

the
book of

925



TWENTY UNDESIRABLE
VOCATIONAL SUBCLASSES
FOR 5TH EDITION D&D

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BY OLIVER CLEGG

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ARTIFICER SPECIALIST: Plumber



The plumbing profession is somewhat more dangerous in fantasy worlds than others. Sewer monsters. Valve demons. Squeaky toilet mimics. Men who won't put the toilet seat down. It requires a particular set of skills, and a pragmatic approach to wading in waste.

BONUS PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

PLUMBER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Plumber Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Arti. Level	Plumber Spells
3rd	<i>create or destroy water, purify food and drink</i>
5th	<i>knock, arcane lock</i>
9th	<i>water walk, water breathing</i>
13th	<i>freedom of movement, control water</i>
17th	<i>maelstrom, transmute rock</i>

DIVING SUIT

At 3rd level, you learn to create protective gear suitable for hostile environments. As an action, you can turn a suit of heavy armor you are wearing into a magical diving suit provided you have smith's tools in hand. This armor is airtight and watertight, holding enough air for 10 hours of breathing. It can also go underwater to a depth of 900 feet. Below that, it takes 2d6 bludgeoning damage per minute from pressure.

EXTRA ATTACK

You can attack twice, rather than once, whenever you take the Attack action on your turn.

ADAPTATIONS

At 9th level, choose one of the following perks:

- The AC provided by your armor increases by your proficiency bonus
- You are resistant to a damage types of your choice whilst wearing your armor. At the end of a long rest you may change the chosen damage type to a new type.
- You are immune to the effects of poor weather such as precipitation or strong winds

HERMETIC SEALING

At 14th level, you can seal your armor entirely against intrusion for 1 minute. During this time, nothing—not physical objects, energy, or other spell effects—can pass through your armor, in or out, though you can still breathe there. Additionally, you are immune to all damage, and you can't be damaged by attacks or effects originating from outside your armor, but your speed is reduced to 0. This effect ends if you cast a spell or attack. You must finish a long rest before using this ability again.



ARTIFICER SPECIALIST:

Atilliator



Crossbows might seem like a niche discipline to which to dedicate one's life, but you appreciate both their revolutionary design and their utility in the face of complex obstacles. In short, pew pew, twang, splat.

BONUS PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with woodcarver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

ATILLIATOR SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Atilliator Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Arti. Level	Atilliator Spells
3rd	<i>catapult, hail of thorns</i>
5th	<i>cordon of arrows, melf's acid arrow</i>
9th	<i>conjure barrage, flame arrows</i>
13th	<i>fabricate, elemental bane</i>
17th	<i>conjure volley, swift quiver</i>

ARBALEST

At 3rd level, you become adept at crafting and honing mechanized projectiles. As an action, you can enchant a crossbow in your possession into a magical device that has the following benefits:

- The crossbow does not require a bonus action to reload it
- It is silent if you wish it to be
- It doubles its range in both categories

You may only have one crossbow enchanted in this way at any one time.

EXTRA ATTACK

You can attack twice, rather than once, whenever you take the Attack action on your turn.

GRAPPLING HOOK

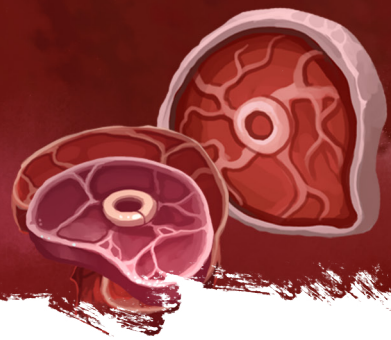
At 9th level, you can transform your crossbow into an improvised grappling hook. As an action, you can fire your crossbow at a surface within range - on a hit, the bolt sinks into the surface and stays there, tethered to you by an invisible arcane strand. As a bonus action, you can activate the crossbow again and pull yourself to the hook immediately, traveling the entire distance between you and the hook. You take falling damage for every foot moved beyond 60 feet. If you are bodily obstructed at any point, you stop and take full falling damage equal to the distance travelled so far. You must finish a short rest before using this ability again.

ARCANE BARRAGE

At 14th level, you can supercharge your crossbow at the risk of breaking it entirely. As a bonus action, you enchant a crossbow affected by your Arbalest feature, which lasts for 1 minute. For the duration, the base damage for your crossbow is the same as a ballista (3d10), but if you roll a 1 before modifiers on your attack roll at any point, the crossbow breaks and becomes inoperable until you fix it over the course of a long rest. You must finish a long rest before using this ability again.



PRIMAL PATH: Path of the Butcher



Butchery is the natural profession to practice alongside traditional adventuring, because when it comes down to it they're rather the same thing aren't they? Burst into a room, tear some poor creature from head to toe with a gigantic axe and make a rather fine living out of it.

CARNAGE

Starting at 3rd level, you have a knack for turning any combat into a spectacle. When you reduce a living creature of medium size or larger to 0 hit points whilst under the effect of your Rage feature, you can cause that creature to explode in a shower of gore. This destroys the body of the creature.

BLINDING SPRAY

When you use your Carnage feature, hostile creatures within 10 feet of the detonation must succeed on a Dexterity saving throw against 8 + your proficiency bonus + strength modifier, or become blinded until they take an action to wipe the gore away from their eyes. When relevant, increase the radius of this feature by 5 feet for each size category the creature is beyond medium.

VISCERAL PRECISION

At 6th level, you begin to apply a surgical knowledge of anatomy to your work. Blinding Spray triggers on critical hits as well as on reducing a creature to 0 hit points.

You score a critical hit on rolls of 19 and 20.

WHIRLING MASSACRE

At 10th level, when you use your Carnage feature to destroy the body of a creature you have reduced to 0 hit points, you may use your reaction to move up to your speed towards a hostile creature you can see. If this move takes you within 5 feet of a hostile creature you may make an additional attack against that creature as part of this move action.

BLOODY BEACON

At 14th level, the sheer scale of your sacrificial decadence calls to the lower planes, rending a weak point in reality for the Abyss to seep in. Using your carnage feature more than 6 times in the space of a single minute allows you to cast *summon greater demon* as a reaction, using Charisma as your spellcasting ability. The demon ignores you entirely and focuses on hunting down the weak or vulnerable to add to the slaughter. You must finish a short rest before using this ability again.



BARDIC COLLEGE:

Newshound

Some bardic colleges focus on retaining and retelling the stories of their forebears, preserving the knowledge of the ancients. You, however, have a nose for the stories making waves Right Now. Who cares what some dusty old hero did a thousand years ago - you can smell out a scandal from a mile away and have it pasted all over town by sundown.

