

The Complete MARTIALIST Handbook



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INTRODUCTION

THE COMPLETE MARTIALIST HANDBOOK WAS written to expand the options available to you in your DUNGEONS & DRAGONS campaigns. It includes original archetypes for the Barbarian, Fighter, Ranger, and Rogue classes. These new archetypes broaden the fiction of each of these classes, letting you play everything from a barbarian practicing painted rune magic to a chemical cocktail crafting rogue. We hope these archetypes help you play character concepts you've always wanted to or dream up all new ideas!

In addition to the new archetypes, *The Complete Martialist Handbook* also introduces new weapons, feats, and magic items. The weapons are inspired by real weapons used around the world throughout history as well as black powder weapons that serve as an alternative to the firearms rules presented in the *Dungeon Master's Guide*. The feats enhance thematic weapon sets and less well-loved weapons from the *Player's Handbook*. The Martial Artist feat provides a way to expand the role of unarmed combat in your game beyond the Monk and Pugilist classes. Finally, the chapter on magic items introduces dozens of new pieces of loot for your hero to chase after on their quests.

Ross and I are proud to present *The Complete Martialist Handbook* but, even more, excited for it to have a role in your adventures. Thanks for picking up *The Complete Martialist Handbook*. Have fun with it!

- Benjamin Huffman

Disclaimer: The authors of this book are not responsible for injury or death caused by a reader attempting to transform into an animal, homebrew chemical cocktails, or execute an inquisition against alleged heathens. Please use black powder weapons responsibly and always utilize the buddy system when operating the helm of exsanguination.

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CHAPTER 1: MARTIALIST

ARCHETYPES

The *Complete Martialist Handbook* begins with a focus on the kinds of heroes it was written for: Barbarians, Fighters, Rangers, and Rogues. Here you'll find new archetypes for those classes that broaden the scope of available character options in your D&D campaigns.

BARBARIAN

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those offered in the *Player's Handbook*: the Path of the Rune Sage, the Path of the Skinchanger, the Path of the Sylvan Warden, and the Path of the War Chief.

PATH OF THE RUNE SAGE

Long ago, a tribe of barbarians stole the arcane secrets of giants: rune magic. The tribe started a tradition continued today by barbarians who follow the Path of the Rune Sage. Using eldritch symbols painted onto your body, you are capable of unleashing arcane spells. Tattooed symbols are even more powerful, altering and enhancing your ability to rage.

Rune Sages in their native land often serve as advisers, mystics, and historians. Some barbarians, however, see Rune Sages as ill omens and lightning rods for misfortune. Rune Sages are cast out from these cultures and unwelcome in their settlements.

SPELLCASTING

When you adopt this path at 3rd level, you gain the ability to cast spells using runes painted or tattooed on your body. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 in the same for the wizard spell list.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Preparing and Casting Spells. The Rune Sage Spellcasting table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these wizard spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast by painting runes on your body, choosing from among the evocation and transmutation spells on the wizard spell list. When you do, choose a number of those spells equal to your Intelligence modifier + your barbarian level divided by 3, rounded up (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 7th-level barbarian, you have four 1st-level spell slots and two 2nd-level spell slots. With an Intelligence score of 16, your list of prepared spells can include 6 spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *burning hands*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent cleansing yourself of old runes and painting new ones on your skin: at least 1 minute per spell level for each spell on your list.

RUNE SAGE SPELLCASTING

Barbarian Level	Cantrips Known	—Spell Slots per Spell Level—			
		1st	2nd	3rd	4th
3rd	2	2	—	—	—
4th	2	3	—	—	—
5th	2	3	—	—	—
6th	2	3	—	—	—
7th	2	4	2	—	—
8th	2	4	2	—	—
9th	3	4	2	—	—
10th	3	4	3	—	—
11th	3	4	3	—	—
12th	3	4	3	—	—
13th	3	4	3	2	—
14th	3	4	3	2	—
15th	3	4	3	2	—
16th	3	4	3	3	—
17th	3	4	3	3	—
18th	3	4	3	3	—
19th	3	4	3	3	1
20th	3	4	3	3	1

Spellcasting Ability. Intelligence is your spellcasting ability for your spells since your runes need to be meticulously painted with knowledge and precision to convert your rage into arcane power. You use Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus. You can use your painted and tattooed runes as a spellcasting focus for your wizard spells.





RUNIC TATTOOING

At 3rd level, you can tattoo a specific rune on your body to interweave its magic with your primal rage. Choose any 1st-level spell from the wizard spell list. You always have this tattoo spell prepared, and it doesn't count against the number of wizard spells you can prepare each day. You can cast and concentrate on this spell while you're raging, and casting it counts as making an attack for the purpose of maintaining your rage.

You tattoo yourself with more runes this way when you reach certain levels in this class, choosing spells of any school from the wizard spell list: a 2nd-level spell at 8th level, a 3rd-level spell at 14th level, and a 4th-level spell at 20th level.

Whenever you gain a level in this class, you can replace one of your tattoo spells with another spell of the same level from the wizard spell list.

RUNIC RESILIENCE

At 6th level, you learn to use the power of your runes to protect yourself from spells. When you become the target of a spell, you can use your reaction and expend a spell slot to attempt to negate the spell's effects on you. If the spell slot you expended was of level greater than or equal to the level of the triggering spell, the spell has no effect on you. If the spell slot you expended was of a level lower than the triggering spell, make an Intelligence check. The DC equals 10 + twice the difference between the spell's level and the level of your expended spell slot. On a success, the spell has no effect on you.

For example, if a creature attempts to cast *dominate person* on you and you expend a 1st-level spell slot, the DC for the Intelligence check would equal 18, since *dominate person* is a 5th-level spell.

RUNIC RESONANCE

Beginning at 10th level, your runes magically hum with arcane resonance for a short time after you cast a spell. Immediately after you cast an evocation or transmutation spell of 1st level or higher, or one of your tattoo spells, you gain resistance to a type of damage for 1 minute. If you made a damage roll as part of casting the spell, the resistance is to a type of damage the spell dealt (your choice if the spell dealt multiple damage types); otherwise, the resistance is to force damage.

This duration ends early if you drop to 0 hit points or die, or if you cast another evocation or transmutation spell of 1st-level or higher.

RUNIC RAGE

Starting at 14th level, while you're raging, you add your rage damage bonus to the damage rolls of your tattoo spells.

Additionally, when you cast a spell, you can expend a use of your rage to flood the spell with raging power. When you do, you add your rage damage bonus to the spell attack rolls and spell save DC of the spell for its duration.

PATH OF THE SKINCHANGER

You belong to an ancient line of barbarians who practice sacred hunts and rituals to adopt the shape of beasts. When you begin this path, you incorporate elements of the beasts you have hunted into your physical form when you rage. As you continue on the path, you learn to slip from your skin to that of a beast and grow to the size of nature's fiercest predator's when you rage.

SACRED HUNT

When you choose this path at 3rd level, you learn a sacred hunting ritual that allows you to gain the abilities of beasts. With 1 hour of heavy activity, you can perform this ritual, choosing a natural weapon and your choice of two of the following benefits. Once the ritual is completed, you gain that natural weapon and those benefits while raging. When you perform this ritual again, you lose all benefits selected from your previous use of this feature.

Natural Weapon. You grow horns, tusks, sharpened teeth, or claws. When you make an unarmed attack, you

can choose to use this natural weapon to deal 1d8 damage. If you use horns, tusks, or sharpened teeth this damage is piercing, if you use claws this damage is slashing.

Climber. You have a climbing speed equal to your base walking speed.

Darkvision. You have darkvision out to a range of 60 feet.

Gills. You can breathe in both air and water and have a swimming speed equal to your base walking speed.

Stride. Your base walking speed increases by 10 feet.

Venomous. When you deal damage with your natural weapons, you deal an additional 1d4 poison damage.

SKINCHANGING

At 3rd level, your ability to change your physical form improves and you can cast the *alter self* spell. Constitution is your spellcasting ability for this spell.

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

SHAPE OF THE LESSER BEAST

Starting at 6th level, you gain the ability to turn into an animal shape. You can cast the *polymorph* spell on yourself without needing material components. When you cast the spell this way, you can only turn into a beast whose challenge rating is equal to or lower than half your level. Constitution is your spellcasting ability for this spell.

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

PRIMAL RAGE

At 10th level, you gain the ability to swell your body with primal fury when you enter a rage. If you do so, you grow in size as if under the *Enlarge* effect of the *enlarge/reduce* spell until your rage ends.

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

SHAPE OF THE GREATER BEAST

Starting at 14th level, you can cast the *polymorph* spell on yourself without needing material components. You do not need to concentrate on this spell and may end it anytime you want before its 1-hour duration elapses. Constitution is your spellcasting ability for this spell.

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

PATH OF THE SYLVAN WARDEN

Some barbarians are not marked by their loyalty to kin or tribe but by their loyalty to land and beast. These barbarians take up the role of stewards and protectors of the natural world, fighting against those who would despoil it. Their admiration and emulation of the mysteries of nature allow them the ability to transform their rage into quietude and cast druidic spells.

SPELLCASTING

When you choose this path at 3rd level, you gain the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the druid spell list.

Cantrips. You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

Spell Slots. The Sylvan Warden Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you

must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *entangle* and have a 1st-level and a 2nd-level spell slot available, you can cast *entangle* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level druid spells of your choice, two of which you must choose from the conjuration and transmutation spells on the druid spell list.

The Spells Known column of the Sylvan Warden Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be a conjuration or transmutation spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells since you learn your spells through observation and emulation of the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

QUIETUDE

Starting at 3rd level, you have learned to transmute your furious rage into unshakeable calm. Using a bonus action and expending a use of your rage, you enter quietude.

While in quietude, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on saving throws you make to maintain concentration on spells.
- When you make a spell attack with a druid spell, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to damage from spells.

Your quietude ends after 1 minute. It ends early if you are knocked unconscious, or if you haven't cast a spell or maintained concentration on a spell since your last turn. You can also end your quietude on your turn as a bonus action.

Barbarian class features that apply while you are raging also apply while you are in quietude.



SYLVAN WARDEN SPELLCASTING

Barbarian Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	3	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

THE CALM IN THE FURY

Starting at 6th level, while in a rage or quietude, you can use a bonus action to switch to the other without expending an additional use of your rage. When you use this feature, your rage or quietude still ends 1 minute after you expended the use of your rage, if it doesn't end earlier.

WARDEN'S RESPITE

Starting at 10th level, you gain the ability to lend a piece of your resilience to your allies. When you enter a rage or quietude, you create an aura that remains for 1 minute and extends 10 feet from you in every direction, but not through total cover. While within your aura, each creature of your choice gains resistance to bludgeoning, piercing, and slashing damage if you are in a rage or resistance to damage from spells if you are in quietude.

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

FONT OF LIFE

Starting at 14th level, you can channel your magic while in a rage or quietude to reinvigorate your allies. As an action, you can expend a spell slot to cast a curative magic over creatures within 15 feet of you. Choose one creature per level of spell slot expended. Each chosen creature ends one effect of its choice that blinded, deafened, paralyzed, or poisoned it, and either regains hit points equal to 1d12 + your Wisdom modifier (minimum 1) if you are in quietude, or gains temporary hit points equal to 1d12 + your Wisdom modifier (minimum 1) if you are in a rage.

Using this feature counts as making an attack for the purpose of maintaining your rage, and as casting a spell for the purpose of maintaining your quietude.

PATH OF THE WAR CHIEF

While some barbarians prefer a life of savage solitude, others long for a tribe. Barbarians on the Path of the War Chief are leaders and warrior kings who can turn any scrappy group of companions into a tight-knit tribe. Inspiring their allies to victory with battle cries and war songs, war chiefs lead every battle from the frontline.

BONUS PROFICIENCY

When you adopt this path at 3rd level, you gain proficiency in one of the following skills of your choice: History, Intimidation, Performance, or Persuasion. Alternatively, you learn one language of your choice.

