

the book of FURRY Magic

BY OLIVER DARKSHIRE



TWENTY
BEASTLY SUBCLASSES
FOR 5TH EDITION D&D



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ARTIFICER SPECIALIST:

Magnetic Magpie



Is it shiny? You love shiny. Flip a switch, and the shiny comes to you. Flip another switch and it flies away. On and off. Top and bottom. To and Fro. That's how it works right? A very versatile profession. It really goes both ways. SHINIES.

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.

MAGNETIC SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Switch Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare. When you cast a spell from your Magnetic Spells feature, you may only affect creatures or objects made wholly or in part from metal (including creatures wearing metal armor).

Arti. Level	Magnetic Spells
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3rd	<i>catapult, tenser's floating disk</i>
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5th	<i>levitate, hold person</i>
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9th	<i>haste, slow</i>
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13th	<i>freedom of movement, fabricate</i>
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17th	<i>telekinesis, hold monster</i>
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PUSH AND PULL

At 3rd level, you can use your magic to attract or repulse metal.

As an action, you can target a large or smaller creature or object within 120 feet of you wholly or partially composed of metal (a creature wearing armor made of metal is considered made of metal for these purposes). The target is moved a distance in feet equal to (your character level) times 10 feet towards or away from you in a straight line. If the

target collides with a creature or surface as part of this movement, both it and the target take falling damage consistent with the distance already moved and the target stops moving. You must finish a short rest before using this ability again.

EXTRA ATTACK

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

FLUX

At 9th level, your magic is more adaptable. When you use your Push and Pull feature, you can choose one of the following additional effects:

- you can choose a number of simultaneous targets equal to your Proficiency bonus
- you can use your reaction to cast a spell from your Magnetic Spells feature with a casting time of one action

LODESTONE AURA

At 14th level, you are surrounded by an aura of disruptive magical energy which stymies metal attacks. Any attacks made against you with metal weapons are made at disadvantage, and any metal projectiles targeting you automatically miss.



PRIMAL PATH: Bearbearian

Many cultures across the multiverse pay homage to the strength of ferocity of the bear. Few of them understand the nature of the bear in the same way you do. It sleeps inside of you, and sometimes wakes up to go looking for honey. When you wake up, you occasionally find yourself in the wreckage of a village, covered in bees.

THE BEAR AWAKENS

Starting at 3rd level, you are sometimes inhabited by a primal bear spirit. When you rage, you are overtaken by a slightly malicious but mostly honey-loving bear animus, which influences your raging form. When you rage, you gain the personality traits “I am a fearsome bear who eats people” and “I love honey” which override any conflicting traits.

For the duration of your rage, you have advantage on Constitution saving throws, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

THE IRREFUTABLE BEAR

At 6th level, the bear likes to give you advice, even when you didn't ask for it. Frequently, when presented with a situation it doesn't understand, it will question you about it. These questions often have something to do with honey. If you are ever Stunned, Charmed or otherwise unable to activate your Rage, the bear activates it for you, ending the effect.

THE INDUBITABLE BEAR

At 10th level, if you drop to 0 hit points, the bear takes over. You return to half your maximum hit points instead of falling unconscious, but until the next dusk you are completely subsumed by the personality of the bear, after which point you regain full control. You must finish a long rest before using this ability again.

THE UNDENIABLE BEAR

At 14th level, the bear has no time to waste. Whenever you sleep, you find yourself in a dream state in which you may communicate directly with the bear. This functions as a *commune* spell, for the bear is wise in many things (once you've satiated it, of course).



College of Chickens



Bards of the College of Chickens might not be respected, and they might not be smart, but they sure do have amazing hair. They are also delicious when fried with a secret blend of herbs and spices, as any respectable bugbear will confirm.

ROOSTER CRY

At 3rd level, you are instinctively aware of the time until sunrise and sunset on whatever plane of existence you are inhabiting.

As an action, you can emit a startling cry audible out to 300 feet. Sleeping creatures that hear the cry immediately awaken and Petrified creatures within the area are cured.

CHICKEN DINNER

At 3rd level, you can reach into your belongings as an action and pull out a chicken. Chickens are non-combatants with AC10 and 1hp. They cluck, lay eggs, and molt everywhere. Where did you get the chicken? What purpose does it have? These questions will haunt us late into the night. You can only conjure 1 chicken in any 24 hour period, because more would be greedy.

COCKFIGHTING

At 6th level, when you conjure a chicken with your Chicken Dinner ability, you can conjure 3d4 chickens instead. Sometimes, one of these chickens is a rooster, but there's really no way to guarantee it.

LOSING YOUR HEAD

At 14th level, you can survive without your head. In this state, you can see and hear from your head, and you have no control over your body which continues to walk aimlessly around independently of you. Your severed head can talk and cast spells with verbal components normally. If your head is restored to your body within 24 hours after being severed, it magically reattaches.



DIVINE DOMAIN

Sloth



Look, it's late, why don't you sit down? No, it can wait until tomorrow, surely? I really don't see what the rush is. Sleep on it.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Sloth Domain Spells table.