INTUITION

At 3rd level, you can detect the resonance of emotions in the air around you. As an action, you can open your mind to the weave and sense the presence of strong emotion around you. If you sense emotions in this way, you can use your action to see a faint aura around any visible creatures in the area experiencing powerful emotion and you learn the nature of that emotion. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

HUNCH

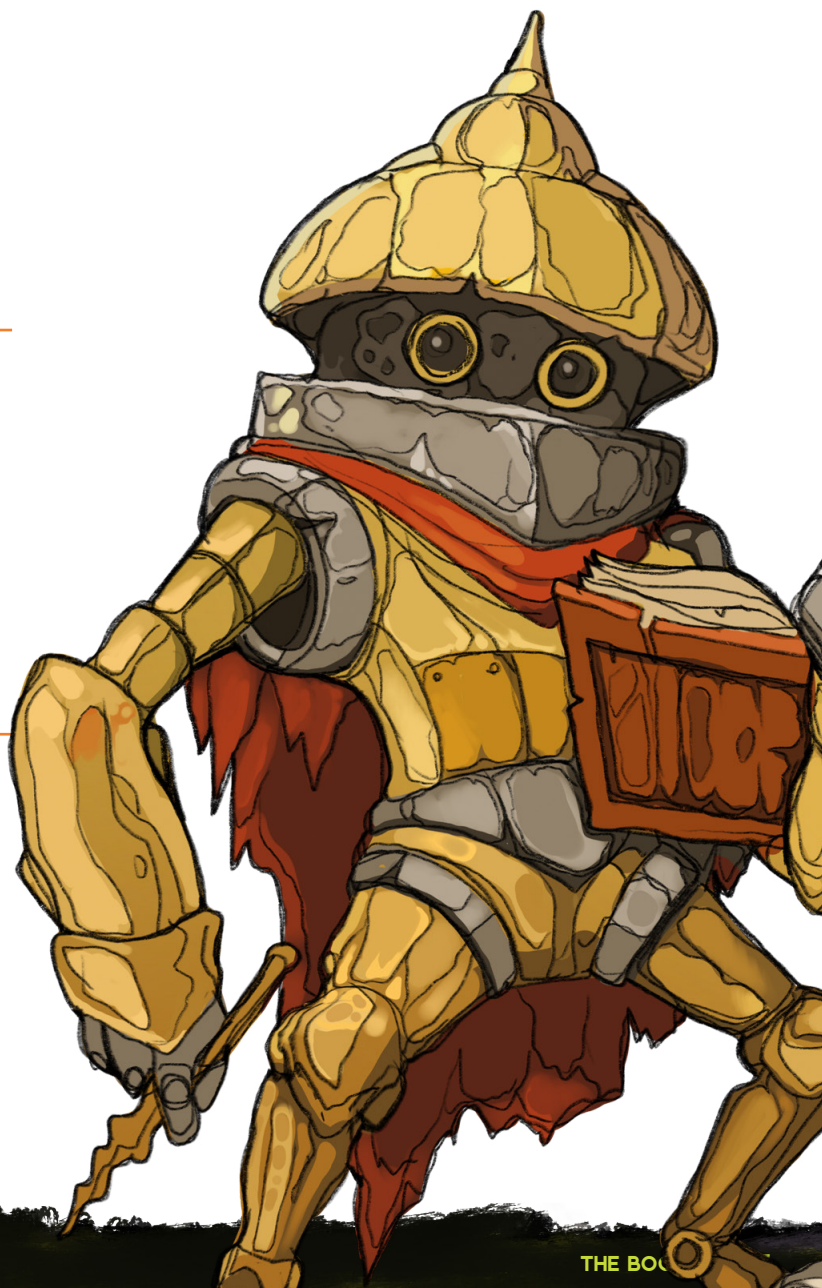
At 3rd level, you have an innate sense for when someone isn't telling you everything. When you are presented with a situation in which a successful Wisdom (Insight), or Intelligence (Investigation) ability check would reveal information of interest to you, the Dungeon Master must inform you. This ability does not increase your chances of success on any such check.

TRAIL OF FEELINGS

Starting at 6th level, you can sense emotions with your Intuition ability even after creatures have left the area. You can detect strong emotions that took place in an area up to 24 hours after the emotion was felt. If the creature which experienced the emotion is still on the same plane of existence, you learn the direction and distance to that creature's current location.

BABBLEMOUTH

At 14th level, you can use your magic to influence creatures towards being more talkative. After a minute of conversation with a creature you can see and with whom you share a language, you can use an action to attempt to influence them. The target must succeed on a Wisdom saving throw against your spell save DC, or become Charmed by you. Whilst charmed, the creature says whatever is on its mind, including all surface thoughts. This effect lasts for 1 hour, after which the target becomes aware it was charmed.



BARDIC COLLEGE:

Pied Piper



Where there are humans, there are vermin. This is a simple and unfortunate truth that every city goes through sooner or later. Fortunately, there are those who make it their profession to control the vermin population. But make sure you pay them, because they could just as easily turn their talents to other purposes.

VERMINTALK

At 3rd level, you have an unusual affinity with small animals. You can converse freely with small and tiny beasts, or swarms of beasts, who can understand you in turn. You have advantage on ability checks made to interact with creatures smaller than you. Your spells and features can Charm swarms and beasts even if they would usually be immune, as long as you are using a musical instrument as your focus for the spell.

