-headed focus.
- **Arousal** includes elation, excitement and extroversion.
- **Contentment** might manifest as boisterous confidence, easy-going optimism, or stubborn indolence.

HISTRIONIC SPELLCASTING

You can cast cantrips gained from your *Emotional Core* at any time, and you can only cast your *Emotional Core* spells while you are raging.

Casting a spell requires you to be below your maximum hit points, and to expending a spell slot that meets the spell's minimum level. You can use a weapon you are proficient with as a spellcasting focus (or a precious memento of a powerful memory) to cast an *Emotional Core* spell, unless those components have a value in gold or would be otherwise consumed by casting the spell.

Melancholy Spells

Spell Level	Spells
Cantrips	<i>Spare the Dying, Toll the Dead</i> ^{XGE}
1st	<i>Alarm, Dissonant Whispers</i>
2nd	<i>Ray of Enfeeblement, Shatter</i>
3rd	<i>Enemies Abound</i> ^{XGE} , <i>Hypnotic Pattern</i>
4th	<i>Confusion, Phantasmal Killer</i>

Enmity Spells

Spell Level	Spells
Cantrips	<i>Primal Savagery</i> ^{XGE} , <i>Vicious Mockery</i>
1st	<i>Armor of Agathys, Hellish Rebuke</i>
2nd	<i>Blindness/Deafness, Mind Spike</i>
3rd	<i>Bestow Curse, Thunder Step</i> ^{XGE}
4th	<i>Locate Creature, Staggering Smite</i>

Arousal Spells

Spell Level	Spells
Cantrips	<i>Friends, Mending</i>
1st	<i>Charm Person, Tasha's Hideous Laughter</i>
2nd	<i>Enthrall, Suggestion</i>
3rd	<i>Aura of Vitality, Haste</i>
4th	<i>Death Ward, Freedom of Movement</i>

Contentment Spells

Spell Level	Spells
Cantrips	<i>Guidance, True Strike</i>
1st	<i>Shield, Speak with Animals</i>
2nd	<i>Calm Emotions, Warding Bond</i>
3rd	<i>Catnap, Mass Healing Word</i>
4th	<i>Aura of Purity, Divination</i>

EMOTIONAL CONTROL

At 6th level, when you roll a d8 for your Core Emotion, you can modify the result by ± 1 . This bonus increases as you gain levels in this class as noted on the Bleeding Heart table.

GETTING THE FEELS

Also at 6th level, your *Emotional Core* grants you additional benefits while raging:

- **Melancholy.** You become proficient in the Insight skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. You have resistance to cold and psychic damage.
- **Enmity.** You become proficient in the Intimidation skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. You have resistance to fire and radiant damage.
- **Arousal.** You are proficient in the Deception skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. You have resistance to lightning and thunder damage.
- **Contentment.** You are proficient in the Persuasion skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. You have resistance to poison and necrotic damage.

PLUMBING THE DEPTHS

At 10th level, you can reach deep down into your *Emotional Core*, casting any one of its spells as a 4th-level spell without expending a spell slot. When you use this ability, after your rage ends, you must succeed a DC 10 Charisma saving throw or immediately roll a d8 and accept its result as your *Emotional Core*. Your *Emotional Control* bonus can still be applied to the roll to determine the result.

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

SOLDIER OF THE HEART

At 14th level, your *Emotional Core* grants you additional benefits while you are raging:

- **Melancholy.** When you cast the *Toll the Dead*^{XGE} cantrip, you can target two creatures if both targets are within 20 feet of you, and creatures affected by your *Toll the Dead*^{XGE} cantrip have their speed reduced by half until the start of your next turn.
- **Enmity.** When you cast the *Vicious Mockery* cantrip, you can target two creatures if both targets are within 20 feet of you. When you take the Attack action on your turn, you can make one additional weapon attack using your bonus action.
- **Arousal.** When you cast the *Friends* cantrip, you can affect an additional number of creatures with it equal to half your Charisma modifier (minimum: 1). When you enter your rage, you can ignore one level of exhaustion you are suffering, and take the Dash action as a bonus action on your turn.
- **Contentment.** You can cast the *True Strike* cantrip using your bonus action, and you grant the benefits to a friendly creature within 15 feet of you who can see or hear you. You are immune to the charmed and frightened conditions. When you enter your rage, you gain temporary hit points equal to your barbarian level.



Illustration by Silverjow

PATH OF THE PERFECTIONIST

Combat as a sport never really dies, it only evolves, and the perfectionist is the pinnacle of unarmed combatants: quick, clever, and always able to revenge a blow. They fight in anywhere anyone will pay them what they're worth. Perfectionists defeat their opponents with strength, speed and stamina and a perfectly timed punch. No tricks, no weapons: skill against skill alone.

A perfectionist retains the skills passed down to them through generations of barbarians, and can use all manner of different weapons, but once they enter a rage, most perfectionists simply drop whatever they are holding, preferring to beat their enemy to a bloody pulp using nothing more than their bare hands.

Young perfectionists sculpt their bodies into perfect specimens, and older ones wear their scars like badges of honor, proudly displayed for all to see.

MIND GAMES

When you choose this path at 3rd level, you become proficient in the Insight and Deception skills if you are not already.

MEAT HOOKS

Also at 3rd level, your unarmed strikes become a d4, and when you take the Attack action, you can make a single unarmed strike using your bonus action.

You also dedicate your rage to getting up close and personal with your opponents. While raging, you gain the following benefits:

- Your unarmed strikes become a d6.
- You are proficient with improvised weapons, and you deal 1d6 with them.
- Once on your turn when you make an unarmed strike, you can declare you are performing your *Signature Move*. If you hit, the attack deals additional damage equal to your Dexterity modifier (minimum: 1).

PERFECT TIMING

Starting at 6th level, you gain the following abilities while raging:

- Your unarmed strikes you count as magical for the purpose of overcoming resistance and immunity to nonmagical damage
- **Counterpunch.** If a creature within your reach makes a melee attack against you, you can use your reaction to immediately make an unarmed strike against them. If you hit, the creature must make its attack roll at disadvantage. You can make a number of counterpunches equal to your Dexterity modifier each time you rage (minimum: 1).
- **Gloat.** When a creature misses you with an attack, you can use your reaction to gloat, making an opposed Charisma (Intimidation) check against your target's Wisdom (Insight). The target must be able to see or hear you. If you win the contest, you have advantage on the first attack you make against that creature on your turn.

HEAD BUTT

At 10th level, while in a rage, you can use your action to head butt. Make an unarmed strike against a Large or smaller creature. If it hits, they take additional bludgeoning damage equal to your barbarian level, and you take half the amount as psychic damage. The creature must succeed a Constitution saving throw DC 8 + your proficiency bonus + your Strength modifier or be stunned until the end of your next turn. Once you hit a creature with a head butt, you cannot attempt another until your next rage.

THE GREATEST

At 14th level, you can perform three *Signature Moves* on your turn, including the counterpunches made with your *Perfect Timing* feature.

BARD

COLLEGE OF DANCE

The college of dance teaches bards who are exceptionally in tune with their bodies, weaving movement, combat with or without a weapon and spellcasting into a singular art of self-expression.

Dancers prefer small, light instruments, commonly a tambourine, a set of finger cymbals, or percussion instruments worn around the ankles, but a few manage to play other instruments while dancing.

While most dancers do not cut an imposing figure, they are highly effective fighters with or without a weapon: their graceful leaping movements can provide them with a burst of speed or the ability to make wild unpredictable movements that make them almost impossible to pin down, especially in single combat. When paired with an ally, a dancer makes for a frenetic, distracting presence, moving with and opposite their allies in equal measure, turning the tide of a battle as if they were spinning on their own heel.

A dancer's music and kinetic energy can be infectious, and others bound up in their spell find themselves dancing along with the them.



Illustration by Giovana Stiliano

COMBAT DANCING

You must be proficient in either Performance or Acrobatics to join the College of Dance at 3rd level. When you join this college, you become proficient in the other skill if you are not already.

When you join the college, you abandon wearing armor and learn to use your body's movement as a fluid defense. When you are not wearing armor, you gain the following benefits:

- If you hit a creature with an unarmed strike, you deal bludgeoning damage equal to $1d4 +$ your Dexterity modifier.
- You can add your Dexterity modifier to the distances you can cover making a long or high jump.
- Your Armor Class is equal to $10 +$ your Dexterity modifier + your Charisma modifier.

DANCING FLOURISH

Also at 3rd level, when you are using your *Combat Dancing* feature to determine your AC, you can combine the arts of combat and dance.

Whenever you take the Attack action on your turn with a weapon with the finesse or light properties, your movement speed increases by 10 feet until the end of your turn, and you can perform a *Dancing Flourish* of your choice by expending a use of *Bardic Inspiration*. You can use only one *Dancing Flourish* option per turn, choosing from the following options:

- **Confounding Twirl.** Your dance creates a ribbon of energy, dealing additional force damage to the target equal to the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.
- **Leaping Spirals.** You jump, twist and turn unexpectedly. You can take the Dodge action as a bonus action, and until the start of your next turn, the distances you can cover making a long or high jump increase by a number of feet equal to the number you roll on the Bardic Inspiration die.
- **Rising Rhythms.** You can use your bonus action to Disengage, and gain a climbing speed equal to your movement speed. Until the start of your next turn, you take half damage from falling and your Strength and Dexterity saving throws receive a bonus equal to the number you roll on the Bardic Inspiration die.
- **Synchronized Strikes.** You can take the help action as a bonus action. If the ally you are helping hits with their next attack, it deals additional force damage equal to the number you roll on the Bardic Inspiration die.

Armor Class Calculations

When the game gives you more than one way to calculate your Armor Class, you can use only one of them. For example, if you have the Lizardfolk's *Natural Armor* trait and the college of dance's *Combat Dancing* feature, you can't benefit from both simultaneously. Instead, you choose which one determines your AC.

CHOOSE A PARTNER

At 6th level, you can force an enemy into a dance battle with you. As a bonus action, you cast the *Compelled Duel* spell, without expending a spell slot, and you take on supernatural grace for 1 minute or until your concentration ends (as if you were concentrating on a spell). A creature already charmed by you automatically fails its saving throw. For the duration, you can attack the target of the spell twice, instead of once, whenever you take the Attack action on your turn.

