

CHARACTER OPTIONS TALENTS III



MANNIX "DRAGONIX" MANANSALA

**THE 3RD BOOK FROM THE PLATINUM BEST SELLING SERIES!
OVER 375+ NEW TALENTS TO CHOOSE FROM!**



CREDITS

DESIGN AND DEVELOPMENT

Andrew Mannix "Dragonix" Manansala

https://twitter.com/DM_Dragonix

Email: nix_hobbystop@yahoo.com

COVER ILLUSTRATOR

Sandeson Gonzaga

Email: 3deson@gmail.com

INTERIOR ILLUSTRATORS

DMG Creator Resource Art/WoTC Various Artists,
Elite Design Elements © Rising Phoenix Games,
Some artwork © 2015 Dean Spencer, used with permission. All rights reserved., Louis Porter, Jr. Design,
Forrest Imel, Matt Morrow, Brett Neufeld, Jonathan Elliot.

EDITORS

Justin M. Cole, Marco Pasamba

PLAYTESTERS

Mycko David, Kirby Gonzaga, Teddy Gonzaga, Marky Erquiza, James Manansala, Marco Pasamba, Jeff Quilala, Raffy San Antonio, TJ Sese, Teejay Suaring, Michael Tiongson, Dave Young, Rowell Zaragoza, Wena Zaragoza

ABOUT THIS BOOK

It's been a quite a while since I did another Talents book, and it's been a very humbling experience. Never have I thought all Talents books would become Platinum best-sellers. I felt I owe it to those who made that possible to probably do one more and finally cover all the standard 5e races that came out. Another reason was I wanted to make multiclass a bit more fun to do. I loved multiclassing, especially in 3rd edition. Unfortunately, I felt 5e generally made multiclassing not as competitive as a solo class, especially for characters that rely on features that improve as they level. Hopefully, the talents you will in Chapter 3 will coax you to experiment on multiclassing again.



ABOUT THE COVER

Once again, I wanted to pay homage to another classic cover. This time around, it's for Larry Elmore's 1983 classic Basic Red Box set. Around that time I was also reading the Dragonlance books, so each time I would see the cover, I always thought that was Caramon squaring off with the red dragon. So I asked my hardworking cover artist Sands Gonzaga to create one, but had him add two more characters to make it more even-sided. Hope you liked it!

ACKNOWLEDGEMENT

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

TABLE OF CONTENTS

CHAPTER 1. BOON TALENTS

Lawful Good

Bahamut's Boon, 4
Berronar's Boon, 4
Clangeddin's Boon, 5
Gaerdal's Boon, 5
Glittergold's Boon, 5
Ilmater's Boon, 5
Moradin's Boon, 5
Torm's Boon, 5
Yondalla's Boon, 6

Neutral Good

Baervan's Boon, 6
Baravar's Boon, 6
Deneir's Boon, 6
Eldath's Boon, 6
Flandal's Boon, 7
Gwaeron's Boon, 7
Lathander's Boon, 7
Marthammor's Boon, 7
Mielikki's Boon, 7
Milil's Boon, 8

Chaotic Good

Corellon's Boon, 8
Haela's Boon, 8
Eilistraee's Boon, 8
Lliira's Boon, 9
Selune's Boon, 9
Sune's Boon, 9
Tymora's Boon, 9
Lawful Neutral
Azuth's Boon, 10
Helm's Boon, 10
Hoar's Boon, 10
Kelemvor's Boon, 10
Red Knight's Boon, 10
Savras's Boon, 11
Urogalan's Boon, 11

Neutral

Brandobaris's Boon, 11
Dumathoin's Boon, 11
Gond's Boon, 11
Kossuth's Boon, 12
Oghma's Boon, 12
Silvanus's Boon, 12
Sheela's Boon, 12
Tempus's Boon, 12
Waukeen's Boon, 13

Chaotic Neutral

Leira's Boon, 13
Mask's Boon, 13
Shaundakul's Boon, 13
Shevarash's Boon, 14

Lawful Evil

Asmodeus's Boon, 14
Bahgtru's Boon, 14
Bane's Boon, 14
Gargauth's Boon, 15
Loviatar's Boon, 15

Neutral Evil

Auril's Boon, 15
Bhaal's Boon, 15
Myrkul's Boon, 15
Shar's Boon, 16
Shargaas's Boon, 16

Yurtrus's Boon, 16

Chaotic Evil

Beshaba's Boon, 16
Cyric's Boon, 16
Demogorgon's Boon, 17
Garagos's Boon, 17
Gruumsh's Boon, 17
Lolth's Boon, 17
Malar's Boon, 18
Orcus's Boon, 18
Talona's Boon, 18
Talos's Boon, 18
Tiamat's Boon, 18
Umberlee's Boon, 19
Urdlen's Boon, 19

CHAPTER 2. RACIAL TALENTS

Aasimar

Celestial Resilience, 20
Gift of Telepathy, 20
Radiant Burst, 20
Revitalizing Soul, 21
Vampiric Shroud, 21

Bugbear

Brute, 21
Bugbear Weapon Training, 21
Padded Feet, 21
Improved Surprise Attack, 21

Centaur

Charge Knockdown, 22
Equine Mobility, 22
Lancer, 22
Slashing Gallop, 22

Firbolg

Built like a Giant, 22
Brute Strength, 22
Druidic Inclination, 23
Druidic Lore, 23

Goblin

Born Sneaky, 23
Gang Up, 23
Goblin Tactics, 23
Surprise Attack, 23

Goliath

Adaptable Nature, 24
Improved Stone Grip, 24
Mountain's Tenacity, 24
Stone Grip, 24

Hobgoblin

Formation, 24
Hobgoblin Resilience, 24
Martial Advantage, 25
Martial Discipline, 25