SWARMING

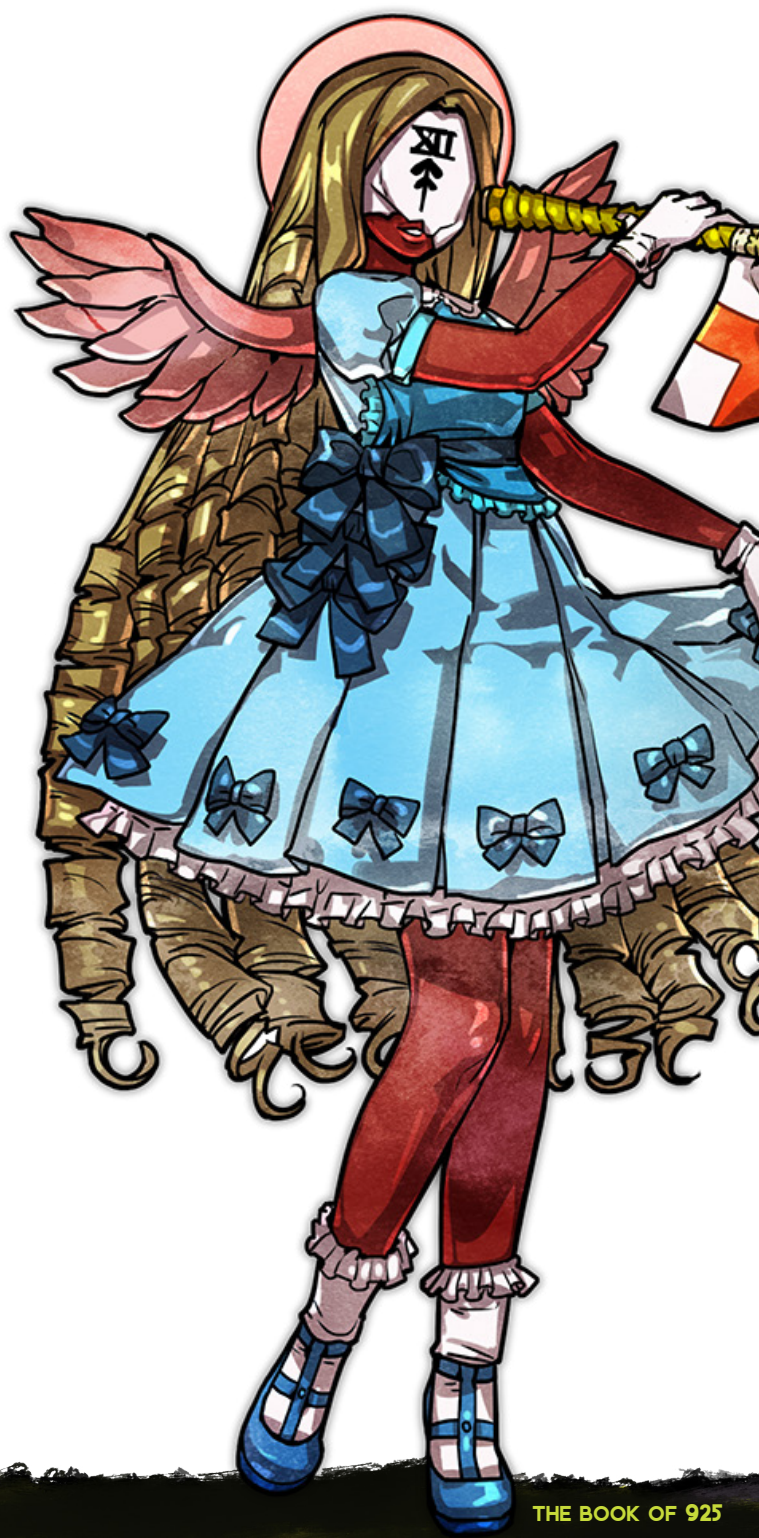
At 3rd level, you can use an action to play your instrument and call on your verminous allies. You can use this feature to summon a **swarm of rats**, provided that enough rats are within half a mile of you to be called in this fashion (as determined by the GM). Called swarms move toward the music by the shortest available route, and are Charmed by you on arrival for 24 hours. If there aren't enough rats to form a swarm, this ability summons the closest analogue (whether that be squirrels, bats, piranhas or whatever is contextually sound). You must finish a short rest before using this ability again.

CLEVER LITTLE RATTERS

Starting at 6th level, creatures called by your Swarming ability become unusually intelligent. Whilst Charmed by you, they have an intelligence of 10 and can follow complex instructions. Additionally, you can telepathically communicate with them until they are no longer Charmed by you as long as they remain on the same plane of existence.

PIPER'S CALL

At 14th level, when you use your Swarming feature, you can call a number of swarms equal to half your level in this class.



Infernal Attorney



Devils like to make deals. Humanoids love to make deals. It's a match made in heaven, and enforced by the nigh divine will of Asmodeus, archdevil-in-chief of the Nine Hells. Clever or charismatic people can learn to draw on this more subtle manifestation of infernal power for their own benefit.

CONTRACTS

At 3rd level, you can seal the bargains and contracts you make by invoking infernal magic. When you reach an agreement by shaking hands or signing documents, you can use your reaction to infuse the words of the deal with magic, rendering the breaking of any such deal punishable by a curse.

This sealing of the deal is highly visible and infernal by nature to onlookers, wreathed in Baatorian flame. The nature of this curse is up to you, but should not exceed the limits of a *bestow curse* spell.

A creature which willingly breaks the terms of the bargain agreed upon must succeed or become cursed as stipulated. This curse has a duration Until Dispelled. You must finish a short rest before using this ability again.

A creature magically coerced or influenced into making a bargain with you that was in any way not a product of their free will is immune to this ability for the purposes of that agreement.

THIS FOR THAT

At 3rd level, you learn the *find familiar* spell, which you can only cast as a ritual to summon an **imp** who will discuss bargains with you. The imp will only deign to make infernal contracts with you in return for services rendered (and will perform no other actions unless under the terms of such a bargain) but may agree to intercede on your behalf and act as a broker between you and more powerful devils.

SNEAKY CLAUSE

Starting at 6th level, you can attempt to sneak unexpected consequences into your bargains. As part of your Contracts feature, when you make a deal with a willing creature, you can attempt to include a hidden consequence, a single complication or a bad faith term in the agreement. The creature with whom you are reaching an accord can make a Wisdom (Insight) check against your Charisma (Deception), realising the nature of your ploy before it finalises the deal on a success, and otherwise remaining ignorant of your designs.

GREATER BARGAINS

At 14th level, you learn the *infernal calling* spell. Devils summoned by this spell are predisposed to be friendly towards you unless the Dungeon Master informs you otherwise.



DIVINE DOMAIN:

City



The planes of existence are home to many gatherings of people come together for shelter and security in numbers. As civilisations grow, so do they come to worship gods of the city, gods of civilisation and gods of architecture. Gods of this domain often hold powers relating to creating, maintaining and traveling though settlements, and include amongst their number deities such as Ephara, Amaunator, Moradin, Persana and Boldrei.

DOMAIN SPELLS

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

Cleric Level	City Domain Spells
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1st	<i>purify food and drink, detect poison and disease</i>
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3rd	<i>arcane lock, continual flame</i>
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5th	<i>glyph of warding, meld into stone</i>
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7th	<i>fabricate, stone shape</i>
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9th	<i>passwall, wall of stone</i>
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BULWARK

Whenever you would take damage, you can use your reaction to give yourself a Damage Threshold (DMG, Chapter 8: Running the Game, Objects) equal to your 10 + your level in this class against the triggering damage. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest. You must be holding a shield to use this ability.

CHANNEL DIVINITY: SEAL DOMICILE

Starting at 2nd level, you can use your Channel Divinity to fortify a structure against intruders. As an action, you can touch your holy symbol and cause all doors and windows in the same building as you to slam shut, sealing as if protected by an *arcane lock* for 24 hours, or until you stop concentrating (you choose which mode to use when you initiate this ability).

