

THE HARLEQUIN



CLASS EXPANSION

FOR 5TH EDITION DUNGEONS AND DRAGONS™

By LYDIA "OFFEE"



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HARLEQUIN

Each step fell as naturally as the last, the slow beat of her heart giving direction to the still rhythm. She hummed a soft tune through her lips, building the momentum with a gentle pirouette. She smiled wide under a porcelain mask of purest white, wreathed with intricate gold depictions of faerie lights. Yet spears were dropped and shields shaken loose, each lost to the song she bore.

Every hair stood on edge as ripples of energy pulsed through the air. The fabric was torn asunder, a hole in the walls of time. Step forward come the visage of death - mask as black as the void.

Silent as the very breeze running across their ears, the dancer descended upon them. Not once did his feet touch earth, nor once did his blade fall short. Weapon and cloth was blown from holding, while chaos and clamor commenced. In all the panic, in all the slaughter, not once did his laughter cease.

COMPREHENDING THE INFINITE

The worlds of D&D exist within the grand scheme of an ever-expanding multiverse. Very few are ever able to slip from one plane and exist in another, and even fewer survive the attempt. The Harlequin, however, cares little for the boundaries and restrictions imposed by mortal minds, especially when dealing with concepts they could never hope to understand. While they may stumble over small and insignificant discoveries, you run your fingers across the very fabric that separates this world from the void beyond.

You don't need to understand reality in order to control it. Understanding remains within the realm of the material, and so a harlequin must work to achieve a complete material disconnect. Whatever links hold you to this plane must be severed - Whatever tethers hold you down must be released.



Each and every step away from your past extends your capabilities. Powers once thought impossible suddenly become the new reality. The infinite possibility of a million planes in a million worlds, and you will only ever experience the slightest taste. Despite all ambition, you are yet mortal.

THE ENDLESS DANCE

Very few individuals can claim to have even seen a harlequin, let alone an entire Troupe. While being inducted into a Troupe doesn't necessarily dictate what a harlequin can and cannot do, it offers the chance to further their abilities through both song and dance. Art is the purest form of expression, heightening the emotions of the harlequin, and allowing them to perform incredible feats.

This practice is known as the Endless Dance, and while it can take many forms in many different troupes, the methodology remains the same. Through both emotion and disconnect, a harlequin can truly extend their capabilities.

HARLEQUIN

Level	Proficiency Bonus	Features	Primary Cantrips	Secondary Cantrips
1st	+2	Harlequin's Mask, Dance of Death, Supple Defense	—	—
2nd	+2	Cantrip Casting, Discord, Fighting Style, Harlequin Troupe	2	3
3rd	+2	Troupe Feature	3	3
4th	+2	Ability Score Improvement	3	3
5th	+3	Troupe Feature	3	4
6th	+3	Dance of Death (2)	4	4
7th	+3	Evasion	4	4
8th	+3	Ability Score Improvement	4	5
9th	+4	Troupe Feature	5	5
10th	+4	Discord (2)	5	5
11th	+4	Unearthly Casting, Supple Defense (2)	5	6
12th	+4	Ability Score Improvement, Dance of Death (3)	6	6
13th	+5	Troupe Feature	6	6
14th	+5	Ability Score Improvement	6	7
15th	+5	—	7	7
16th	+5	Ability Score Improvement	7	7
17th	+6	Chaotic Affinity	7	8
18th	+6	—	8	8
19th	+6	Ability Score Improvement	8	8
20th	+6	Troupe Feature	8	8

CREATING A HARLEQUIN

Few individuals become harlequins without good reason. Any given Troupe is likely to include criminals fleeing persecution or perhaps nobles escaping arranged marriages. The common thread linking them together is the need to escape.

What life is your harlequin seeking to escape? Were they wrongfully accused of a crime they didn't commit, or did they suffer a tremendous loss? How did they find their Troupe? Did you seek out the harlequins, or did they come looking for you? What attempts have you made to conceal your old life?

CLASS FEATURES

As a harlequin, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per harlequin level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per harlequin level after 1st

PROFICIENCIES

Armor: Shields

Weapons: Simple weapons, martial weapons

Tools: Disguise kit, a musical instrument of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose two skills from Acrobatics, Arcana, Deception, Performance, Persuasion, and Stealth.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a scimitar, (b) a rapier, or (c) two simple weapons
- (a) a martial weapon or (b) a shield
- (a) an entertainer's pack or (b) a scholar's pack
- (a) a gaming set or (b) a musical instrument

Alternatively, you can ignore the equipment from your class and background and start with 2d4 x 10 gp.

PSEUDONYM

Upon creating your harlequin, you can choose to create a persona in order to completely disguise your identity. When you gain this feature, you can change any aspect of your character's alignment, appearance, backstory, or biography to reflect this alteration. You cannot change your physical race, but you can alter your appearance to look like a similar race of the same size category. Creatures that have previously interacted with your character will still remember your previous identity.

This feature requires a *Harlequin's Mask* to function. If you do not have access to one, you are considered to be under the effects of Breaking Character (see below). You gain access to the following benefits:

- You learn to speak, read, and write Pantomime, along with one other language of your choice.
- Creatures attempting to determine your intentions using a Wisdom (Insight) check do so at disadvantage.

Pantomime. Characterized by a series of fluid movements, pantomime is a language focused on communicating ideas efficiently through art. This can include rhythms, songs, and routines. You are able to disguise hidden meanings into audible and visual gibberish. A creature that doesn't understand Pantomime can still attempt to discern its meaning with a successful DC 13 Intelligence check.

Breaking Character. If at any point you are observed by another living creature without your mask equipped, you have disadvantage on all Charisma skill checks until you complete a long rest while wearing your mask (see *Harlequin's Mask*).

During this time, you have the ability to further alter your persona to prevent further exposure. You can only alter your persona in this way once every 10 days.

DANCE OF DEATH

As an action on your turn, you can draw a straight line extending from your character that is 30 feet long and 5 feet wide. You can target one creature (increasing to two at 6th level and three at 12th level) in the line with a melee weapon attack, provided that the creature isn't in full cover, prone, or standing in an area of difficult terrain.

You move the furthest distance along the line physically possible without deviation or obstruction, making a single attack action as you move over a creature's space.

You can move through Medium or smaller creatures without provoking opportunity attacks, but cannot end your movement in a creature's space. Otherwise, normal restrictions to movement apply.

HARLEQUIN'S MASK

Beginning when you choose this class, you gain your own personalized mask used to reflect aspects of emotion, humor, or tragedy. While you have your mask equipped, you can use it as a spellcasting focus for your Cantrip Casting (see *Spellcasting*).

If you are unable to recover your mask, or your mask is destroyed, you can construct and personalize a new one over the period of a short rest (1 hour) by expending 25gp worth of materials.

SUPPLE DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

At 11th level, this bonus increases to 11 + your Dexterity modifier + your Charisma modifier.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

HARLEQUIN TROUPE

At 2nd level, you choose an archetype based on your own unique background and style. Choose the Aerosaltant, the Celestial Choir, the Cloud Dancer, the Faerie Theatre, the Mourning, the Red Dragon, the Solitaire, or the Splitting Image, all detailed at the end of the class description. The archetype you choose grants you features at 2nd level and again at 3rd, 5th, 9th, 13th, and 20th level.

SPELLCASTING

CANTRIP CASTING

Starting at 2nd level, you gain access to a number of cantrips, in addition to those gained from your Harlequin Troupe.

These cantrips fall into two different pools; your primary cantrips and secondary cantrips. Using Discord points, you are able to morph two separate cantrips into one. This allows you to craft and create brand new cantrips based off your combinations. Only cantrips gained from the Harlequin class can be used with Discord. Cantrips gained from outside sources (inc. feats, racial traits, and multiclassing) are treated as separate from your primary and secondary cantrips.

When you gain a level in this class, you can choose one primary and/or secondary cantrip you know and replace it with another cantrip from the corresponding list.

Charisma is your spellcasting ability for your harlequin cantrips. You use your Charisma whenever a cantrip refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a harlequin cantrip 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

Your harlequin mask is your spellcasting focus for your cantrips. Additional spells gained from outside the harlequin class require a separate spellcasting focus.

PRIMARY CANTRIPS

You know two primary cantrips of your choice from the table below, with further details available in the harlequin spell list. The Primary Cantrips column of the harlequin table shows when you learn additional cantrips. Each of these cantrips can be cast independent of a secondary cantrip.

Cantrip	School	Duration	Save
Acid Splash	Conjuration	Instantaneous	Dex
Booming Blade	Evocation	Instantaneous	—
Chill Touch	Necromancy	Instantaneous	—
Fire Bolt	Evocation	Instantaneous	—
Frostbite	Evocation	Instantaneous	Con
Infestation	Conjuration	Instantaneous	Con
Poison Spray	Conjuration	Instantaneous	Con
Primal Savagery	Transmutation	Instantaneous	—
Ray of Frost	Conjuration	Instantaneous	—
Shocking Grasp	Evocation	Instantaneous	—
Sword Burst	Conjuration	Instantaneous	Dex
Thorn Whip	Transmutation	Instantaneous	—
Thunderclap	Evocation	Instantaneous	Con
Toll the Dead	Necromancy	Instantaneous	Wis
Vicious Mockery	Enchantment	Instantaneous	Wis

SECONDARY CANTRIPS

You know three secondary cantrips of your choice from your chosen archetype, with further details available in the harlequin spell list. The Secondary Cantrips column of the harlequin table shows when you learn additional cantrips. Each of these cantrips can be cast independent of a primary cantrip.

DISCORD

Beginning at 2nd level, you learn how to draw upon the chaotic planes to alter the very nature of traditional magic. You have an amount of Discord points equal to your proficiency bonus. You regain all expended uses upon completing a short or long rest.

After selecting one primary cantrip and one secondary cantrip, or one primary cantrip and two secondary cantrips at 10th level, you expend a Discord point to combine the cantrips into one.