TRIBAL LEADER

At 3rd level, you learn to bolster the resolve of your allies, and crush that of your enemies, with battle cries. You learn two battle cries of your choice, which are detailed under "Battle Cries" (see "Battle Cries" below). You learn an additional battle cry of your choice at 6th, 10th, and 14th level. Each time you learn a new battle cry, you can also replace one battle cry you know with a different one.

You can issue one of your battle cries as an action on your turn. When you do, you choose a creature other than yourself within 30 feet of you that can hear you as the target for the battle cry. That target gains the effect of the chosen battle cry.

While raging, you can issue a battle cry as a bonus action on your turn.



WAR SONG

At 6th level, you augment your rage with a tribal song or chant that inspires greater power in your allies' attacks. While raging, when a friendly creature, other than yourself, within 15 feet of you hits with an attack, the attack gains a bonus to its damage equal to half your rage damage bonus. A creature must be able to hear you to gain the benefits of this feature.

COMMANDING PRESENCE

At 10th level, you gain a supernatural ability to influence and inspire obedience in others. You can cast the *command* and *suggestion* spells without using a spell slot or material components. Charisma is your spellcasting ability for the spells.

Once you cast *suggestion* this way, you can't cast either spell using this feature again until you finish a short or long rest.

CHIEFTAIN'S VOICE

Starting at 14th level, your voice booms with such incredible authority that even those who cannot hear it are compelled to listen. If a creature is deafened, it can still hear you when you speak, as well as when you make any noise, for the purpose of your War Chief features.

Additionally, the range of your War Song increases to 30 feet, and when you issue a battle cry, you can choose a creature within 60 feet that can hear you as the target for the battle cry's effects.

BATTLE CRIES

Bolstering Yip. Until the start of your next turn, the target has advantage on saving throws against being charmed or frightened.

Cautionary Bellow. The target has advantage on the first Strength, Dexterity, or Constitution saving throw it makes before the start of your next turn.

Challenging Call. The target can use its movement only to move closer to you during its next turn. The creature can choose not to move. This battle cry has no effect on a creature immune to being charmed.

Defensive Holler. The first attack made against the target before the start of your next turn is made with disadvantage.

Empowering Howl. The first time the target hits with a weapon attack before the start of your next turn, it gains a bonus to the damage roll equal to your Charisma modifier (minimum 1).

Hastening Whoop. The target can use its reaction to move up to half its speed. If this movement provokes an opportunity attack, the attack roll is made with disadvantage.

Infuriating Bark. The target has disadvantage on attack rolls against targets other than you until the start of your next turn. This battle cry has no effect on a creature immune to being charmed.

Inspiring Roar. The first time the target makes an attack roll or ability check before the start of your next turn, it can roll a d4 and add the number rolled to the attack roll or ability check.

Invigorating Shout. The target gains temporary hit points equal $1d6 +$ your Charisma modifier (minimum 1). It loses any of these remaining temporary hit points at the start of your next turn.

Maddening Ululation. The target has advantage on the first melee weapon attack it makes before the start of your next turn, and the first attack made against it before then by a creature other than you is made with advantage. This battle cry has no effect on a creature immune to being charmed.

Terrifying Shriek. The target can't willingly move closer to you during its next turn. This battle cry has no effect on a creature immune to being frightened.

FIGHTER

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in the *Player's Handbook*: the Combat Medic, the Crusader, the Gladiator, and the Gunslinger.

COMBAT MEDIC

A Combat Medic knows how to create carnage as well as any other fighter, but also learns to deal with the aftermath. These fighters know how to quickly assess a situation to determine where they are most needed, and how to use materials on hand for feats of medical skill that save lives.

MEDICAL TRAINING

When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make using the skill.

BATTLEFIELD MEDICINE

At 3rd level, you learn to treat wounds and ailments quickly and efficiently. Your medical expertise is represented by a pool of d6s. The number of dice in this pool equals your fighter level.

As an action, you can heal a willing creature within your reach, spending dice from the pool. The maximum number of dice you can spend at once equals half your fighter level. Roll the dice you spend, add them together, and restore a number of hit points equal to the total + your Wisdom modifier (minimum 1).

Alternatively, you can use an action and expend two dice from the pool to end one effect imposing the paralyzed, poisoned, or stunned condition on the target.

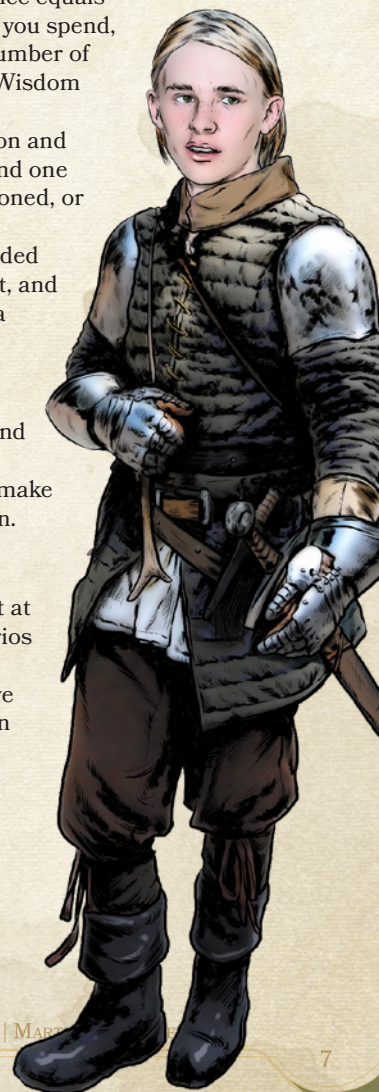
This dice pool regains one expended die whenever you finish a short rest, and all expended dice when you finish a long rest.

DOCTOR OF WAR

Starting at 7th level, when you expend dice from your Battlefield Medicine pool as part of your action, you can make one weapon attack as a bonus action.

TRIAGE EXPERT

At 10th level, you become an expert at quickly analyzing battlefield scenarios and maneuvering yourself to the places you're most needed. You have advantage on initiative rolls and can take the Dash action as a bonus action on your turn.



BATTLEFIELD SURGERY

Starting at 15th level, whenever you finish a short rest, your Battlefield Medicine dice pool now regains a number of expended dice equal to your 1 + Wisdom modifier (minimum 2 dice).

Additionally, you can use your action and expend three of the dice from the pool to return a creature within 5 feet of you to life with 1 hit point, provided the target has died within the last minute. A creature returned to life this way suffers one level of exhaustion.

ANGEL OF MERCY

Beginning at 18th level, when you roll to restore hit points with your Battlefield Medicine, you can add your Wisdom modifier (minimum 1) to each die rolled, rather than the total.

Additionally, your example of mercy diminishes your enemies' desire to harm you. When you end your turn without having made an attack roll or dealt damage to another creature this turn, attacks made against you have disadvantage until the start of your next turn.

CRUSADER

Archetypal Crusaders faithfully execute the will and enforce the ideologies of their deities, their martial prowess augmented by divine magic. Crusaders specialize in abjuration and evocation magic to better protect the allies of their god and destroy their god's enemies. A crusader's greatest ambition is to build an army of faithful devotees and bring the word of their deity to all.

CRUSADER SPELLCASTING

Fighter Level	Cantrips Known	—Spell Slots per Spell Level—			
		1st	2nd	3rd	4th
3rd	2	2	—	—	—
4th	2	3	—	—	—
5th	2	3	—	—	—
6th	2	3	—	—	—
7th	2	4	2	—	—
8th	2	4	2	—	—
9th	3	4	2	—	—
10th	3	4	3	—	—
11th	3	4	3	—	—
12th	3	4	3	—	—
13th	3	4	3	2	—
14th	3	4	3	2	—
15th	3	4	3	2	—
16th	3	4	3	3	—
17th	3	4	3	3	—
18th	3	4	3	3	—
19th	3	4	3	3	1
20th	3	4	3	3	1

DIVINE DOMAIN

When you choose this archetype at 3rd level, choose one divine domain from your chosen deity's list of eligible domains.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with divine manifestations of your faith by casting spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 in the same for the cleric spell list.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Preparing and Casting Spells. The Crusader Spellcasting table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these cleric spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from among the abjuration and evocation spells on the cleric spell list. When you do, choose a number of those spells equal to your fighter level divided by 3, rounded up. The spells must be of a variety for which you have spell slots.

For example, if you are a 7th-level fighter, you have four 1st-level spell slots and two 2nd-level spell slots. Your list of prepared spells can include 3 spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Domain Spells. Each domain has a list of spells (found in the Cleric section of the *Player's Handbook*) — its domain spells — that you gain at certain fighter levels shown in the Crusader Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.



If you have a domain spell that isn't an abjuration or evocation spell on the cleric spell list, the spell is nonetheless a crusader spell for you.

Spellcasting Ability. Wisdom is your spellcasting ability for your crusader spells since your spells come from your devotion to your deity. You use Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a crusader spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus. You can use a holy symbol (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your crusader spells.

CRUSADER DOMAIN SPELLS

Spell Levels	Fighter Level Gained
1st	3rd
2nd	7th
3rd	13th
4th	19th
5th	—

CHANNEL DIVINITY

At 3rd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Silence Heathens and an effect determined by your Divine Domain's 2nd-level feature. Your fighter level counts as your cleric level for the purpose of your domain's Channel Divinity.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest before you can use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your crusader spell save DC.

Beginning at 15th level, you can use your Channel Divinity twice between rests.

Silence Heathens. As an action, you present your holy symbol and speak a prayer censoring your foes. Each enemy within 10 feet of you that can see or hear you must make a Charisma saving throw. If the creature fails its saving throw, it is silenced for 1 minute. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effects on a successful save.

A silenced creature can't produce verbal sounds or provide the verbal components for spells. Any feature that requires it to speak or otherwise make verbal sound is unusable while it is silenced.

March to War. Starting at 7th level, you can guide your compatriots through the worst terrain and toward your divine calling, using your Channel Divinity. As an action, choose a number of willing creatures within 30 feet of you that you can see up to your Wisdom modifier (minimum 1). You and each of the chosen creatures ignore difficult terrain and gain the benefits of the *water walk* spell for 1 hour. The duration ends early if you become unconscious or die, or if you choose to end it (no action required by you).

GLORIOUS BASTION

Beginning at 10th level, battling in your deity's name increases your divine resilience. When you take the Attack action and hit one or more creatures with weapon attacks, you have advantage on the next saving throw you make against one of those creatures' effects before the start of your next turn.

DIVINE SURGE

Starting at 15th level, when you use your Action Surge, you burst with a corona of your deity's power. Enemy creatures within 10 feet of you take 2d8 radiant damage, and you and allied creatures within 10 feet of you regain 2d8 hit points.

DEITY'S CHOSEN

At 18th level, you gain your Divine Domain's 17th-level feature.

GLADIATOR

You've turned life or death combat into a form of entertainment. While other fighters focus on honing their skills to get the job done, gladiators combine martial prowess with crowd-pleasing. The only thing you love more than a good fight is a big audience cheering you on. You've learned to challenge your opponents to one-on-one combat and leverage your natural showmanship for advantage in combat.

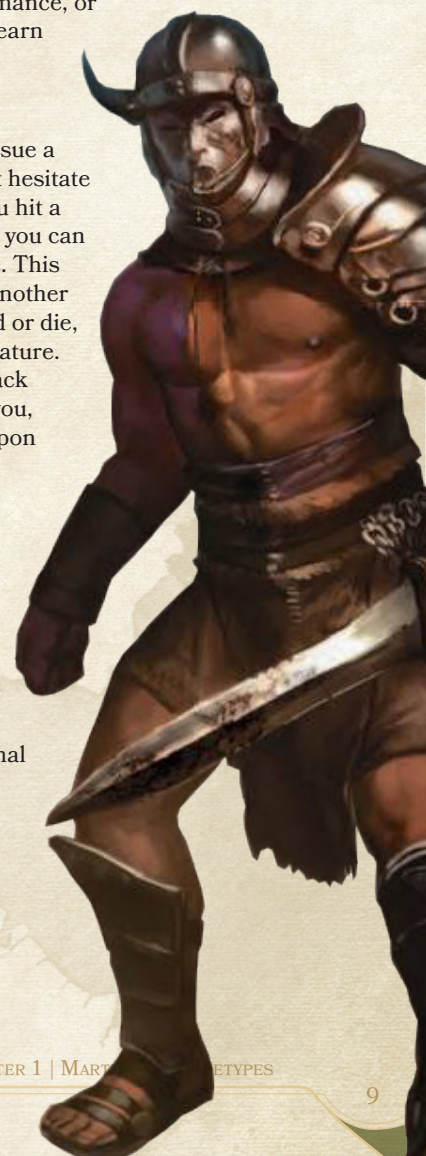
ENTERTAINER

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Athletics, Intimidation, Performance, or Persuasion. Additionally, you learn one language of your choice.