Cleric Level	Sloth Domain Spells
1st	<i>sleep, command</i>
3rd	<i>earthbind, suggestion</i>
5th	<i>catnap, slow</i>
7th	<i>confusion, hallucinatory terrain</i>
9th	<i>dream, enervation</i>

SHELTERED SLUMBER

At 1st level, creatures that rest nearby you are protected from magical intrusions on their rest. Any creature sleeping or resting within 30 feet of your location cannot be contacted by spells such as *dream*, and is immune to any ability or feature that would harm or alter their sleep, such as a hag's Nightmare Haunting.

CHANNEL DIVINITY: COMATOSE

Starting at 2nd level, you can use your Channel Divinity to drown a creature in endless sleep. As an action, you can raise your holy symbol and target a humanoid or beast within 5 feet of you. That creature must succeed on a Wisdom saving throw or fall into slumber until they take damage or a creature uses an action to wake them. The creature may be gently moved, fed and watered without disturbing them, but otherwise remains asleep until they are awakened or die.

SLOW LORIS

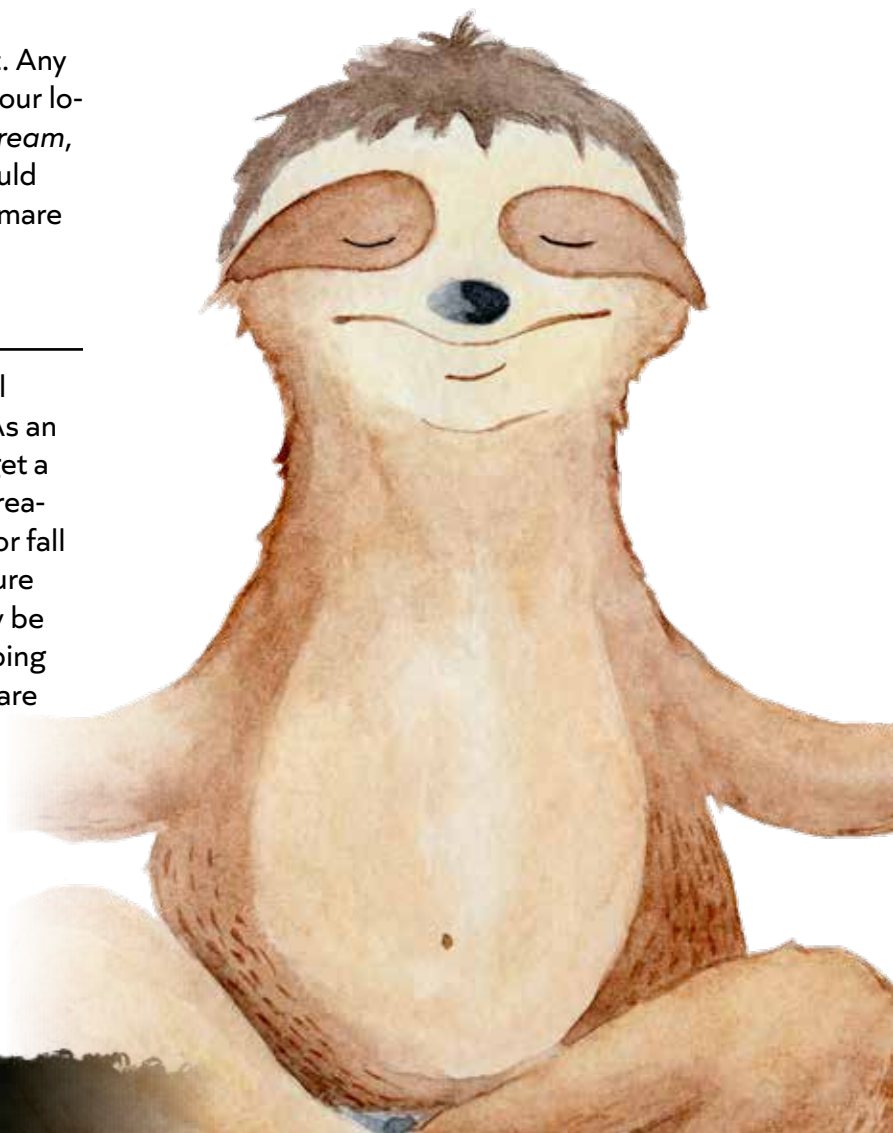
At 6th level, the very air around you seems to weary and sigh. Projectile and energy beams seem to slow and fall from the sky as they approach you - creatures make ranged attack rolls against you at disadvantage.

POTENT SPELLCASTING

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

SUPREME SOMNOLESENCE

Starting at 17th level, your spells and abilities that cause sleep can affect creatures usually immune to sleep, including constructs and elves.



DRUIDIC CIRCLE:

Circle of Jaws



A specialist circle of druidic magic, the Circle of Jaws is known for their peculiar brand of aquatic magic that involves turning into a shark hybrid.

SHARK HEAD

At 2nd level, you can transform into a shark person. As a bonus action, you expend a use of wild shape, and your head transforms partly into that of a shark. In this form you gain the following benefits:

- You can breathe on land and underwater
- You have advantage on melee attack rolls against any creature that doesn't have all its hit points
- Your teeth become a natural melee weapon with a reach of 5 feet dealing 2d10 piercing damage

You can sustain this form for up to an hour, and you can return to your normal form as an action.

INVISIBLE TIDES

At 6th level, you can swim through air as if it were water whilst in your Shark Head form. If you lose concentration (as if on a spell), you temporarily lose control of this effect until the start of your next turn and you fall to earth, taking damage as appropriate.