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

DANCE PARTY

At 14th level, whenever your turn ends after you use a Dancing Flourish option, you can invite up to three friendly creatures within 30 feet of you who can see or hear you to use their reaction to dance. Until the start of your next turn, your dancing allies receive a bonus to their Armor Class according to the type of armor they are wearing: No Armor: (+3), Light Armor (+2), Medium Armor (+1) and Heavy Armor (+0).



Illustration by Alexandra Jury

CLERIC

ENTROPY DOMAIN

The gods of the entropy are associated with cold and decay, with the underlying principle that nothing lasts forever, everything is in a state of unbecoming, and everything dies, cold and alone, swallowed by inky blackness. Servants of such gods hasten the decline of those unfit to see the future, casting them into shadow.

ENTROPY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Armor of Agathys, Arms of Hadar</i>
3rd	<i>Blindness/Deafness, Darkness</i>
5th	<i>Hunger of Hadar, Slow</i>
7th	<i>Otiluke's Resilient Sphere, Shadow of Moil^{XGE}</i>
9th	<i>Cone of Cold, Enervation^{XGE}</i>

HEAT DEATH

At 1st level, you learn the *Ray of Frost* cantrip. It is a cleric spell for you, and you can choose to deal necrotic damage with it instead of cold.

VOID VISION

When you choose this domain at 1st level, you can see normally in darkness, both magical and nonmagical, to a distance of a number of feet equal to $15 \times$ your Wisdom modifier (minimum: 15 feet).

CHANNEL DIVINITY: DECELERATION

Starting at 2nd level, you can use your *Channel Divinity* to reduce the kinetic flow of your enemies. As an action, you present your holy symbol, and designate number of creatures you can see equal to your Wisdom modifier. Those creatures must succeed on a Constitution saving throw. If they fail, they are cursed for up to 1 minute. For the duration, their movement speed reduced by $5 \times$ your Wisdom modifier (minimum: 5 feet), and their damage rolls for weapon attacks are reduced by half your cleric level. Creatures repeat their saving throw at the end of each of their turns, ending the effect on a success.

Void Vision and Darkvision

Void vision supplements any darkvision you may have. If your darkvision reaches further than your void vision, you still experience its effects at those longer distances.

UNRAVELING

Starting at 6th level, whenever you deal cold or necrotic damage to a creature with a cleric cantrip or hit a creature with a weapon attack, you can use your bonus action to cast the *Dispel Magic* spell on the target, even if you do not have it prepared.

You can use this feature a number of times equal to your Wisdom modifier (minimum: 1), and regain expended uses of it when you finish a long rest.

POTENT SPELLCASTING

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

ABSOLUTE ZERO

Starting at 17th level, you can use your action to activate an aura of darkness that lasts for 1 minute or until you dismiss it using another action. You extinguish all non-magical light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the darkness have disadvantage on saving throws against any spell that deals cold or necrotic damage.

Additionally, the *Disintegrate* spell becomes a cleric domain spell for you.



Illustration by Maria Serova



Illustration by Tsunami - Sand

FATE DOMAIN

Followers of the gods of fate tend to stay within their enclaves, serving as advisors, oracles or soothsayers. Some attach themselves to great leaders, some seek out the birth of an auspicious child to grant it blessings, and others end up joining forces with adventurers, called by their deity to bear witness to and help realize the great deeds of these companions.

FATE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Identify, Alarm</i>
3rd	<i>Augury, Detect Thoughts</i>
5th	<i>Nondetection, Clairvoyance</i>
7th	<i>Divination, Elemental Bane</i>
9th	<i>Circle of Power, Skill Empowerment</i>

DESTINED WITNESS

When you choose this domain at 1st level, you gain proficiency with either the Investigation or Perception skill. If you select Investigation, you can make checks with the skill using your Wisdom modifier if it is higher than your Intelligence modifier.

HAND OF FATE

Also at 1st level, you learn the Guidance cantrip, and you can empower the recipients of its benefits, adding your Wisdom modifier (minimum: 1) to the bonus the cantrip grants. You can empower this cantrip a number of times equal to your Wisdom modifier (minimum: 1), and regain expended uses when you finish a long rest.

CHANNEL DIVINITY: PROPHECY

Starting at 2nd level, you can use your *Channel Divinity* to glimpse the near future. As an action, you present your holy symbol and invoke the name of your deity. Roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these prophetic rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. When you finish a short rest, you lose any unused prophetic rolls.

PROVIDENCE

Starting at 6th level, when a creature within 30 feet of you makes an ability check or saving throw, you can use your reaction to grant that creature a +10 bonus to the roll, using your *Channel Divinity*. You make this choice after you see the roll, but before the DM says whether it succeeds or fails.

POTENT SPELLCASTING

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

REVELATION

At 17th level, when a creature or object you can see or hear takes damage, you can use your reaction to increase or decrease the amount of damage dealt by an amount equal to your cleric level. If you reduce the damage to 0, the target of the damage gains the remainder as temporary hit points instead if it is a creature.

You can use this ability a number of times equal to your Wisdom Modifier, and regain expended uses of it when you finish a long rest.

Additionally, the *Foresight* spell becomes a cleric domain spell for you.



Illustration by Ilona Tsybal

PESTILENCE DOMAIN

Faithful followers of the gods of pestilence are rare, and so their gods often require from them acts of tribute, growing in power from the fear and suffering their acolytes foster in the bodies of those they infect.

Pestilence clerics often take up a life of deception, traveling under the auspices of any number of other gods over their lifetime, embedding themselves in temples, and hiding their true nature from those who would call them friend. They then go to great lengths to pose as a particularly pious clergy, undertaking the humblest of tasks of the order, such as distributing food to or caring for the sick and the poor, all while abusing the trust of needy people while secretly defiling their bodies, crops, or water supply. Ambitious clerics might become a parasite, feeding upon a wealthy family for generations, causing and healing various infirmities.

Some clerics of pestilence make theater of healing the very diseases they cause, ensuring need of their services for years, while others simply do their god's work and move on, never witnessing the lasting scars the contagions they have borne leave in their wake.

PESTILENCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>False Life, Ray of Sickness</i>
3rd	<i>Blur, Ray of Enfeeblement</i>
5th	<i>Gaseous Form, Stinking Cloud</i>
7th	<i>Blight, Hallucinatory Terrain</i>
9th	<i>Contagion, Cloudkill</i>

AN ITCH TO SCRATCH

You learn the *Infestation*^{XGE} cantrip, which doesn't count against the number of cleric cantrips you know. It is a cleric spell for you. When you cast the spell, it can target two creatures within range and within 5 feet of each other.

FAITHFUL'S INOCULATION

Also at 1st level, you can use your bonus action to touch a willing creature and remove one disease or neutralize one poison affecting it.

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

CHANNEL DIVINITY: TIDE OF AFFLICTION

Starting at 2nd level, you can use your *Channel Divinity* to emit a wave of affliction. As an action, you present your holy symbol and invoke the name of your deity. Designate a number of living creatures that you can see within 30 feet of you equal to your Wisdom modifier to afflict (minimum: 1). Your targets make a Constitution saving throw. Creatures immune to disease succeed their saving throw automatically. If they fail, they take poison damage equal to your cleric level, and are poisoned for 1 minute. Poisoned creatures can repeat their saving throw at the end of their turns, and ending the effect early on a success.

WITHERING AFFLICTION

Starting at 6th level, your ability to channel pestilence becomes more potent. Poison damage dealt your cleric spells and *Tide of Affliction* ignores resistance to poison damage.

POTENT SPELLCASTING

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

BEFOULMENT

At 17th level, your ability to cause outbreaks among a populace is reaches epidemic proportions. As an action, you can touch a creature and befoul it, or befoul 25 cubic feet of food or drink. The target creature (or anyone who consumes the befouled food or drink within a number of hours equal to your cleric level) must succeed a Constitution saving throw or be infected. Creatures immune to disease succeed their saving throw automatically. Your disease is contagious, and can infect a number of creatures equal to five times your cleric

level. Each time you use this feature, you can choose one of following four befouling befoulments:

- **Tell-Tale Cough.** After 1d12 hours, infected creatures begin to cough and become exhausted. Resting with the nagging cough is impossible. The next day and each day after, infected creatures repeat their saving throw or take an additional level of exhaustion. If they succeed, they lose one level of exhaustion, and end their infection if their exhaustion level reaches zero. If they succeed in this manner, they are immune to your Tell-Tale cough for one year. Coughing creatures can infect other breathing creatures within 10 feet, who must succeed a Constitution saving throw or become infected.
- **Fleshrot.** After 3d12 hours, the extremities of an infected creature's body such as their toes, fingers or ears begin to harden and turn a waxy-looking green, yellow, purple or black. Creatures repeat their saving throw at the start of each day, and if they fail, their movement speed is reduced by 5 feet. If they fail, they take necrotic damage equal to your cleric level to a random extremity, and the disease spreads closer to their heart and organs. The disease can be cured by amputation. If the creature's speed becomes 0, they die. Creatures that come into direct contact with the infected flesh must succeed a Constitution saving throw or contract the disease.
- **Maddening Fever.** After 2d12 hours, an infected creature descends into a feverish delirium, making all Wisdom (Insight, Perception) checks with disadvantage. They repeat their saving throw the following day. If they fail, they are also under the effects of the Confusion spell, and their maximum hit point total is reduced by half your cleric level for each day they have had the disease. If their maximum hit point total reaches 0, they die. If they succeed, the fever begins to subside and they regain their faculties after 24 hours.
- **Weeping Sores.** After 4d12 hours, boils and pustules rise to the surface of the infected creature's skin, eventually exploding in a shower of blood and pus, dealing poison damage equal to your cleric level to the infected creature. Creatures may repeat their saving throw each day, but do so at disadvantage unless bound in clean bandages. Otherwise, the creature's sores rise again and burst again, dealing an additional 1d6 slashing damage for each day since they contracted the disease. A creature whose skin comes into contact with an infected creature's bodily fluids must succeed a Constitution saving throw or become infected.

Your befoulment is curable only by the *Greater Restoration* spell or by a paladin's *Lay on Hands* ability. When an infected creature succeeds its saving throw against or is otherwise cured of one of your diseases, they become immune to it for one year.

Additionally, when a creature fails a Constitution saving throw against one of your domain spells or your *Tide of Affliction*, you can apply your *Befoulment* upon them as a bonus action. The disease's symptoms manifest immediately.