RESILIENT BLESSING

At 6th level, you can bless a non-organic object or partial structure that fits within a 10 foot cube, imbuing it with strength. As part of a long rest, you recite a prayer over the target, and it gains the following benefits

- it increases its armor class by your proficiency bonus
- it gains resistance to nonmagical damage
- it is immune to rust or decay

These benefits last indefinitely, or until dispelled by an antimagic effect.

DIVINE STRIKE

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

FAR SHIELD

Starting at 17th level, your Bulwark can be used on other creatures you can see within 30 feet of you as a reaction when they take damage.

DIVINE DOMAIN: Wealth



Money makes the world go round, doesn't it? It's unclear if there's any idea quite so pervasive, unnatural and indispensable to society as money in the D&D multiverse. Whole worlds are consumed by the idea of wealth, and some creatures spend their entire existences looking to build piles of gold on which to lurk. Naturally, a notion this expansive requires a god, and so here we are. It's rather ironic, as we here on Earth know that people will worship money whether or not they get miracles as a reward.

Gods of this domain include amongst their number Waukeen, Shinare, and Kol-Korran.

DOMAIN SPELLS

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

Cleric Level	Wealth Domain Spells
1st	<i>ceremony, sanctuary</i>
3rd	<i>locate object, warding bond</i>
5th	<i>magic circle, revivify</i>
7th	<i>leomund's secret chest, stonewalk</i>
9th	<i>planar binding, raise dead</i>

EXCHANGE RATE

At 1st level, you find it easier to cast spells with a costly material component. When casting a spell where the component has a price listed in gold pieces, you may substitute that number of gold pieces in lieu of using the actual object.

CHANNEL DIVINITY: FOOL'S GOLD

Starting at 2nd level, you can use your Channel Divinity as an action to touch your holy symbol and conjure a number of fake gold coins equal to your level in this class x 100. These coins are tangible and seem real to all mundane and magical inspection apart from truesight. The coins vanish after 24 hours have passed.

AURIC AURAS

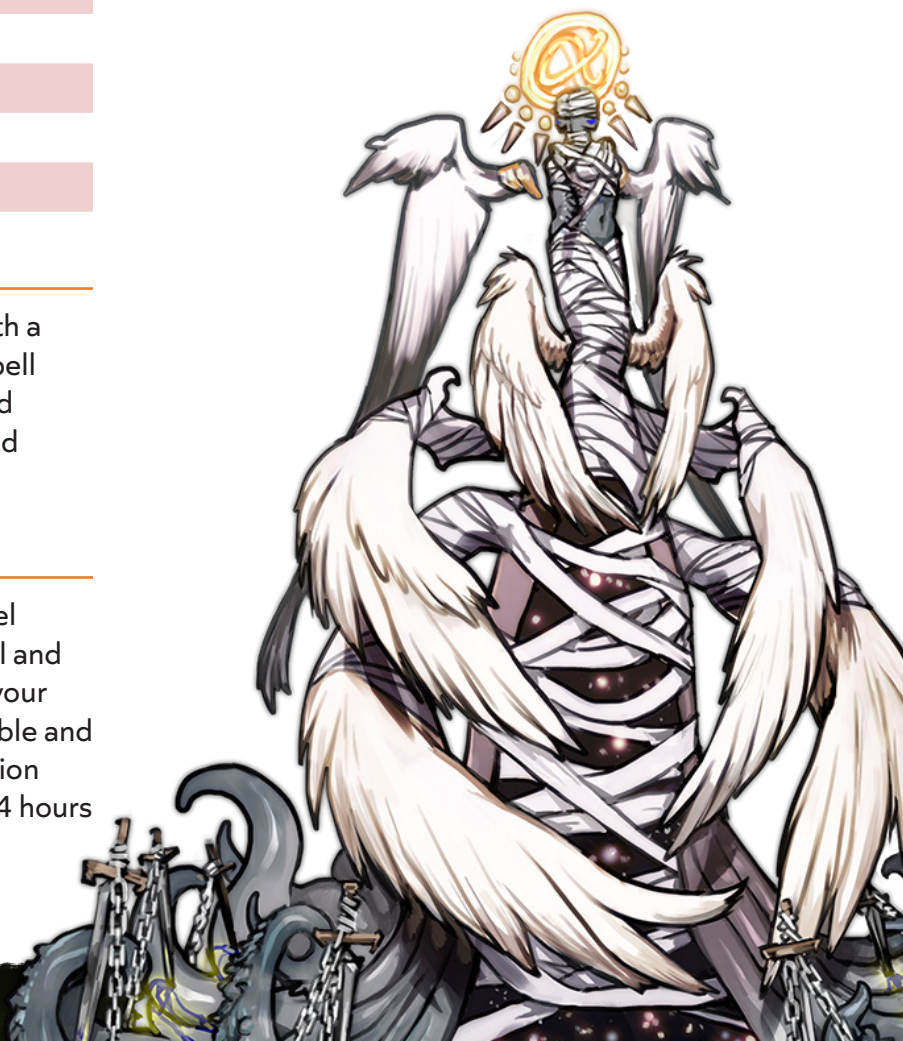
At 6th level, you can sense the presence of gold within 1,000 feet of you. You can determine which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, you know the direction of the movement. You can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between you and the gold.

POTENT SPELLCASTING

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

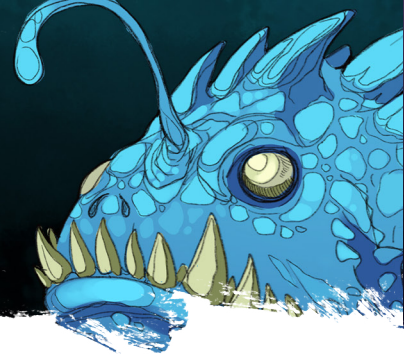
FOCUSED GREED

Starting at 17th level, your Auric Auras feature can detect the precise value of the gold you are tracking.



DRUID CIRCLE:

Circle of Sewers



Under every advanced city lies a mountain of garbage, filth and faeces. Fortunately there are those who are substantially more practical about these things than the rest of us, and who recognize that an ecosystem developing entirely out of our own waste should probably be kept an eye on.

GLOWING LURE

At 2nd level, you gain a glowing protrusion somewhere on your body that provides you light in dark places. As an action you can 'turn on' this bioluminescent nodule, which sheds bright light for 20 feet, and dim light for a further 20 feet. This light is coloured as you choose. You can 'turn off' this light at any time. The light is mildly hypnotic, and creatures that can see the light have disadvantage on perception checks made to notice anything else.

As an action, you can force the light to emit dazzling colours. Beasts and humanoids within 10 feet of you when you do so must succeed on a Wisdom saving throw against your Spell Save DC or become Charmed by you for 1 minute. You must finish a short rest before using the light in this way again.