CLAMP

Beginning at 10th level, your jaws are nigh impossible to escape from. You double your proficiency bonus for any ability checks made to perform or maintain a grapple.

SHARKNADO

At 14th level, you can conjure a whirlpool of sharks to rampage around the battlefield on your behalf causing all manner of trouble. As an action, you conjure your tornado which acts as a *whirlwind* spell under your control, with the following differences:

- the spell deals slashing or piercing damage instead of bludgeoning
- at the end of every round, the whirlwind conjures a single **hunter shark**, and the shark is hurled 3d6 × 10 feet away from the whirlwind in a random direction

You must finish a long rest before using this ability again.



MARTIAL ARCHETYPE:

Kobold Billionaire



No-one is as decadent as Kobold Billionaire, or as highly regarded in all the wrong parts of town. You don't need magic, you have a monocle.

POCKET COINS

At 3rd level, when you take damage from an attack, a number of gold coins equal to your character level spill out onto the floor around you.

SILVER TONGUE

At 3rd level, you have a keen eye for bargaining. You have advantage on Wisdom (Insight) ability checks made to bargain, bribe and haggle.

BRIBERY

At 7th level, your incredible wealth can be used to compel others into your service. You are, after all, Kobold Billionaire. You can cast *suggestion* at-will, (DC equal to 8 + your proficiency bonus + your Charisma modifier). The spell requires an additional material component of 25 gold pieces (consumed on use), which increases by 25 each time you cast it, and resets when you finish a long rest.

KOBOLD BUTLER

At 10th level, you gain the services of an extraplanar spirit (choose fiend, fey or celestial) with the statistics of a **kobold** butler, who performs tasks for you and follows your commands. If your kobold should perish, you may summon a new butler in a town or settlement by spending 50gp to hire their services.

PERSONAL SHOPPER

At 15th level, your kobold butler is adept at acquiring you the things you need. You can instruct your butler at any time to procure you an item. When you finish a long rest, your butler will manifest a random pending item from the list of things you have asked for, and the cost (determined by the DM) is deducted from any wealth you have in your possession. If you do not have the coins to fund the purchase of the item due to be manifested, the butler fails to procure anything on that occasion.

OPALESCENT SCALES

At 18th level, you have replaced many of your scales with a dazzling display of wealth scavenged during your adventures. In bright light, your scales shimmer in a distracting way, making it hard to look directly at you and giving creatures disadvantage on attack rolls against you. Additionally, whilst in bright light, you cannot be targeted by any effect that requires the caster to see you, as your form is distorted and blurred.



MARTIAL ARCHETYPE:

Incredible Horn



You suffer from an acute case of Incredible Horn. What will you do with it? How will you avoid stabbing passersby when you bend over to do your shoes? Adventure awaits.

THE INCREDIBLE HORN

At 3rd level, you have sprouted some kind of bony protrusion from your head (or, if you choose, another body area). This horn is sharp, supernaturally resilient and is considered a natural weapon with qualities of a shortsword, and you are proficient in its use.

CALMING TOUCH

At 3rd level, your touch can send others into a blissful trance. As an action, you can touch a creature with your horn and attempt to suppress their thoughts. The creature make succeed on a Charisma saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or full under your influence. Whilst affected by this ability the target is Stunned. This effect lasts until you stop touching the target, they take damage, or your lose concentration (as if on a spell). You must finish a short rest before using this ability again.

VITAL AURA

At 7th level, creatures that spend hit dice to recover hit points whilst within 30 feet of you roll a d12 instead of the usual die size.

STUPEFY

At 10th level, your Calming Touch lasts until you stop concentrating on the effect, even if you stop touching the target. It still ends if they take damage.

CURSEBREAKER

At 15th level, your horn can dispel dark magic. As an action, you can touch a creature with your horn and banish the curse as if by a remove curse spell cast at 9th level. You must finish a long rest before using this ability again.

CHANNEL

At 18th level, when you land a critical hit using your Incredible Horn as a weapon, you can channel magic into the hit. You roll triple damage dice for this attack rather than double, and the damage dealt is radiant rather than any other kind.



Way of the Butterfly



The Way of the Butterfly teaches that everything is connected. The actions you take today will affect you tomorrow. The things you touch now have an impact on things the other side of the sea. More practically, you can punch a goblin in this room, and one next door will fall over.

LACEWING STRIKE

At 3rd level, you can attack your foes without touching them. Your unarmed attacks gain a reach equal to half your movement speed (rounded down to the closest 5 feet).

NYMPHALID REDIRECTION

At 3rd level, when you hit an adjacent creature with an attack, you can apply all the damage from that attack (and any detrimental effects from abilities such as Stunning Strike) to a different creature within 10 feet of the original target.

PAINTED RIPPLES

Starting at 6th level, when you use your Stunning Strike ability to successfully stun a target, you can choose an additional creature within 10 feet of the stunned creature and force them to make a saving throw against the ability too. You can repeat this until a creature succeeds on the saving throw.

IRIDESCENT RIPOSTE

At 11th level, when you use your Evasion ability to avoid damage, you can use your reaction to inflict the avoided damage on a creature you can see within 10 feet of you. You must finish a short rest before using this ability again.