You can use this ability a number of times equal to your Wisdom modifier, and regain expended uses of it when you finish a long rest.



Illustration by itznikki530

DRUID

CIRCLE OF THE SKY

Members of the circle of sky prize knowledge, wisdom, foresight and freedom. Their ranks learn to communicate with birds, and share in their bodies and senses before eventually learning to become such creatures themselves. When they do, they can with supernatural grace, further and faster than even their assumed form might suggest.

The circle's predilection for seeing things from high up and far away has left them with both a reputation for distant affect, but in some cultures, they are respected as soothsayers or even as cartographers.

Members of the circle of the sky usually have their enclave split between two locations, and make long migrations from one to the other in the spring and autumn, memorizing the lands between the two. Those that stray from the path become solitary travelers and wanderers, gathering lost secrets and knowledge, and eventually carrying it back to the circle.

FLYING FAMILIAR

When you join the Circle of the Sky at 2nd level, you learn the *Find Familiar* spell. It is a druid spell for you, doesn't count against your spells prepared. The familiar you summon with it takes the form of one of the following creatures: Bat, Eagle, Flying Monkey, Flying Snake, Hawk, Owl, Raven, Vulture, or Stirge.

CIRCLE SPELLS

Your mystical connection to the sky grants you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level Circle of the Sky Spells

3rd	<i>Augury, Levitate</i>
5th	<i>Clairvoyance, Fly</i>
7th	<i>Divination, Arcane Eye</i>
9th	<i>Legend Lore, Mislead</i>

FLEET FLIGHT

Starting at 6th level, you gain the following benefits:

- You can assume forms with a flying speed using your *Wild Shape* feature, and when you do, you can Dash, Disengage or Use and Object as a bonus action.
- Any flying speed you have is increased by of number of feet equal to your druid level + your Wisdom modifier.

WARDING FLIGHT

At 10th level, you can't be charmed or frightened while flying, and you have advantage on Dexterity saving throws.

WINGED ESCAPE

At 14th level, if you are reduced to 0 hit points, or become restrained or are incapacitated against your will, you can immediately use your *Wild Shape* feature, even if you do not have a use of it left, to assume the form of a creature with a flying speed. When you do, you gain a number of hit points equal to your druid level, and the benefits of the *Freedom of Movement* spell for 1 minute.

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



Illustration by Magdalena Pagowska

CIRCLE OF TIME

While other druidic circles maintain balance within the world itself, the Circle of Time focuses on ensuring the balance of time itself remains unmolested. Powerful spellcasters and monstrosities with unimaginable power seek to control time to bring about ages of tyrannical world domination or destruction. Druids of the Circle of Time dedicate their lives to preventing these horrible possible futures before anyone even may have recognized the threat.

SHIFTING AGE

When you join the Circle of Time at 2nd level, you gain the ability to embrace time's flow and change your physical age. When you use your *Wild Shape* feature, you can instead alter yourself into a younger or older state. When you do so, you also gain the following benefits for the duration:

- You gain a number of temporary hit points equal to your druid Level.
- You gain the effects of the *Enhance Ability* spell, without the need to concentrate on it.
- You can take the Dash and Help actions as a bonus action on your turn.

CIRCLE SPELLS

Your mystical connection to time infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, 9th and 17th level, you gain access to circle spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level Circle of the Time Spells

Druid Level	Circle of the Time Spells
3rd	<i>Blur, See Invisibility</i>
5th	<i>Haste, Slow</i>
7th	<i>Banishment, Freedom of Movement</i>
9th	<i>Far Step, Modify Memory</i>
17th	<i>Time Stop</i>

REMIND ME EARLIER

Starting at 6th level, you can prepare a number of druid spells equal to your Wisdom modifier when you finish a short rest. Once you use this feature, you can't use it again until you complete a short rest.

POLYPHASIC SLUMBER

Also at 6th level, you can alter time around yourself while at rest. Left undisturbed in meditation, you can complete a long rest in only half the time it would otherwise take.

SEARCH REALITIES

At 10th level, you can reach through timelines and impart their outcomes upon your own reality. Your newfound ability manifests only during your *Shifting Age*, and you can use it in one of two ways, choosing from the following:

- When a creature within 30 feet of you that you can see takes damage, you can use your reaction to force the creature that attacked them to make a second attack roll at disadvantage, or to grant the damaged creature a new saving throw at advantage. If the new attack roll misses or the damaged creature succeeds their new saving throw, the damage from the original attack is undone and never occurred for anyone other than you.
- When a creature within 30 feet of you that you can see hits a creature with an attack roll, you can search nearby timelines for a matching outcome and nudge it into your own, dealing half the damage rolled of the original attack as additional force damage.

You can use this ability twice, and regain expended uses of it when you complete a long rest.

TIMESIGHT

At 14th level, you gain the ability to see into the past. If you spend 10 minutes in ritual concentration, you can experience the events of the past month from the perspective of your current location. The experience might reveal something useful, such as a secretive meeting between a state official and an assassin regarding a coup.

Once you use this feature, you cannot use it again until you complete a long rest.

MONK

THE WAY OF THE LUCHADOR

The luchador is an individualist, drawing their power from confidence, and eschewing the cloistered, ordered wisdom of monastic orders for raw chaos and charisma of public bouts of personal contest. Heels and heroes, luchadores make a literal larger-than-life show of combat, grappling and twirling one another into submission with the roar of a cheering (or jeering) crowd in their ears.

Some luchadores revel in their ring persona, and adopt it as a full-time identity, while others take great care in preserving a life outside the ring.

THEATRIC MONASTIC

When you choose this monastic tradition at 3rd level, you become proficient in the Athletics and Performance skills if you do not already have them.

The nature of your *Unarmored Defense* changes. While wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Your Ki save DC also changes:

$$\text{Ki save DC} = 8 + \text{your proficiency bonus} + \text{your Strength Modifier}$$

MAGIA LIBRE

Also at 3rd level, You can use your ki to duplicate the effects of certain spells. You learn the Thaumaturgy cantrip if you don't already know it. As an action, you can spend 2 ki points to cast the *Jump*, *Enlarge/Reduce* or *Enhance Ability* spells on yourself without providing material components. You can also spend 2 ki points to cast the *Pyrotechnics*^{XGE} spell. Charisma is your spellcasting ability for these spells.

STRONG FINGERS

Beginning at 6th level, you can shove or grapple a creature instead of making an unarmed strike with attacks made as a part of your *Flurry of Blows*.

TAG TEAM

Also at 6th level, when you are grappling a creature, you can use your bonus action to designate an ally that can see and hear you within 15 feet of you. If they are within range to make a melee weapon attack against a creature you are grappling, they can spend their reaction to do so, or you can release your grapple and push the creature toward up to 15 feet toward them.

SLEEPER HOLD

At 11th level, you can put a creature you are grappling into a sleeper hold. As an action, you expend 2 to 6 ki points. Roll 5d8, plus an additional 1d8 for each ki point above 2 you spend. If the creature has fewer hit points than the total of your roll, it falls unconscious for 1 minute. Constructs, undead and other creatures that do not need to breathe or are immune to being charmed aren't affected by your sleeper hold.

TWIRLING GRAPPLE

Also at 11th level, if you are attacked while you are grappling a creature equal to your size or larger, you can spend 3 ki points to use your reaction to position the creature advantageously to you. You gain the benefits of $\frac{3}{4}$ cover (+5 AC). If the attack misses you, but the attack roll is higher than the Armor Class of the creature you are grappling, that creature becomes the target of the incoming attack instead.

MUCHO MACHO COMBO

At 17th level, you gain the ability to make a devastating flying suplex against a creature you are grappling. When you finish a *Flurry of Blows* and are grappling a creature, you can spend 1-9 additional ki points to making a flying suplex with one creature you are grappling. Upon impact, the creature you are grappling takes 2d10 force damage per ki point spent.



Illustration by El Hino



Illustration by Kobe Sek

THE WAY OF THE RIKISHI

Followers of the way of the rikishi turn their bodies into living monuments, expanding their size and strength to the extreme. They can be stalwart defenders, knocking enemies down or away from allies, or launch an all-out assault against an opponent with a lightning speed.

Armor Class Calculations

When the game gives you more than one way to calculate your Armor Class, you can use only one of them. For example, if you have the Lizardfolk's *Natural Armor* trait and the monk's *Unarmored Defense* feature, you can't benefit from both simultaneously. Instead, you choose which one determines your AC.

BOTTOM HEAVY

When you choose this tradition at 3rd level, you dedicate yourself to ritual combat, gaining the following benefits:

- You become proficient in the Athletics skill and Calligrapher's Supplies if you are not already.
- The nature of your *Unarmored Defense* changes. While wearing no armor and not wielding a shield, your AC equals 10 + your Strength modifier + your Wisdom modifier.
- You can use your reaction to grant yourself advantage on saving throws or Strength (Athletics) contests that would knock you prone, and reduce the distance of any undesired push or pull effect you are subject to by half.

OSHI-ZUMO

Also at 3rd level, once on your turn when you hit a creature no more than one size category larger than you with an unarmed strike, you can spend 1 ki point to shove the target prone or up to 10 feet away from you. The target makes Strength saving throw. If you hit the creature with two or more unarmed strikes on your turn, the target has disadvantage on their saving throw.

The number of pushes you can make on your turn, and the distance you can push a creature increases at 9th level (two shoves, 15 feet), and 17th level (three shoves).

CRUSHING GRAPPLE

At 6th level, you can use your girth as a weapon. You gain the following benefits:

- Once per turn when you hit a creature with an unarmed strike, you can immediately attempt to grapple it.
- Once per turn, you can deal one additional martial arts die of damage to one creature you are grappling when you hit them with an unarmed strike.

FLYING DEASHI

At 11th level, when you use your *Step of the Wind* feature, you gain a flying speed equal to your movement speed until the end of your turn. Your flight(s) must begin from a stable surface, and move in a straight line. You fall if you end your turn and nothing is holding you aloft.

PURIFIED DOHYO

Also at 11th level, you can spend 4 ki points to cast the *Magic Circle* spell, substituting a handful of salt as the material component for the spell.