MANO-A-MANO MARK

Starting at 3rd level, you can issue a challenge to a foe that makes it hesitate to engage your allies. When you hit a creature with a weapon attack, you can mark the creature for 1 minute. This effect ends early if you attack another creature, become incapacitated or die, or someone else marks the creature.

If the creature makes an attack against a creature other than you, you have advantage on all weapon attacks against the creature until the end of your next turn. Additionally, you gain a special reaction that you can use once each round to make one weapon attack against the marked creature when it moves out of your reach or attacks a creature other than you. You cannot use this special reaction and your normal reaction on the same turn.



ROAR OF THE CROWD

Starting at 7th level, when you take the Attack action on your turn, you can use a bonus action to showboat for your allies. When you do, choose a number of hostile creatures within 15 up to the number of friendly creatures within 15 feet. Chosen creatures must succeed on a Wisdom saving throw (DC = 8 + your Charisma modifier + your proficiency bonus) or take psychic damage equal to 1d6 + your fighter level.

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

BUILD THE HEAT

Starting at 10th level, when you deal damage to the target of your Mano-a-Mano Mark, you roll twice and use the higher result. When the target of your Mano-a-Mano Mark deals damage to a creature other than you, it rolls the damage twice and uses the lower result.

BIG FINISH

Starting at 15th level, when you deal damage to a creature with a weapon attack and its remaining hit points immediately afterward are equal to or less than your fighter level + your Charisma ability score, you can choose to reduce the creature's hit points to 0.

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

SIGNATURE MOVE

Starting at 18th level, you have mastered a signature move that entertains any audience and dispatches your opponents with brutal efficiency. When you learn this feature, name your signature move and determine what it looks like. As an action on your turn, you can use your signature move.

When you use your signature move, you do the following in any order:

- Move up to twice your base movement speed. During this movement, your jumping distances are tripled.
- Gain temporary hit points equal to your fighter level + your Charisma ability score.
- Take the Attack action. Your final weapon attack as part of the Attack action has advantage and deals additional damage equal to your Charisma ability score.

You can use your signature move once. You regain its use when you roll initiative.

GUNSLINGER

You are a one of a rare new breed of fighters in the world. Gunslingers master the use of firearms as they wrestle with their place in society, wander the world, and settle personal grudges. These fighters use new technology to do battle, but the reasons they fight are timeless. Gunslingers live by a code, though whether that code gives them free reign to terrorize the local town or demands they protect it at all costs depends on the path they choose for themselves. When you live and die by the gun, you're a Gunslinger.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with one gaming set of your choice and with tinker's tools. In addition, you learn one language of your choice.

TRUE GRIT

At 3rd level, a life of getting by depending on no one but yourself has given you a deep reserve of grit. You have 3 grit points. You can expend a grit point to power deeds (special abilities gunslingers learn), including the following:

Fan the Hammer. Once per turn when you make a ranged weapon attack with a six shooter and miss, you can expend 1 grit to make another attack with a six shooter as part of the same action.

Fast Hands. You can expend 1 grit when you take the Attack action to ignore the loading property of black powder weapons this turn.

Iron Sights. You can expend 1 grit before you make a ranged weapon attack using a black powder weapon to gain advantage on the attack roll.

You regain an expended grit when you score a critical hit using a black powder weapon. You regain all expended grit when you complete a short or long rest.

WILD STALLION

Starting at 7th level, you can perform a 10-minute ritual to cast the *find steed* spell. Charisma is your spellcasting ability for this feature.

SOWN OATS

Starting at 10th level, your maximum number of grit points increases by your Charisma modifier (minimum +1). In addition, you have to make a hard choice about which side of the law you fall on. You must choose to gain the Black Hat or White Hat deed.



Black Hat. When you make a Deception, Intimidation, or Stealth ability check you can spend 1 grit to gain advantage on the roll.

White Hat. When you make an Investigation, Insight, or Persuasion ability check you can spend 1 grit to gain advantage on the roll.

TRICK SHOT

Starting at 15th level, when a creature you can see makes a ranged weapon attack, you can use your reaction to shoot the attack out of the air. You may choose to do so after the d20 roll is made but before the DM says whether the attack succeeds or fails. When you do, make a weapon attack with a black powder weapon. If your result is greater than the triggering attack result, the triggering attack misses.

DEADEYE

Starting at 18th level, weapon attacks you make with a black powder weapon score a critical hit on a roll of 19 or 20.

END OF THE ROAD

Starting at 18th level, you gain a new deed based on your choice of Sown Oats deed. If you chose Black Hat, you gain the Hero Stopper deed. If you chose White Hat, you gain the Villain Dropper deed.

Hero Stopper. When you score a critical hit with a black powder weapon, you can expend 1 grit to roll your attack's damage dice three times and add them together, instead of twice as normal for a critical.

Villain Dropper. When you score a critical hit with a black powder weapon, you can expend 1 grit. If you do, all attacks against that creature before the start of your next turn have advantage.

RANGER

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those offered in the *Player's Handbook*: the Apex Predator, the Bounty Hunter, the Geomancer, and the Spirit Guardian.

APEX PREDATOR

You may not have been raised by beasts but you certainly act like it. An Apex Predator uses all weapons at their disposal, lashing out with their teeth and nails at any enemy foolish enough to fight them in melee. Their instinctual affinity for animals gives rise to spells that grant them control over beasts. Their emulation of predators gives them a heightened capacity for violence and intimidation.

APEX PREDATOR MAGIC

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

APEX PREDATOR SPELLS

Ranger Level	Spells
3rd	<i>speak with animals</i>
5th	<i>animal messenger</i>
9th	<i>conjure animals</i>
13th	<i>dominate beast</i>
17th	<i>hold monster</i>

SAVAGE RESILIENCE

At 3rd level, your hit point maximum increases by 6 hit points. Whenever you gain a ranger level, your hit point maximum increases by an additional 2 hit points.

TOOTH AND NAIL

At 3rd level, you learn to fight with your teeth and nails, which you can use to make unarmed strikes. If you hit, you deal piercing damage equal to 1d4 + your Strength modifier if using your bite or slashing damage equal to 1d4 + your Strength modifier if using your nails. This damage is in place of the bludgeoning damage normal for unarmed strikes.

Additionally, you can use a bonus action on your turn to make one unarmed strike.

Starting at 7th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FEROCIOUS MIEN

At 7th level, you gain proficiency in Intimidation if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

BLOODTHIRSTY ASSAULT

At 11th level, when you deal damage with a weapon or unarmed strike and roll a 1 on a damage die, you can reroll the die and must use the new roll, even if the new roll is a 1.

PREDATOR'S COUNTER

At 15th level, when a creature within 5 feet of you attacks you, you can use your reaction to lash out at them before they strike you. When you do, make an unarmed strike against the creature before determining whether its attack hits you. If your attack hits, the attack roll against you has disadvantage.



BOUNTY HUNTER

Some rangers seek glory by hunting down the most dangerous creatures the multiverse has to offer; others take on the more practical tasks of capturing or eliminating criminals and other nuisances. A Bounty Hunter familiarizes themselves with humanoid cultures and peoples, mastering martial techniques for efficiently capturing or killing any bounty. The success of a Bounty Hunter rests on its employment of studious techniques for quickly becoming familiar with any unfamiliar quarry.

BOUNTY HUNTER MAGIC

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

BOUNTY HUNTER SPELLS

Ranger Level	Spells
3rd	<i>hunter's mark</i>
5th	<i>hold person</i>
9th	<i>slow</i>
13th	<i>locate creature</i>
17th	<i>legend lore</i>

FAVORED ENEMY: HUMANOIDS

When you choose this archetype at 3rd level, you gain the benefits of your Favored Enemy against all humanoid creatures. If you already chose one or more humanoid races as favored enemy types, you choose an additional favored enemy.

Additionally, you learn a language of your choice.

EFFICIENT TAKEDOWN

Beginning at 3rd level, you learn to efficiently dispatch foes with swift strikes. When you take the Attack action on your turn, you can use your bonus action this turn to make a weapon attack. You don't add your ability modifier to the damage of this bonus attack unless the target is one of your favored enemies or that modifier is negative.

DEAD OR ALIVE

At 7th level, you become an expert at capturing enemies, instead of killing them. When you reduce a creature to 0 hit points with a weapon attack or spell, you can choose to knock the creature unconscious instead of killing it.

Additionally, when you hit a creature with the bonus action attack granted by your Efficient Takedown, you can choose for the attack to deal no damage to instead reduce the target's speed to 0 until the end of your next turn.

BOUNTY RESEARCH

Beginning at 11th level, you can spend 1 hour in study and training, which counts as a light activity, to choose an additional favored enemy type. You don't learn an associated language when you choose another favored enemy this way. You retain this favored enemy type until you use this feature again.

Additionally, you automatically succeed on Constitution saving throws you make to maintain concentration on the *hunter's mark* spell while it targets one of your favored enemies.

KNOW THE ENEMY

Starting at 15th level, when you're hit by an attack from one of your favored enemies, or the target of your *hunter's mark* spell, you can use your reaction to quickly block the blow. When you do so, the damage you take from the attack is reduced by 1d10 + your ranger level.

GEOMANCER

You have learned to tap into the mystical properties of the land, giving you greater and more flexible magic than other rangers. Geomancers have a deep connection to certain types of terrain but can access the magic inherent to any land they are in. Geomancers take great pride in their reputation as some of the greatest spellcasters among rangers.

GEOMANTIC RESONANCE

Starting at 3rd level, you learn a ritual that takes 1 hour to complete and counts as light activity for you. When you complete this ritual, choose a terrain type you have selected with your Natural Explorer feature (see Ranger in the *Player's Handbook*) or the terrain you're currently in (arctic, coast, desert, forest, grassland, mountain, settlement, swamp, or the Underdark). If you are not in a location that matches any of the terrain types, or you are in a location that could match multiple terrain types, your DM will decide which terrain your location counts as. Until you perform this ritual again, you are geomantically resonant with that terrain type.



GEOMANCER MAGIC

At 3rd level, you know additional spells depending on the terrain you are currently geomantically resonant with and your ranger level, as shown in the Geomancer Spells by Terrain tables. These spells count as ranger spells for you but don't count against the number of ranger spells you know.

GEOMANCER SPELLS BY TERRAIN

ARCTIC

Ranger Level	Spells
3rd	<i>ice knife</i> ^{XGE}
5th	<i>hold person</i>
9th	<i>sleet storm</i>
13th	<i>ice storm</i>
17th	<i>cone of cold</i>

COAST

Ranger Level	Spells
3rd	<i>purify food and drink</i>
5th	<i>misty step</i>
9th	<i>water breathing</i>
13th	<i>freedom of movement</i>
17th	<i>scrying</i>

DESERT

Ranger Level	Spells
3rd	<i>create or destroy water</i>
5th	<i>dust devil</i> ^{XGE}
9th	<i>wall of sand</i> ^{XGE}
13th	<i>hallucinatory terrain</i>
17th	<i>insect plague</i>

FOREST

Ranger Level	Spells
3rd	<i>goodberry</i>
5th	<i>bark skin</i>
9th	<i>plant growth</i>
13th	<i>guardian of nature</i> ^{XGE}
17th	<i>tree stride</i>

GRASSLAND

Ranger Level	Spells
3rd	<i>beast bond</i> ^{XGE}
5th	<i>earthbind</i> ^{XGE}
9th	<i>speak with plants</i>
13th	<i>conjure minor elementals</i>
17th	<i>awaken</i>

MOUNTAIN

Ranger Level	Spells
3rd	<i>thunderwave</i>
5th	<i>spider climb</i>
9th	<i>meld into stone</i>
13th	<i>stoneskin</i>
17th	<i>wall of stone</i>

SETTLEMENT

Ranger Level	Spells
3rd	<i>charm person</i>
5th	<i>knock</i>
9th	<i>leomund's tiny hut</i>
13th	<i>locate creature</i>
17th	<i>animate objects</i>

SWAMP

Ranger Level	Spells
3rd	<i>entangle</i>
5th	<i>pass without trace</i>
9th	<i>stinking cloud</i>
13th	<i>blight</i>
17th	<i>contagion</i>

UNDERDARK

Ranger Level	Spells
3rd	<i>snare</i> ^{XGE}
5th	<i>web</i>
9th	<i>enemies abound</i> ^{XGE}
13th	<i>greater invisibility</i>
17th	<i>cloudkill</i>

XGE

Spells marked with an ^{XGE} can be found in *Xanathar's Guide to Everything*. If you don't own the book, you can choose an appropriate alternative from the *Player's Handbook* or, better yet, run out and get *Xanathar's Guide to Everything*!