THE RED ADMIRAL

At 17th level, you can use your abilities to set in motion a terrible catastrophe. Activating this ability requires 24 hours spend in quiet meditation. At a random time within the next 7 days after using this ability, the region around the point where it was activated is devastated by a natural disaster (such as a tornado or a volcano eruption) the nature of which is determined by the DM. Once this ability has been invoked, it cannot be reversed.



MONASTIC TRADITION:

Way of the Tadpole



The Way of the Tadpole doesn't exist, officially. A secret sect of enlightened mind flayers who have reached the state known as *Ilensine* wielding a form of corrupted ceremorphosis as a teaching tool for an entire school of wayward martial artists? No. Highly improbable.

MIND MAGIC

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast *detect thoughts*, *levitate*, *suggestion*, or *charm person*, without providing material components. Additionally, you gain the *friends* cantrip if you don't already know it.

At 11th level, you may add *dominate person* to the list of available spells.

TENTATIVE TOUCH

At 3rd level, your unarmed strikes are imbued with traces of your psionic power, and the lightest touch can bring terrible pain. Any damage you deal from an unarmed strike is psychic damage rather than any other type.

TACTILE ENTHRALLMENT

Starting at 6th level, your attacks are gentle but devastating. When you hit a creature with your unarmed strike, you may use your reaction to cast a spell with a casting time of 1 action from your Mind Magic feature.

SAPPER

At 11th level, your attacks weaken the minds of your enemies, splintering and cracking their defences ahead of your true assault. Any creature that takes psychic damage from you must also succeed on a Wisdom saving throw or have disadvantage on Intelligence, Wisdom, and Charisma saving throws for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MAANZECORIAN

At 17th level, you have reached the pinnacle of what you can achieve on your own, which is to say you require a little help from others. You may spend an hour consuming the intact brain of a recently deceased (within the past 24 hours) humanoid corpse to briefly ascertain all the things that person knew in life. This flood of information can be overwhelming, and the DM determines if the acquired memories provide tangible benefits such as proficiencies or feats. Each time you devour knowledge like this, you gain a random Personality Trait, Ideal, Bond or Flaw from the victim. After 72 hours, the memories fade, as do any acquired traits.



MONASTIC TRADITION:

Way of the China Shop



The Way of the China Shop isn't so much a tradition as it is a state of mind. One moment you're in a room full of delicate things, and the next you have a criminal record.

BULK SMASH

Starting when you choose this tradition at 3rd level, you can surround your fists with a destructive aura. When you hit a creature with an unarmed strike you can spend a ki point to deal 4d8 thunder damage to every object within a 5 foot radius of the target that isn't being worn or carried.

BREAKING COUNTER

At 3rd level, you are able to riposte in such a fashion as to shatter the weapons of your enemies. When a creature hits you with a melee weapon attack, you can use a reaction to spend a ki point and deal 2d8 thunder damage to that weapon. See the DMG Chapter 8: Objects for guidance on the hit points of objects. This ability only functions on equipped weapons, not natural weapons.

RAMPAGE

Starting at 6th level, when you use your step of the wind feature, you deal thunder damage to every object and surface you pass within 5 feet of this turn equal to your level in this class.

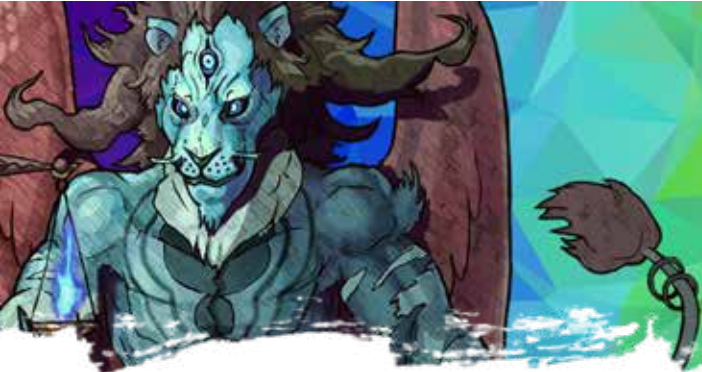
TIN OPENER

At 11th level, you know how to crack and break the strongest of armors. When you strike a creature wearing armor, you can spend 3 ki points to shatter the armor entirely, splitting it open and rendering it useless. The creature loses the benefits of the armor immediately. This feature only works against worn armor, not natural armor.

SHOCKWAVE

At 17th level, your ability to wreck everything around you can be channeled into a single blast. As an action, you can spend 5 ki points and unleash a shockwave. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 10d6 thunder damage, and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone. Objects and structures take double damage from this ability.





SACRED OATH: Oath of Pride

Those who uphold the Oath of Pride have faith in themselves, and know who they are. Paladins who follow this oath live a life true to themselves, without shame. This doesn't necessarily make them nice people, but it does make them honest.

TENETS OF PRIDE

Honesty. I have nothing to hide about my beliefs, my actions, or my past.

Joy. I take pleasure in my identity and my accomplishments.

Self Worth. I am secure in my worth, and I will not allow others to unduly influence that.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Spell Level	Spells
3rd	<i>heroism, bless</i>
5th	<i>aid, lesser restoration</i>
9th	<i>beacon of hope, remove curse</i>
13th	<i>guardian of faith, sickening radiance</i>
17th	<i>circle of power, greater restoration</i>

CHANNEL DIVINITY

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

Salubrious Touch. As an action, you touch a willing creature and purge them of unnatural mental influences. The target recovers any damage to their Intelligence, Wisdom or Charisma scores. Any lost personality traits are restored, and any supernatural traits and compulsions are removed.