The primary cantrip is considered the default for determining the new cantrip properties (casting time, components, and melee/range). The damage and effects of each cantrip are then resolved separately. If a primary and a secondary cantrip affect a different amount of targets, default to the amount of targets specified in the primary cantrip.

If the cantrips have different durations, each occurs independently. If multiple cantrips require an attack roll, only one attack roll is required. If multiple cantrips require targets to make a saving throw, choose which saving throw the target makes. If multiple cantrips require both an attack roll and a saving throw, choose either an attack roll or a saving throw.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EVASION

Beginning at 7th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

UNEARTHLY CASTING

Upon reaching 11th level, your discordant cantrips are empowered by forces beyond mortal comprehension.

The target of a combined cantrip created through the use of a Discord point automatically suffers the damage of one cantrip of your choice from the combination, regardless of whether the attack roll misses or the target succeeds on the saving throw.

CHAOTIC AFFINITY

Upon reaching 17th level, you're no longer required to expend a Discord point to combine two cantrips together. You must still expend a Discord point to combine three cantrips together, as per normal.



HARLEQUIN MULTICLASSING

Should you wish to multiclass into a harlequin, the prerequisites and proficiencies gained are listed below.

Harlequin Multiclass Prerequisites

Ability Score Minimum

Dexterity 13 and Charisma 13

Harlequin Multiclass Proficiencies

Proficiencies Gained

Shields, simple weapons, martial weapons, disguise kit (tools)

HARLEQUIN TROUPES

TROUPE OF THE AEROSALTANT

While there are many harlequins who would use their abilities to serve their own ends, the Aerosaltant holds no misconceptions about their intended purpose. They are acrobats first and foremost; entertainers and masters of their craft. However, when outside forces threaten the livelihood or well-being of the Troupe, the Aerosaltant is always prepared to act in whatever way is necessary.

AEROSALTANT QUIRKS

d6 Quirk

- 1 You give unique names to your various techniques, such as the "Triple Trouble Tripping Flip".
- 2 A broken bone or two is no reason to halt a performance.
- 3 You always travel along the most direct route to your destination.
- 4 You never make a mistake. It's all part of the routine.
- 5 While very skilled at leaping great distances, you're not so great at the math.
- 6 You will find any and every excuse to do a back flip.

AEROSALTANT CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Cold Shoulder	Evocation	Instantaneous	Cha
Flaming Hoop	Conjuration	Instantaneous	Dex
Gentle Nudge	Evocation	Instantaneous	Str
Illusionary Rope	Illusion	Instantaneous	Int
Minor Reduction	Transmutation	1 round*	Con
Prismatic Ribbon	Evocation	Instantaneous	—
Swoop	Evocation	Instantaneous	Con
Thunderous Applause	Transmutation	Instantaneous	Con

ACROBAT

Beginning when you choose this archetype at 2nd level, you gain proficiency in the Acrobatics and Performance skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either proficiency.

GYMNASTICS

Starting at 2nd level, you have 3 gymnastics dice which are d6's. You regain all of your expended gymnastics dice when you finish a short or long rest. When you make an attack roll using Dexterity, or make a Dexterity skill check, you can expend one gymnastics die and add it to the roll.

DANCE OF DEATH: TUMBLING PASS

Beginning at 3rd level, in lieu of making any attacks as part of your Dance of Death, you can choose to perform a number of tumbling flips to cover more ground.

While you aren't incapacitated, the distance you cover with Dance of Death increases to 45 feet by 5 feet. You can move through Huge or smaller creatures without provoking opportunity attacks. Until the beginning of your next turn, your Armor Class increases by 2, and the damage you take from falling is halved.

TRAPEZIST

Upon reaching 3rd level, you can take the Dash or Disengage action as a bonus action on your turn. While dashing, climbing costs you no extra movement.

In addition, when you make a running or standing jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

VAULTING STRIKE

Starting at 5th level, you can expend a gymnastics die to make a weapon attack against a creature as a bonus action, adding the result to the attack and damage rolls.

IMPROVED GYMNASTICS

At 9th level, you gain an additional gymnastics die, which turn into d8's.

SWIFT RECOVERY

Starting at 9th level, you can stand up as a reaction to falling prone, but only if you use the Tumbling Pass feature as an action on your next turn.

EXPERT GYMNASTICS

At 13th level, you gain an additional gymnastics die, which turn into d10's.

FEAT OF IMPROBABLE ODDS

At 20th level, your acrobatic abilities have reached a point beyond what should be physically possible, defying gravity with effortless grace. You can use the Tumbling Pass feature to leap 45 feet in any direction. After using the Tumbling Pass feature, your Armor Class increases by 4, and you take no damage from falling until the beginning of your next turn.



TROUPE OF THE CELESTIAL CHOIR

There are some harlequins who look for harmony among the discordant noise of the void. Where many troupes willingly descend into chaos, there are those who join the Celestial Choir to discover its underlying rhythm - a way of reflecting on their past and bringing it into song. The words uttered from their lips ring with emotion and melancholy - songs performed long ago in the halls of Mount Celestia.

CELESTIAL CHOIR QUIRKS

d6 Quirk

- 1 Your eyes and skin always seem to have a faint glow.
- 2 When you sing, your voice has a surreal angelic quality.
- 3 You see yourself as a peacemaker, even if you make a situation worse.
- 4 Your blood glitters as if filled with crushed diamonds.
- 5 You are always able to remain calm when the world around you is falling to pieces.
- 6 You believe that you were created for a divine purpose of infinite scope and magnitude.

CELESTIAL CHOIR CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Angelic Dive	Conjuration	Instantaneous	Dex
Cloud Break	Abjuration	1 round	Con
Divine Chorus	Enchantment	Conc. 1 round	Wis
Greater Light	Evocation	Conc. 1 minute	—
Harp Strings	Enchantment	Conc. 1 round	Wis
Ocean Tears	Conjuration	Instantaneous	—
Prismatic Arc	Illusion	Instantaneous	Int
Purifying Flame	Evocation	Instantaneous	—

BONUS CANTRIP

When you choose this archetype at 2nd level, you learn the *Word of Radiance* cantrip as a primary harlequin cantrip. This doesn't count against the number of cantrips you know.

When you roll a critical hit with a melee weapon attack against a creature, you can cast *Word of Radiance* as a bonus action on your turn.

CHOIRBOOK OF MERTION

Upon reaching 2nd level, you are gifted with one of the sacred manuscripts from the fifth layer of the Seven Heavens.

Choose two non-damage dealing cantrips from the Cleric spell list to be recorded in your book, separate from your primary and secondary cantrips. While the Choirbook of Mertion is in your possession, you can cast these cantrips as if they were harlequin cantrips.

You can select one additional cantrip from the Cleric spell list to add to your book at 5th, 9th, and 13th level.

DANCE OF DEATH: DANCE OF LIFE

Beginning at 3rd level, in lieu of making any attacks as part of your Dance of Death, you choose to sing in the language of the high celestials - each word laden with restorative energy.

You can target up to three allied creatures in the line, healing them for an amount equal to your Harlequin level + your Charisma modifier.

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

HARMONIOUS HEALING

Starting at 5th level, you're able to create an angelic melody from the depths of chaos.

As a bonus action on any turn you use *Discord* to combine two or more cantrips, you can target a creature that you can see within 30 feet with a healing song. The creature regains hit points equal to 2d6 + your Charisma modifier, increasing by 1d6 when you reach 9th level (3d6), and 13th level (4d6).

OMNIPRESENCE

Beginning at 9th level, when you cast a harlequin cantrip that requires a vocal component, you can project your voice in such a way as to prevent nearby creatures from discerning its true point of origin. Creatures within 30 feet of you when you use this feature can identify the source with a successful Intelligence (Investigation) check against your spell save DC.

DIMINISHMENT

Beginning at 13th level, you can redirect the focus of your performance to mitigate harm against you.

You have resistance to radiant damage. As a reaction to taking damage, you can expend a *Discord* point to change the incoming damage type to radiant.

MASK OF MERCURIA

At 20th level, you are gifted with a mask of solid diamond from the Golden Heaven of Mercuria. The mask itself is worth 30,000 gp, following the same rules for a Harlequin's Mask. While equipped, your spell save DC increases by 2. Unequipping the mask for longer than 8 hours causes it to instantly return to your face, even after being destroyed.

You can cast the *True Resurrection* spell once, consuming the mask as part of the required components. Casting the spell reduces you to 0 hit points after the 1 hour casting time, causing your body to disperse into energy. You cannot be resurrected beyond this point, even by means of a *Wish* spell.

CREATING YOUR HARLEQUIN MASK

While the rules for creating your mask are outlined in the *Harlequin's Mask* feature, your DM has the ability to determine what does and doesn't constitute the proper materials required for its construction. For instance, a previously broken mask may cost a fraction of its original price to repair.

Alternatively, you can take a pre-existing magical or non-magical mask and customize it to your own specifications. This doesn't change any of the inherent properties of the item, but allows you to use it as your harlequin spellcasting focus.

TROUPE OF THE CLOUD DANCER

These harlequins have abandoned all connection and tether to their former lives, allowing themselves to become empty - to become wind. The Cloud Dancer can draw upon the energies of the Elemental Plane of Air - a primordial force capable of slowly eroding any obstacle. Much like the wind itself, they are both patient and unrelenting in nature.

CLOUD DANCER QUIRKS

d6 Quirk

- 1 You often forget things as soon as they are told to you.
- 2 You are frequently blown away by the smallest of discoveries.
- 3 You absentmindedly put out small fires wherever you see them.
- 4 The very thought of touching the ground below fills you with dread.
- 5 You often find yourself spinning around aimlessly in mid-air.
- 6 You frequently sneeze or sigh, often to devastating effect.