INVOKE THE ELEMENTS

At 3rd level, your attacks are enhanced with the mystical elements of the land. The first time you deal damage with a weapon attack each turn you deal 1d6 additional damage. The damage type of this additional damage depends on the terrain you are geomantically resonant with.

INVOKE THE ELEMENTS

Terrain Type	Damage Type
Arctic	Cold
Coast	Acid
Desert	Fire
Forest	Force
Grassland	Radiant
Mountain	Thunder
Settlement	Psychic
Swamp	Poison
Underdark	Necrotic

GEOMANTIC RECOVERY

At 7th level, you can regain some of your magical energy by communing with the mystical elements of your environment. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than a third of your ranger level, and none of the slots can be 6th level or higher.

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

For example, as a 7th-level ranger, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

STRENGTH OF THE EARTH

At 11th level, when you finish a long rest, you gain temporary hit points equal to twice your ranger level. Whenever you finish a short rest, you gain temporary hit points equal to your ranger level.

While you have temporary hit points granted by this feature, the additional damage from your Invoke the Elements feature increases to 2d6.

GEOMANTIC SHIELD

At 15th level, when you take damage associated with the terrain type you are geomantically resonant with or one of the terrain types you have selected with your Natural Explorer feature, you can use your reaction to gain resistance to that damage type until the start of your next turn. The damage type associated with each terrain type is identified on the chart above.

SPIRIT GUARDIAN

Some rangers turn to the primordial to protect their homes, bonding with an elemental spirit. Spirit Guardians entwine their essence with these totemic guardians, manifesting aspects of the spirits' powers, and becoming far more attuned to the denizens of the Elemental Planes.

SPIRIT GUARDIAN MAGIC

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

SPIRIT GUARDIAN SPELLS

Ranger Level	Spells
3rd	<i>unseen servant</i>
5th	<i>magic weapon</i>
9th	<i>protection from energy</i>
13th	<i>guardian of nature</i> ^{XGE}
17th	<i>conjure elemental</i>

ELEMENTAL BOND

When you choose this archetype at 3rd level, your connection to the natural world brings you into contact with an elemental guardian spirit of your choice: the Boulderbear, the Firecat, the Riversnake, or the Thunderbird. Your choice affects the features you gain at 3rd, 7th, and 15th level.

You learn to speak, read, and write Primordial. Additionally, whenever you make a Charisma check when interacting with elementals, your proficiency bonus is doubled if it applies to the check.

SPIRIT STRIKE

At 3rd level, you can have your guardian spirit harry creatures, imbuing your attacks against those creatures with elemental power. As a bonus action, choose one creature you can see within 60 feet of you. The first time you hit that creature with a weapon attack before the start of your next turn, the attack gains benefits based on your chosen guardian spirit.

Boulderbear. The target takes an additional 1d4 force damage, and its speed is halved until the end of its next turn as stone and dust impede its movements.

Firecat. The target takes an additional 1d4 fire damage, and it sheds bright light in a 10-foot radius, and dim light for an additional 10 feet, until the end of its next turn as ethereal flames alight on its body. For the duration, the creature can't become invisible or hidden.

Riversnake. The target takes an additional 1d4 cold damage, and it suffers disadvantage on the first attack roll or ability check it makes before the end of its next turn as frost forms on its extremities.

Thunderbird. The target takes an additional 1d4 thunder damage, and you push it up to 10 feet in a straight line away from you as a boom of thunder audible to 300 feet knocks it back.

ELEMENTAL ASPECT

At 7th level, an aspect of your guardian spirit's metaphysical body appears on you, granting you a feature based on your chosen guardian spirit.

Boulderbear. Your hit point maximum increases by 7, and increases by 1 whenever you gain a subsequent level in this class. Additionally, you have advantage on saving throws against disease and poison.

Firecat. Your base walking speed increases by 10 feet, and whenever a creature within 5 feet of you hits you with an opportunity attack, it takes fire damage equal to your proficiency bonus.

Riversnake. You can breathe in both air and water, and you gain a swimming speed equal to your base walking speed. Additionally, you can take the Disengage action as a bonus action on your turn.

Thunderbird. Your high and long jump distances are tripled. Additionally, the wind rises in your defense against distant attackers. After you end your turn, the first creature that makes a ranged weapon attack against you before the start of your next turn makes the attack roll with disadvantage.

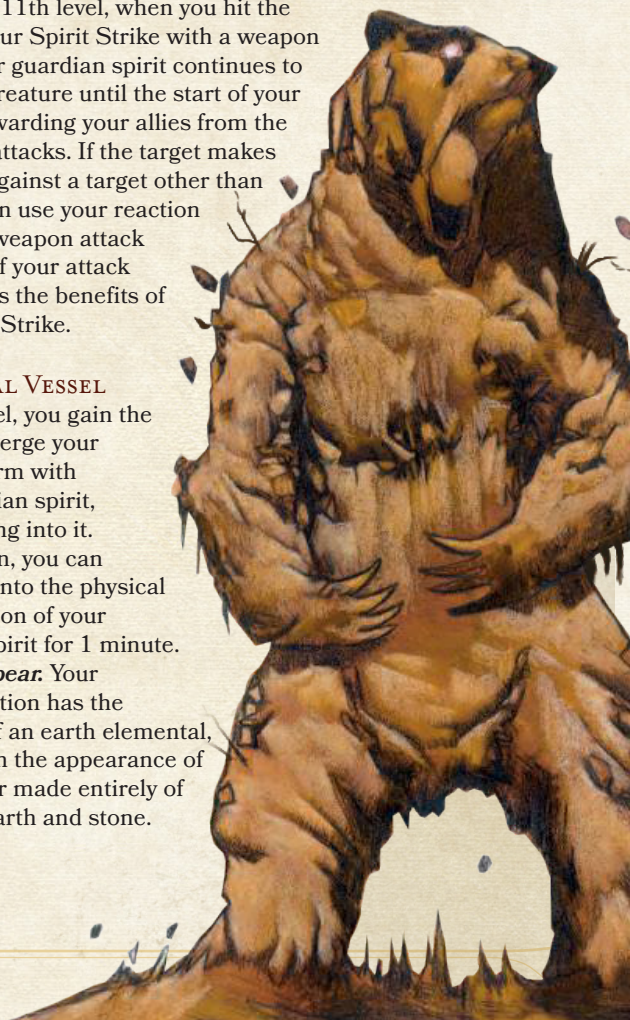
GUARDIAN SPIRIT

Starting at 11th level, when you hit the target of your Spirit Strike with a weapon attack, your guardian spirit continues to harry the creature until the start of your next turn, warding your allies from the creature's attacks. If the target makes an attack against a target other than you, you can use your reaction to make a weapon attack against it. If your attack hits, it gains the benefits of your Spirit Strike.

ELEMENTAL VESSEL

At 15th level, you gain the ability to merge your physical form with your guardian spirit, transforming into it. As an action, you can transform into the physical manifestation of your guardian spirit for 1 minute.

Boulderbear. Your transformation has the statistics of an earth elemental, though with the appearance of a large bear made entirely of pieces of earth and stone.



Firecat. Your transformation has the statistics of a fire elemental, though with the appearance of a jungle cat made entirely of roaring flame.

Riversnake. Your transformation has the statistics of a water elemental, though with the appearance of a venomous snake made entirely of rushing water.

Thunderbird. Your transformation has the statistics of an air elemental, though with the appearance of a giant eagle made entirely of gusting wind.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of your guardian spirit (earth elemental, fire elemental, etc.) but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies.
- When you transform, you assume your guardian spirit's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can't cast spells, and your ability to take any action that requires hands is limited to the capabilities of your guardian spirit form. Transforming doesn't break your concentration on a spell you've already cast.
- You retain the benefit of any feature from your class, race, or other source and can use them if the new form is capable of doing so. However, you can't use any of your special senses, such as darkvision.
- You choose whether your equipment falls to the ground in your space or merges into your new form. Equipment that merges with the form has no effect until you leave the form.

You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

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

ROGUE

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*: the Apothecary, the Bouncer, the Paramour, and the Zealous Inquisitor.

APOTHECARY

You have trained in the science of chemistry and learned to make a variety of concoctions that heal and harm. You may specialize in cruel poisons and admixtures that debilitate your enemy, restoratives and drugs that empower your allies, or dabble in both. Apothecaries often learn their craft under a mentor or at an academic institution, but it's also possible to learn this science through books and experimentation.

CHEMIST

Starting at 3rd level, you gain proficiency in alchemist's supplies, herbalism kits, and poisoner's kits if you don't already have them. Your proficiency bonus is doubled for any ability check you make that uses any of those proficiencies.

CRAFT CONCOCTION

When you choose this archetype at 3rd level, you learn to craft poisons, tinctures, and admixtures from materials you have on hand.

Concoctions. You learn three concoctions of your choice, which are detailed under "Concoctions" below. You learn two additional concoctions of your choice at 9th, 13th, and 17th level. Each time you learn new concoctions, you can also replace one concoction you know with a different one.

Doses. You can spend 1-minute crafting a dose of concoction you know with materials you have on hand. You can create up to 3 doses per day and regain all your expended doses when you finish a long rest. All concoctions become inert and have no effect after 24 hours. You can create an additional dose per long rest when you reach 9th (4 doses), 13th (5 doses), and 17th level (6 doses).

Saving Throws. Creatures immune to poison are immune to the effects of your concoctions. Some of your concoctions require a creature to make a saving throw to resist the concoction's effects. The saving throw DC is calculated as follow:

$$\text{Concoction save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

BIOCHEMICAL LORE

Starting at 9th level, when you are within 30 feet of a creature you can see, you know if they have vulnerability, resistance, or immunity to poison.

PREVENTATIVE MEASURES

Starting at 13th level, you have resistance to poison damage and advantage on saving throws against being poisoned.

COCKTAIL CRAFTER

Starting at 17th level, when you finish a long rest, choose one concoction you know. You make a number of doses of that concoction equal to your Intelligence modifier (minimum 1). These do not count against the doses you can make until your next long rest.

CONCOCTIONS

The following concoctions are presented in alphabetical order:

Black Tear Powder. You can blow a dose of this powder into the eyes of a creature within 5 feet with the Use an Object action. When you do, that creature must succeed on a Constitution saving throw or be blinded for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the blinded effect on a success.

Blisterskin Oil. You can throw a dose of this oil onto a creature within 5 feet with the Use an Object action. The creature takes 1d8 acid damage and an additional 1d8 acid damage at the start of each of its turns for the next minute. The creature can end this effect by using an action to clean the oil from itself.

Bitterbite Toxin. You can apply a dose of this toxin to a weapon with the Use an Object action. The next time this weapon deals damage, it deals extra poison damage. This extra damage is equal to your



Sneak Attack damage. This destroys the dose of toxin. A weapon can only benefit from one dose of bitterbite toxin at a time.