Spiritual Banner. As an action, you hold forth your holy symbol and project your personality from you in a 30 foot radius - this manifestation glows with dim light and takes a cosmetic form related to your personality. Allied creatures within the radius of this ability share your immunities and resistances.

AURA OF THE GIRDED SOUL

At 7th level, allies within 10 feet of you gain advantage on saving throws or checks made to resist any effect that would force them to act against their Bonds or Ideals.

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

DIVINE DETERMINATION

Starting at 15th level, you become immune to the Charmed and Frightened conditions.

ROAR

At 20th level, you gain the ability to emit a terrifying roar to intimidate your enemies and rally your allies. As an action, you bellow a roar audible out to 600 feet from your location. Enemies who can hear the roar must succeed on a Charisma saving throw or become Frightened of you for 1 minute. Allies who hear it regain a number of hit points equal to your Charisma modifier.

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

RANGER ARCHETYPE:

The Tinderbox



There are rumours of a strange item given to the servants of Hell, to those who sell their souls for power. A tinderbox, which can summon terrible hounds with eyes that glow like hellfire. In truth, there are many Tinderboxes, and hell has many messengers. You have been cursed with one, and its hounds, doomed to caretake it until your own hubris consumes you.

TINDERBOX SPELLS

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

Spell Level	Spell
3rd	<i>find familiar</i>
5th	<i>animal messenger</i>
9th	<i>conjure animals</i>
13th	<i>mordenkainen's faithful hound</i>
17th	<i>infernal calling</i>

THE FIRST HOUND

At 3rd level, you can use your tinderbox to summon the first of three infernal hounds. As an action, you summon a large sized **hell hound** with eyes as big as saucers in a space adjacent to you. The hound will provide you one of the following boons:

- Up to 500 gp worth of art objects, coins, or gems
- An uncommon magic item
- Loyal service for a period not exceeding nine weeks

Once the hound as fulfilled your request, it vanishes in a puff of brimstone and may not be summoned again.

THE SECOND HOUND

At 7th level, you can use your tinderbox to summon the second of three infernal hounds. As an action,

you summon a giant sized hell hound with eyes as big as dinner plates and the statistics of a **horned devil** in a space adjacent to you. The hound will provide you one of the following boons:

- Up to 5,000 gp worth of art objects, coins, or gems
- An uncommon or rare magic item
- Loyal service for a period not exceeding nine days

Once the hound as fulfilled your request, it vanishes in a puff of brimstone and may not be summoned again.

HELLISH ENDURANCE

Starting at 11th level, you become resistant to fire damage, and immune to heat based environmental effects.

THE THIRD HOUND

At 15th level, you can use your tinderbox to summon the third of three infernal hounds. As an action, you summon a gargantuan sized hell hound with eyes as big as dinner plates and the statistics of a **pit fiend** in a space adjacent to you. The hound will provide you one of the following boons:

- Up to 50,000 gp worth of art objects, coins, gems, or property
- An uncommon, rare, or very rare magic item
- A valuable piece of information that can't be acquired by any other means
- Loyal service for a period not exceeding nine hours
- A supernatural gift manifesting as a charm (see "Supernatural Gifts" in chapter 7 of the *Dungeon Master's Guide*)
- The benefit of a *wish* spell (with no exhaustion for using an effect other than duplicating another spell)

Once the hound as fulfilled your request, it vanishes in a puff of brimstone and may not be summoned again.

Quillquiver



Having barbs growing out of your body has many, many, many disadvantages. I really can't express how inconvenient it is. However, the enterprising soul might just find a use for them.

QUILLQUIVER SPELLS

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

Spell Level	Spell
3rd	<i>hail of thorns</i>
5th	<i>cordon of arrows</i>
9th	<i>conjure barrage</i>
13th	<i>phantasmal killer</i>
17th	<i>swift quiver</i>

QUILL HARVEST

At 3rd level, you can supply your own ammunition by harvesting the spines which grow from your flesh. Each day you can produce a number of pieces of nonmagical ammunition in this way equal to your level in this class. You regrow any used quills at the end of a long rest.

BRISTLING BARBS

At 3rd level, your body is covered in sharp spines. A creature that strikes you with a melee attack takes 1d6 piercing damage from your spines, dislodging one in the process and reducing the number of barbs available for your Quill Harvest feature. Additionally, when you attempt to escape a grapple, you deal 1d6 points of piercing damage to the creature grappling you regardless of whether your attempt is successful. If you run out of barbs for your Quill Harvest feature, this ability ceases to function until you finish a long rest.

TOXIC BARBS

At 7th level, your quills are laced with a potent poison. When you deal damage to a creature with your quills, that creature must succeed on a Constitution saving throw against your spell save DC or become Poisoned for 1 minute. A creature that saves against this effect is immune for the next 24 hours.

SERRATED BARBS

Starting at 11th level, when you use your Quill Harvest to produce ammunition, the damage die dealt by any weapon using that ammunition becomes a d12. Additionally, damage dealt by your barbs cannot be regenerated by creatures with Regeneration or similar features until the creature uses an action to remove the barbs from their flesh.