CLOUD DANCER CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Astral Glass	Transmutation	Instantaneous	—
Black Breath	Necromancy	Instantaneous	Con
Blistering Wind	Evocation	Instantaneous	—
Cold Snap	Evocation	Instantaneous	Str
Puff of Purple	Conjuration	Instantaneous	Con
Sky Fall	Evocation	Instantaneous	Str
Updraft	Evocation	Instantaneous	Str
Vacuum	Transmutation	Instantaneous	Con



Mask of the Cloud Dancer

WEIGHTLESS WALK

Your elemental connection causes you to constantly hover a few inches off the ground. You are always considered under the effects of the *Feather Fall* spell. Upon reaching 9th level, you are always considered under the effects of the *Freedom of Movement* spell.

You move normally, but are never treated as being in direct contact with solid terrain, allowing you to target creatures standing in difficult terrain with Dance of Death.

DANCE OF DEATH: RUSH

Starting at 3rd level, in lieu of making all attacks as part of Dance of Death, you can choose to unleash a series of forceful pushes, pulls, and jabs.

You can target up to three Medium or smaller creatures in the line, and force them to make a Strength saving throw against your spell save DC. On a failed save, a creature takes bludgeoning damage equal to double your Harlequin level and is moved 10 feet in a direction of your choosing. On a successful save, a creature takes half the total damage.

You can use this feature three times between rests. You regain all expended uses when you finish a short or long rest.

SURGE

At 5th level, you learn *Gust* as a harlequin cantrip and can cast it as a bonus action. This is not treated as a primary or secondary cantrip. In addition to the optional effects available in the description, you can surge the cantrip to gain access to the following effects:

- One Medium or smaller creature that you choose must pass a Strength save or immediately drop one item that it is holding. The item then lands at your feet.
- One Medium or smaller creature that you choose must pass a Strength save or immediately fall prone.
- One Medium or smaller creature that you choose must pass a Strength save or immediately lose one inconsequential item of clothing that it is wearing.

You can surge this cantrip three times between rests. You regain all expended uses when you finish a short or long rest.

MOMENTARY FLIGHT

When you reach 9th level, you have a flying speed of 30 feet when you move as part of Dance of Death. At the end of your action, you begin to fall.

REFLEXIVE GUST

Starting at 13th level, as a reaction when a creature you can see within 30 feet of you makes an attack, you can force them to make a Strength saving throw against your spell save DC.

On a failed save, the target has disadvantage on the attack roll. On a successful save, the DM can instead describe the target making some form of harmless comical gaff, such as hitting themselves in the face with their own weapon.

EMPTY

At 20th level, you have released the final tether holding you to this world. Your character's base weight is reduced to 0, allowing you a flying speed equal to your movement speed while unencumbered.

Additionally, while flying at least 15 feet off the ground, you are under the effects of a material disconnect, granting you resistance to bludgeoning, piercing, and slashing damage.



Mask of the
Faerie Theatre

TROUPE OF THE FAERIE THEATRE

Not all harlequins who join the Grand Theatre in the Feywild do so by choice. To some, the entrancing call to join the dance is simply too great to ignore. To others, the absurdity of the Faerie Theatre is simply preferable to the ongoing tragedy of existence. Regardless, the Theatre has a knack for sorting through the best talent on offer, for those who fail to meet expectations rarely survive the performance.

FAERIE THEATRE QUIRKS

d6 Quirk

- 1 Sometimes you can't help but break into song and dance, even during inappropriate moments.
- 2 You have a talent for rhyming your words, treating every sentence like a poem.
- 3 You find yourself drawn into drama, or even creating drama of your own.
- 4 You never simply walk from one place to another. Every step is part of an elaborate dance.
- 5 You often talk to fey creatures that no one else can hear or see.
- 6 Your hair begins to change color depending on your mood.

FAERIE THEATRE CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Crimson Mist	Conjuration	Instantaneous	Con
Epic Poem	Enchantment	Conc. 1 round	Wis
Fey Flight	Transmutation	Instantaneous	Cha
Glimmer Glaive	Conjuration	Instantaneous	—
Dusklight	Evocation	Conc. 1 minute	Dex
Melodrama	Enchantment	Instantaneous	Wis
Rose Petals	Abjuration	1 round	—
Transfix	Enchantment	Conc. 1 round	Wis

SETTING THE SCENE

Beginning when you choose this archetype at 2nd level, you emit bright light in a 10-foot radius and dim light for an additional 10 feet when you use Dance of Death, which lasts until the end of your next turn. Invisible creatures and objects are visible while within the bright light.

THESPIAN

At 2nd level, you gain proficiency in the Deception and Performance skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either proficiency.

DANCE OF DEATH: RISING ACTION

Beginning at 3rd level, in lieu of making all attacks as part of Dance of Death, you can choose to pacify the situation with an elaborate performance.

You can target up to three friendly creatures in the line. The next creature that attacks a target of this feature deals half damage on a successful attack, ending the effect.

If 1 minute passes without a target receiving a successful attack roll, the effect ends on that creature. You can use this feature three times between rests. You regain all expended uses when you finish a short or long rest.

TURNING POINT

Starting at 5th level, you are able to create a dramatic turn of events to counter the hostile actions of your enemies.

When a creature under the effects of Rising Action is successfully attacked by another creature, the attacker takes radiant damage equal to your Charisma modifier, increasing to double your Charisma modifier at 13th level.

WORD PLAY

At 5th level, you gain the *Vicious Mockery* cantrip if you don't already have it, and the damage die becomes a d6.

FALLING ACTION

Beginning at 9th level, as the show draws rapidly towards its conclusion, you are able to adapt elements of the performance to sustain the tension.

When a creature under the effects of Rising Action is successfully attacked by another creature, you can use your reaction to extend the duration of the feature beyond the triggering attack. The target must be within 60 feet and able to see you.

FINAL RESOLUTION

Starting at 13th level, you can bring a satisfying resolution to the performance, culminating as you tie up any loose ends. If Rising Action's effect on a target is not activated for the full duration, choose one of the following options:

- The target adds 4d6 radiant damage to its next successful spell or weapon attack.
- The target immediately gains 4d6 temporary hit points.
- The target immediately regains 4d6 hit points.

ENCORE

At 20th level, as a reaction when you are brought to consciousness from 0 hit points, you can immediately use Dance of Death, treating all successful attacks as automatic critical hits. In addition, rolling a 16 or higher on a death save automatically restores you to 1 hit point.



Mask of the Mourning

TROUPE OF THE MOURNING

Loss affects us all. Some can find meaning from personal suffering - some choose to wield it as a weapon. By harnessing their emotions, these harlequins can tap into the raw chaotic powers of Pandemonium to shape the very environment around them. Sadly, the fate of those who look for an end to their existence are always doomed to prolong it.

MOURNING QUIRKS

d6 Quirk

- 1 You often speak to those you've lost as if they were right next to you.
- 2 Your skin is cold to the touch, despite being in perfect health.
- 3 You rarely smile, often going months without changing expression or tone.
- 4 You refuse to wear anything that isn't completely colored black.
- 5 Your emotions occasionally gather into small rainclouds that hover just above your head.
- 6 You often burst into tears for no apparent reason.

MOURNING CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Dart of Dolor	Necromancy	Instantaneous	—
Death in Chorus	Enchantment	Instantaneous	Cha
Gloom Shard	Evocation	Instantaneous	Dex
Grief	Necromancy	Instantaneous	Wis
Rain of Ashes	Conjuration	Conc. 1 minute	Con
Silent Word	Enchantment	1 round	Cha
Storm Crow	Conjuration	Instantaneous	—
Widower	Necromancy	Instantaneous	—

OVERWHELMED

Beginning when you choose this archetype at 2nd level, you frequently experience strong outbursts of emotion that alter your immediate surroundings. As a bonus action, you emanate an aura extending in a 10-foot-radius from you, lasting 1 minute. Creatures of your choice that move through your aura do so at half their regular movement. As a bonus action each turn, you can deal 1d6 psychic damage to all creatures within your aura, increasing to 2d6 at 13th level.

You can activate this feature three times between rests. You regain all expended uses when you finish a short or long rest.

DANCE OF DEATH: CRY

Starting at 3rd level, in lieu of making all attacks as part of Dance of Death, you can choose to let out a piercing scream.

You can target up to three creatures in the line and force them to make a Constitution saving throw against your spell save DC. On a failed save, a creature is deafened until the end of your next turn, taking psychic damage equal to your Harlequin level + your Charisma modifier, or half as much on a successful save. The sound of this feature can be heard up to 300 feet away.

You can use this feature three times between rests. You regain all expended uses when you finish a short or long rest.

WOUNDING WAIL

Beginning at 5th level, when you take damage as the result of an attack by a creature within 10 feet, the attacker instantly takes psychic damage equal to 1d10 + your Charisma modifier. Your Overwhelmed feature must be active.

LOVE AND LOSS

Beginning at 9th level, when an ally within visual range is reduced to 0 hit points, every creature of your choice within a 10-foot-radius of you must make a Constitution saving throw against your spell save DC. On a failed save, a creature takes psychic damage equal to 6d10 + your Charisma modifier, or half as much on a successful save. Your Overwhelmed feature must be active.

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

HEIGHTENED EMOTIONS

When you reach 13th level, the effective radius of Overwhelmed, Wounding Wail, and Love and Loss, is increased to 20 feet. Additionally, you can now use the Overwhelmed feature four times between rests.

CURSED TO ENDURE

Upon reaching 13th level, while the irony is not lost on you, it seems that you are denied the peace you desire.

Upon gaining this feature, you are cursed to age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged. This curse cannot be removed by anything short of a *Wish* spell.

PURGATORY

At 20th level, you have accepted the fate of all who walk the path of the Mourning - near immortality.

When you're reduced to 0 hit points, you instantly regenerate an amount of hit points equal to triple your Charisma modifier. Your Overwhelmed feature must be active, immediately ending when you use this feature.

TROUPE OF THE RED DRAGON

For harlequins consumed by their own rage, bent on the path to destruction, the Troupe of the Red Dragon serves to enable their innate cruelty. Drawing their powers from the Fire Elemental Plane, and stoking the flames with the disposition of a Red Dragon, these performers become the mortal embodiment of the chromatic spirit of chaos.