HUNDRED HAND SLAP

At 17th level, you can unleash an all-out assault against a single opponent. When you take the Attack action and make both attacks against the same creature, you can use your bonus action to spend up to 6 additional ki points, making one unarmed strike against that same target for each ki point spent.



Illustration by Apipol (Sahlea) Chongjiamjit

A ROCK FEELS NO PAIN

Also at 3rd level, you can use your ki to duplicate the effects of certain spells by spending 2 ki points. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of a Rolling Stone spell that you cast. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th level monk and use cast *Catapult*^{XGE}, you can spend 3 ki points to cast it as a 2nd-level spell (the spell's base cost of 2 ki points plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Rolling Stone Spells and Ki Points table.

Rolling Stone Spells and Ki Points

Monk Level	Ki Points	Circle of the Time Spells
3rd	2	<i>Catapult</i> ^{XGE} , <i>Earth Tremor</i>
5th	3	<i>Earthbind</i> , <i>Maximilian's Earthen Grasp</i> ^{XGE}
9th	4	<i>Meld into Stone</i>
13th	5	<i>Stone Shape</i>
17th	6	<i>Transmute Rock</i> ^{XGE}

THE WAY OF THE ROLLING STONE

The Way of the Rolling stone teaches its students to wander their entire lives until there is somewhere worth staying: it might be a noble cause or a safe place to spend a harsh season. Eventually when the bad weather (or trouble) clears, the way of the rolling stone is to continue their journey.

They can be stoic, stubborn, or patient to the point of indolence, but when the time for action arises, they become an avalanche of fury, and an immovable object if they have decided to stand their ground.

ROCK SOLID

When you choose this tradition at 3rd level, you become proficient in the Athletics skill if you are not already.

The nature of your *Unarmored Defense* changes. While wearing no armor and not wielding a shield, your AC equals 10 + your Constitution modifier + your Wisdom modifier.

Additionally, you learn the *Mold Earth*^{XGE} and *Blade Ward* cantrips if you don't already know them. You can spend 1 ki point to cast either cantrip using your bonus action on your turn.

STILLNESS OF STONE

At 6th level, if you move 0 feet on your turn, you gain a tremorsense of 10 feet, temporary hit points equal to your Wisdom modifier, and you have resistance to fire and cold damage until the start of your next turn.

WEIGHT OF THE EARTH

At 11th level, you gain the following benefits:

- You become proficient in Constitution saving throws.
- You and have advantage on saving throws against being knocked prone.
- If you are moved against your will, you can use your reaction to reduce the amount by one half.

STRENGTH OF THE MOUNTAIN

Starting at 17th level, when you hit a creature with an unarmed strike, you can spend 1-10 ki points. The target must make a Strength saving throw. If it fails, it takes 2d8 bludgeoning damage per ki point spent and is pushed 5 feet per ki point spent, or half as much damage on a successful one and is not pushed.



Illustration by Mohammad Qureshi

PALADIN

OATH OF THE SPELLBREAKER

The Oath of the Spellbreaker binds a paladin to undo the work of spellcasters who have misused their magic. Followers of this oath live a life of wandering: lifting curses, breaking enchantments, freeing people from magical control, and hunting down the wicked who have used their power to harm others.

Most who swear this oath are devoted to gods of justice, balance, or even magic itself, although some become militant or extreme in their crusade against magic users. These individuals can become terrifying hunters of anyone who dares to dabble in the art.

TENETS OF THE SPELLBREAKER

Service. Magic exists to serve folk, not to rule them.

Change. Anything woven can be unwoven.

Rebuilding. Restore balance, abandon wrath.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Oath of the Spellbreaker Spells
3rd	<i>Shield, Zephyr Strike</i>
5th	<i>Branding Smite, See Invisibility</i>
9th	<i>Counterspell, Dispel Magic</i>
13th	<i>Freedom of Movement, Locate Creature</i>
17th	<i>Banishing Smite, Synaptic Static</i>

CHANNEL DIVINITY: DISRUPT MAGIC

As an action, you present your holy symbol and attempt to bind another creature's magical abilities, using your *Channel Divinity*. Choose one creature within 60 feet of you that you can see. The target must make a saving throw of a type determined by its spellcasting ability. If the target has multiple spellcasting abilities, it makes a separate saving throw for each.

If the target fails any of these saving throws, its magical abilities that derive from that ability score

become disrupted for up to 1 minute. For the duration, it has disadvantage on concentration checks. It can't use reactions to cast spells using that ability, and if it attempts to cast a spell with a casting time of 1 action using that ability score, you roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

Creatures affected by your disruption can use their action to restore their spellcasting ability by making a new saving throw to end the effect.

CHANNEL DIVINITY: ANNIHILATION

You can use your *Channel Divinity* to sacrifice your own well of magical energy to destroy your opponent's.

When you use your *Divine Smite* to damage a creature, you can expend a use of your *Channel Divinity* to destroy one of the target's spell slots. The spell slot destroyed is equivalent to the level of the spell slot you used to perform your *Divine Smite*.

If the target has no remaining spell slots of that level, an equivalent number of spell slots lower than the designated level are destroyed until the target has none. For example, if you expended a 3rd-level spell slot and the target does not have one, you destroy one 2nd-level spell slot and one 1st-level spell slot instead.

DAMPENING AURA

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to damage from spells.

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

ELDRITCH SIGHT

Beginning at 15th level, you are always under the effects of the *Detect Magic* spell.

UNWEAVING PRESENCE

At 20th level, you can transform your person into pure antimagic. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You gain the effects of the *Antimagic Field* spell.
- When you use your *Channel Divinity* to *Disrupt Magic*, you can target a number of additional creatures within 60 feet of you that you can see equal to half your Charisma modifier.

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

ROGUE

ROGUISH ARCHETYPE: RUFFIAN

Some rogues, especially those descended from the larger, bulkier races favor a more direct approach than their lithe, graceful counterparts in the trade. Ruffians make a living as criminal enforcers, extorting the proprietors of their honest earnings in exchange for “protection”. If met with resistance, they usually begin by breaking a few objects, and failing that, breaking a few kneecaps - using the first available piece of merchandise at hand to do so.

CRUSH ‘EM

When you select this roguish archetype at 3rd level, you gain proficiency with the flail, greatclub, light hammer, mace, and morningstar. You are also proficient with improvised weapons similar to these weapons. Additionally, your unarmed strikes deal no less than 1d4 damage. While wielding any of these weapons or making an unarmed strike:

- You can make a Sneak Attack even if the weapon lacks the Finesse property.
- When you hit an object, you deal an additional damage to it equal to half your rogue level.



Illustration by Brad Boedeker

DIRTY FIGHTING

Also at 3rd level, when you make a *Sneak Attack* against a creature no more than 1 size category larger than you with a *Crush ‘Em* weapon, you can use your *Cunning Action* to perform a *Low Blow*. You learn two *Low Blows* of your choice, choosing from the options below.

Some *Low Blows* require the target to make a saving throw to resist the its effects. The saving throw DC is calculated as follows:

$$\text{Low Blow save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

You can perform two *Low Blows*, and regain expended uses of them when you finish a short or long rest.

You learn new *Low Blows* and gain additional uses of them at 9th and 13th Level.

Low Blows

- **Blind/Deafen.** The target makes a Wisdom saving throw. If they fail, they are blinded until the end of your next turn, or deafened for up to 1 minute (your choice). If deafened, the target makes a new saving throw at the end of each of its turns to end the effect.
- **Hamstring.** The target makes a Strength saving throw. If they fail, their movement speed is reduced by half for 1 minute. The effect ends early if the target regains any missing hit points.
- **Knockdown.** The target makes a Dexterity saving throw. If they fail, they are knocked prone. If the target attempts to stand up within your reach, you can use your reaction to make an attack of opportunity against them.
- **Stagger.** The target makes a Constitution saving throw. On a failed save, the creature loses its reaction and spends its action on its next turn retching or reeling. Creatures that don't need to breathe automatically succeed on this saving throw.

SHAKEDOWN

At 9th level, you learn to constantly shift your position, and make the most of your leverage, in and out of combat to get what you want. You gain the following benefits:

- You add warhammers and mauls to your list of available *Crush ‘Em* weapons.
- You have advantage on Charisma (Intimidation) checks you make while holding *Crush ‘Em* weapons.
- You learn a third *Low Blow*, and can perform three *Low Blows*.

SEND 'EM TO THE HOSPITAL

At 13th level, you can rough up anything or anyone you can get your hands on. You gain the following benefits:

- When you are grappling a creature, you can use your *Cunning Action* to begin to use that creature as an improvised shield, granting a +2 bonus to your Armor Class. This bonus lasts until the target is released from your grapple. For the duration, if an attack misses you, you can use your reaction to cause the grappled creature to become the target of the attack.
- You learn a fourth *Low Blow* and can perform four *Low Blows*.

SEND 'EM TO THE MORGUE

At 17th level, you can make the most of a nearby opponent's failures. When a creature misses you with an attack, you can use your reaction to attack it with a *Crush 'Em* weapon you are holding. If it hits, you can choose to immediately perform one *Low Blow* against your attacker, without expending a use of them.



Illustration by Elvira Shatunova

SORCERER

SORCEROUS ORIGIN: FEY LEPIDOPTERA

Some sorcerers trace their ancestry is to a winged archfey, flighty masters of mutability. Their skin might contain iridescent flakes or freckles, or be of unusually intense or colorful pigmentation, and a few are born with unusual, insect-like eyes or extrasensory organs like antennae. These sorcerers have unusually keen senses, able to detect smells or colors invisible to most.

They have a keen affinity for enchantment and transmutation magic, and the colorful worlds of plants and insects.

FEY LEGACY

At 1st level, your affinity with fey gives you access to additional enchantment and transmutation spells. The following spells are sorcerer spells for you:

Spell Level	Fey Lepidoptera Spells
Cantrip	<i>Magic Stone</i> ^{XGE} , <i>Shillelagh</i> , <i>Vicious Mockery</i>
1st	<i>Dissonant Whispers</i> , <i>Zephyr Strike</i> ^{XGE}
2nd	<i>Bane</i> , <i>Calm Emotions</i> , <i>Enthrall</i> , <i>Skywrite</i> ^{XGE}
3rd	<i>Speak with Plants</i> , <i>Tiny Servant</i>
4th	<i>Compulsion</i> , <i>Giant Insect</i>
5th	<i>Awaken</i> , <i>Geas</i> , <i>Reincarnate</i>
6th	<i>Otto's Irresistible Dance</i> , <i>Tenser's Transformation</i>
7th	<i>Sequester</i>
8th	<i>Animal Shapes</i>
9th	<i>Shapechange</i> , <i>True Polymorph</i>

Additionally, you learn the *Sleep* spell, which doesn't count against your number of sorcerer spells known. When you reach 2nd level, you can spend 1 sorcery point to increase the dice rolled for the *Sleep* spell to d10s.