VOLLEY

At 15th level, you can hurl all your quills at once in a devastating volley. As an action you can target a creature within 10 feet of you and expend all remaining quills from your Quill Harvest feature. The target must succeed on a Dexterity saving throw against your spell save DC or take 1d6 piercing damage for each Quill, halved on a successful save.

ROGUSH ARCHETYPE: Bat Person



Are you the night? Maybe. Or perhaps you're just a bat in the dark. The city cries out for justice, and only a person in a large cape bedecked with extremely dangerous gadgets can hope to provide it.

IMPOSSIBLE GADGETRY

Starting at 3rd level, you are never without a needlessly dramatic tool for your excursions. As an action, you can use this feature to produce from the shadows one of the following items: a grappling hook and 50 feet of rope, a spyglass, a bomb, a vial of basic poison, a climber's kit, thieves' tools or a steel mirror. The item is visibly wrought from shadows and vanishes if exposed to sunlight, or after 10 minutes have passed. At your DMs discretion you may conjure other items appropriate to the theme of this ability, but this may never be used to conjure a weapon. You can use this ability a number of times equal to your Intelligence modifier, and uses recharge at the end of a long rest.

ECHOLOCATE

At 9th level, you constantly emit peculiar sounds at a pitch inaudible to most humanoid, and use the rebound from those sounds to determine the location of objects and creatures relative to you. You gain blindsight out to 120 feet. Some animals and very occasional humanoid races will be able to hear your silent yelling, and may become agitated around you. You lose your blindsight if you become silenced or deafened for the duration of that effect.

GARGOYLE

Starting at 13th level, you can use your umbral magic to shroud yourself in a veil of nonentity, hiding in plain view of observers. You may activate this ability over the course of 1 minute, during which time you must remain motionless. Whilst under the effects of this feature, you appear to all observers as a statue, natural outcrop, painting, or other appropriate piece

of decor. Creatures have disadvantage on all ability checks made to detect you, and no creature may attempt such a check unless they are intimately familiar with the location in which you are hiding. Taking any action or moving breaks this illusion. You must finish a long rest before using this ability again.

ARSENAL

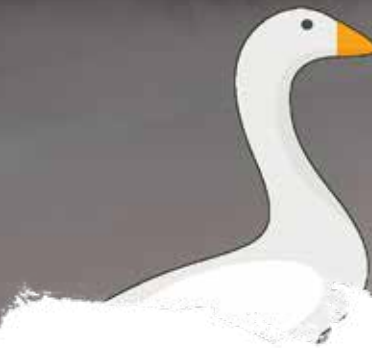
At 17th level, you are a walking armory of dangerous objects for the intrepid vigilante. Uses of your Impossible Gadgetry now recharge on a short rest. In addition, you can now use it to conjure the following items: a light weapon with which you are proficient, a keg of gunpowder or a *spell scroll* of 1st level.

i am not a unicorn
i am bat horse



SORCEROUS ORIGIN:

Ganderfluid



You aren't really a goose. Or, technically, a gander. That's the point. You're more of a natural disaster cloaked in white feathers. People like to pretend you don't exist. But you will show them. War is coming.

The ganders fulminating in your blood can manifest in a number of peculiar ways:

1d6 Gander Quirks

- 1 You are periodically subsumed by an urge to destroy the establishment.
- 2 Occasionally you honk in your sleep.
- 3 Other birds like to follow you in flocks as if waiting for instruction.
- 4 You bleed feathers and chaos.
- 5 Colours in nearby objects sometimes change randomly.
- 6 Sometimes, you lay eggs.

WILD GOOSE CHASE

At 1st level, you can evoke a desperate longing or loathing in creatures you meet.

As an action, you can focus your magic on one creature you can see within 30 feet of you. That creature must succeed on a Wisdom saving throw against your spell save DC or become Charmed for 1 minute. Whilst Charmed in this way, the affected creature has disadvantage on attack rolls made against creatures other than you. Additionally, if the creature attempts to move in any direction other than directly towards you, it must spend 4 feet of movement for every 1 foot it moves.

GOOSE BUMPS

At 6th level, you gain an instinctive sense when you are in danger. When you come within 10 feet of a trap, you become aware of its existence, location, and general nature as if you had cast a *find trap* spell.

HONK

Beginning at 14th level, you can unleash a sonic scream which deafens and confounds your enemies. As an action, you can emit a piercing sound wave in a 30ft cone originating from you. Each creature in the cone's area must make a Constitution saving throw. A creature takes 12d8 thunder damage on a failed save, or half as much damage on a successful one. Any creature that fails the saving throw is also deafened for 1d4 hours. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it is within the cone's area.

GANDER REVEAL PARTY

At 18th level, you can invoke the ultimate Gander technique and explode. As an action, you begin to glow with a deep red hue that increases in intensity until the start of your next turn, when you explode into a number of flaming ganders equal to your proficiency bonus. At the moment of the explosion, each creature in a 20-foot-radius sphere centered on you must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one. Your spirit enters a liminal state between life and death.