RED DRAGON QUIRKS

d6 Quirk

- 1 The feeling of heat against your skin gives you euphoric pleasure.
- 2 You have sudden and irrational bursts of anger.
- 3 You lose your temper when performing for an ungrateful audience.
- 4 You believe the best performances are always the most dangerous.
- 5 You're entranced at the mere mention of dragons.
- 6 You're nearly always on fire in some fashion.

RED DRAGON CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Brass Arrow	Conjuration	Instantaneous	—
Draconic Rune	Abjuration	Instantaneous	Wis
Fire Whip	Evocation	Instantaneous	Dex
Fist of the Efreiti	Conjuration	Instantaneous	Str
Hatred	Necromancy	Instantaneous	Cha
Molten Hammer	Conjuration	Instantaneous	—
Terrifying Roar	Enchantment	1 round	Wis
Vulcan's Wrath	Evocation	Instantaneous	Con

OIL SUPPLY

Upon choosing this archetype at 2nd level, you begin to keep stock of the various oils needed to fuel your abilities. Your oil is measured in pints (1 pint = 1 flask), which can be scavenged or purchased normally (see *Adventuring Gear*).

Each pint contains enough oil to create 20 ability charges. Different abilities have different charge costs, subtracting the specified amount from your total oil supply.

IGNITE APPARATUS

At 2nd level, you begin to coat your weapons with oil from your oil supply. As a bonus action, you can ignite any simple or martial weapons you have equipped, providing bright light in a 20-foot-radius and dim light for an additional 20 feet. Attacking with an ignited weapon deals extra fire damage equal to your proficiency bonus. You have resistance to fire damage while your weapons are ignited.

The fires go out after either 10 minutes pass or your weapons are doused, requiring you to later spend 1 minute cleaning your equipment and reapplying 2 charges of oil before you can use this feature again.

FIRE DANCE

Upon reaching 3rd level, you've learned to effectively incorporate your flaming weapons into your performance.

When you use Dance of Death while your weapons are ignited, you can expend 4 charges of your oil supply to perform a fire dance. After determining the outcome of your attacks, all creatures in the line must make a Dexterity save against your spell save DC. On a failed save, a creature takes fire damage equal to your Harlequin level + your Charisma modifier, or half as much on a successful save.

You can use this feature three times between rests. You regain all expended uses when you finish a short or long rest.

BURNING BREATH

Starting at 5th level, while your weapons are ignited, you can expend 6 charges of your oil supply as a bonus action to exhale fire at a target within 30 feet of you. The target must make a Dexterity save against your spell save DC, taking 6d6 fire damage on a failed save, or half as much damage on a successful save.

You can use this feature three times between rests. You regain all expended uses when you finish a short or long rest.

GREATER DRAGONIC SPELLCASTING

Beginning at 9th level, while your weapons are ignited, and when you cast a cantrip that deals fire damage, you add your Charisma modifier to one fire damage roll of that cantrip against one of its targets.

RED DRAGON FLIGHT

Starting at 13th level, as an action while your weapons are ignited, you can choose to smash an oil flask at your feet, expending 20 charges of your oil supply. Two large fiery wings then sprout from your back, granting you a flying speed of 60 feet for 10 minutes.

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

ANCIENT ACRIMONY

At 20th level, you have achieved true mastery with the flaming weapon, obtaining new offensive and defensive capabilities.

You have immunity to fire damage while your weapons are ignited. Additionally, attacking with an ignited weapon deals an extra 12 fire damage, rather than your proficiency bonus.

ADDITIONAL RULES FOR OIL

As an action, you can splash the oil in a flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an Improvised Weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil.

You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

TROUPE OF THE SILENT ONE

Some of the most infamous harlequins choose not to exist simply in one plane, but indeed several. Those who choose the chaos of Limbo are consequently imbued with many psionic traits, including the ability to envision and create physical objects out of "mind matter". These harlequins are referred to as the Silent Ones; creatures who have vowed never to utter a spoken word again, instead communicating through their innate telepathy.

SILENT ONE QUIRKS

d6 Quirk

- 1 You often imitate the movements of other creatures.
- 2 You put a great deal of effort into the aesthetics of your invisible creations.
- 3 You frequently walk into non-existent walls.
- 4 Your entire body is devoid of all color, including any garments you may wear.
- 5 You believe that you have the ability to read minds.
- 6 You sometimes hear voices in your head, like broadcasts from other planes of reality.

SILENT ONE CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Binary Blast	Evocation	Instantaneous	—
Fun Box	Conjuration	Instantaneous	Str
Dead Weight	Transmutation	1 round	Str
Matter Mine	Evocation	Conc. 1 minute	Dex
Monochromatic Orb	Enchantment	Instantaneous	Cha
Silent Alarm	Abjuration	Instantaneous	Int
Sudden Anvil	Conjuration	Instantaneous	—
Wailing Wall	Conjuration	Instantaneous	Str

PSIO-MIMIST

Upon choosing this archetype at 2nd level, you learn the Pantomime language if you don't know it already (see the *Psuedonym*). While communicating in Pantomime, you can choose any amount of creatures within 30 feet to automatically understand your intended meaning.

Additionally, you're able to ignore the verbal component of harlequin cantrips and spells by using Pantomime.

CREATIONS OF LIMBO

At 2nd level, you're able to conjure extradimensional matter and shape it into non-living objects for your own usage.

As a bonus action, you can convert Discord points into Psi points, turning each Discord point you expend into 5 Psi points which last until you complete a short or long rest.

As an action, you can expend Psi points to create an object of your choice from the appropriate creation tier. Creations are considered both invisible and magical, lasting for the given duration before disappearing. You can only have one created item in existence at any given time.

TIER I CREATIONS

Requires 2nd level harlequin

Item	Psi Cost	Duration
Simple Weapon +1	2	8 hours
Martial Weapon +1	4	1 hour
Shield +1	4	1 hour
Musical Instrument	1	8 hours
Adventuring gear (5gp or less)	1	8 hours

TIER II CREATIONS

Requires 9th level harlequin

Item	Psi Cost	Duration
Simple Weapon +2	4	1 hour
Martial Weapon +2	6	10 minutes
Shield +2	6	10 minutes

TIER III CREATIONS

Requires 18th level harlequin

Item	Psi Cost	Duration
Simple Weapon +3	8	10 minutes
Martial Weapon +3	10	1 minute
Shield +3	10	1 minute

SHATTERPOINT

Upon reaching 3rd level, you're able to accurately predict the placement of your opponent's strikes. You can expend a Psi point on your turn to take the Dodge action as a bonus action.

NOH

Starting at 5th level, you're able to rapidly materialize cover for you and your allies. As a reaction, you can expend a Psi point to target a friendly creature within 30 feet with invisible cover. The target's Armor Class is increased by 2 until the beginning of your next turn or until the target moves.

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

MIND MATTER

Beginning at 9th level, you are able to bring a number of materials from the plane of Limbo into physical reality. You can expend 2 Psi points to cast the *Creation* spell without using a spell slot or material components, although any materials created using this spell are considered invisible. Charisma is your spellcasting ability for this spell.

SCULPTURAL FORM

Upon reaching 13th level, when you take the Dodge action on your turn, a creature attacking you with disadvantage must reroll one of the dice once and take the lower result.

MATERIAL MASTERY

At 20th level, the use of your psionic abilities has become almost effortless. You no longer require Psi points for Tier I Creations of Limbo. In addition, you can have up to three created items in existence at any given time.

TROUPE OF THE SMILING ONE

One of the oldest harlequin troupes known to still exist, the past of this mysterious group remains shrouded in the ancient histories of cloud giants. All has been lost to the creeping decay of madness that has infected this troupe. So when you find yourself stuck along an unpleasant trail of thought, heading for the places in your past where the screaming is unbearable, remember there's always madness.

SMILING ONE QUIRKS

d6 Quirk

- 1 You don't consider someone a friend until you know exactly how to push their buttons.
- 2 All means justify the ends, especially if there are no ends.
- 3 You can create the most stunning art from corpses.
- 4 You've faked your own death more times than you can count. You can also count pretty high.
- 5 You make all of your own sound effects while fighting.
- 6 You have acquired a collection of seemingly pointless props over a long career.

SMILING ONE CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Balloon Animals	Conjuration	Instantaneous	—
Cannon Ball	Conjuration	Instantaneous	Dex
Dud	Evocation	Illusion	Int
Grip of Madness	Enchantment	Instantaneous	Int
Hammer Space	Conjuration	Instantaneous	—
Infectious Smile	Enchantment	Instantaneous	Con
Punch Line	Enchantment	Conc. 1 round	Int
Rending Claws	Transmutation	Instantaneous	—

DESCENT INTO MADNESS

Upon selecting this archetype at 2nd level, failing an Intelligence or Wisdom save causes you to ascend a tier of madness, granting both benefits and accumulating penalties. Damage bonuses are replaced with each tier and don't stack. Completing a short or long rest resets you to Tier 0.

Tier I. Your weapon attacks deal an extra +1 damage, and you now have disadvantage on Intelligence skill checks.

Tier II. Your weapon attacks deal an extra +2 damage, and you now have disadvantage on Wisdom skill checks.

Tier III. Your weapon attacks deal an extra +3 damage, and you now have disadvantage on Intelligence saves.

Tier IV. Your weapon attacks deal an extra +4 damage, and you now have disadvantage on Wisdom saves.

Tier V. Your weapon attacks deal an extra +5 damage, and you are now considered frightened of yourself.

TREACHEROUS TINKER

Beginning at 3rd level, you are able to swiftly create and deploy a number of creative and cruel contraptions. You can use this feature three times between rests. You regain all expended uses when you finish a short or long rest.