OTHERWORLDLY SENSES

Also at 1st level, you gain the following benefits:

- You become proficient in the Perception skill if you are not already, and you can double your proficiency bonus to checks you make with it.
- You have a darkvision of no less than 60 feet, and you can see in color with it. If you have a darkvision with a distance further than 60 feet, you can only see in color for the first 60 feet of your darkvision.
- When you reach 2nd level in this class, you learn the *Feather Fall* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 1 sorcery point or by expending a spell slot.

FEY CHRYSALIS

At 6th level, you can spend 1 sorcery point to use your bonus action to spin a chrysalis around yourself. For the duration, you are restrained, you have resistance to all damage except psychic, you have advantage on Constitution saving throws, and you can use your reaction to spend a number of hit dice up to an number equal to half your sorcerer level. You cannot take any other reactions.

You emerge from your chrysalis at the start of your next turn. For the next 10 minutes:

- You gain the effects of the *Detect Magic* spell.
- The distances you can cover when making a long or high jump increase by a number of feet equal to your sorcerer level + your Charisma modifier.
- You take half damage from falling.
- You can use this ability a number of times equal to half your Charisma modifier (rounded up, minimum: 1), and regain expended uses of it when you complete a long rest.

LEPIDOPTEROUS WINGS

At 14th level, when you emerge from your chrysalis, you also sprout a pair of insect-like wings, gaining a flying speed of 30 feet. You can't manifest wings while wearing medium or heavy armor, any clothing or armor you are wearing must be made to accommodate them. If not, the armor, clothing or your wings might be damaged or destroyed when you manifest them.

While flying, you can spend 1 sorcery point to gain the ability to hover, and when you do, you can use your bonus action to take the Dodge action.

If you take more than half your hit points in damage on a single turn, your wings are destroyed. Otherwise, they last for a number of hours equal to half your sorcerer level, or until you dismiss them using your bonus action.

RIPPLES OF CHANGE

At 18th level, when you emerge from your chrysalis, as long as you remain winged:

- You can elect to gain the effects of the *Enlarge/Reduce* spell, and can release its effects at-will.
- You have a flying speed of no less than 45 feet.
- Your magic is able to cause chaotic phenomena elsewhere. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add both numbers together. You can deal this total as damage to one creature or object you are familiar with. You choose the type of damage this ability deals. The target of the additional damage must be on the same plane of existence as you.

There's more fey errata out there!

13 fey races, a faerie class with 4 archetypes, and 26 faerie spells suitable to the *Fey Lepidoptera* sorcerer are presented *Old Gus' Errata: Fey and Faeries!*



Illustration by Irene Muñoz de Torres

SORCEROUS ORIGIN: WITCHCRAFT

Sometimes the spark of magic that fuels a sorcerer comes from an intense personal power. Having such a marked soul might be a sign that your innate magic might come from a fey or infernal ancestor, or a blessing or curse that has echoed down the generations.

Witches' uncanny powers almost always manifest during adolescence, producing strange or frightening incidents that cloud this delicate time of life in fear and suspicion. Many witches retreat from their home societies, or are expelled by the superstitious, but a few manage to eke out a living as a village healer or fortune-teller.

Often shunned by the formal conclaves of wizards, druids and clerics alike, witches hone their craft in solitude, developing an intense and personal arcane art all their own. Some witches take on an apprentice with whom they share a kindred spirit, and a few form covens that meets regularly or irregularly, pooling resources and sharing knowledge between their own kind.

WITCHCRAFT

At 1st level, you are unable to use an arcane focus, and must provide material components for spells that require them. You select a new spellcasting ability Modifier, choosing from Intelligence Wisdom, or Charisma. You also master one *Arcana*, choosing from *Wands, Cups, Swords* and *Pentacles*.

When your Spellcasting feature lets you learn or replace a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer spell list, the Witchcraft Spells list, or those from an Arcana you have mastered. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

You master an additional Arcana at levels 3, 7 and 11.

LEARNED CRAFT

Mastering an Arcana grants you additional proficiencies:

- **Wands.** Choose one from Athletics, Carpenter's Tools, Cook's Utensils, Glassblower's Tools, Jeweler's Tools, Leatherworker's Tools, Mason's Tools, Potter's Tools, Weaver's Tools, or Woodcarver's Tools.
- **Cups.** Choose one from Medicine, a musical instrument or Alchemist's Supplies.
- **Swords.** Choose one from History, Brewer's Supplies or Herbalist's Kit.
- **Pentacles.** Choose one from Survival, Cartographer's tools or Calligrapher's tools.

When you make a check with any of the skills or tools you have gained from your learned craft, you can spend 1 sorcery point to grant yourself a bonus to the roll equal to your spellcasting ability modifier.

Additionally, you can cast any sorcerer spell you know as a ritual if that spell has the ritual tag by expending 1 sorcery point per spell level of the spell.

EVIL EYE

At 6th level, you become proficient in Wisdom saving throws, and you can impose misfortune upon your foes with the blink of an eye. When a creature that you can see within 60 feet of you makes an Attack roll, ability check or saving throw, you can use your reaction to roll 2d4 and subtract it from the creature's roll, potentially changing the outcome. This feature has no effect on undead or constructs.

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

ANIMATE FLYING SERVANTOR

At 14th level, you can imbue one small, medium or large object with life for a number of hours equal to your spellcasting ability modifier. For the duration, the object gains the statistics of a warhorse (see page 311 of the *Player's Handbook*) with a flying speed of 40 feet.

You can command the object telepathically if you are within 100 feet of it. The object follows your commands and aids you as best it can, even serving as a mount for a medium or smaller creature at your whim.

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



Illustration by

FAILSAFE WARDS

At 18th level, you gain the ability to ward yourself against an onslaught. You can use your reaction and spend 1 sorcery point to cast the *Shield* spell even if you don't know it. You also designate one ability score and any saving throws you make with it receive a bonus equal to one third of your sorcerer level for the duration of the spell.

Multiclassing

Allowing witches who have selected a spellcasting ability other than Charisma to multiclass with other spellcasting classes that use the same spellcasting ability is not recommended.

WITCHCRAFT SPELLS

Cantrips

Druidcraft
Guidance

1st-level Spells

Alarm
Bane
Ceremony^{XGE}
Detect Evil and Good
False Life
Find Familiar
Goodberry
Healing Word
Longstrider
Protection from Evil and Good

2nd-level Spells

Augury
Gentle Repose
Magic Mouth
Moonbeam
Protection from Poison
Ray of Enfeeblement
Silence
Skywrite^{XGE}

3rd-level Spells

Bestow Curse
Call Lightning
Create Food and Water
Glyph of Warding
Leomund's Tiny Hut
Life Transference^{XGE}
Magic Circle
Mass Healing Word
Sending
Speak with Dead
Tiny Servant
Wind Wall

4th-level Spells

Arcane Eye
Compulsion
Control Water
Fabricate
Locate Creature

5th-level Spells

Creation
Flame Strike
Geas
Contagion
Maelstrom^{XGE}

WANDS ARCANA SPELLS

Cantrips

Primal Savagery
Vicious Mockery

1st-level Spells

Cause Fear^{XGE}
Hex
Tasha's Hideous Laughter
Unseen Servant

2nd-level Spells

Locate Object
Nystul's Magic Aura
Zone of Truth

3rd-level Spells

Feign Death^{XGE}
Nondetection
Tongues

4th-level Spells

Hallucinatory Terrain
Leomund's Secret Chest
Otiluke's Resilient Sphere

5th-level Spells

Bigby's Hand
Mislead
Teleportation Circle

CUPS ARCANA SPELLS

Cantrips

Resistance
Spare the Dying

1st-level Spells

Bless
Cure Wounds
Heroism
Sanctuary

2nd-level Spells

Lesser Restoration
Prayer of Healing
Warding Bond

3rd-level Spells

Aura of Vitality
Remove Curse
Revivify

4th-level Spells

Aura of Life
Death Ward
Mordenkainen's Private Sanctum

5th-level Spells

Circle of Power
Commune
Greater Restoration

SWORDS ARCANA SPELLS

Cantrips

Eldritch Blast
Toll the Dead^{XGE}

1st-level Spells

Arms of Hadar
Dissonant Whispers
Hellish Rebuke
Inflict Wounds

2nd-level Spells

Heat Metal
Magic Weapon
Melf's Acid Arrow

3rd-level Spells

Animate Dead
Tongues
Vampiric Touch

4th-level Spells

Evard's Black Tentacles
Shadow of Moil
Summon Greater Demon

5th-level Spells

Antilife Shell
Danse Macabre
Infernal Calling

PENTACLES ARCANA SPELLS

Cantrips

Shillelagh
Magic Stone^{XGE}

1st-level Spells

Animal Friendship
Detect Poison and Disease
Speak with Animals
Entangle

2nd-level Spells

Animal Messenger
Beast Sense
Spike Growth

3rd-level Spells

Conjure Animals
Plant Growth
Speak with Plants

4th-level Spells

Conjure Woodland Beings
Grasping Vine
Guardian of Nature

5th-level Spells

Awaken
Commune with Nature
Wrath of Nature^{XGE}

WARLOCK

OTHERWORLDLY PATRON:

ANCESTOR SPIRITS

Ancestor worship is common across many peoples of the world, and some within these societies develop deep and lasting relationships with the collective souls of their ancestors, who visit these descendants in visions and dreams, guiding their tribe's future with the collected knowledge and ambition of generations. These individuals often have an ancestor who was a shaman, leader or hero themselves.

Shamen dedicate themselves to their tribe and homeland, serving any number of social functions. Some are spiritual leaders, heroic warriors, trusted healers and valued advisors to tribal leadership all at once. They are also often the keeper of tribal traditions that mark their people's way of life as distinct, although a sign from the ancestors might also tell them that the time to abandon tradition and change has come, leading their people to new lands, new ways or both.