The flaming ganders have the statistics of **abyssal chickens**. At the moment of the explosion, and during subsequent turns on initiative count 1, the geese act in your best interests in a manner determined by you. When a gander is reduced to 0 hit points, it explodes. Each creature within 5 feet of the point where the gander explodes must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

If at least one gander survives for 1 minute, then you are resurrected with half your total hit points as if by a *reincarnate* spell in the space of the surviving gander, which vanishes. If all the gander are slain, then you die fully and your spirit passes on.

SORCEROUS ORIGIN:

The Hunger



Your innate magic is derived from an aching, insatiable force that seeks to consume everything, such as Yeenoghu, demon lord of hunger.

The power of the words etched into your blood can manifest in a number of peculiar ways:

1d6 The Hunger Quirks

- 1 You have gnoll-like physical attributes
- 2 You can't stop eating, but you look like you are about to waste away
- 3 Something gnaws at your soul in the dark hours, and no happiness can satisfy it
- 4 You get an intense rush of pleasure on taking something that isn't yours
- 5 You can't digest food that isn't raw meat
- 6 Your eyes become slowly crimson when you go without food.

HUNGRY 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	Etched Spells
1st	<i>hunter's mark, bane</i>
3rd	<i>alter self, locate animals/plants</i>
5th	<i>hunger of hadar, vampiric touch</i>
7th	<i>phantasmal killer, shadow of moil</i>
9th	<i>contagion, insect plague,</i>

THE FLESH IS GOOD

Starting at 1st level, your hunger occupies your every waking thought. You have advantage on Wisdom (Perception) checks made to discern or detect living creatures, and you can use an action to discern whether a creature you can see or hear within 10 feet of you is a living creature or something else, though not their precise type.

THE FLESH IS GREAT

Starting at 6th level, you can restore your magic by consuming the flesh of living creatures. By eating 1lb of flesh from a humanoid or beast killed in the last 24 hours, you can restore 1 sorcery point. You can restore a number of sorcery points in this way equal to your level in this class/2, after which you must finish a long rest before using this ability again.

THE FLESH IS GLORY

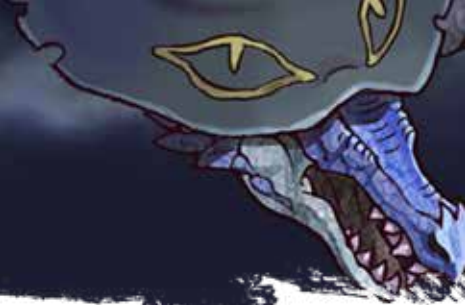
Starting at 14th level, you recover double the sorcery points from The Flesh Is Great.

THE FLESH IS GOD

At 18th level, you can turn organic material into servants of the Hunger. By consuming a medium creature's worth of flesh over the course of 10 minutes, you can conjure a **maw demon** by vomiting the contents of your stomach onto the floor, infused with demonic ichor. The maw demon is delighted to see you, and immediately sets about looking for food. The maw demon can replicate via the same method, and attacks any creature it can see that isn't you and isn't a demon in an attempt to acquire flesh to reproduce with.



Dragon Queen



EXPANDED SPELL LIST

The Dragon Queen 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>heroism, faerie fire</i>
2nd	<i>phantasmal force, pyrotechnics</i>
3rd	<i>blinding smite, beacon of hope</i>
4th	<i>fire shield, phantasmal killer</i>
5th	<i>holy weapon, seeming</i>

GLAMOUR

Starting at 1st level, you can invoke your patron's magic to surround yourself in an unearthly glamour, which lasts for 1 hour. This glamour bears only a passing resemblance to you, but is the center of attention, and bears some visual hallmarks indicative of your patron. Creatures that can see the glamour have disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the effect ends or until they can no longer see you. You must finish a short rest before using this ability again.

THROWING SHADOWS

At 6th level, you can rise to your full height and project a dread shadow that casts terror into the hearts of your enemies. Whilst shrouded in your Glamour, you can use an action to generate an aura of shadow which turns bright light to dim light in a 60ft. radius centered on you. When you use this ability, hostile creatures inside the area must succeed on a Charisma saving throw against your Spell Save DC or become Frightened of you for 1 minute. The aura lasts for 1 minute or until you end it as a bonus action.

THE SICKENING

Starting at 10th level, witnessing your form is enough to drive the hardest soul to distraction. Hostile creatures that start their turn within 10 feet of your Glamour must succeed on a Constitution saving throw against your Spell Save DC or become Poisoned for 1 hour. A creature that succeeds on the saving throw against this ability is immune to it for 24 hours.

POWER FANTASY

Starting at 14th level, your patron's powers begin to have a profound effect on your body and magic. Whilst wearing your glamour, you gain the following benefits:

- You cannot be Frightened or Charmed
- Your Charisma score increases by a number equal to your proficiency bonus (max 30).



OTHERWORLDLY PATRON:

Best Friend Monster



Your patron is a big furry monster who gives hugs and maybe lurks under your bed. You're not sure what agenda they have, or what you did to deserve their companionship, but they say you shouldn't look a gift goat-bear-horse in the mouth.

EXPANDED SPELL LIST

The Best Friend Monster 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>animal friendship, beast bond</i>
2nd	<i>animal messenger, beast sense</i>
3rd	<i>catnap, nondetection</i>
4th	<i>dominate beast, guardian of nature</i>
5th	<i>awaken, wrath of nature</i>

FRIEND TO THE WILD THINGS

Starting at 1st level, you understand the line between beast and Monster is very hazy. You can treat beasts as monstrosities and monstrosities as beasts for the purposes of your spells and class features.