Charming Philter. You can apply a dose of this philter to yourself or a target creature within 5 feet that you can see with the Use an Object action. For the next hour, when a creature that must breathe enters a space within 15 feet of the target it must succeed on a Wisdom saving throw or be charmed by the target for the remainder of the duration of the philter. This effect automatically ends if the creature takes damage from the target or one of the target's allies and cannot affect the creature again for 24 hours.

Flashfreeze Powder. You can blow a dose of this powder towards a creature within 5 feet with the Use an Object action. When you do, that creature must succeed on a Dexterity saving throw or take cold damage and have its movement speed is reduced to 0 until the start of your next turn. This cold damage is equal to your Sneak Attack damage. If the creature succeeds on the saving throw, it takes half damage and its speed is unaffected.

Haste Tar. A creature can apply a dose of this tar to their gums with the Use an Object action. When it does, for the next minute the creature adds half your proficiency bonus to its AC and can take the Attack (one weapon attack only), Dash, or Disengage action as a bonus action on its turn. After that minute, the creature gains a level of exhaustion.

Mule Mix. A creature can pinch a dose of this mix into its mouth with the Use an Object action. When it does, it has advantage on Strength saving throws, it deals an additional 1d6 damage when it makes weapon attacks that add Strength to hit, and it is considered one size larger for determining carrying capacity and the weight it can push, pull, or lift. These effects end after one hour, at which time the creature gains a level of exhaustion.

Nervebreaker Toxin. You can apply a dose of this toxin to a weapon with the Use an Object action. The next time this weapon deals damage to a creature, the creature must succeed on a Constitution saving throw or be poisoned and take 1d10 poison damage at the start of each of its turns. The creature can repeat this saving throw at the end of each of its turns, ending this effect on a success.

Restorative Tonic. A creature can consume a dose of this tonic with the Use an Object action. When a creature drinks this tonic, roll your Sneak Attack damage dice. The creature regains hit points equal to the result.

Revenant's Resolve. A creature can consume a dose of this mixture with the Use an Object action. When it does, roll your Sneak Attack damage dice. The creature gains temporary hit points equal to the result, and for the next minute ignores the effect of any levels of exhaustion it has. After that minute, the creature gains a level of exhaustion.

Stonesleep Tincture. A willing creature can consume a dose of this tincture with the Use an Object action. When it does, the creature can choose to fall asleep on its turn anytime within the next minute. If it does, the creature is petrified for 8 hours. When this effect ends after 8 hours, the creature gains all the benefits of having finished a long rest and loses an additional level of exhaustion.

Sleeping Syrup. A creature can apply a dose of this syrup to a weapon, food, or drink with the Use an Object action. A creature that consumes the food or drink or who takes damage from that weapon must succeed on a Constitution saving throw or gain a level of exhaustion.

A creature that fails that saving throw must succeed on another Constitution saving throw after one minute has passed or become unconscious for 8 hours. When a creature uses its action to rouse the sleeping creature or the sleeping creature takes damage, the sleeping creature may make another Constitution saving throw, waking up on a success.

Smelling Salts. A creature can take the Use an Object action to administer a dose of these salts to itself or another creature within 5 feet of it. When it does, the creature affected can choose to wake up or end one effect causing it to be charmed, frightened, or stunned.

Tangle Root Toxin. You can apply a dose of this toxin to a weapon with the Use an Object action. The next time this weapon deals damage, the creature is inebriated for the next minute. While inebriated, it has disadvantage on Perception ability checks and the first time each turn it uses its movement, it must succeed on a Dexterity saving throw or fall prone and have its movement speed reduced to 0 until the end of its turn.

Waking Nightmare Acid. You can apply a dose of this acid to a weapon with the Use an Object action. The next time this weapon deals damage, the creature must make a Wisdom saving throw. If the creature fails, it is frightened and takes 1d6 psychic damage at the start of each of its turns for the next minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Universal Antidote. A creature can drink a dose of this antidote with the Use an Object action. When it does, all poisons and non-magical diseases currently afflicting the creature immediately end. Additionally, for the next minute, the creature has resistance to poison damage and advantage on saving throws against poison.

BOUNCER

Most rogues focus on the elegant arts of infiltration, trickery, and mind games, but as a Bouncer, you prefer the simple but effective techniques of the back alleys - using anything within your reach as a weapon, even your foes themselves. You rely more on brute strength and an ability to tie your opponents in knots than cunning, though you know better than to discard any natural advantages. Other rogues may think you lack guile, but you'd rather have a reputation for an iron fist than a silver tongue.

BACK ALLEY TRAINING

When you choose this archetype at 3rd level, you augment your clandestine skills with the rough and tumble practices of the back alleys, learning to utilize everything around you to your advantage. You gain proficiency with the Athletics skill, medium armor, and improvised weapons.

You also gain an additional way to use your Sneak Attack; you can use your Sneak Attack against a creature when you make an attack with a melee weapon, even if it doesn't have the finesse property. All other rules of Sneak Attack still apply to you.

ANYTHING AT HAND

At 3rd level, while you have a creature of your size or smaller grappled, you can use it as a melee improvised weapon. If the creature is the same size as you, you treat it as though it's a weapon with the two-handed property; otherwise, you can make the attack with only the hand you used to grapple the creature. When you do, you deal bludgeoning damage depending on the creature's

size category, as shown in the Improvised Creature Weapons table. When you deal damage with a creature used as an improvised weapon, the target of the attack and the creature used for the attack each take half the damage you rolled, instead of the normal damage for the attack.

IMPROVISED CREATURE WEAPONS

Size Category	Damage Die
Tiny	1d4
Small	1d6
Medium	1d8
Large*	1d10
Huge*	2d6
Gargantuan*	3d6

IMPROVISED CREATURE WEAPONS OF LARGER CATEGORIES

Per the normal grappling rules, you can only grapple a creature that is no more than one size category larger than you. Since players may be able to increase their size beyond Medium through the use of spells and magic items, the table includes size categories that they won't be able to grapple under normal circumstances.

BARROOM BRAWLER

At 9th level, when you take the Attack action and make only grapple attempts, you can make a weapon attack as a bonus action this turn.

MENACING GLARE

Starting at 13th level, you have a look in your eye that implies you can tie your opponents into knots. As a bonus action on your turn, you stare into the eyes of a creature you can see, and who can see you, within 30 feet of you, promising violence. Make a Strength (Intimidation) check contested by the target's Wisdom (Insight) check. If you succeed, the creature is frightened of you for 1 minute, or until you use this feature on a different target.

If a creature frightened this way ends its turn in a location where it doesn't have a direct line of sight to you, it regains its composure and is no longer frightened.

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

BALLROOM BLITZER

Beginning at 17th level, when you make an attack using a creature you have grappled, you can use your Sneak Attack even if you don't have advantage on the attack roll, but not if you have disadvantage on it.



PARAMOUR

You're more interested in stealing hearts than gold pieces. Paramours wander from town to town and port to port having great love affairs and boisterous all-nighters, leaving a river of ex-lover's tears in their wake. The charms of these rogues are so great they verge on supernatural.

ROMANTIC

When you choose this archetype at 3rd level, you gain proficiency in the Insight and Persuasion skills if you don't already have them. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

THIEF OF HEARTS

Starting at 3rd level, you can cast the *charm person* spell as a 1st-level spell. When you do, the duration increases to a number of hours equal to your rogue level, the saving throw DC is equal to 8 + your proficiency bonus + your Charisma modifier, and the creature may regard you as a romantic interest, in addition to a friendly acquaintance, at the DM's discretion.

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

TOKEN OF AFFECTION

At 3rd level, you can give a token of affection to a creature charmed by you. This token of affection can be any physical gift. The duration of the charmed effect on the creature becomes indefinite, ending early if you or your companions do anything harmful to it or you use this feature again.

LANGUAGE OF LOVE

Starting at 9th level, you can communicate non-verbally, using body language, eye contact, and gestures, with any humanoid who speaks at least one language and can see you.

In addition, if you share a language with a humanoid who can hear you, you can use a bonus action to shower the creature with flattery and honeyed words. That creature has disadvantage on saving throws it makes to resist being charmed by you until the end of its next turn.

INSPIRE HAREM

Starting at 13th level, when you use your Thief of Hearts, you can target a number of humanoids up to your rogue level.

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

JADED JILTER

Starting at 17th level, you can use your bonus action to jilt a creature who is charmed by you. This spurn wounds them so deeply that you deal psychic damage to the creature equal to your Sneak Attack damage and the charmed effect ends.

In addition, your years of heartbreaks and heartbreaking have left you jaded. You are immune to being charmed.



ZEALOUS INQUISITOR

Deities enjoy having clerics, paladins, and crusaders spread their word and fight in their name, but these pious servants aren't always willing to tarnish themselves in their god's best interest. As a Zealous Inquisitor, you execute your deities will without compunction - punishing sinners, silencing heretics, and striking down abominations.

DIVINE DOMAIN

When you choose this archetype at 3rd level, choose one Divine Domain from your chosen deity's list of eligible domains.

ZEALOUS MAGIC

When you reach 3rd level, your zealous devotion to your deity ignites in you a spark of divine magic, allowing you to cast spells. This magic, however, differs greatly from that of clerics and paladins, which is carefully cultivated over years of prayer and practice. Your magic is not as deep, but your passion for doing your deity's work and permanently silencing those who would speak against your god causes it to reignite much more quickly. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 in the same for the cleric spell list.

Cantrips. You know two cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Zealous Inquisitor Spellcasting table shows how many spell slots you have. The table also shows what the level of those spell slots is; all of your spell slots are the same level. To cast one of your cleric spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell *command*, you must expend one of those spell slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the divination and enchantment spells on the cleric spell list, or from your Divine Domain's list of domain spells.

The Spells Known column of the Zealous Inquisitor Spellcasting table shows when you learn more cleric spells of your choice of 1st level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level and must be a divination or enchantment spell of your choice, or a spell of your choice from your Divine Domain's list of domain spells. When you reach 7th level, for example, you can learn a new cleric spell, which can be of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Additionally, when you gain a level in this class, you can choose one of the cleric spells you know and replace it with another spell from the cleric spell list, which must also be of a level you can cast. The new spell must be a divination or enchantment spell, or a spell from your Divine Domain's list of domain spells, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your cleric spells since your magical ability comes from the strength of your fervor and conviction to your deity. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use

ZEALOUS INQUISITOR SPELLCASTING

Rogue Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	3	1	1st
4th	2	4	1	1st
5th	2	4	2	1st
6th	2	4	2	1st
7th	2	5	2	2nd
8th	2	6	2	2nd
9th	3	6	2	2nd
10th	3	7	2	2nd
11th	3	8	2	2nd
12th	3	8	2	2nd
13th	3	8	2	2nd
14th	3	9	2	2nd
15th	3	9	2	2nd
16th	3	10	2	2nd
17th	3	10	2	2nd
18th	3	10	2	2nd
19th	3	10	2	2nd
20th	3	11	2	2nd

your Charisma modifier when setting the saving throw DC for a cleric spell you cast, and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus. You can use a holy symbol (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your cleric spells.

ZEALOUS INQUISITOR MULTICLASSING WITH OTHER SPELLCASTERS

If you have both the Zealous Magic and Pact Magic class features, you determine your available spell slots for each class individually. For example, if you are a rogue 3/warlock 2, you would have three 1st-level spell slots.

Your Zealous Magic class feature otherwise interacts with the Spellcasting class feature the exact way that the Pact Magic class feature does, and you follow all of the other rules for multiclassing spellcasters, as detailed in chapter 6 of the *Player's Handbook*.

JUDGMENT

Starting at 3rd level, you can cast divine judgment on your enemies, harnessing your zealous fervor. As a bonus action on your turn, you can cast judgment on a creature within 60 feet of you that you can see. The target suffers the following effects:

- It can't regain hit points or gain temporary hit points.
- It can't become hidden from or invisible to you, even by magical means.
- You have advantage on Intelligence (Investigation) and Wisdom (Insight) checks you make to interrogate the creature.

Your judgment lasts 1 minute. It ends early if you fall unconscious or die, if you choose to end it (no action required), or if you use this feature again.