Immediately after moving as part of Dance of Death, you can use a bonus action to deploy a tinker's trap in an unoccupied space of your choosing within 5 feet of you. The trap occupies a 5-foot-square and is obscured from vision, only able to be spotted with a successful Wisdom (Perception) check against your spell save DC.

When a tinker's trap is placed, select the type of trap from the options available below. If 10 minutes pass and a tinker's trap has not been triggered, or if a tinker's trap is activated when a creature or object moves into the space it occupies, the trap activates and is then rendered harmless.

For the purposes of this feature, *P* represents your proficiency bonus.

Bear trap. A creature must make a Dexterity save against your spell save DC. On a failed save, a creature takes *Pd*10 piercing damage and is restrained until the end of its next turn, taking half as much damage on a successful save.

Pie trap. A creature must make a Dexterity save against your spell save DC. On a failed save, a creature is blinded until the end of its next turn.

Spring trap. A creature must make a Dexterity save against your spell save DC. On a failed save, a creature is launched 10 x *P* feet directly up into the air before falling.

GAGS AND GIZMOS

Starting at 5th level, you gain access to an expanded list of tinker's traps which can be used with Treacherous Tinker.

Explosive trap. All creatures in a 10-foot-radius must make a Dexterity save against your spell save DC. On a failed save, a creature takes *Pd*8 fire damage, or half as much on a successful save.

Poison trap. A creature must make a Constitution save against your spell save DC. On a failed save, a creature takes *Pd*12 poison damage, or half as much on a successful save.

Shocking trap. A creature must make a Constitution save against your spell save DC. On a failed save, a creature takes *Pd*6 lightning damage and becomes paralysed until the end of its next turn, taking half as much damage on a successful save.

PSYCHOPATHIC ASSAULT

Beginning at 9th level, you can target a creature with multiple weapon attacks using Dance of Death, rather than dividing your attacks between multiple targets.

UNEARTHLY LAUGHTER

From 13th level, you can expend a Discord point as a bonus action to immediately ascend or descend one tier of madness.

ONE BAD DAY

At 20th level, you can use a bonus action once per long rest to automatically ascend to Tier V of madness, ignoring the effects of the frightened condition for 1 hour.

Mask of the Solitaire



TROUPE OF THE SOLITAIRE

For harlequins who choose to take the path of the wanderer, the Solitaire walks the loneliest path of all. Masters of assassination, the Solitaire is not only able to step through into the Astral Plane, but also draw upon its chaotic energies. However, the fate of all those who linger in the void is to slowly disappear - lost to all known memory.

SOLITAIRE QUIRKS

d6 Quirk

- 1 You have been unable to dream since touching the void.
- 2 You avoid standing out in open spaces whenever possible.
- 3 You begin twitching whenever you're not holding your weapon.
- 4 You become slightly translucent at random moments.
- 5 You leave a playing card on the bodies of your assassination targets.
- 6 You're prepared for your allies to betray you at any given moment.

SOLITAIRE CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Antimatter	Transmutation	Instantaneous	—
Breach	Evocation	Instantaneous	Dex
Last Confession	Enchantment	1 round	Wis
Paradise Lost	Transmutation	Instantaneous	Wis
Star Spawn Edge	Conjuration	Instantaneous	—
Time Jolt	Transmutation	1 round	Con
Translucency	Abjuration	Instantaneous	—
Void Step	Conjuration	Instantaneous	Cha

DEATHMARK

Starting when you choose this archetype at 2nd level, you are able to identify key targets for elimination. It is unclear exactly what force dictates who must die, but the void always rewards you for success.

At the beginning of a combat encounter, the DM can choose to select one enemy creature on the battlefield to be the target of a deathmark, informing you of their choice. If the target is reduced to 0 hit points before the feature ends, your Charisma score increases by 1, up to a maximum of 24.

The target remains marked for 1 minute or until it drops to 0 hit points. After completing a long rest, your Charisma score resets back to its original value.

PHASE SHIFT

Starting at 3rd level, your exposure to the void has granted you the ability to manipulate the density of your own body. In this state, your form is able to pass through solid matter.

You can pass through non-magical items or surfaces using the movement from Dance of Death, able to cover 1 foot for each Harlequin level. If you end this movement in an occupied space, you are moved back to the point of entry.

REAPER

Upon reaching 5th level, as a free action on your turn, you can make a weapon attack against a creature that is currently a target of a deathmark.

ASTRAL TETHER

Beginning at 9th level, you are able to briefly step out of physical reality. You can cast the *Dimension Door* spell without using a spell slot or material components. Charisma is your spellcasting ability for these spells.

After you cast a spell twice in this way, you can't use this feature again until you finish a short or long rest.

ASSASSIN'S SOLITUDE

At 13th level, you have managed to locate and gain access to a demiplane or pocket dimension for your own personal usage.

You can spend the period of 1 minute opening up a 10-foot-diameter portal into your own pocket dimension, shining a dim, purple light visible to other creatures. The portal remains in place for 24 hours, or until you close it as an action. A creature can enter and return from the pocket dimension while the portal remains open, although any creature still within the pocket dimension when the portal closes is sealed inside until the portal is reopened again.

Upon gaining this feature, you can choose the specific biome found within the pocket dimension, otherwise it will default to a lifeless cave. The pocket dimension is represented by an 800 foot cube. Appearing beyond the pocket dimension's boundaries will result in being killed instantly by the void.

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

FADED

At 20th level, your body has lost much of its original structural integrity from repeated exposure to the astral plane, but not without its own reward.

You are resistant to all damage dealt by the target of your deathmark. If the initial target is reduced to 0 hit points before 1 minute passes, the DM can choose to select another target for the remaining duration.



Mask of the
Spitting Image

TROUPE OF THE SPLITTING IMAGE

A harlequin of the Splitting Image is able to assume many faces over many lifetimes, all but forgetting who they once were. If you lose a loved one mysteriously, if they disappear without a trace, don't be surprised if you see their face walking towards you on the street one day. They do not remember you.

SPLITTING IMAGE QUIRKS

d6 Quirk

- 1 You frequently spend your wealth on fine quality outfits.
- 2 You find yourself captivated by your own reflection.
- 3 You keep a little black book that contains various damaging secrets of high profile individuals.
- 4 You often create a brand new character to role play each day.
- 5 You are unable to take any form of criticism, no matter the context.
- 6 You believe in killing with kindness in its most literal interpretation.

SPLITTING IMAGE CANTRIPS

Starting at 2nd level, you can choose your secondary cantrips from the table below.

Cantrip	School	Duration	Save
Blood Boil	Transmutation	Instantaneous	Con
Blood Crystal	Conjuration	Instantaneous	—
Chaos Ladder	Enchantment	Conc. 1 round +	Int
Duplicitous	Evocation	Instantaneous	—
Lingering Kiss	Necromancy	Conc. 1 round	Dex
Mirroring	Illusion	Conc. 1 round	Int
Spectral Slash	Evocation	Instantaneous	—
Volted Veil	Abjuration	1 round	Dex

MASQUERADE

Starting when you choose this archetype at 2nd level, you're able to slip into a new identity with relative ease. You can cast *Disguise Self* a number of times equal to your Charisma modifier (minimum of once), without using a spell slot or material components, and regaining all expended uses when you finish a long rest.

In addition, you gain proficiency in the Deception and Performance skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either proficiency.

DANCE OF DECEPTION

Beginning at 2nd level, the surreal nature of your performance evokes several optical and sensory illusions. You gain temporary hit points equal to your Harlequin level + your Charisma modifier when you use Dance of Death.

CONSPIRATOR

Beginning at 3rd level, even in the midst of combat, you are able to sow the seeds of doubt.

As a bonus action, you can select a creature within 15 feet and force them to make an Insight (Wisdom) check against your Charisma (Deception) check. On a failure, a creature has disadvantage on its next attack roll before the beginning of your next turn.

FATAL FAÇADE

Starting at 5th level, you are able to preemptively assume a variety of identities, only revealing the truth at the last possible moment.

As a reaction, when a creature targets you with an attack, you can switch locations with a different creature of your choice within 15 feet. You are immediately moved to the creature's location, while the chosen creature appears at your original location, becoming the new target of the attack. The creature you choose must have a size category of either Medium or Small.

You can use this feature three times between rests. You regain all expended uses when you finish a short or long rest.

KEEPER OF SECRETS

At 9th level, you've since investigated the various colors of harlequin in existence, assessing their various abilities, and adapting them to your own usage. Choose two secondary cantrips from any harlequin troupe, excluding this one. For the purposes of the Discord feature, these secondary cantrips count as Splitting Image cantrips.

You learn two additional cantrips from any secondary troupe list at 18th level.

ENIGMATIC

Upon reaching 13th level, you add your Charisma modifier to your initiative, in addition to your Dexterity modifier.

ENDGAME

At 20th level, you've mastered the art of the great game. Even as a battle commences, all the necessary pieces are already in motion. At the beginning of combat, but before initiative has been rolled, you can select up to four creatures within visual range to make Wisdom (Insight) checks opposed by your Charisma (Deception) check. On a failure, you choose where a creature is placed on the initiative order.

HARLEQUIN SPELL LIST

AEROSALTANT CANTRIPS

COLD SHOULDER

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You brush off a wave of freezing cold sleet, forcing a creature within range to pass a Charisma save. On a failed save, the target takes 1d8 cold damage, suffering an additional 1d8 cold damage if the target makes a successful melee attack against you before the beginning of your next turn.

The additional cold damage increases by 1d8 when you reach 5th, 11th, and 17th level.

FLAMING HOOP

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You conjure forth a ring of fire to spin around your hips, forcing all creatures within range to make a Dexterity save. On a failed save, a creature takes 1d6 fire damage.

The damage increases by one die when you reach 5th, 11th, and 17th level.

GENTLE NUDGE

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You direct a subtle push towards a creature within range, forcing them to pass a Strength save. On a failed save, the target is pushed 5 feet directly away from you and immediately falls prone.

The distance you push a creature increases by 5 feet when you reach 5th, 11th, and 17th level.