RECYCLING

At 6th level, you can convert dead organic material into new life. As an action, you can expend a use of your Wild Shape feature to reincarnate a dead creature into a living creature of the same size which you could transform into with your Wild Shape feature. If the creature had a soul and is willing to return, the soul is invested in its new form, otherwise the creature is given a new soul.

BEASTLY SERVANTS

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

You can only use this version of the spell to reanimate animal corpses, which have their statistics in life with the following changes:

- They are undead
- They have the Undead Fortitude ability of a **zombie**

You may have a number of undead animals serving you at any time with a combined CR equal to or less than half your total level in this class.

GRAND REANIMATION

At 14th level, you can use your Recycling feature to reincarnate dead plant matter or dead humanoids into living beasts. If you are converting a dead humanoid, the humanoid's soul must be willing to return, and the new beast retains that creature's personality, languages, mental ability scores and proficiencies.



MARTIAL ARCHETYPE:

Silversmith



Silver is perhaps the only true proof in the mortal world that good gods exist who want to keep humanoids alive. Pure and innately magical, in the hands of a farmhand it can stave away demons and ward against evil. In the hands of someone learned and talented, however, it can do so much more.

SILVER WARDEN

At 3rd level, you have a gift and a knack for infusing weapons with silver against the forces of darkness.

You can spend 8 hours enchanting a weapon over a long rest to imbue it with argent magic. From that moment onwards, it is treated as a silver weapon for the purposes of calculating resistances and vulnerabilities.

Fiends, undead and lycanthropes are considered vulnerable to damage from weapons enchanted in this way.

You may only have one weapon enchanted in this way at any one time.

TRUE MIRROR

At 7th level, you can use silver to enchant mirrored surfaces so that they reveal the truth. You can spend 8 hours enchanting a metal shield (or another large metal surface) over a long rest to imbue it with magic. The reflection of shapechangers in a True Mirror shows their true form, and looking at an illusion through the reflection on the True Mirror grants advantage on saving throws and ability checks to see through them. You may only have one True Mirror enchanted in this way at any one time.

SILVER TATTOOS

At 10th level, you learn to augment your own body with silver tattoos laid deep under the skin with mystic arts. You can no longer be possessed for any reason, and your soul cannot be tampered with, eaten or stolen.

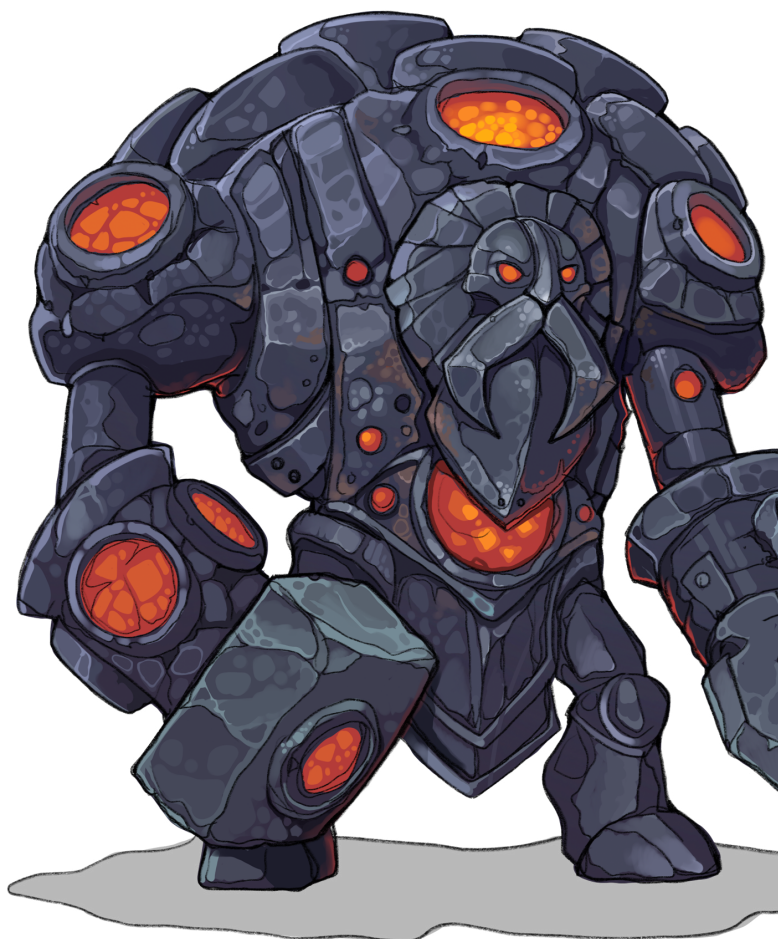
BASTION OF WHITE FIRE

At 15th level, you can use silver to enchant metal armor so it is painful for the forces of evil to lay hands upon. You can spend 8 hours enchanting a suit of metal armor over a long rest to imbue it with magic.

A fiend, undead or lycanthrope which strikes the wearer with a melee attack takes 2d8 radiant damage after the attack resolves. You may only have one suit of armor enchanted in this way at any one time.

PINNACLE OF CRAFT

At 18th level, shields, armour and weapons enchanted by you become +3 magical items.



MARTIAL ARCHETYPE:

Beekeeper



BEES

BEES

At 3rd level, you have bees. When you gain this ability at 3rd level, choose a piece of armor (such as a helmet or chest armor). This armor becomes the extraplanar hive for your swarm of bees, which live inside it. If you lose your hive or it is destroyed, you can perform 1 hour ritual on a new object to make it your new hive.

As an action, you can manifest a swarm of bees from your hive (use the statistics for a **swarm of wasps with the celestial** creature type), which emerge in an adjacent space to you and follow your commands.

You can communicate telepathically with your bees, which understand you as if you shared a language and vice versa. Your bees can only communicate to you information based on taste, smell and touch.

Any bees you summon or conjure have a perfect sense of direction, always know which way is north, and know safest route to any destination to which they have already been as long as the destination is on the same plane of existence.

You can only manifest a single swarm of bees at any one time. Once you have manifested a number of swarms equal to your intelligence modifier, you must finish a short rest before summoning any more swarms.

TRAVEL BEE

At 7th level, you can transform one of your bees into gigantic bee large enough to transport a group of people. When you summon your swarm you can instead summon an oversized bee with the statistics of a **giant fly**, except its size is gargantuan and it has a carrying capacity of 2000lbs. Up to 6 medium sized creatures can travel comfortably aboard it. The bee cannot attack or take any actions other than moving from place to place. The bee returns to the hive after 8 hours.