EXTENDED SPELL LIST

Spell Level	Spells
1st	<i>Bane</i> , <i>Ceremony</i> ^{XGE}
2nd	<i>Healing Spirit</i> ^{XGE} , <i>Warding Bond</i>
3rd	<i>Bestow Curse</i> , <i>Spirit Guardians</i>
4th	<i>Control Water</i> , <i>Divination</i>
5th	<i>Commune with Nature</i> ^{XGE} , <i>Dream</i>

SHAMANIC TEACHINGS

At 1st level, your spellcasting ability modifier changes from Charisma to Wisdom. You become proficient in the Nature skill and the Herbalist's Kit tool, and you learn two cantrips of your choice from the druid spell list.

THE PEOPLE ARE THE LAND

Also at 1st level, when your Spellcasting feature lets you learn or replace a warlock spell of 1st level or higher, you can choose the new spell from the warlock spell list, or from druid spell list. You may learn a number of spells from the druid spell list equal to your Wisdom modifier using this feature, and must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Additionally, you can proficiency in one weapon of your choice. Usually, this is an important symbolic weapon of your people.



Illustration by Luc de Haan

ANCESTRAL HEALING

Starting at 6th level, you can share and amplify healing you receive with others. Whenever you are the target of a spell that restores hit points, you can use your reaction to restore a number hit points to a creature you can see within 15 feet of you. The healing you are able to deliver using this ability is equal to half the amount of healing you received.

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

STRENGTH OF THE TRIBE

Starting at 10th level, the strength generations bolsters your defenses. When you finish a short or long rest, may choose to become proficient in one type of saving throw, choosing from Strength, Dexterity and Constitution.

VEXING HEX

Starting at 14th level, You learn the *Hex* spell if you don't already know it. While a creature is under the effects of your *Hex* spell, you can use your bonus action to target it with a cruel curse. The target must make a Wisdom saving throw, the results of which are modified by the sort of physical connection you have to them.

Connection to Target	Save Modifier
Have seen before	+0
Picture or likeness	-2
Possession or garment	-5
Body part, lock of hair, bit of nail, or the like	-10

If the target fails its saving throw, you can elect to apply one of the following effects using your action:

- You can apply the effects of the *Hex* spell to those of the *Bestow Curse* spell upon the creature without expending a warlock spell slot.
- You can deal 10d8 force damage to the creature.
- You can target the creature with a warlock spell as if you could see it and it was in range of the spell.

Once you use this ability, you can't use it again until you complete a long rest.



Illustration by Rafał Górnika

Multiclassing

Allowing a shaman to multiclass with other spellcasting classes whose spellcasting ability is Wisdom is not recommended.

ANCESTRAL ELDRITCH INVOCATIONS

Wrath of the Homeland

You can add your half your warlock level + your Wisdom modifier to damage rolls you make with one druid cantrip you learned from your *Ancestral Spellcasting* feature, choosing from the following: *Create Bonfire*^{XGE}, *Frostbite*^{XGE}, *Infestation*^{XGE}, *Poison Spray*, *Primal Savagery*^{XGE}, *Produce Flame*, *Thorn Whip* and *Thunderclap*^{XGE}

Ancestral Mask

If you spend one hour painting or carving a wooden shield with the heraldry of your tribe, you are proficient with it, and can use it as a spellcasting focus.

Ancestral Weapon

Prerequisite: *Pact of the Blade*

You learn the *Spiritual Weapon* spell, and can cast it once without expending a spell slot.

Totemic Companion

Prerequisite: *Pact of the Chain*

The familiar you summon using your *Find Familiar* spell can assume the form of a beast whose CR is no greater than 1/4. You choose what form the familiar takes each time you cast the spell.

Talents of the Generations

Prerequisite: *Pact of the Tome*

You can choose one skill or tool when you finish a long rest. You become proficient in it, and if you are already proficient, you gain expertise with it.



Illustration by Angelo Bortolini

OTHERWORLDLY PATRON: THE WORLD TREE

Your patron is a tree of a size and age beyond comprehension, whose roots reach across space, planes, and even time itself.

As an agent of this ancient force, your charge is to preserve life and foster the never-ending balance of life and death, bolstering the meek who need a chance to thrive, and patiently eroding the structures of power in the world that stifle growth.

EXTENDED SPELL LIST

Spell Level	Spells
1st	<i>Ensnaring Strike, Entangle</i>
2nd	<i>Barkskin, Spike Growth</i>
3rd	<i>Plant Growth, Water Walk</i>
4th	<i>Grasping Vine, Guardian of Nature^{XGE}</i>
5th	<i>Tree Stride, Wrath of Nature^{XGE}</i>

VINE TENDRIL

At 1st level, you become proficient in the Nature skill, the Druidic language, and you learn the Thorn Whip cantrip if you do not already know it.

When you hit a creature with your Thorn Whip, you can elect to reduce its movement speed by half until the end of its next turn instead of pulling it toward you.

PUT DOWN ROOTS

At 1st level, you gain the ability to channel the life force of the World Tree to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals your warlock level.

As a bonus action, you can heal yourself, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add the results together, and restore that number of hit points to yourself.

If your health reaches its maximum as a result of this healing, you gain the remainder as temporary hit points, up to a maximum equal to your warlock level + your Charisma modifier.

Your pool regains all expended dice when you complete a long rest.

GROW TOGETHER

Starting at 6th level, the dice used for your *Put Down Roots* feature increase to d8s.

Additionally, when you use your *Put Down Roots* ability, you can redirect up to half the healing rolled to an ally you can see within 30 feet of you.

SYMPATHETIC PHOTOSYNTHETIC

Starting at 10th level, if you spend at least 1 hour in the sunlight, you have access to potable water and your skin has touched fertile soil in the past 24 hours, you do not need to eat to survive. You require only half the sleep each day that your race usually requires.

Additionally, you become proficient in Constitution saving throws and have resistance to poison damage.

TERROR OF THE ANCIENTS

Starting at 14th level, you can use your bonus action to become assume a tree-like form for 1 minute. For the duration, you gain the following benefits:

- You gain the effects of both the *Enlarge/Reduce* and *Barkskin* spells, without the need to concentrate on either one.
- The healing dice used for your *Put Down Roots* feature increase to d10s, and you can spend up to 2 additional dice when you use them.
- When you hit a creature with your *Thorn Whip*, you can expend a warlock spell slot to deal 6d8 additional acid damage to the target.
- When you hit a creature with your *Thorn Whip*, you can use your bonus action to entangle the creature, which makes a Strength saving throw against your spell save DC, becoming restrained on a failure. A restrained creature can release itself by using its action to attempt another Strength save, being freed on a success. You can restrain multiple creatures at once in this manner, up to an a number equal to your Charisma modifier.

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

World Tree Eldritch Invocations

Extended Vines

The range of your *Thorn Whip* doubles, and so does the distance it can pull a creature. Additionally, you can push a creature away from you, instead of pulling it toward you.

Safe Passage

You can target and pull a willing ally using your *Thorn Whip* without damaging them. This movement does not provoke attacks of opportunity.

Acidic Thorns

You add your warlock level to the damage of your *Thorn Whip* as additional acid damage.

Green Tongue

Prerequisite: 12th Level

You can cast the *Speak with Plants* spell at-will.

World Strider

Prerequisite: 15th Level

You can cast the *Transport Via Plants* spell once without expending a spell slot, and regain the ability to do so when you finish a short rest.

Planar Sync

Prerequisite: 15th Level

You can maintain a sense of magnetic north and the passage of time, even across the border planes: The Ethereal and Feywild and Shadowfell. You can always find your way back to where you entered the plane you are in.



Illustration by Werecoat Way

PRESTIGE CLASSES

Prestige classes build on the game's broad range of basic options to represent specialized options and unique training. A prestige class requires a certain level of skill before a character can master even its basic elements.

You must meet certain prerequisites in order to gain a level in a prestige class, and most require specialized intense training from a tutor. You cannot gain more levels in this class than your tutor has.

The basic rules of prestige classes are outlined in *Unearthed Arcana: Prestige Classes and Rune Magic*, available from Wizards of the Coast.

Looking back now, I realize how envious I was of my friends. They always seemed to know exactly who they were, and exactly who they wanted to be.

I guess I never had that luxury, and could never quite decide who the hell I was, let alone who I ought to try to become. ~Old Gus



Illustration by Servando Lupini

BATTLE CHEF

A Battle Chef explores the world through their taste buds. These unrivaled epicureans make time to taste leaf, berry, grain or edible animal along their life's journeys, and they share what they've learned with others in the form of expertly prepared foods, each a reminder of where their journey has taken them.

Their epicureanism leads to a life of alternating travel and employ, or apprenticing with a more experienced chef to learn before setting out to discover new ingredients for themselves along the open road.

Making the most of your Cook's Utensils

When using the Battle Chef prestige class in your game, it is recommended that both the player and the Dungeon Master review information on the Cook's Utensils provided in the *Player's Handbook* on page 154. Additional information on cook's utensils appears in *Xanathar's Guide to Everything* on page 80.

PREREQUISITES

In order to advance as a Battle Chef, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Charisma 13.** Battle Chefs must have an innate flair for dramatic taste, texture and have the ability to improvise under pressure.
- **Dexterity 13.** Battle Chefs need to be able to react quickly and accurately to prepare complex fare or create artful presentations for their creations.
- **Proficiency with Cook's Utensils.** Battle Chefs requires a thorough understanding of the basics of the culinary arts.
- **Character level 3rd.** Battle Chefs must have experienced enough of the world with their own taste buds to have expanded their palate through travels and travails. You must be a 3rd level character before you can gain levels in the Battle Chef prestige class.
- **Complete a special task.** You must present a sufficiently impressive creation to an NPC with levels in the Battle Chef class in return for tutoring you in the ways of the Battle Chef. You cannot gain more levels in this prestige class than your tutor has. You might need to seek out additional chefs in order to reach 5th level in this prestige class.

CLASS FEATURES

As a Battle Chef, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Battle Chef level

PROFICIENCIES

Weapons: Silverware, cookware, kitchen knife, cleaver, skillet

Tools: None

Saving Throws: None

Skills: Survival

EQUIPMENT

- A kitchen knife
- A skillet.