ILLUSIONARY ROPE

Illusion cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (A strip of flax)

Duration: Instantaneous

You create the illusion of a lasso pulsing with energy, forcing a creature within range to pass an Intelligence save. On a failed save, a creature takes 1d10 lightning damage and believes it is grappled until the end of your next turn. If a creature attempts to escape the grapple, it automatically succeeds upon discovering the illusion.

The damage increases by one die when you reach 5th, 11th, and 17th level.

MINOR REDUCTION

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A lump of silver worth 10gp)

Duration: 1 round or until a successful attack

You unleash a wave of reality warping energies at a creature within range, forcing them to pass a Constitution save. On a failed save, the target's size and weight is halved for the duration or until the target makes a successful attack against a creature. This reduction decreases its size by one category. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's first successful attack with them deal 1d4 less damage (this can't reduce the damage below 1).

The damage reduction increases by one die when you reach 5th, 11th, and 17th level.

PRISMATIC RIBBON

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You create a beautiful multi-colored streak of destructive liquid, making a melee spell attack. The target takes either 1d10 acid or poison damage (your choice). If the target is resistant to the damage type you choose, add an additional 1d10 to the total damage.

The initial damage increases by one die when you reach 5th, 11th, and 17th level.

SWOOP

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You rush forward with a burst of inhuman speed, forcing a creature within range to pass a Constitution save. On a failed save, the target takes 1d6 force damage and is considered stunned until the beginning of its next turn. After resolving the damage, you can move up to 5 feet in any direction without triggering attacks of opportunity.

The damage increases by one die when you reach 5th, 11th, and 17th level.

THUNDEROUS APPLAUSE

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You create a deafening wave of applause, forcing all creatures within range to pass a Constitution save. On a failed save, a target takes 1d4 thunder damage and is deafened until the beginning of its next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

CELESTIAL CHOIR CANTRIPS

ANGELIC DIVE

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You leap into the air on wings of light and land with a massive shock wave. You can launch yourself 10 feet directly into the air before landing, taking no fall damage from this height.

Each creature within range when you land, other than you, must succeed on a Dexterity save or take force damage equal to the fall damage you would have taken from this cantrip.

The height you can launch yourself increases by 10 feet when you reach 5th, 11th, and 17th level.

CLOUD BREAK

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You call a beam of light to impair the sight of a creature within range, forcing it to pass a Constitution save or take 1d6 radiant damage. If the target makes an attack roll against you before the duration ends, they're considered blinded for the remainder of their turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

DIVINE CHORUS

Enchantment cantrip

Casting Time: 1 action

Range: 45 feet

Components: V, S, M (An unstrung bow)

Duration: Conc. 1 round

Your song quells aggressive and harmful thoughts, forcing a creature within range to pass a Wisdom save. On a failed save, the next time the target deals damage to a creature before the duration ends, the damage total is reduced by 1d6.

The damage reduction increases by one die when you reach 5th, 11th, and 17th level.

GREATER LIGHT

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (A dew drop)

Duration: Conc. 1 minute

You touch a creature or object with a drop of pure divine energy, causing it to shine bright light of a color you choose in a 30-foot radius and dim light for an additional 30 feet. Upon first contact with the drop, a creature must pass a Constitution save or take 1d10 radiant damage.

The damage increases by one die and the radius of the bright and dim light increases by 5 feet when you reach 5th, 11th, and 17th level.

HARP STRINGS

Enchantment cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (A goose feather)

Duration: Conc. 1 round

You play a series of chords on a shimmering ethereal harp, forcing a creature within range to pass a Wisdom save.

Choose one of the effects below:

- The target takes 1d4 psychic damage and has -1d4 on its next attack roll before the duration ends.
- The target is considered charmed by you until the end of its next turn, able to use a reaction to immediately end the effect on itself.
- The target is considered frightened of you until the end of its next turn, able to use a reaction to immediately end the effect on itself.

OCEAN TEARS

Conjuration cantrip

Casting Time: 1 action

Range: 45 feet

Components: V, S

Duration: Instantaneous

You release a torrent of freezing cold saline water at a creature within range, making a ranged spell attack. The target takes 1d8 cold damage on a hit, soaking the target in a gallon of salt water that remains after the spell has been cast.

The damage increases by one die when you reach 5th, 11th, and 17th level.

PRISMATIC HAND

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (Crystal shards)

Duration: Instantaneous

An array of vibrant colors spread from your open hand, forcing a creature within range to pass an Intelligence save or take 1d8 psychic damage. A creature with darkvision temporarily loses it until the end of its next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

PURIFYING FLAME

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cast a ball of white hot fire at a creature within range, making a ranged spell attack dealing fire damage. If the target is evil aligned, the damage die is 1d10; otherwise, it's 1d8.

The damage increases by one die when you reach 5th, 11th, and 17th level.

CLOUD DANGER CANTRIPS

ASTRAL GLASS

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You shatter small fragments of reality to hurl at a creature or object, making a ranged spell attack. The target takes 2d4 slashing damage on a hit.

The damage increases by two dice when you reach 5th, 11th, and 17th level.

BLACK BREATH

Necromancy cantrip

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

You release a cloud of vile smoke at a creature, forcing it to pass a Constitution save or take 1d6 necrotic damage. The target has disadvantage on Wisdom (Perception) checks until the end of your next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

BLISTERING WIND

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (Fresh embers)

Duration: Instantaneous

You launch a heated blast of air at a creature, making a ranged spell attack with fire damage. If the target is unarmored, the damage die is 1d12; otherwise, it's 1d8.

The damage increases by one die when you reach 5th, 11th, and 17th level.

COLD SNAP

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You release a wave of freezing cold air at a creature, forcing it to pass a Strength save or take 1d10 cold damage. A target that is either wet or frozen takes half damage on a success.

The damage increases by one die when you reach 5th, 11th, and 17th level.

PUFF OF PURPLE

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A crushed beetle)

Duration: Instantaneous

You release a gust of noxious purple fumes, forcing a creature to pass a Constitution save or take 1d8 poison damage. A target has disadvantage on Strength saving throws until the end of your next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

SKY FALL

Evocation cantrip

Casting Time: 1 action

Range: 45 feet

Components: V, M (Small acorn)

Duration: Instantaneous

You drop a cube of solid sky onto a Medium or smaller creature or object, forcing it to pass a Strength save or take 1d6 force damage and fall prone.

The damage increases by one die when you reach 5th, 11th, and 17th level.

UPDRAFT

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You direct a sudden rise of air at a creature or object, forcing it to pass a Strength save. On a failed save, the target is lifted 10 feet in the air before dropping. A target that weighs more than 350lbs automatically passes.

The height a creature is lifted increases by 10 feet, and the maximum weight of the target increases by 50lbs when you reach 5th, 11th, and 17th level.

VACUUM

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You draw the air out of a creature's lungs, forcing it to pass a Constitution save. A creature that doesn't require air to breathe automatically passes. On a failed save, the target takes 1d12 psychic damage and cannot speak or use verbal components until the beginning of its next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

FAERIE THEATRE CANTRIPS

CRIMSON MIST

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A pinch of paprika)

Duration: Instantaneous

You conjure a cloud of mist around a creature, mixing it into their blood stream, and forcing it to pass a Constitution save. The target can choose to either take 1d10 poison damage, or use their reaction to force a creature within 5 feet to take the damage instead.

The damage increases by one die when you reach 5th, 11th, and 17th level.

EPIC POEM

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (A book worth 50gp)

Duration: Conc. 1 round

You overwhelm a creature with the weight of your tale, forcing it to pass a Wisdom save. On a failed save, the target is considered deafened until the end of your next turn. A creature that is immune to charm effects automatically passes.

The cantrip duration increases by one round when you reach 5th, 11th, and 17th level.

FEY FLIGHT

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You release a pulse of sparkling light at a creature, forcing it to pass a Charisma save. On a failed save, the target takes 1d6 psychic damage, and you can immediately move a flying speed of 15 feet in any direction without expending your movement.

The damage increases by one die when you reach 5th, 11th, and 17th level.

GLIMMER GLAIVE

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (Broken weapon handle)

Duration: Instantaneous

You summon a glaive of shimmering fey energy to slash at a creature, making a melee spell attack with force damage. If the creature is considered charmed, the damage die is 1d12; otherwise, it's 1d8. Damage from this cantrip doesn't break charm effects or trigger saving throws against charm effects.

The damage increases by one die when you reach 5th, 11th, and 17th level.

DUSKLIGHT

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Conc. Up to 1 minute

You place a drop of the Feywild's essence onto a creature, forcing it to pass a Dexterity save or take 1d6 fire damage. For the duration, the target takes an extra 2 fire damage from spell attacks, illuminating a 10-foot radius with dim light.

The extra damage increases by 2 when you reach 5th, 11th, and 17th level.

MELODRAMA

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to trick your opponents with a well placed strike against a creature within range, forcing it to pass a Wisdom save or take 1d8 bludgeoning, slashing, or piercing damage (your choice). The target assumes that the creature nearest to it is responsible for the attack.

The target can also attempt to resist any charm effects that would end as a result of the target taking damage from the assumed creature.

The damage increases by one die when you reach 5th, 11th, and 17th level.

ROSE PETALS

Abjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: S, M (A pressed flower/leaf)

Duration: 1 round

You create a cloud of rose petals with a rather foreign fragrance, targeting a creature with a ranged spell attack. The target takes 1d4 slashing damage on a hit. Whenever you roll 4 on the damage die, you gain an extra 4 temporary hit points that last for the duration.

The damage increases by one die when you reach 5th, 11th, and 17th level.

TRANSFIX

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Conc. 1 round

You harass a creature with bright flashes and images, forcing it to pass a Wisdom save. On a failed save, the target's movement speed is halved for the duration, or until it takes damage.

The duration increases by 1 round when you reach 5th, 11th, and 17th level.