SPELLING BEE

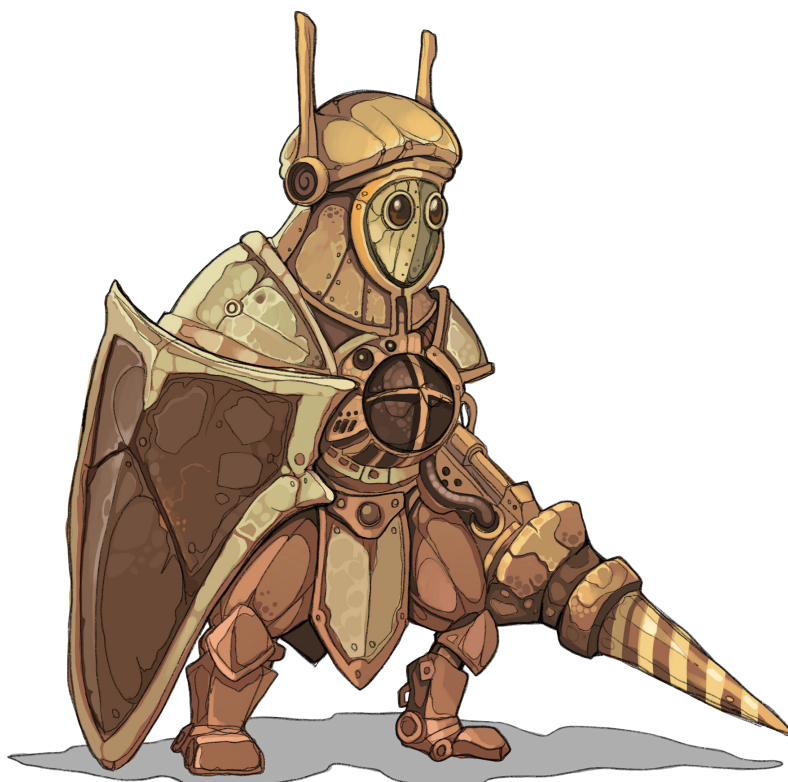
At 10th level, your bees become extraordinarily intelligent, even for magic bees. Bees you summon gain an intelligence score of 16. Bee swarms summoned from your hive can spell out words and phrases for you by congregating in formations. They can also form monochromatic three dimensional pictures of things they have seen.

TELAPIARATION

At 15th level, bees and bee swarms summoned by you can cast *word of recall* once per long rest, treating your hive as the designated sanctuary.

QUEEN OF BEES

At 18th level, you can have a number of summoned bee swarms at any one time equal to your intelligence modifier.



MONASTIC TRADITION:

Way of Ministry



It's hard to find peace and quiet in an urban environment. Moments of calm and order are hard to come by, and those who wish to find any form of enlightenment must look instead to the subtle undercurrents that make society tick. To lift yourself above the concerns of the world, you have entered into the quiet and diligent service of an obscure bureau, department or agency.

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency in the History skill if you don't already have it. Your martial arts technique mixes combat training with bureaucratic excellence and an unshakeable calm. You also gain proficiency with calligrapher's supplies if you don't already have it.

MAGIC PAPERS

At 3rd level, you always have the right permit with you. You can use an action to spend a ki point and touch a document or badge you carry with you. For the next hour, the document or badge appears to be whatever the creature you show it to is expecting to see, whether that is an invitation, a permit, or a signed writ from the king. A creature attempting to see through the illusion must succeed on an Intelligence (Investigation) check against your Ki save DC.

FORGETTABLE PRESENCE

Starting at 6th level you may spend 2 ki points to cloak yourself in an aura of obscurity for 1 hour. For the duration, any creature which notices you for any reason must succeed on a Wisdom saving throw as soon as you leave their line of sight or forget about the encounter until some third party source prompts them. This effect ends if you attack or cast a spell.

FILIBUSTER

Starting at 11th level, you can reel off an intelligent sounding but utterly meaningless screed to captivate a listener. After a minute of conversation you can use an action to spend 3 ki points and force a creature you can see to make a Charisma saving throw against your Ki save DC. On a failed saving throw, the victim forgets what they were doing for the hour before you used this ability. A *remove curse* spell can reverse the effects of this ability, which is otherwise permanent.

PLENIPOTENTIARY PERSON

At 17th level, you can spend 8 hours in meditation and a number of ki points equal to your level to cast the *simulacrum* spell (requiring no components), which immediately separates from you and follows your commands. You can only have one Plenipotentiary Person at any one time. Your Plenipotentiary Person is unable to attack or cast spells but otherwise follows your spoken instructions to the best of its ability.



Oath of Service



Those who uphold the Oath of Service are bound to a person, family, group or institution, utilising their powers to better the lives of those close to them. Long lived paladins of this order might serve many generations of the same family over the course of their lives. *Define with the Dungeon Master which creatures are covered by your Oath when you select it. On average this should be up to five creatures.*

TENETS OF SERVICE

Loyalty. Before all else I am loyal to the needs and wants of those whom I serve.

Humility. Those on whom great power has been bestowed are obliged to use it to help and assist others.

Vigilance. I must be ever on the watch for dangers to those I serve, as a single moment of weakness could spell doom for us all.

Flexibility. Sometimes I may need to disobey orders in the best interests of those I serve.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Spell Level	Spells
3rd	<i>unseen servant, tenser's floating disk</i>
5th	<i>warding bond, rope trick</i>
9th	<i>tiny servant, leomund's tiny hut</i>
13th	<i>dimension door, faithful hound</i>
17th	<i>bigby's hand, passwall</i>

CHANNEL DIVINITY

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

You Called? As an action, you hold forth your holy symbol. You vanish from your current location, and appear within 5 feet of a single creature your oath is sworn to protect. This ability fails if the target is on another plane of existence.

Looking for this? You can touch your holy symbol as an action to conjure up a nonmagical inanimate object in your hand measuring no more than 1 foot on any side and weighing no more than 1 pound.

AURA OF AMELIORATION

At 7th level, allies within 10 feet of you are unaffected by difficult terrain, visibility penalties of bad weather or other ambient environmental inconveniences.

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

ALL ROADS LEAD TO YOU

Starting at 15th level, you always know the shortest route leading back to any creature protected by your Oath.

PERFECT COMPANION

At 20th level, you can use an action to briefly exalt into the perfect bodyguard, gaining the following benefits for 1 minute:

- When a creature within 10 feet of you would take damage, you can take that damage instead.
- Allies within 10 feet of you have medium cover from attacks.
- You can use a bonus action on your turn to teleport up to your speed to a point you can see.

This transformation lasts for 1 minute, and you must finish a long rest before using it again.

SACRED OATH:

Oath of Husbandry



Those who uphold the Oath of Husbandry are bound to the land, to family, and to the cycle of reincarnation. Paladins who follow this school of thought are frequently found in farmsteads at the edge of civilisation

TENETS OF SERVICE

Life. All life is valuable, and has a purpose. We should nurture it where we can.