Once you cast judgment a number of times equal to your Charisma modifier (minimum once), you can cast judgment again by expending a zealous inquisitor spell slot. You regain the ability to cast judgment without expending a zealous inquisitor spell slot when you finish a long rest.

NONE EXPECT IT

Beginning at 9th level, when you cast a spell that targets a creature on which you have your judgment cast, you can choose to impose disadvantage on any saving throw the creature makes against the spell this turn. If you do, your judgment ends at the end of the turn, and you can't cast judgment on that creature again until you finish a short or long rest.

DIVINE REWARD

At 13th level, your deity rewards you for the works you've performed in their name, allowing you to tap into the true divine power. Choose one 3rd-level spell from either the cleric spell list or from your Divine Domain's list of domain spells as this gift. You can cast your gift spell once without expending a spell slot. You must finish a long rest before you can do so again.

When you finish a long rest, you can spend 10 minutes in prayer entreating your deity to replace your gift spell with a different one of the same level from the cleric spell list or from your Divine Domain's list of domain spells.

At 19th level, you gain a 4th-level spell from either the cleric spell list or from your Divine Domain's list of domain spells that can be cast this way. You regain all uses of your Divine Reward when you finish a long rest. When you spend 10 minutes entreating your deity at the end of a long rest, you can replace one or both of your gift spells.

SILENCE THE HERETICS

Starting at 13th level, when you cast judgment on a creature, attacks you make against the creature before the end of the turn are made with advantage.

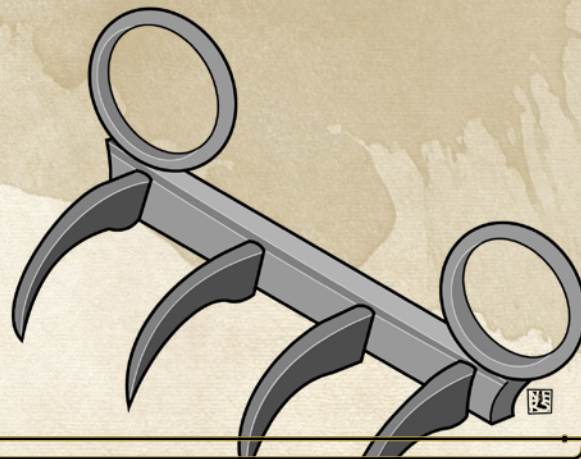
DIVINE JUDGE

Beginning at 17th level, you regain the ability to cast judgment without expending a zealous inquisitor spell slot when you finish a short or long rest.



CHAPTER 2: WEAPONS

This chapter provides an expansion to the weapons detailed in the *Player's Handbook*. Most of these weapons are inspired by non-European cultures or some of history's less common implements of war. Also included are black powder weapons, which serve as an alternative to the firearms presented in the *Dungeon Master's Guide*. The weapons in this chapter introduce a few new weapon properties and special weapons, all of which are described after the Weapons table.



WEAPONS				
Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Bo staff	2 sp	1d6 bludgeoning	4 lb.	Defensive, two-handed
Brass knuckles	1 gp	1d4 bludgeoning	1 lb.	Light, unarmed
Khatar	3 gp	1d4 piercing	3 lb.	Light, unarmed
Knuckle knives	3 gp	1d4 slashing	2 lb.	Light, unarmed
Torch	1 cp	1d4 fire	1 lb.	Special
<i>Martial Melee Weapons</i>				
Boomerang	3 sp	1d4 bludgeoning	2 lb.	Light, special, thrown (range 50/150)
Chakram	10 gp	1d4 slashing	4 lb.	Light, thrown (range 100/300)
Hook sword	15 gp	1d6 slashing	4 lb.	Defensive
Sai	2 gp	1d4 bludgeoning	4 lb.	Defensive, light
Spiked shield	15 gp	1d6 piercing	7 lb.	Defensive
War fan	8 gp	1d4 bludgeoning	4 lb.	Defensive, thrown (range 15/30)
Weighted chain	6 gp	1d4 bludgeoning	8 lb.	Light, reach
<i>Martial Ranged Weapons</i>				
Bola	3 gp	—	5 lb.	Special, thrown (range 10/30)
Boomstick	100 gp	2d6 piercing	10 lb.	Ammunition (20/60), black powder, heavy, loading, two-handed, special
Hand cannon	100 gp	1d10 piercing	8 lb.	Ammunition (30/90), black powder, loading
Rifle	150 gp	1d12 piercing	12 lb.	Ammunition (100/400), black powder, heavy, loading, two-handed
Six shooter	125 gp	1d8 piercing	6 lb.	Ammunition (30/60), black powder, light
<i>Ammunition</i>				
Bullets (10)	2 gp	—	1 lb.	

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table. The properties presented here supplement the ones found in the *Player's Handbook*.

Black powder. Whenever you make an attack roll with this weapon, the weapon emits a thundering boom audible up to the weapon's long range. Additionally, when you make an attack roll with this weapon and the result is 1, you are deafened until the end of your next turn.

Defensive. While you wield one or more weapons with this property, you gain a +1 bonus to AC if you are proficient in the weapon and not using a shield.

Unarmed. When you make an unarmed attack you can choose to deal the damage of this weapon instead of your normal unarmed attack damage.

SPECIAL WEAPONS

Weapons with special rules are described below:

Bola. When you hit a Large or smaller creature with a bola, it is knocked prone. The creature cannot rise from prone until it or another creature uses an action to free the prone creature.

Boomstick. When you make an attack with this weapon and the target of your attack is in the weapon's normal range, roll an additional d6 then choose one d6 not to add when you deal damage.

Boomerang. If you are proficient with a boomerang and miss with an attack, the boomerang returns to you as part of the same action.

Torch. When you deal damage with a lit torch, you do not add an ability score modifier to the damage. When you deal damage with an unlit torch, its damage type changes from fire to bludgeoning.



CHAPTER 3: FEATS

If your campaign allows feats, an optional rule introduced in chapter 6 of the *Player's Handbook*, you may wish to add the following feats to those described in that book. The following feats are presented in alphabetical order:

BLACK POWDER EXPERT

Thanks to extensive practice with firearms, you gain the following benefits:

- When you roll a 1 or 2 on a damage die for an attack made with a black powder weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
- Once per turn when you roll the maximum result of a damage die of an attack made with a black powder weapon, you can roll another die of the same type and add both dice to the damage dealt.

DEFENSIVE WEAPON MASTER

While you are wielding a shield or one or more defensive weapons, you gain the following benefits:

- You can use a bonus action to protect a creature within 5 feet of you. Until the start of your next turn, any attack roll made against that creature has disadvantage if you can see the attacker. This benefit ends early if you are incapacitated (as explained in Appendix A of the *Player's Handbook*) or your speed drops to 0.
- When you take the Dodge action on your turn, you can spend one Hit Die to steel yourself. Roll the die, add your Constitution modifier, and gain a number of temporary hit points equal to the total (minimum 1).

DWARVEN COMBAT EXPERT

Whether you were born a dwarf or not, you are trained in their military methods and have mastered the use of axes and hammers in combat. You gain the following benefits:



- When you make a weapon attack with a battleaxe or warhammer you are wielding in two hands and beat the creature's AC by 5 or more, you deal an additional 1d6 damage.
- When you are wielding a battleaxe or warhammer in one hand, you use the damage die as if you were wielding it with two hands.
- The first time you make a thrown weapon attack with a handaxe or light hammer in normal range against creatures Large or larger on a turn, you have advantage on the attack roll.
- Battleaxes, handaxes, light hammers, and warhammers count as having the defensive weapon property when you wield them.

ELVEN COMBAT EXPERT

Whether you were born an elf or not, you are trained in their military methods and have mastered the use of swords and bows in combat. You gain the following benefits:

- Longswords count as having the defensive and finesse weapon properties when you wield them.
- When you are wielding a longsword or shortsword, you can use a bonus action on your turn to prepare a parry. The first melee attack against you before the start of your next turn has disadvantage.
- When you make a weapon attack with a shortbow or longbow and beat the creature's AC by 5 or more, you deal an additional 1d6 damage.

FENCER

While you are wielding a dagger, greatsword, longsword, rapier, or shortsword, you can use the following special abilities.

Parry. When a creature within 5 feet of you hits you with a weapon attack, you can use your reaction to gain +2 AC against the triggering attack.

Riposte. When a creature misses a melee attack against you, you can use your reaction to make one weapon attack against the creature if it is within your reach.

Thrust. When you hit a creature with a weapon attack, you can move yourself and the creature 5 feet in any direction as long as you remain within 5 feet of one another.

HALFLING COMBAT EXPERT

Whether you were born a halfling or not, you are trained in their military methods and have mastered the use of slings in combat. You gain the following benefits:

- When you end your turn without moving, before your next turn when a creature within 30 feet of you moves, you can use your reaction to make a ranged weapon attack with a sling against that creature.
- Once per turn when you make a ranged weapon attack without disadvantage using a sling, you can make an additional ranged weapon attack with a sling against a different creature.
- The first time you score a critical hit with a sling against a creature on a turn, that creature has disadvantage on all attack rolls and ability checks it makes until the start of your next turn.

INEXHAUSTIBLE

Whether through natural fortitude or intensive training, you are inexhaustible. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- As a bonus action on your turn, you gain temporary hit points equal to 1d10 + your Constitution modifier. Once you use this ability, you must finish a long rest before you can do so again.
- When you finish a long rest, your exhaustion level is reduced by 2 (instead of 1), provided that you have ingested food and drink.

MARINER

You have spent time at sea and learned to use the tools of a mariner in combat. You gain the following benefits:

- You have a swimming speed equal to your base walking speed.
- When a creature provokes an opportunity attack from you, you can use your reaction to make a ranged weapon attack against that creature with a net.
- When you make a ranged attack with a net, you do not have disadvantage for being within 5 feet of a hostile creature or creatures.
- When you wield a trident with one hand, its damage die changes to 1d8 from 1d6. When you wield a trident with two hands, its damage die changes to 1d10 from 1d8.
- Tridents count as having the reach property for you.

MARTIAL ARTIST

You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional times. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.
- Choose and learn one martial art style.

You may take this feat up to three times, gaining the ability score increase and learning another martial art style each time.

MINER

You've spent a great deal of time underground and have learned how to survive and fight in a mine. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain darkvision out to a range of 30 feet. If you already have darkvision, its range increases by 30 feet.
- While you are wielding a warpick, you have a burrowing speed of 5 feet.
- When you hit a creature with a warpick on your turn and are also wielding a hammer, you can use a bonus action on the same turn to hammer the pick into the creature. If you do, the creature takes additional piercing damage equal to 1d8 + your Strength modifier.

MARTIAL ART STYLES

CRASHING WAVE STYLE

When you learn this martial arts style, you gain the following benefits:

- When you make an unarmed strike attack against a creature and beat the target's AC by 5 or more, you can move it 5 feet in a direction of your choice.
- When you take the Attack action, you can use a bonus action on the same turn to make an unarmed strike against a creature within 5 feet. If this unarmed strike hits, you deal no damage and instead knock the creature prone or push the creature 5 feet in any direction (your choice).

DRUNKEN MONKEY STYLE

When you learn this martial arts style, you gain the following benefits:

- When you take the Dash or Dodge action on your turn, you can make one unarmed strike as a bonus action.
- When a creature moves out of your reach, you can use your reaction to attempt to grapple the creature.

FANGED SERPENT STYLE

When you learn this martial arts style, you gain the following benefits:

- When a creature within 5 feet misses you with an attack, you can use your reaction to make one unarmed strike attack against that creature.
- You learn to strike your enemies' vital organs, causing them to discharge dangerous toxins into their own bodies. When you deal damage with an unarmed strike to a creature who is not a construct or undead, you can choose to deal poison damage instead of the bludgeoning damage normal for an unarmed strike. If you do, you deal +2 damage.

IRON FIST STYLE

When you learn this martial arts style, you gain the following benefits:

- When you roll a 1 or 2 on a damage die for an attack you make with an unarmed strike that applied your Strength modifier to the attack and damage roll, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
- Before you make an attack with an unarmed strike, you can choose to take a penalty to the attack roll equal to your proficiency bonus. If the attack hits, you add twice your proficiency bonus to the attack's damage.