MOURNING CANTRIPS

DART OF DOLOR

Necromancy cantrip

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You launch a solidified black dart at a creature or object, making a ranged spell attack. The target takes necrotic damage equal to double their own Charisma modifier (minimum of 2).

The damage increases by an additional 4 when you reach 5th, 11th, and 17th level.

DEATH IN CHORUS

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You sing a song tinged with sadness and sorrow, forcing a creature within range to pass a Wisdom save or take psychic damage. If the target is able to use a reaction to cover their ears, the damage die is 1d8; otherwise, it's 1d12.

The damage increases by one die when you reach 5th, 11th, and 17th level.

GLOOM SHARD

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You solidify your despair into black obsidian, making a ranged spell attack. The target takes 1d4 bludgeoning damage and 1d4 slashing damage on a hit. This cantrip ignores disadvantage caused by attacking a creature within 5 feet with a ranged spell attack.

The damage increases by 1d4 bludgeoning and 1d4 slashing when you reach 5th, 11th, and 17th level.

GRIEF

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You unleash your anguish in the form of a large pulse, forcing every creature in range to pass a Charisma save. On a failed save, a target takes 1d8 necrotic damage, or 1d12 if the target has temporary hit points.

The damage increases by one die when you reach 5th, 11th, and 17th level.

RAIN OF ASHES

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (Volcanic rock)

Duration: Conc. 1 minute

You create a cloud of harmful toxic ash above a creature, forcing them to pass a Constitution save or suffer 1d4 poison damage. On a failed save, the target cannot take reactions for the duration, able to repeat the saving throw at the end of each turn, ending the effect on a success.

The damage increases by one die when you reach 5th, 11th, and 17th level.

SILENT WORD

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: 1 round

You whisper nonsensical gibberish at a creature, which it interprets as an unknown secret, forcing it to pass a Wisdom save. On a failed save, the target is considered frightened of you for the duration, or until your deception is revealed.

The cantrip duration increases by one round when you reach 5th, 11th, and 17th level.

STORM CROW

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, M (Bird seed)

Duration: Instantaneous

You conjure a black crow from the Shadowfell to bring an unnatural storm, making a ranged spell attack. The target takes 1d10 lightning damage on a hit.

The attack ignores half and three-quarters cover, provided the target is visible from a bird's eye view.

The damage increases by one die when you reach 5th, 11th, and 17th level.

WIDOWER

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cast a bolt of black, life-draining energy towards a creature, making a ranged spell attack. The target takes 1d6 necrotic damage on a hit, converting half the total necrotic damage dealt into temporary hit points for you or a conscious creature within 5 feet. These temporary hit points last until the beginning of your next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

RED DRAGON CANTRIPS

BRASS ARROW

Conjuration cantrip

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (A bow string)

Duration: Instantaneous

You conjure and launch a brass arrow, almost the length and size of a spear, making a ranged spell attack against a target within range. The target takes 1d10 piercing damage on a hit. The arrow itself glows with a bright light in a 10-foot-radius and dim light for an additional 10 feet until the end of your next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

DRAGONIC RUNE

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You draw a protective rune to shield yourself from harmful spells, forcing a creature within range to pass a Wisdom save. On a failed save, the target takes 1d6 lightning damage and cannot target you with a ranged spell attack before the end of its next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

FIRE WHIP

Evocation cantrip

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: Instantaneous

You evoke a flaming tendril to lash out at your enemies, forcing a creature within range to pass a Dexterity save or take 2d6 fire damage.

The damage increases by one die when you reach 5th, 11th, and 17th level.

FIST OF THE EFREETI

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A flask or lamp)

Duration: Instantaneous

You open a miniature portal to the Elemental Plane of Fire, conjuring forth a large red hand. A creature within range must pass a Strength save or take 1d10 bludgeoning damage. A Large or smaller creature is considered grappled up until the beginning of its next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

HATRED

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You overwhelm a creature with empowered, aggressive emotion, sapping them of their spirit and forcing them to pass a Charisma save. A target takes 1d4 necrotic damage and has disadvantage on its next Wisdom saving throw before the end of your next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

MOLTEN HAMMER

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (A lump of iron)

Duration: Instantaneous

You manifest a burning hammer wrought of molten iron, making a melee spell attack. The target takes 1d8 bludgeoning damage and 1d4 fire damage on a hit.

The fire damage increases by one die when you reach 5th, 11th, and 17th level.

TERRIFYING ROAR

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: 1 round

You let forth a horrible, guttural roar, forcing a creature within range to succeed on a Wisdom saving throw or be frightened of you until the beginning of your next turn.

VULCAN'S WRATH

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You slam your fist into the ground, causing a number of burning fissures to open up around you. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 fire damage.

Alternatively, you can choose to have the fissures release a cloud of toxic gas, changing the damage type to poison.

The damage increases by one die when you reach 5th, 11th, and 17th level.

SILENT ONE CANTRIPS

BINARY BLAST

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch two orbs of spiraling black and white light, making a ranged spell attack against a creature within range. On a successful hit, the target takes 1d4 necrotic damage and 1d4 radiant damage.

The necrotic and radiant damage both increase by one die when you reach 5th, 11th, and 17th level.

FUN BOX

Conjuration cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

You create an invisible container around a creature within range, forcing them to pass a Strength save. On a failed save, the target takes 1d4 force damage and is considered restrained until the beginning of their next turn, or until forcefully moved from their current location.

The damage increases by one die when you reach 5th, 11th, and 17th level.

DEAD WEIGHT

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You increase the density of a target within range, forcing it to pass a Strength save. On a failed save, a creature's total equipment weight is increased by 100lbs for the duration. A non-equipped item takes no damage, but its weight is automatically increased.

The additional weight increases by 50lbs, when you reach 5th, 11th, and 17th level.

MATTER MINE

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A polished stone)

Duration: Conc. 1 minute

You fill a small stone with raw psionic energy before hurling it towards a point within range, forcing all creatures within 5 feet of the target to pass a Dexterity save. On a failed save, a target takes 1d6 thunder damage.

The stone remains in place and cannot be moved, turning the area within a 5-foot-radius into difficult terrain for the duration or until you lose concentration.

The damage increases by one die when you reach 5th, 11th, and 17th level.

MONOCHROMATIC ORB

Enchantment cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (A crystal/gem worth 50gp)

Duration: Instantaneous

You pour both positive and negative psionic energies through a focusing lens, forcing a creature within range to pass a Charisma save. On a failed save, the target takes 1d6 radiant or necrotic damage (your choice).

A creature that takes necrotic damage has disadvantage on its next attack roll against you. A creature that takes radiant damage has disadvantage on its next attack roll if you are not the target. Both effects last until triggered or until the end of the target's next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

SILENT ALARM

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You overwhelm a creature's senses with a psionic feedback, forcing them to pass an Intelligence saving throw. On a failed save, the target takes 1d10 psychic damage, and treats the next creature it targets with an attack roll as having half cover. Only the target creature can hear this alarm.

The damage increases by one die when you reach 5th, 11th, and 17th level.

SUDDEN ANVIL

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You conjure forth an invisible weight to drop on a creature within range, making a ranged spell attack. On a successful hit, the target takes 1d12 bludgeoning damage. The target gains no benefit from taking the dodge action or from being prone for the purposes of this attack roll.

The damage increases by one die when you reach 5th, 11th, and 17th level.

WAINING WALLS

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: S, M (A hammer)

Duration: Instantaneous

You create an invisible box around yourself, pushing each side down in a controlled descent. Choose up to four creatures within range, forcing them to pass a Strength saving throw. On a failed save, a creature takes 1d6 force damage and is moved 5 feet directly away from you.

The damage increases by one die when you reach 5th, 11th, and 17th level.

SMILING ONE CANTRIPS

BALLOON ANIMALS

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (An animal organ)

Duration: Instantaneous

You create a balloon and bend it into the shape of an animal, tossing it with a ranged spell attack at a creature within range. On a successful hit, the target takes 1d6 force damage as the balloon pops. If the target is concentrating on a spell, it makes its next Constitution save with disadvantage.

The damage increases by one die when you reach 5th, 11th, and 17th level.

CANNON BALL

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You leap into the air before slamming into the ground with a massive impact. You can launch yourself 10 feet directly into the air before landing, taking no fall damage from this height. Each creature within range when you land, other than you, must succeed on a Dexterity save or take 1d4 thunder damage.

The damage increases by one die when you reach 5th, 11th, and 17th level.

DUD

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A ranged/thrown weapon)

Duration: Instantaneous

You appear to make a ranged attack towards a creature within range, although the ammunition has been replaced with a harmless magical gag and no attack roll is needed. The target is instead forced to pass an Intelligence save. On a failed save, the target takes 1d6 psychic damage and is unable to take reactions until the beginning of its next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

GRIP OF MADNESS

Enchantment cantrip

Casting Time: 1 action

Range: 100 feet

Components: S

Duration: Instantaneous

You reach out and assault a creature's mind with harmful images and visions, forcing them to pass an Intelligence save. On a failed save, the target takes 1d10 psychic damage. A creature that is immune to being frightened takes no damage.

The damage increases by one die when you reach 5th, 11th, and 17th level.

HAMMER SPACE

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (A bag/backpack)

Duration: Instantaneous

You reach into the void and remove a large bludgeoning instrument, striking a target within range with a melee spell attack. On a successful hit, the target takes 1d12 bludgeoning damage. After resolving the damage, the item immediately disappears.

The damage increases by one die when you reach 5th, 11th, and 17th level.

INFECTIOUS SMILE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A flower)

Duration: Instantaneous

You spray a toxic formula that causes faces to bend into a long and ghastly smile, forcing a creature within range to pass a Constitution save. On a failed save, the target takes 1d8 poison damage and has disadvantage on their next Intelligence saving throw before the beginning of their next turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

PUNCH LINE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (Cue cards)

Duration: Conc. 1 round

You make a quick verbal jab at a creature that can hear you, forcing them to pass an Intelligence save. On a failed save, the target takes 1d4 bludgeoning damage and has -1d4 to ability skill checks for the duration.