Death. Eventually a creature fulfils its purpose, and sometimes that purpose is to sustain others.

Rebirth. When we die, our body returns to the soil and is born again. We should reflect this adaptability and willingness to change in our actions.

Stewardship. The charges under my care have trusted themselves to my protection. I will repay that trust with my best efforts.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Spell Level	Spells
3rd	<i>animal friendship, speak with animals</i>
5th	<i>animal messenger, find steed</i>
9th	<i>speak with plants, conjure animals</i>
13th	<i>dominate beast, locate creature</i>
17th	<i>reincarnate, commune with nature</i>

CHANNEL DIVINITY

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

Carnival of the Animals. As an action, you hold forth your holy symbol issue a telepathic call that extends in all directions for 1 mile. Medium and small beasts in range feel compelled to come to you as soon as possible by the most direct route. Creatures drawn to the orb might be hostile toward you for compelling them against their will.

Vital Renewal. You can touch your holy symbol and lay hands on a creature, reducing their physical age by a number of years equal to your level in this class, to a minimum of 13 years. Each time you subsequently use this ability on a creature, there is a 10 percent cumulative chance that you instead age them by a number of years equal to twice your level in this class.

AURA OF COMMUNION

At 7th level, creatures within 10 feet of you share any ability you possess to communicate with animals or plants.

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

DIRE METAMORPHOSIS

Starting at 15th level, when you use the *reincarnate* spell, you can reincarnate beasts into humanoids. As part of this process, the beast benefits from the effects of an *awaken* spell as if you had cast it at 5th level.

LORD OF BEASTS AND MEN

At 20th level, you can transform into a primal avatar of animals and plants, gaining the following benefits for 1 minute:

- Your size grows to gargantuan and you take on animalistic cosmetic features of your choice.
- Your voice becomes audible out to 1 mile from your current location.
- You may cast your Oath spells at-will

This transformation lasts for 1 minute, and you must finish a long rest before using it again.

ROGUSH ARCHETYPE:

Steeplejack



Though most common or garden footpads prefer to keep their larcenous activities as close to the ground as possible, you are a veritable expert at cartwheeling and bouncing around the place willy nilly. You're usually ahead of the competition by leaps and bounds.

JACK BE NIMBLE

Starting at 3rd level, you no longer take falling damage, and you don't become prone from falling unless you wish to.

Your jump distances are calculated on your Dexterity score and not your Strength score. You can execute a full standing high jump without needing to move beforehand.

JACK BE QUICK

Starting at 3rd level, you gain a bonus to your initiative rolls equal to your Intelligence modifier.

SPRINGHEELED JACK

At 9th level, your leaping becomes supernaturally empowered. Your jump distances are tripled.

JUMPING JACKS

Starting at 13th level, when you jump over an enemy creature as part of your move, that creature is unable to take attacks of opportunity against you for the rest of the round.

JACK KNIFE

At 17th level, you can transfer your redirected momentum into other creatures. When you avoid falling damage using your Jack be Nimble feature, you can store that damage before rolling it, and add it to the next amount of sneak attack damage you successfully execute before the end of your turn. Unused damage stored in this way vanishes at the end of your turn. You must finish a short rest before using this ability again.



SORCEROUS ORIGIN:

Forbidden Fruit



Somewhere deep back in the past of your bloodline, someone ate something they shouldn't have, and magic has infested your family tree ever since. You have a gift when it comes to nurturing plants, but particularly when it comes to food and drink.

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

1d6 Forbidden Fruit Quirks

- 1 Your hair is grass or willow branches and grows incredibly quickly
- 2 Your eyes are acorns, or other seeds
- 3 You always smell strongly of seasonal fruits
- 4 You attract insects, and a cloud of flies is almost always buzzing around you
- 5 If you stay in one place for too long, your feet begin to put down roots
- 6 Your appearance is youthful and lush in spring but fades to dark and withered in winter

GOURMET

At 1st level, you can identify food and drink at a touch, including whether it has any supernatural properties, any non-culinary uses and whether it is safe to eat.

FORBIDDEN FRUIT MAGIC

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

Level	Forbidden Fruit Spells
1st	<i>goodberry, purify food and water</i>
3rd	<i>locate animals and plants, barkskin</i>
5th	<i>plant growth, create food and water</i>
7th	<i>giant insect, guardian of nature</i>
9th	<i>wrath of nature, insect plague</i>
11th	<i>heroes' feast</i>

PACKED LUNCH

Starting at 6th level, over the course of a long rest you can spend sorcery points to prepare food parcels for consumption by your allies. The effects of a food parcel depend on how many sorcery points you invest in it. Unused parcels vanish after 24 hours. A creature can consume a food parcel as an action.

Points Invested	Food Parcel Effects
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1	potion of healing
2	potion of poison
3	potion of growth
4	potion of invisibility
5	elixir of health
6	potion of longevity

WASTING CURSE

Starting at 14th level, you can target a creature you can see and invoke a wasting curse against them. The creature must succeed on a Charisma saving throw against your spell save DC or become cursed. Whilst cursed, the target gains no sustenance from food they consume, and it turns to ash in their mouth. You must finish a long rest before using this ability again. The curse can be removed by a *remove curse* spell or similar magic.

SUPERNAL DELIGHT

Starting at 18th level, when you consume a food parcel from your Packed Lunch feature, you regain all sorcery points you invested in it.

SORCEROUS ORIGIN:

Spinner



Your family has always been gifted with weaving. Rumour has it that somewhere in your family tree, someone was bitten by a spider which passed wisdom onto them. Alas, the truth is far more sinister, as your increasing powers have shown. The abyssal taint of your magic suggests a much less desirable source of power than a mere house spider.

1d6 Spinner Bloodline Quirks

- 1 You leave cobwebs in rooms wherever you go.
- 2 You have a very strong urge to eat flies.
- 3 You have right beady spiderlike eyes on your forehead, and it's hard to conceal them.
- 4 Your body is segmented like a spider.
- 5 You have two huge mandibles where your incisor teeth should be.
- 6 Occasionally your hands stick to things and you find it hard to detach them

SPINNER MAGIC

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

Sorcerer Level	Spinner Spells
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1st	<i>sleep, entangle</i>
3rd	<i>spider climb, web</i>
5th	<i>slow, hypnotic pattern</i>
7th	<i>phantasmal killer, hallucinatory terrain</i>
9th	<i>hold monster, dominate person</i>

STICKY

Starting at first level, your magic is infused with an extraplanar adhesive. Ability check made to escape your grapples, and saving throws against any spell you cast that impedes movement are made at disadvantage.

WALL WALKER

Starting at 6th level, you ignores movement restrictions caused by webbing, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

SOVEREIGN GLUE

Starting at 14th level, you regularly secrete dangerous mucilage from somewhere on your body. You can use an action to spend a sorcery point and excrete a single ounce of *sovereign glue* or *universal solvent*.