SILENT SHADOW STYLE

When you learn this martial arts style, you gain the following benefits:

- Your unarmed strikes count as having the finesse weapon property.
- While you aren't wearing armor or wielding a shield, your AC equals 10 + your Dexterity modifier + half your proficiency bonus.

SPIDER CLAN STYLE

When you learn this martial arts style, you gain the following benefits:

- You gain a climbing speed equal to your base walking speed.
- When you take the Attack action and replace one or more of your attacks with a grapple, you can make an additional unarmed strike attack as part of the same action.

NERVES OF STEEL

You are difficult to startle and stay calm under pressure. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on saving throws against being frightened.
- When you take psychic damage, you can use your reaction to gain resistance to psychic damage (including from the triggering attack) until the start of your next turn.

POISONCRAFT

You have extensive experience dealing with poisons. You have resistance to poison damage and gain advantage on saving throws against being poisoned. In addition, when you take a long rest, you can create one dose of one the following poisons from materials you have on hand:

Powderboil. This powdered poison can be applied to a weapon with the Use an Object action. The next time the weapon deals damage to a creature, it must succeed on a Constitution saving throw or take poison damage. This poison damage is $Xd8$, where X equals half your level.

Stomachturner. This slick oil can be applied to a weapon with the Use an Object action. The next time the weapon deals damage, the creature must succeed on a Constitution saving throw or be poisoned for 1 minute, or until they spend an action on their turn retching up the contents of their stomach.

Night's Kiss. This tasteless and odorless liquid can be slipped into drink or food. When a creature consumes the poison, it must make a Constitution saving throw or become unconscious for 10 minutes or until it takes damage.

The DC for all saving throws for poisons created with this feat is $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$.

POWERFUL GRIP

You have an unusually strong grip for your size. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- Being Small doesn't impose disadvantage on your attack rolls with heavy weapons.
- If you're Medium or larger, you can use the two-handed damage die of versatile weapons when you are wielding them with one hand.
- Your Strength score is doubled for the purpose of determining your carrying capacity and the weight you can push, drag, or lift.

STAFF MASTER

While you are wielding a bo staff, club, greatclub, or quarterstaff and no other weapons, you gain the following benefits:

- As a bonus action on your turn, you can take a defensive stance, gaining a +1 bonus to AC until the start of your next turn.
- As a bonus action on your turn, you can make a melee attack against a creature one size larger than you or smaller. On a hit, you deal no damage but instead push the creature 5 feet or knock it prone.
- The first time you score a critical hit on a creature on a turn, it is incapacitated until the end of its next turn.

STYLIZED FIGHTER

You have learned to specialize in a particular method of combat. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You choose and learn one Fighting Style option of your choice among those available to the fighter class.

TACTICIAN

You have studied history and learned to apply its lessons to battle. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the History skill. If you already are proficient with this skill when you gain this feat, your proficiency bonus is doubled when making an ability check that uses this proficiency.
- As a bonus action on your turn, choose a creature that shares a language with you within 30 feet. The next attack made by that creature has advantage.

THROWN WEAPONS MASTER

You have mastered the art of throwing weapons. You gain the following benefits:

- The normal and long range of thrown weapons is doubled for you.
- You draw an additional thrown weapon beyond that which is considered free (as per chapter 9, *Combat*, *Player's Handbook*). You can do this before each weapon attack you make if you have the free hand to do so.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you take the Attack action and make only ranged weapon attacks with thrown light weapons on your turn, you can use a bonus action to make two ranged weapon attacks with thrown light weapons. These two ranged attacks cannot target the same creature.

WHIP MASTER

You have extensive training with whip like weapons and have learned a handful of tricks useful in combat. You gain the following benefits:

- Once per turn when you deal damage with a whip or weighted chain to a creature that is no more than one size larger than you, you can force that creature to make a Strength saving throw (DC $8 + \text{your proficiency bonus} + \text{your choice of your Strength or Dexterity modifier}$). On a failure, you choose whether the creature drops one object of your choice that it's holding, falls prone, or has its movement speed reduced to 0 until the start of your next turn.
- When you take the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a whip or weighted chain you are holding.

CHAPTER 4: MAGIC ITEMS

Adventurers in the worlds of D&D have been known to acquire magical items in their travels. Presented in this chapter are a variety of magical items that can be used by any character but may be of particular interest to barbarian, fighter, ranger, and rogue adventurers.

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

ARMOR OF BLOOD DRINKING

Armor (light, medium, heavy), rare (requires attunement)

While wearing the armor, you can use your bonus action to take necrotic damage up to half your level and reduce your hit point maximum by the same amount. This necrotic damage can't be reduced or prevented in any way. If you do, until the beginning of your next turn, bludgeoning, piercing, and slashing damage that you take is reduced by the amount of necrotic damage you took this way. You can't use this effect if there is an effect that prevents your hit point maximum from being reduced, such as the *aura of life* spell.

When you reduce your hit point maximum this way, your hit point maximum can't be restored to its normal value or increased until you finish a long rest, at which point it is restored to your normal hit point maximum.

BOLA OF BIG GAME

Weapon (bola), uncommon (+1, Huge), rare (+2, Gargantuan)

You have a bonus to the attack rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

When you throw this bola as part of an attack, it magically expands to be effective against larger creatures. When you hit a creature of a certain size category or smaller with the bola, it is knocked prone. The size category is determined by the bola's rarity. Otherwise, the bola has all the properties of a nonmagical bola.

DEFENSIVE WEAPON +1 OR +2

Weapon (any weapon with the defensive property), rare (+1), very rare (+2)

You have a bonus to attack and damage rolls made with this magic weapon. If you are proficient in the weapon and not using a shield, while wielding this weapon you gain a bonus to your AC, in addition to the normal +1 bonus to AC granted by the weapon's defensive property. Both bonuses are determined by the weapon's rarity.

EARTHEN BELL

Wondrous item, very rare (requires attunement)

This wondrous item appears as a weathered stone handbell. When rung, the bell awakens the slumbering magic of the land. The earthen bell has 12 charges. While holding it, you can use an action to ring the bell and expend 1, 3, or 5 charges to cast a spell. The spell cast is determined by the number of charges expended and the terrain you currently occupy (arctic, coast, desert, forest, grassland, mountain, settlement, swamp, or the Underdark). If you are not in a location that matches any of the terrain types, or you are in a location that could match multiple terrain types, your

DM will decide which terrain your location counts as. Constitution is your spellcasting ability for these spells.

Arctic. *Ice knife* ^{XGE} (1 charge), *sleet storm* (3 charges), *cone of cold* (5 charges).

Coast. *Purify food and drink* (1 charge), *water breathing* (3 charges), *maelstrom* ^{XGE} (5 charges).

Desert. *Create or destroy water* (1 charge), *wall of sand* ^{XGE} (3 charges), *insect plague* (5 charges).

Forest. *Goodberry* (1 charge), *plant growth* (3 charges), *tree stride* (5 charges).

Grasslands. *Beast bond* ^{XGE} (1 charge), *speak with plants* (3 charges), *wrath of nature* ^{XGE} (5 charges).

Mountain. *Thunderwave* (1 charge), *meld into stone* (3 charges), *wall of stone* (5 charges).

Settlement. *Charm person* (1 charge), *sending* (3 charges), *animate objects* (5 charges).

Swamp. *Entangle* (1 charge), *stinking cloud* (3 charges), *contagion* (5 charges).

The Underdark. *Dissonant whispers* (1 charge), *enemies abound* ^{XGE} (3 charges), *cloudkill* (5 charges).

The earthen bell regains 2d6 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the bell cracks into many pieces and its magic is lost.

ENCHANTED GARMENT, +1, +2, OR +3

Wondrous item, rare (+1), very rare (+2), or legendary (+3)

This magic item appears as any individual piece of ordinary clothing. You have a bonus to AC while you are unarmored and wearing this garment. The bonus is determined by its rarity.

FIREARM OF STOPPING

Weapon (any weapon with the black powder property), rare

When you make a ranged weapon attack with this weapon, its thunderous boom is audible to double its normal range. If the attack hits, the target is pushed up to 10 feet away from you.

FIREBELCHER

Weapon (Boomstick), very rare

You have a +2 bonus to attack and damage rolls with this magic weapon. The damage done by this weapon is fire, rather than piercing. When you attack a creature with this magic weapon and roll a 20 on the attack roll, the target and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw or take 2d6 fire damage.

HEADBAND OF THE SIFU'S FAVOR

Wondrous item, uncommon (+0), rare (+1), very rare (+2), or legendary (+3)

In dojos around the multiverse, martial arts sifus have been known to grant these headbands to their most promising students. Each headband bears the emblem and colors of the dojo to which it belongs.

Your unarmed strikes count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. You have a bonus to attack and damage rolls with your unarmed strikes. The bonus is determined by the wondrous item's rarity.



HELM OF EXSANGUINATION

Wondrous item, legendary

While wearing this helm, you instantly know the hit points of any creature you see, and you can always perceive a creature's physical form and location while it is within 60 feet of you, ignoring magical darkness, invisibility, and illusions. A creature without blood is immune to this effect, and the effect is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Sanguine Ascension (Requires Attunement). You must be attuned to a set of *armor of blood drinking* and a *weapon of bloodletting* to attune to this item. The attunement ends if you end your attunement to either of these items. While you are attuned to this item and wearing it, you can use your action to take necrotic damage equal to half your hit point maximum and reduce your hit point maximum by the same amount. This necrotic damage can't be reduced or prevented in any way. You can't use this effect if there is an effect that prevents your hit point maximum from being reduced, such as the *aura of life* spell. If you take necrotic damage this way, you gain the following benefits for 24 hours, or until you take the helm off:

- You can use the benefits of your *armor of blood drinking* and *weapon of bloodletting* without taking necrotic damage, as though you had taken the maximum amount of necrotic damage.
- Whenever you deal damage with your *weapon of bloodletting* to a creature with blood, you regain a number of hit points equal to half the damage dealt.

When you reduce your hit point maximum this way, your hit point maximum can't be restored to its normal value or increased until you finish a long rest, at which point it is restored to your normal hit point maximum.

HIGH NOON STRAIGHTSHOOTER

Weapon (Six shooter), legendary (requires attunement)

You have a +3 bonus to attack and damage rolls with this magic weapon.

While you are attuned to this weapon and not in combat, you can use the command phrase (often something like, "I'm calling you out") and choose one enemy creature who can see and hear you. You and the chosen creature roll initiative for special round of combat, during which only the two of you get a turn. During your turn on this special round of combat, you have advantage on all attack rolls with this weapon against that creature. After this special round of combat, other creatures can join the combat as normal. You can use this property again after one week has passed.

HOOK SWORD OF CLIMBING

Weapon (hook sword), uncommon

While you wield the weapon, you have a climbing speed equal to your base walking speed.

IRONBELLY VEST

Armor (breastplate), rare

Some believe this makeshift vest was created by a traveler from the distant future. While wearing this magic item, you are immune to damage from nonmagical black powder weapons and have resistance to magical black powder weapons.

KINETIC SHIELD

Shield, very rare

While you have this shield equipped, when a creature misses you with a melee weapon attack, you can use your reaction to catch the attack with your shield, forcing the creature to roll the damage for the attack. The creature takes half the amount of damage it rolled, as though it had hit itself with its own attack.

LOADED DICE

Wondrous item, rare (requires attunement)

This set of six-sided dice is indistinguishable from mundane dice but blessed with good fortune. After you make an ability check, attack roll, or saving throw, but before the DM declares success or failure, you can expend 1 charge to reroll the d20. Loaded dice can have up to 7 charges and regain 1d6+1 charges each week.

Additionally, if used to play a dice game, the owner of the dice has advantage on any ability check to determine the winner of the game.

LOYAL PROJECTILE

Weapon (any weapon with the thrown property), common (+0), uncommon (+1), rare (+2), very rare (+3) (requires attunement)

You are considered proficient with this magic weapon, and you have a bonus to the attack and damage rolls made with it. The bonus is determined by the weapon's rarity.