The damage increases by one die when you reach 5th, 11th, and 17th level.

RENDING CLAWS

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Instantaneous

You sprout claws of bone from your hands, targeting a creature with a melee spell attack. On a successful hit, the target takes 2d6 slashing damage. If the target is carrying a shield, you gain +2 to the attack roll.

The damage increases by one die when you reach 5th, 11th, and 17th level.

SOLITAIRE CANTRIPS

ANTIMATTER

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You manifest a bead of black energy no bigger than a droplet, making a ranged spell attack against a creature within range. A Small or smaller sized creature takes 1d6 force damage, a Medium sized creature takes 1d8 force damage, a Large sized creature takes 1d10 force damage, and a Huge or larger sized creature takes 1d12 force damage.

The damage increases by an extra die when you reach 5th, 11th, and 17th level.

BREACH

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

You open up a small crack in reality, allowing chaotic energies to arc towards a creature within range, forcing it to pass a Dexterity save. On a failed save, the target takes 1d8 lightning or thunder damage (your choice). A creature that has cast a spell in the last turn takes 1d12 damage instead.

The damage increases by one die when you reach 5th, 11th, and 17th level.

LAST CONFESSION

Enchantment cantrip

Casting Time: 1 action

Range: 45 feet

Components: S, M (An eagle feather)

Duration: 1 round

You compel a creature to reveal one last secret upon its death, forcing it to make a Wisdom save. On a failed save, if the target drops to 0 hit points before the duration ends, it stays alive just long enough to reveal one last truthful statement to the nearest creature. The information must be of significant value to the target. Upon doing so, the target either falls unconscious or dies.

The cantrip duration increases by one round when you reach 5th, 11th, and 17th level.

PARADISE LOST

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S, M (A silk pouch)

Duration: Instantaneous

You release the maddening winds of Pandemonium at a creature, forcing it to pass a Wisdom save or take 1d8 psychic damage. A target with a Wisdom ability score of 10 or lower takes 1d12 damage instead.

The damage increases by one die when you reach 5th, 11th, and 17th level.

STAR SPAWN EDGE

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Instantaneous

You manifest a dark, writhing blade from beyond known existence, making a melee spell attack. The target takes 1d12 necrotic damage on a hit. Alternatively, you can forgo rolling damage entirely, instead dealing 7 necrotic damage per damage die.

The damage increases by one die when you reach 5th, 11th, and 17th level.

TIME JOLT

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S, M (A dagger sprinkled with sand)

Duration: 1 round

You cast of bolt of energy that seems to warp the passage of time around it. You force the target to pass a Constitution save or take 1d4 force damage. If the target uses either the Dash or Disengage action before the duration ends, the creature's movement speed is reduced to 0 until the end of its current turn.

The damage increases by one die when you reach 5th, 11th, and 17th level.

TRANSLUCENCY

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You transfer some of your matter into the form of a blast, making a ranged spell attack against a creature. The target takes 1d8 force damage on a hit. The next time the target forces you to make an ability saving throw before the beginning of your next turn, you have advantage on the roll.

The damage increases by one die when you reach 5th, 11th, and 17th level.

VOID STEP

Conjuration cantrip

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: Instantaneous

You launch a psychic tether at a creature within range, forcing it to pass a Charisma save. On a failed save, the target takes 1d6 psychic damage, and you appear within 5 feet of the target without expending your movement. You cannot target a creature that is behind three-quarters cover or standing in an area of difficult terrain.

The damage increases by one die when you reach 5th, 11th, and 17th level.

SPLITTING IMAGE CANTRIPS

BLOOD BOIL

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (A heated iron rod)

Duration: Instantaneous

You boil a creature's blood with a superheated rod, piercing its flesh and forcing it to pass a Constitution save. On a failed save, the target takes 1d4 piercing damage and fire damage equal to the difference between the spellsave DC and the save result. A creature that has no blood automatically passes.

The piercing damage increases by one die when you reach 5th, 11th, and 17th level.

BLOOD CRYSTAL

Conjuration cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You manifest a long shard of blood red crystal, making a ranged spell attack against a creature. The target takes 1d8 piercing damage on a hit.

The next time the target is attacked before the end of your next turn, the crystal shatters and deals additional slashing damage equal to your spellcasting modifier.

The damage increases by one die when you reach 5th, 11th, and 17th level.

CHAOS LADDER

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Conc. 1 round (up to 1 minute)

You create a footing on which chaos may build, forcing a creature to make an Intelligence save. On a failed save, the target has disadvantage on Intelligence, Wisdom, or Charisma saving throws (your choice) for the duration. Failing the chosen saving throw before the end of the duration extends it for an additional round.

DUPPLICITOUS

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You unleash a subtle burst of energy at an unsuspecting creature, making a ranged spell attack with force damage. If the creature considers you an ally or is otherwise non-hostile, the damage die is 1d12; otherwise, it's 1d8.

The damage increases by one die when you reach 5th, 11th, and 17th level.

LINGERING KISS

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: S, M (Red lipstick)

Duration: Conc. 1 round

You place a kiss on a creature's lips, forcing it to make a Dexterity save. On a failed save, the target takes 1d6 necrotic damage. The target takes 1d6 additional necrotic damage from spell attacks until the beginning of your next turn.

The initial damage increases by one die when you reach 5th, 11th, and 17th level.

MIRRORING

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A wooden yoyo)

Duration: Conc. 1 round

You cloud a creature's ability to tell friend from foe, forcing it to pass an Intelligence save. On a failed save, choose a friendly creature and a hostile creature within 60 feet. For the duration, the target is under the illusion that the chosen creatures have switched places. A creature with an Intelligence score of 11 or higher automatically passes.

The illusion is visual only, so any sort of audible communication or physical contact will interact with the real creature.

SPECTRAL SLASH

Evocation cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

You release a spray of chromatic energy towards a target, making a ranged spell attack. The target takes 1d10 cold or fire damage (your choice). If the target is immune or resistant to the chosen damage type, you can switch to the other damage type as a reaction.

The damage increases by two dice when you reach 5th, 11th, and 17th level.

VOLTED VEIL

Abjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

You create a shield of electrical energy to both attack and defend you from incoming attacks, making a melee spell attack. The target takes 1d8 lightning damage on a hit. While the cantrip is active, you have a +1 bonus to AC.

The next time the target hits you with a melee attack before the duration ends, it takes an additional 1d8 lightning damage.

The initial and secondary damage increases by one die when you reach 5th, 11th, and 17th level.

NEW MAGIC ITEMS

The following magic items are made available for use, making use of the Harlequin features.

HARLEQUIN MASKS

MASK OF ARTISTIC EXPRESSION

Wondrous item, common (requires attunement)

This mask appears featureless and unassuming at first. While wearing it, you can use a bonus action to change the style, color, and apparent quality of the mask.

MASK OF BLACK DEATH

Wondrous item, uncommon

This mask features a pair of glass eye openings and a beak shaped nose, typically stuffed with herbs, straw, and spices. While wearing this mask, you are considered immune to disease and the poisoned condition.

MASK OF THE COUNT

Wondrous item, common (requires attunement)

This half mask is designed to be worn by the societal elite. While wearing this mask, you can target a non-hostile creature within 30 feet that isn't aware of your true identity. The target must succeed on a DC 10 Charisma saving throw or it will automatically assume you to be of a noble or wealthy background for 10 minutes. At the end of the duration, the creature doesn't know it was charmed by you.

MASK OF THE JOKER

Wondrous item, rare (requires attunement)

This mask bears the visage of a twisted jester. While wearing it, you can the *Tasha's Hideous Laughter* spell at will, without expending a spell slot or material components.

MASK OF PRANCING

Wondrous item, rare (requires attunement by a harlequin)

This colorful mask is designed with aerodynamics in mind. While wearing it, the distance you cover with Dance of Death increases to 40 feet by 5 feet.



Mask of the Warm Embrace

MASK OF PROTECTION

Wondrous item, rare (requires attunement)

This bone mask is carved with many ancient protective runes. You gain a +1 bonus to AC and saving throws while wearing this mask.

MASK OF SKY

Wondrous item, very rare (requires attunement)

This pale white mask is ornately decorated with golden swirling patterns. While wearing this mask, you can cast the *Levitate* spell on yourself at will, without expending a spell slot or material components.

MASK OF STHENO

Wondrous item, rare (requires attunement)

This serpent scaled mask has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *Flesh to Stone* spell (6th level). The helm regains 1d3 expended charges daily at dawn.

MASK OF THE TROUPE MASTER, +1

Wondrous item, uncommon (requires attunement by a harlequin)

While wearing this mask, you gain a +1 bonus to spell attack rolls and to the saving throw DC of your harlequin cantrips.

In addition, you can regain one Discord point as an action while wearing the mask. You can't use this property again until you finish a long rest.

MASK OF THE TROUPE MASTER, +2

Wondrous item, rare (requires attunement by a harlequin)

While wearing this mask, you gain a +2 bonus to spell attack rolls and to the saving throw DC of your harlequin cantrips.

In addition, you can regain one Discord point as an action while wearing the mask. You can't use this property again until you finish a long rest.

MASK OF THE TROUPE MASTER, +3

Wondrous item, very rare (requires attunement by a harlequin)

While wearing this mask, you gain a +3 bonus to spell attack rolls and to the saving throw DC of your harlequin cantrips.

In addition, you can regain one Discord point as an action while wearing the mask. You can't use this property again until you finish a long rest.

MASK OF THE ZEPHYR ATOP THE MOUNTAIN

Wondrous item, rare (requires attunement)

This mask, which bears a striking feline resemblance, has 3 charges. While wearing this mask, you can use your action and expend 1 charge to create a 20-foot radius of swirling wind centered on you. Each creature of your choice within the area must make a Strength saving throw (DC 15). A Large or smaller creature is pushed up to 10 feet away from the center of the radius on a failed save. The mask regains 1d3 expended charges daily at dawn.