ARACHNEOSIS

Starting at 18th level, you can ascend into a semi-divine shape, an avatar of spidery malice. As an action, you can use your action to polymorph into a form that resembles a giant spider, or back into your true form. Your statistics are the same in each form, with the following exceptions:

- your size increases to gargantuan
- spiders and other arachnids are considered Charmed by you at all times
- you are considered an evil demon for all features that discern your creature type

Any equipment you are wearing or carrying vanishes and returns when you assume your true form. You revert to your true form if you die.

Evil Child



It's not really a child, and no mother bore it in their womb. It's something else - and it has chosen you as the vessel of its power and the tool of its will. Whether you carry it around with you all day, or whether it only visits you in your dreams, it takes on a form familiar to you either to unnerve you or to shield you from the horror of what it really is. This could be a big evil star baby, a creepy seven year old, or something even more abstract such as a childhood toy. Either way, it seems to need you. Or enjoy your company. For now.

EXPANDED SPELL LIST

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

Spell Level	Spells
1st	<i>dissonant whispers, hideous laughter</i>
2nd	<i>calm emotions, magic mouth</i>
3rd	<i>blink, tiny servant</i>
4th	<i>phantasmal killer, confusion</i>
5th	<i>animate objects, mislead</i>

NURSERY RHYMES

Starting at 1st level, you can sing a hypnotic rhyme that lulls onlookers into a catatonic slumber. This rhyme takes some time to take effect, and you must keep concentrating during that time as if on a spell. At the end of the third round after you begin singing, all creatures within 100 feet that can hear you must succeed on a Wisdom saving throw against your spell save DC or fall into a deep and restful sleep. Unless damaged or a creature uses an action to shake them awake, affected creatures sleep for 2d6 hours, after which they awaken having gained the benefits of a long rest. You must finish a long rest before using this ability again. This ability has no effect on children of any kind.

FALLIBLE INVISIBILITY

At 6th level, you can turn invisible as an action. This invisibility can be circumvented by three means:

- You appear normally in mirrors or on other surfaces
- Humanoid children, aged 10 and under, can see through this invisibility
- A creature which speaks your name aloud in your presence is immune to the effects of your invisibility for 24 hours

TANTRUM

Starting at 10th level, you can emanate a vicious, blood curdling scream audible out to 1 mile from your location. As long as you keep concentrating on this effect, any other creature which can hear you is unable to rest, sleep, hear any sound other than your scream or concentrate on a spell. You may maintain the scream for up to 1 minute. You must finish a long rest before using this ability again.

NEVER ALONE

Starting at 14th level, you gain the ability to teleport to those who need you. When a creature on the same plane of existence as you speaks your name three times into a mirror or reflective surface, you can immediately cast a *teleport* spell as a reaction centered on their location. You must finish a long rest before using this ability again.

Courier



It's a truth of civilised society that nothing is ever around when you need it. Thus, in a world of magic, there are arcanists who devote their time and expertise to make sure that messages and missives get from Abra to Cadabra as quickly as possible.

POST BOX

Beginning when you select this school at 2nd level, you can enchant two containers as part of a 1 hour ritual, each no larger than 1 foot in any dimension and magically bond them together. When an item is placed in one box and the command word spoken, it vanishes and appears in the linked box (wherever it is). The post boxes even function across other planar boundaries, though in these cases there is a 5% chance that instead of arriving the item is lost forever. You can enchant new containers by repeating the ritual, which removes the enchantment on the old containers. Each box can be used to transmit a number of items each day equal to your Intelligence modifier.

MESSAGE NETWORK

Beginning when you select this school at 2nd level, you can enchant two nonmagical handheld objects as part of a 1 hour ritual, each weighing no more than 1lb and magically bond them together. From that moment onwards, the two objects gain the abilities of *sending stones*.

You can enchant new objects by repeating the ritual, which removes the enchantment from any you made previously. Each box can be used to transmit a number of items each day equal to your Intelligence modifier.

TELEPATHIC SYMPATHY

At 6th level, you become acutely sensitive to telepathic communications. You become aware whenever a creature you can see is telepathically communicating, and with whom if both creatures are in your line of sight. This does not give you any information about what is being said, just who is talking to whom.

VERBOSITY

At 10th level, when you cast *sending*, your message and any response from the target are not limited in their length.

FAST TIDINGS

At 14th level, when you cast *sending* and a creature replies to you, you may mark that creature down as a Correspondent. You may keep a number of Correspondents equal to your proficiency bonus, and you may cast *sending* without spending a spell slot as long as a Correspondent is the target. You can remove any of your Correspondents whenever you are prepare spells from your spellbook.



ARCANE TRADITION:

Porter

If one owns a castle, a keep, a guild, or any other building in which valuable things are kept, it is in one's best interest to ensure that you know who is (and who is not) coming and going. Better yet, if you have a Wizard schooled in the right techniques, you might be able to ensure that thieves and rogues are kept outside without fail. Wouldn't that be nice?

PORTER'S WARD

Beginning when you select this school at 2nd level, you can enchant a doorway, entrance or tunnel with a special ward. As an action you touch the target and imbue it with magic out to 10 feet around the target.

When a creature passes through the warded area, you become aware of their name, creature type and size. You can configure the ward to check for specific names or creature types, and if so the ward will send you a mental alert when a creature meeting those criteria enters the area, awakening you from sleep if necessary.

You can have a number of enchanted doorways equal to your proficiency bonus.

PORTER'S LOCK

Beginning when you select this school at 2nd level, you add the *arcane lock* spell to your spellbook, and you can cast it at-will requiring no material components.

When you cast *arcane lock*, no creature can break down the door or pick the lock whilst you are conscious. (They may go around, under or over it where applicable).

PORTCULLIS

At 6th level, you can conjure an otherworldly gate to block entrances or tunnels. As an action, you can draw down a glowing grille of magical force, composed of 1/2-inch diameter bars spaced 1/2 inch apart. covering a space up to ten feet wide and twenty feet tall. This grille cannot be damaged, or broken and provides medium cover from ranged

attacks to creatures behind it. It extends into the border ethereal. The portcullis remains for 1 hour or until you use an action to dispel it. You may use an action whilst the portcullis is in effect to raise or lower it up to 5 feet from the floor without ending the effect.

LEAVING A MESSAGE

At 10th level, you can set messages or a riddles on your Porter's Wards as if you were using a *magic mouth* spell. You can set different messages for different creature types or names if you wish, up to a maximum of 5 recorded messages per ward.

TRANSPORTATION BLOCK

At 14th level, creatures may not teleport within 300 feet of one of your Porter's Wards. This includes planar travel.