SPELLCASTING

CANTRIPS

You know two cantrips of your choice from the Battle Chef spell list. You learn additional Battle Chef cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Battle Chef table.

The Battle Chef Table

Level	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Chef Points
1	Spellcasting, Vittles Supreme, Culinary Infusion, Chef's Temper	2	4	1	1st	2
2	Knife Skills	2	5	2	2nd	3
3	Seared to Perfection	3	6	2	2nd	4
4	Grill of my Dreams	3	7	2	3rd	5
5	Seeing Michelin Stars	3	8	2	3rd	6

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

The Spells Known column of the Battle Chef table shows when you learn more Battle Chef spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 5th level, for example, you learn a new Battle Chef spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this or any other class, you can choose one of the Battle Chef spells you know and replace it with another spell from the Battle Chef spell list or Culinary Infusion spells list, which also must be of a level for which you have spell slots.

SPELLS SLOTS AND BATTLE CHEF SPELLS

The Battle Chef table shows how many spell slots you have to cast your Battle Chef spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Battle Chef spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *Burning Hands*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLCASTING FOCUS

You use cook's utensils as a spellcasting focus for your Battle Chef and Culinary Infusion spells, including a kitchen knife, cleaver, or skillet.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Battle Chef spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Battle Chef spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus
+ your Charisma Modifier

Spell attack modifier = your proficiency bonus
+ your Charisma Modifier

VITTLES SUPREME

When you become a Battle Chef, your proficiency bonus is doubled for any ability check you make that uses your cook's utensils. During a short or long rest, when you forage for food and ingredients, you find twice as much food as you normally would, including any ingredients such as roots, berries, nuts, herbs or spices that are unique to the terrain.

Additionally, you can prepare a tasty, nutritious meal using your Cook's Utensils to serve at the end of each rest that helps bolster your companions' strength:

- **Short Rest.** You and up to five creatures of your choice regain a number of extra hit points equal to your 1+ your Battle Chef level per Hit Die spent during a short rest.
- **Long Rest.** You and up to five creatures of your choice gain a number of temporary hit points equal to 1d4 + your Battle Chef level.

CULINARY INFUSION

Also at 1st level, when you prepare a meal, you can infuse it with magic. Choose a spell you can cast from the Culinary Infusion spells list that has a casting time of 1 action. You spend a number of chef points equal to the spell's level as a part of preparing the food. When you finish preparing the food, it becomes magical for the duration.

The infused spell doesn't come into effect. Instead, it takes effect when a creature uses its action to eat the food. When they do, they immediately become the target of the infused spell, which takes effect immediately, whether or not you want it to or not. You immediately know the meal has been consumed, and by whom, if they are familiar to you. You do not need to concentrate on the spell, even if the spell normally requires concentration.

If a spell would normally affect creatures in an area, you can distribute its effects among a number of portions equal to your Charisma modifier. If an infused spell specifies the number of creatures that can be targeted, you can distribute the spell's effects among a number of portions equal to that number. The spell's duration begins when the first portion is eaten, and the magic from each portion fades when the spell ends.

The food retains its magic until you recover your chef points at the end of your next long rest, or the food becomes otherwise inedible.

You can also Culinary Infusion spells you know or have prepared from another class' spell list, or with the aid of a spell scroll. When infusing magic using a spell scroll, you must make a Charisma ability check DC 10 + the spell's level to determine whether you infuse it successfully. On a success, you expend a number of chef points to infuse the spell equal to the spell's level. On a failed check, the spell disappears from the scroll with no other effect. The food is not ruined, and you can choose to infuse the meal with a different spell of your choice using your chef points. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

CHEF'S TEMPER

Also at 1st level, you can use pieces of your cook's utensils into your arsenal. You can use the following pieces of cookware as weapons, use them as a spellcasting focus for your Battle Chef spells, and you are considered proficient with them.

- You can use an iron skillet as a small, improvised shield, granting you a +1 to AC when you are holding it in one hand. You cannot benefit from using a skillet in this way if you are also wearing a shield.
- When wielding a *Chef's Temper* weapon, you can attack twice, instead of once, whenever you take the Attack action on your turn, and damage you deal with *Chef's Temper* weaponry is considered magical.
- Additionally, you can add your Dexterity modifier to Charisma (Performance, Persuasion and Intimidation) checks you make while you are cooking.

Chef's Temper Weaponry

Utensil	Cost	Damage	Weight	Properties
Silverware (table knife, fork or spoon)	5 cp	1d4 piercing	0.1 lbs	thrown (range 20/60)
Cookware (cups, glasses or plates)	5 cp	1d6 bludgeoning	0.3 lbs	thrown (range 20/60)
Kitchen knife	2 gp	1d6 piercing	0.5 lbs	finesse, light, thrown (range 20/60)
Cleave	2 sp	1d6 slashing	3 lbs	finesse, light, thrown (range 20/60)
Skillet	4 sp	1d8 bludgeoning	4 lbs	light, versatile (1d10)

SEARED TO PERFECTION

At 3rd level, when you roll to deal fire damage to a creature or object, you can reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. Once you use this ability, you can't use it again until you complete a short rest.

GRILL OF MY DREAMS

At 4th level, when you use your action to cast a Battle Chef cantrip or spell, you can make one weapon attack with a *Chef's Temper* weapon as a bonus action.

Additionally, you can cast the *Fire Shield* spell once without expending a spell slot. You can't do so again until you finish a short rest.

SEEING MICHELIN STARS

At 5th level, when you hit another creature with a skillet, you can spend 2 chef points to attempt to stun the target. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Additionally, you learn the *Hero's Feast* spell. It is a Culinary Infusion spell for you, and you can cast it by expending 6 chef points, using 500g worth of edible ingredients.



Illustration by Kii Weatherton

BATTLE CHEF SPELLS

Cantrips

Blade Ward
Control Flames
Friends
Mage Hand
Prestidigitation
Produce Flame
Shape Water ^{XGE}
Sword Burst ^{SCAG}

1st-level Spells

Aganazzar's Scorcher ^{XGE}
Burning Hands
Cloud of Daggers
Create or Destroy Water
Detect Poison and Disease
Expeditious Retreat
Goodberry
Grease
Purify Food and Drink
Searing Smite
Unseen Servant

2nd-level Spells

Flaming Sphere
Heat Metal
Locate Animals or Plants
Locate Object
Scorching Ray

3rd-level Spells

Conjure Barrage
Create Food and Water
Fireball
Haste
Tiny Servant ^{XGE}



Illustration by kkzt

CULINARY INFUSION SPELLS

1st-level Spells

Animal Friendship
Bless
Charm Person
Heroism
Sleep

2nd-level Spells

Aid
Calm Emotions
Enhance Ability
Lesser Restoration
Protection from Poison

3rd-level Spells

Catnap
Dispel Magic
Feign Death
Haste
Hypnotic Pattern
Protection from Energy
Water Breathing

4th-level Spells

Catnap
Charm Monster
Compulsion
Confusion
Death Ward
Freedom of Movement

5th-level Spells

Catnap
Geas
Greater Restoration
Mass Cure Wounds
Modify Memory
Skill Empowerment

6th-level Spells

Flesh to Stone
Heal
Hero's Feast
Mass Suggestion
Primordial Ward
True Seeing



Illustration by Jordy Knoop

CHRONOMANCY

Chronomancy refers to magic that alters the flow of time or space. The results of such magic can produce acts of incredible speed, make seemingly paradoxical events possible, extending one's lifespan indefinitely, or manipulating future events for one's own gain.

Consult your Dungeon Master!

Depending on the specific needs of a setting or story, *Chronomancy* spells might be best reserved for particular characters in a story, appropriate subclasses or restricted to magical items enchanted with their properties.

It is always a good idea to consult your Dungeon Master before adding any new spells to your spellbook!

On the subject of messing around with the stuff of time, I can really only offer one piece of advice:

Don't do it. Whatever you think you stand to gain, the multiverse will find a way to have its due, and then some.

Time travel is a lonely affair. ~Old Gus

CELERITY

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

For the duration, your movement speed increases by 20 feet, and you can use your bonus action on your turn to perform any of the following:

- **Extricate.** You Disengage, and add half your spellcasting ability modifier (minimum: 1) to your Armor Class and Dexterity saving throws until the start of your next turn.
- **Swift Hands.** Make number of object interactions equal to half your spellcasting ability modifier (minimum: 1).
- **Quickened Senses.** Make a number of skill checks equal to half your spellcasting ability modifier (minimum: 1), choosing from Dexterity (Acrobatics, Sleight of Hand, Stealth) Intelligence (Arcana, Investigation), and Wisdom (Insight, Perception).

When your turn ends, roll a 1d20 and add your spellcasting ability modifier. On a roll of 11 or higher, you maintain your celerity. On a failure, the spell ends.

CUPPY SNACKS

2nd-level conjuration (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (100 gp, which the spell consumes)

Duration: 24 hours

Classes: Bard, Sorcerer, Wizard

You travel through time and space to an eatery you are familiar with, purchase food, and send it back to yourself in a sealed magical cup with a paraffin paper lid, which preserves, shrinks and infuses the food with healing potential, becoming cuppy snacks.

Immediately, two snacks appear in your hand and last for the duration. A creature can use its action to peel back the lid and eat a snack. Eating a snack restores 2d4 + 2 hit points, and the snack provides enough nourishment to sustain a creature for one day.

The snacks lose their potency if they have not been consumed within 24 hours of the casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the material cost increases by 50 gp and the spell produces one additional snack for each slot level above 2nd.

DELAY AGONY

4th-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a sliver of lead)

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Druid, Paladin, Sorcerer, Wizard

You react to incoming damage and warp reality around a creature you can see within range. The triggering spell or attack leaves the target undamaged, although they are still subject to any additional effects described by it. If you cast the spell with yourself as the target, you do not need to make a concentration check against the damage from the triggering attack.

Record the amount and type of damage the target of the triggering attack would have taken. They sustain this damage immediately after the spell ends.

ENTROPIC FIELD

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Sorcerer, Wizard

You slow the flow of time in a 15-foot radius, 40-foot-high cylinder centered on a point within range, which glows dimly for the duration. When a creature enters the area for the first time on its turn or starts its turn there, The target makes a Wisdom saving throw. On a failure, their movement speed is reduced by half, they have -2 penalty to Armor Class when attacked by a creature outside the field, and can't use reactions triggered by events that happen outside the field.