BROBDINGNAGIAN LANTERN

Starting at 1st level, you possess a strange quality that attracts monsters to you. Monstrosities within 1 mile of you will slowly seek you out, either from curiosity, hunger or compelled by your sirenlike charm. You have advantage on Wisdom (Animal Handling) checks made to interact with monsters and beasts.

EYES IN THE DARK

Starting at 6th level, your friends watch over you while you sleep. You can't be surprised when resting, as something large and unseen wakes you just in time to react.

BEASTLY NIGHTMARES

Starting at 10th level, when you sleep, you can traverse the dreams of others as if under the effects of a *dream* spell. You can perform this feat a number of times in a single night equal to your Charisma modifier.

KING OF THE CLOSETS

At 14th level, monsters and beasts find it difficult to harm you at all. If an monster or beast targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell save DC. On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. An creature is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.



ARCANE TRADITION:

Lizard



This subclass is a joke based on the fact that the word Lizard rhymes with the word Wizard. Oh, what larks.

DETACHABLE LIMB

Beginning when you select this school at 2nd level, you can use your magic to sever your limbs in an attempt to escape predators. As a reaction when you are targeted by an attack, you can sever one of your limbs, which falls to the floor. You might not think this is very useful, but nature doesn't really care about that. The good news is, you regrow any severed limbs over the course of a long rest.

STICKY TONGUE

At 2nd level, your tongue is long and extendable. As an action, you can flick it out of your mouth to a distance of 30 feet, where it adheres to any object or creature it touches as if by *sovereign glue*. If you target a creature with this ability, they must make a Dexterity saving throw to avoid the effect. The tongue remains stuck to the object or creature until release it (no action required). Your tongue has an AC 10, 5 hit points, and if severed it grows back over the course of a long rest.

MOLTING

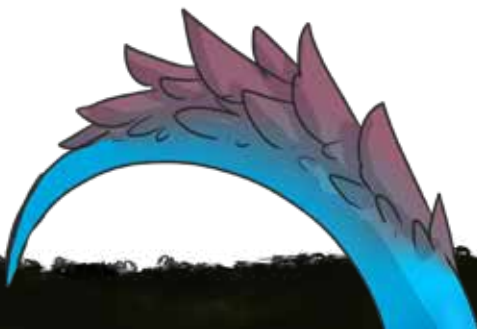
At 6th level, you can harness your arcane ability to shed your old skin and leave it behind. As an action, you slip out of your skin, moving five feet in any direction without provoking opportunity attacks and leaving behind a pale husk shaped like you in the space you departed. When you use this ability, you are cured of the Poisoned condition or any diseases from which you are suffering.

DRAMATIC FRILL

At 10th level, you can unfold a dramatic frill of flesh from around your neck, inflating it to outrageous proportions to intimidate enemies. When a creature targets you with an attack, you can use your reaction to flash your frill and give the attacker disadvantage against you for the rest of the round. You can use this ability a number of times equal to your Intelligence modifier, recharging all uses at the end of a long rest.

REBORN

At 14th level, you can use your abilities to evade the ravages of death. When you die, your spirit spends 1d4 hours incubating inside your own corpse, before undergoing the effects of a *reincarnate* spell and burrowing out of your own skin. If your body is destroyed or rendered unable to regenerate, then this ability fails and you die in truth. You must finish a long rest before using this ability again.



Famulus



You aren't a wizard. You're a familiar. Or, you want to be, at least, and your current master doesn't really seem to know the difference. There's less plot pressure on you this way, and you get all the fish you could desire.

DISCRETION

Beginning when you select this school at 2nd level, you can assume the form of a tiny beast of your choice. Whilst in this form, your size changes to reflect your new form but your other abilities remain the same. You can speak and understand any languages you knew before you assumed this form, and your new form is considered to be able to perform any necessary somatic components for spells in their spellbook. This change of form is permanent.

SAGE'S LITTLE HELPER

At 2nd level, you can allow other practitioners of the art to draw on your power and knowledge. Creatures with the Spellcasting or Pact Magic features can cast any spells you have prepared (of a level for which they have spell slots) as long as you remain in bodily contact with them.

BONDING

At 6th level, you can choose to permanently bond yourself to a willing creature with the Spellcasting or Pact Magic feature. Establishing this bond requires an hour long ritual, after which you and the bonded creature benefit from the following advantages:

- You can communicate telepathically as long as you are on the same plane of existence
- You share spell slots
- You can cast spells with the target of 'self' on each other as if you were casting it on yourself

THE MASTER CALLS

At 10th level, you can use your action to teleport to within 5 feet of your Bonded companion, even across planar boundaries. You must finish a long rest before using this ability again.

FAMILIAR FRIDAY

At 14th level, you can swap minds with your Bonded companion, taking over its body whilst it is transferred into yours. If your companion is unwilling, they target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in yours. On a success, your companion resists your efforts to possess them, and you can't attempt to possess them again for 24 hours.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's soul is trapped in the animal body, which is incapacitated.

While possessing a body, you can use your action to return from the host body to your real body if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to your body if it is within 100 feet of you. Otherwise, you die.