When you make a ranged weapon attack with the weapon, whether you hit or miss, the weapon returns to you as part of the attack.

OMNISTRIKER

Weapon (any), legendary (requires attunement by a fighter)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. You can use your choice of Strength or Dexterity for the attack and damage rolls of this weapon.

As a bonus action on your turn, or as part of an opportunity attack you make, you can transform this weapon into a mundane weapon of your choice. This weapon maintains its magical properties in whatever form the owner chooses.

When you use your Action Surge while wielding this weapon, you can make one weapon attack as part of the additional action you take.

PELT OF THE GREAT WOLF

Wondrous item, legendary (requires attunement by a barbarian)

While you wear this pelt, you gain the following benefits:

- You gain a +2 bonus to AC and saving throws.
- Your base walking speed increases by 10 feet.
- You have advantage on Wisdom (Perception) checks you make that rely on hearing, sight, or smell.
- When you use your Reckless Attack, your allies have advantage on attack rolls against creatures within 10 feet of you until the start of your next turn. For the duration, whenever one of your allies scores a critical hit on a creature within 10 feet of you, the attack benefits from your Brutal Critical feature.

PENITENT PUMMELERS

Weapon (brass knuckles), rare (requires attunement)

These brass knuckles are made of gold and etched with a holy symbol over each knuckle. You gain a +1 to attack and damage rolls with this magic weapon. When you deal damage to a fiend or undead creature with this weapon, you deal an additional 1d6 radiant damage.

QUIVER OF THE ENDLESS HUNT

Wondrous item, legendary (requires attunement by a ranger)

This magic quiver produces a limitless amount of ammunition for any ranged weapon as needed. When ammunition is drawn from the quiver, the ammunition is magical and grants a +3 bonus to attack and damage rolls. Once used or at the end of the turn, the ammunition becomes nonmagical.

While wearing this quiver, you can use your bonus action to make two attacks with any weapon that uses ammunition drawn from this quiver.

RAMUH'S KATAR

Weapon (katar), very rare (requires attunement)

This punching dagger style weapon is carved from a single chunk of superconductive dark violet metal that binds to the fist and forearm with black leather straps.

While you are attuned to and wearing this magical weapon, you have advantage on initiative rolls and your jumping distances are tripled. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you attack a creature with this magic weapon and roll a 20 on the attack roll, that creature takes an additional 8 lightning damage.

RING OF THE SHADOW KING

Wondrous item, legendary (requires attunement by a rogue)

While you wear this ring, you gain the following benefits:

- You gain a +1 bonus to AC and saving throws.
- You can see in areas of nonmagical dim light and darkness as though they were brightly lit.
- When you are in dim light or darkness, you can use your bonus action to teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness.
- The ring has 3 charges. You can use your action and expend 1 charge to cast the *darkness* spell without verbal or material components. When cast this way, the spell doesn't require concentration, and you can see through the area of magical darkness as though it were brightly lit. If you cast the spell this way again, the previous area of darkness dissipates. The ring regains all expended charges when you finish a short or long rest.

SCOPE OF FARSIGHT

Wondrous item, uncommon

When this metal tube with a glass lens on either end is attached to a crossbow or weapon with the black powder property, the weapon's short and long ranges are doubled.

SINGING SWORD

Weapon (longsword), uncommon (requires attunement by an elf)

This longsword has the finesse property. When used by an elf, this longsword bends in the air as it's swung, causing the air to fill with a humming tune. You gain a +1 to attack and damage rolls made with this magic weapon.

SIX SHOOTER OF THE SPECTRUM

Weapon (six shooter), very rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you deal damage with this weapon, it deals 1d8 additional damage. The first time you make a ranged attack with this weapon, roll on the Spectrum table to determine the type of this additional damage. On subsequent attacks, you can choose to roll on the Spectrum table, or keep using the previous damage type.

SPECTRUM

d6	Damage Type
1	acid
2	cold
3	fire
4	lightning
5	radiant
6	necrotic

SLING OF GIANT SLAYING

Weapon (sling), rare

Legends say this unremarkable leather sling was used by a gladiator to fell a giant in single combat. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you attack a giant with this weapon, you score a critical hit on a roll of 18-20 on the d20.

SPIKED SHIELD OF RETALIATION

Weapon (spiked shield), very rare (requires attunement)

While you aren't wielding a shield, you gain an additional +1 bonus to your AC while wielding this weapon.

The shield has 24 spikes. When you're hit by an attack while wielding the weapon, it launches one of its spikes at the attacker. So long as the attacker doesn't benefit from full cover, it takes 1d6 piercing damage. The weapon regrows 2d12 spikes each day at dawn.

SUPPRESSED FIREARM

Weapon (any weapon with the black powder property), rare

The weapon has a strange metal tube on its barrel that muffles the thunderous sound of its shots. When you make a ranged weapon attack with this weapon, its thunderous boom is audible only to a range of 10 feet, and you aren't deafened when you roll a 1 on the d20.

THUNDER KNUCKLES

Weapon (brass knuckles), very rare (requires attunement)

These brass knuckles are made of blue cobalt rings with a silver knuckle guard in the shape of a cloudbank. Once attuned, the cloudbank darkens and shifts constantly across the knuckles of its wearer occasionally illuminating briefly as miniature lightning bolts harmlessly crackle within the clouds.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you attack a creature with this magic weapon and roll a 20 on the attack roll, it takes an additional 8 thunder damage and is knocked prone.

TIGER CLAWS

Weapon (knuckle knives), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, this magic item has 3 charges. You can use your action and expend 1 or 2 charges to cast the *polymorph* spell on yourself, turning into a cat or tiger if you expended 1 charge or a saber-toothed tiger if you expended 2 charges. This item regains all expended charges at dawn.

TOME OF SLAYING

Wondrous item, rare (1 creature type), very rare (2 creature types), legendary (3 creature types) (requires attunement)

This magical tome is an ancient leather-bound text containing the secrets to combating and destroying entire categories of foes. Each tome grants the knowledge of how to track and slay a number of creature types depending on the tome's rarity, as well as granting its bearer special advantages to facing those creature types.

While carrying the tome on your person, you gain the following benefits against creatures of the type(s) described in the tome:

- Your weapon attacks count as magical for the purpose of overcoming any resistance or immunity to nonmagical attacks and damage against such a creature.
- You have advantage on Intelligence checks to recall information about and Wisdom (Survival) checks to track such a creature.
- Once per turn when you make an attack roll against such a creature, you can choose to reroll the attack. You must take the 2nd roll, even if the roll is less than or equal to the original roll.

The tome also grants you special abilities based on the creature type(s) listed within:

Aberration. You have resistance to psychic damage, and you have advantage on saving throws against the Mind Blast and spells of aberrations.

Celestial. You have resistance to radiant damage, and your spells and magical effects ignore the Magic Resistance trait of celestials.

Construct. Your weapons count as being adamantine, and your spells and magical effects ignore the Immutable Form and Magic Resistance traits of constructs.

Dragon. You have advantage on saving throws against being frightened, as well as against the breath weapons of dragons.

Elemental. You don't take damage from lava or other environmental hazards unless it is part of a creature's attack or spell, and you have advantage on saving throws you make against the actions and spells of elementals.

Fey. You have advantage on saving throws you make to resist being charmed, as well as on Intelligence checks you make to pierce the illusions of fey creatures. Additionally, you are immune to all forms of magical sleep.

Fiend. You have resistance to your choice of fire, necrotic, or poison damage. Whenever you finish a long rest or roll initiative for a combat that includes a fiend, you can change this damage type. Additionally, you have advantage on saving throws you make to resist being poisoned by fiends.

Giant. You have advantage on Dexterity (Stealth) checks, and the first time each turn that you deal damage to a giant, it takes an extra 1d12 damage of the same type.

Monstrosity. You have resistance to your choice of acid, cold, fire, lightning, or poison damage. Whenever you finish a long rest or roll initiative for a combat that includes a monstrosity, you can change this damage type.

Ooze. You have resistance to acid damage, and objects you're wearing or carrying can't be corroded by the effects of oozes.

Plant. You have resistance to poison damage, and you have advantage on saving throws against being poisoned or put to sleep by the effects of plants.

Undead. You have resistance to necrotic damage, and your hit point maximum can't be reduced by the spells or effects of undead.

When giving a tome of slaying to an adventuring party, you can either choose the creature type(s) it describes or roll on this table a number of times depending on the tome's rarity, rerolling repeats.

TOME OF SLAYING

d12	Creature Type
1	Aberration
2	Celestial
3	Construct
4	Dragon
5	Elemental
6	Fey
7	Fiend
8	Giant
9	Monstrosity
10	Ooze
11	Plant
12	Undead

TORCH OF IGNITION

Wondrous item, uncommon

While you're holding the torch, you can use your bonus action to cause it to light or extinguish. While lit, the torch's flame can be covered or hidden, but not smothered or quenched. The flame still gives off heat and can be used to set flammable objects that aren't being worn or carried alight. The torch's flame doesn't require oxygen to function.

TWIN SAI OF THE GALE

Weapon (two sai), legendary (requires attunement)

These identical sai are enchanted to be wielded together, allowing you to strike and weave through enemies like the wind. You gain a +3 bonus to attack and damage rolls made with these magic weapons, and you can draw or stow both weapons simultaneously when you would normally be able to draw or stow only one. While wielding both weapons, you have a flying speed equal to your base walking speed. This benefit only works in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

When you make an attack against a creature with one of the sai, you can make an extra attack against the target using the other sai. This ability can be used no more than once against a single target during any given turn but can be used against multiple different targets during that turn, provided you have enough attacks.

VOLATILE WEAPON

Weapon (any weapon), rare (dangerous), very rare (explosive), legendary (deadly) (requires attunement)

Attacks you make with this magic weapon score a critical hit at an increased range of attack roll results depending on the weapon's rarity (see Volatile Weapon table below). Additionally, attacks you make with this weapon ignore all sources of advantage and disadvantage.

Curse. The weapon is cursed, a fact that is revealed only when an *identify* spell is cast on the weapon or you attune to it. Attuning to the weapon curses you until you are targeted by the *remove curse* spell or similar magic; removing the weapon fails to remove the curse. As long as you remain cursed, you have disadvantage on attack rolls with weapons other than this one. Additionally, the weapon has an increased failure range. If the result of an attack roll you make with this weapon is within the failure range, the attack misses regardless of any modifiers or the target's AC, and your current hit points are reduced by 1d8.

VOLATILE WEAPON

Volatility	Critical Range	Failure Range
dangerous	19 or 20	1 or 2
explosive	18-20	1-3
deadly	17-20	1-4

WEAPON OF BLOODLETTING

Weapon (any), very rare (requires attunement)

When you make an attack with this weapon, you can choose to take necrotic damage up to half your level and reduce your hit point maximum by the same amount. This necrotic damage can't be reduced or prevented in any way. If you take necrotic damage this way, the damage roll of the attack gains a bonus equal to double the amount of necrotic damage you took. You must choose to take the necrotic damage before you make the attack roll. You can't use this effect if there is an effect that prevents your hit point maximum from being reduced, such as the *aura of life* spell.

When you reduce your hit point maximum this way, your hit point maximum can't be restored to its normal value or increased until you finish a long rest, at which point it is restored to your normal hit point maximum.

The first time you hit a creature each turn, it begins to bleed profusely. At the start of its next turn, it takes 1d8 necrotic damage and its maximum hit points are reduced by an amount equal to the necrotic damage it takes. At the end of each of its turns, the creature can make a DC 18 Constitution saving throw, ending the ongoing necrotic damage on a success. Creatures without blood, or who don't rely on blood to survive (such as undead and most constructs) are immune to this effect.

WEAPON OF DEFENSE

Weapon (any without the defensive property), rare

The weapon has the defensive property, seeming to move by itself to aid in its wielder's defense.

WHIRLWIND BOOMERANG

Weapon (boomerang), uncommon

When you make an attack with the boomerang, it generates a weak cyclone. It picks up objects in its flight path of 5 pounds or less that aren't being worn or carried and deposits them on the ground in your space upon its return.