The field also affects objects and projectiles that pass through it if the target of the attack is outside the field:

- **Non-magical ranged weapons:** The attack is made at disadvantage.
- **Magical ranged weapons and spells:** The attack is made at a -3 penalty. If the attack is a spell cast at a higher level than the entropic field, it is not subject to this penalty.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the cylinder increases by 5 feet for each slot level above 3rd.

GLOGALA'S PARADOX

8th-level conjuration (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid, Wizard

You disappear entirely, and you travel backwards in time up to one month earlier, and you become yourself at that moment in time, with all your memories of the following month. You subsume the senses and control of your past self, allowing you to make alterations to your own past. You can allow time to proceed exactly as it did, or make alterations of your choosing, which might affect the present. Such an event could be preparing one a different list of spells, purchasing an item, or showing mercy to a slain foe. If you have traveled through time in any other fashion in the past month, you can only return as far back as the end of your previous temporal journey.

When the spell ends, you return to the present at the location you cast the spell from. The Dungeon Master determines the totality of the effects of your changes, including any unintended consequences or the notification of beings attuned to such alterations.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the duration extends to 1 day.

INDEFINITE SUSPENSION

7th-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hunk of amber with an insect preserved inside)

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer, Wizard

You touch a Large or smaller creature and attempt to suspend a them in time. The target makes a Charisma saving throw, taking 4d10 force damage on a success. On a failure, the creature begins to untether itself from the timeline and is stunned. At the start of its next turn, it is no longer stunned, and makes another Charisma saving throw. On a success, the spell ends. On a failure, the creature is suspended in time.

To determine the number of minutes the creature stays suspended, the Dungeon Master rolls a 1d10 in secret. For the duration, the creature is petrified, and nothing, not physical objects, energy, or other spell effects, can affect it. The creature is immune to all damage, and can't be damaged by attacks or effects originating from outside. A creature can choose to willingly fail any of these saving throws.

At Higher Levels. If you cast this spell using a spell slot of 8th level, the duration is measured in hours. If you cast this spell using a spell slot of 9th level, the duration is measured in days.

LLOYD'S BEACON

4th-level conjuration (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid, Wizard

When casting the spell, choose from the following two options:

- **Light.** You light a non-magical object, such as a candle, a lantern, lamp, brazier or torch with a magical flame, which gives off a bright light for 10 feet and dim light for an additional 10 feet. The flame provides no heat and does not consume the object's substance, burning silently for up to 1 year.
- **Recall.** The spell transports you and up to five willing creatures of your choice within range. You instantaneously appear within 30 feet of the beacon's location. You must be on the same plane as the beacon to use this option.

If you light a second beacon, the first extinguishes itself.

POLANDARA'S PETTICOAT POCKET

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: Self

Components: S, M (a fold of fine fabric worth at least 10 gold, which is the spell consumes)

Duration: Instantaneous

Classes: Bard, Wizard

The spell creates a pocketed square of fabric, which immediately attaches to a location on a garment the caster is wearing. The spell slot used to create the pocket is consumed, and cannot be recovered until the pocket no longer exists.

The pocket has an opening no larger than a six-inch diameter, with an interior space considerably larger than its outside dimensions suggest: the pocket is to 10 feet deep. The pocket can hold up to 50 pounds, not exceeding a volume of 20 cubic feet. The pocket weighs 3 pounds, regardless of its contents. Retrieving an item from the pocket requires an action.

If the pocket is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents scatter within 10 feet of the garment the pocket is attached to.

If the pocket is turned inside out, its contents spill forth, unharmed, but the pocket must be put right before it can be used again. Breathing creatures inside the pocket can survive up to a number of minutes equal to their Constitution modifier (minimum: 1), after which they begin to suffocate.

Placing another extradimensional space, such as a *Bag of Holding*, *Handy Haversack*, *Portable Hole*, or similar item instantly destroys both the pocket and the item and opens a gate to the Astral Plane. 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.

You can dismiss the pocket at any time with a bonus action, causing its contents to immediately scatter outside of its present location. You can then recover the spell slot the pocket consumed at your next available opportunity.

PROBABILITY WARP

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a strong iron magnet)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Druid, Wizard

A subtle field of favorable probability surrounds one creature you can see within 60 feet of you. For the duration:

The target's attacks count as magical. Their attack rolls gain a bonus equal to half your spellcasting ability modifier (minimum: 1), and they score a critical hit on a roll of 19 or 20.

You can use your reaction to apply your spellcasting ability modifier as a bonus to the target's Armor Class against a triggering attack, or to one saving throw they make (after the roll, but before the results are announced).

QUENTIN'S QUICKKLING SENSES

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a hummingbird feather)

Duration: Concentration, up to 10 minutes

Classes: Bard, Sorcerer, Warlock, Wizard

For the duration, you can a bonus to your armor class equal to half your spellcasting ability modifier (rounded up), you ignore difficult terrain and are immune to attacks of opportunity, you have advantage on Dexterity, Intelligence and Wisdom checks and saving throws, and you cannot be surprised. In addition, attacks against you from sources you can see are made at disadvantage.

However, your quickening makes it difficult to engage with those moving at normal speed: you also have disadvantage on attack rolls, Charisma ability checks you make to influence others, and you must use an action to communicate non-telepathically with any creature with whom you share a language.

When the spell ends, you must succeed on a DC 14 Constitution saving throw or suffer a level of exhaustion.

RECALL AGONY

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of mirrored glass)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

You draw upon a painful memory of one creature you can see within range and force them to relive the experience. The target makes a Charisma saving throw, taking 4d10 psychic damage on a failure, and half as much on a success.

If they fail their saving throw, they are become cursed. For the duration, whenever the target takes damage, you can use your reaction to force them to relive the experience, dealing half the amount as additional psychic damage to the creature.

Constructs, undead and creatures with an Intelligence score lower than 4 are immune to the spell's effects.

REJUVENATE

7th-level necromancy

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (an inscribed platinum egg worth at least 5000 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Druid, Sorcerer, Warlock, Wizard

You touch a humanoid or beast, reversing its aging process. The target makes a Charisma saving throw. On a failure, roll 1d6 and subtract the results from the creature's age. You cannot reduce a creature's age below what it was at the moment of their birth.

For the duration, you can use your action on your turn to touch and rejuvenate the creature again, up to an additional number of times equal to your spellcasting ability modifier (minimum: 1).

At the start of each of its turns, the target can make a new saving throw to end the spell. When the spell ends, the unnatural aging lingers, and the target gradually returns to their natural age over the course of a year, or until restored by a Greater Restoration spell or similar magic.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the die is increased to 1d10, and its effects linger for a century. At 9th level, the die is increased to 1d12, and its effects are permanent.

REMINISCENCE

4th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, M (a lens of glass worth at least 50 gp, which the spell consumes)

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Wizard

Choose a span of time 1 minute or longer within the last century. Visions of your selected range of time fill your senses, and subsume all sensory input you experience in the present. For the duration, you are blinded and deafened.

You experience specified range of time from your present location, compressed proportionally into the duration of the spell. You view the events in reverse, from the vantage point of current position. You are unable to interact with the past in any way other than to witness it.

While viewing the past, you still have any special senses you possess, such as Darkvision. You can speak to other and move about normally in the present during the experience, but this may be difficult in places where the placement of objects or your surroundings that have changed in the intervening time period.

RENDING DISTORTION

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

The spell causes the space and time around and inside a target creature or object to rapidly accelerate and decelerate in random patches, tearing their body as they attempt to move through the fluctuations. The target makes a Constitution save, taking 5d10 force damage on a failure and half as much on a success. If they fail their saving throw, they are restrained until the end of their next turn, and if they take an action on that turn, they are dealt an additional 2d10 force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

SLIPSTREAM

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a length of silk)

Duration: Concentration, up to 1 minute

Classes: Druid, Wizard, Sorcerer

A 15-foot wide, 60-foot long corridor of flowing space-time unfurls in a straight line in front of you, aiding or hindering travel along its length. You may choose whether the line flows towards or away from you. Creatures moving with the flow may move 2 feet for every one foot of spent movement, and those moving against it treat the area as difficult terrain.

For the duration, you can use your bonus action on your turn to reverse the polarity of the flow.

WIZEN

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (desecrated bone dust worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 10 hours

Classes: Cleric, Sorcerer, Warlock, Wizard

A jet-black beam fires from your hand and wracks one humanoid or beast you can see within range. The target makes a Charisma saving throw. If they fail, you curse the target, roll a 1d6 and deal the results a necrotic damage to the target, and age them by an equivalent number of years.

For the duration, you can use your action to repeat the aging process on your turn, up to an additional number of times equal to your spellcasting ability modifier (minimum: 1).. Each additional time you age the target, it must succeed a Constitution saving throw or take one level of exhaustion.

The target can repeat its saving throw at the start of its turns, ending the spell on a success. The unnatural aging lingers after the spell ends, and the target gradually returns to their natural age over the course of a year, or until removed by a Remove Curse spell or similar magic.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the die is increased to 1d8, and its effects linger for a decade. At 8th level, the die is increased to 1d10, and its effects linger for a century. At 9th level, the die is increased to 1d12, and its effects, including any exhaustion applied by the aging process, are permanent.

WAYPOINT

9th-level abjuration

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (an ornately inscribed platinum stake costing at least 5000 gp, which the spell consumes)

Duration: 24 hours

Classes: Druid, Wizard

You pound an ornate stake into the ground, magically anchoring your essence to the current coordinates of timeline, creating a waypoint for your eventual return. Once cast, for the duration, you may return to your waypoint using your action.

You can also set conditions that would trigger a return to your waypoint (for example, your death, the failure of a particular objective, or a spoken command word).

Returning to your waypoint consumes it, undoing everything that happened since its creation. Only you retain any memory of the undone time.

The waypoint immediately disappears if you travel through time in any way, move to a different plane, or after 24 hours passes.

WORMHOLE

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A platinum hourglass filled with diamond dust worth at least 5,000 gp. The dust is consumed.)

Duration: Up to 1 minute

Classes: Druid, Sorcerer, Wizard

You conjure a portal linking an unoccupied space you can see within range to a the same location in a different time of your choice. The destination must be at least 24 hours apart from your current location in time.

The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back at each time where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other time, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.



Illustration by David Demaret