Loxodon

Agile Trunk, 25
Perfect Memory, 25
Stomp, 25
Trumpet of Terror, 25

Kalashtar

Improved Spirit Connection, 26
Mental Fortitude, 26

Mind Bond, 26
Mind Shield, 26

Kenku

Born Sneaky, 26
Hollow-Boned, 26
Opportunity Strike, 26
Slippery, 27

Lizardfolk

Bold, 27
Quick Bite, 27
Swampwalker, 27
Tail Strike, 27

Orc

Furious Assault, 27
Orcish Weapon Training, 28
Monstrous Athleticism, 28
Relentless Endurance, 28

Simic Hybrid

Chameleon Skin, 28
Extra Animal Enhancement I, 28
Extra Animal Enhancement II, 28
Electricity Discharger, 28

Tabaxi

Deft Claws, 29
Naturally Inquisitive, 29
Nine Lives, 29
Pounce, 29

Tortle

Collected, 29
Instinctive Shell Defense, 29
Sharp Claws, 29
Tough Shell, 30

Triton

Aquan Telepathy, 30
Aquatic Sense, 30
Friend of the Seas, 30
Tough Skin, 30

Vedalken

Amphibious, 30
Stoic Logic, 30
Dedicated Perfectionist, 31
Zealous Precision, 31

Verdan

Improved Black Blood Healing, 31
Improved Telepathy, 31
Naturally Compelling, 31
Telepathic Shield, 31

Yuan-ti

Deceitful, 32
Poisoncraft, 32
Serpentine Flexibility, 32
Tongue Sense, 32

CHAPTER 3. CLASS TALENTS

Barbarian

Controlled Rage, 33
Magic-Fueled Rage, 33
Rage-Fueled Magic, 33

Bard

Arcane Knight, 34

Arcane Defender, 34
Arcanist, 34
Inspired Arcana, 34
Master Arcanist, 35
Magic-Fueled Inspiration, 35
Mystic, 35
Mystic Theurge, 36
Ridicule Miss, 36
Spell Strike, 36
Spell Sword, 36

Cleric

Holy Smite, 37
Holy Knight, 37
Holy Warrior, 37
Hierophant, 37
Immaculate, 38
Mystic, 38
Mystic Theurge, 38
Sanctified Magic, 39
Spell Strike, 39
Templar, 39

Druid

Hierophant, 39
Immaculate, 40
Mystic, 40
Mystic Theurge, 41
Spell Strike, 41
Verdant Knight, 41
Verdant Warrior, 41
Warden, 42

Fighter

Arcane Surge, 42
Muscle Memory, 42
Versatile Warrior, 42

Monk

Deflect Spell, 42
Enlightened Fist, 42
Mixed Martial Artist, 43
Mixed Martial Arts Master, 43
Ki-Fueled Arcana, 43
Ki-Empowered Spell, 44
Ki-Focused Spell, 44
Mystic Fist, 44

Rogue

Versatile Killer, 44

Sorcerer

Arcane Knight, 45
Arcane Defender, 45
Arcanist, 45
Master Arcanist, 45
Mystic, 45
Mystic Theurge, 46
Spell Strike, 46
Spell Sword, 46

Warlock

Black Blade, 47
Eldritch Academic, 47
Eldritch Mage, 47

Wizard

Arcane Knight, 48
Arcane Defender, 48
Arcanist, 48
Master Arcanist, 48
Mystic, 49
Mystic Theurge, 49
Spell Strike, 49
Spell Sword, 49

Barbarian/Bard

Inspiring Brutality, 50
Inspiring Rage, 50
Skald, 50

Barbarian/Cleric

Channel Divinity: Inner Rage, 51

Rage-Fueled Divinity, 51
Sacred Fury, 51

Barbarian/Druid

Earthstride, 51
Primal Rage, 51
Primal Fury, 51
Primal Roar, 51
Rage-Fueled Shapeshifter, 51

Barbarian/Fighter

Battle Rager, 52
Fury Warrior, 52
Rampaging Champion, 52
Rejuvenating Rage, 52
Surging Rage, 52

Barbarian/Monk

Fist of Fury, 52
Fist of the Wild Boar, 53
Furious Strike, 53
Martial Fury, 53

Barbarian/Paladin

Channel Divinity: Inner Rage, 53
Channel Divinity: Retribution Aura, 53
Furious Smite, 53
Rage-Fueled Divinity, 54
Barbarian/Ranger
Mortal Enemy, 54
Rage with the Beast, 54

Barbarian/Rogue

Graceful Rage, 54
Marauder, 54

Barbarian/Sorcerer

Rage-Fueled Sorcery, 55
Sorcery-Fueled Rage, 55
Sorcerous Fury, 55
Sorcerous Rage, 55

Barbarian/Warlock

Eldritch Fury, 55
Eldritch Rage, 55

Bard/Cleric

Channel Divinity: Exaltation, 56
Devoted Specialist, 56
Gospel, 56
Hymn of Rest, 56
Hymnist, 56
Inflame the Righteous, 57
Inspired Divinity, 57
Evangelism, 57

Bard/Druid

Inspired Shapeshift, 57
Lark, 57
Nature's Harmony, 58
Nature's Grace, 58
Primal Inspiration, 58

Bard/Fighter

Inspiring Brutality, 58
Inspiration Surge, 58
Poised Tactician, 58
Renaissance, 58

Bard/Monk

Fist of the Crane, 58
Inspired Ki, 59
Inspiring Stunning Strike, 59
Ki-Fueled Inspiration, 59
Ki-Empowered Inspiration, 59
Ridicule Attack, 59

Bard/Paladin

Channel Divinity: Exaltation, 60
Inspired Divinity, 60
Inspiring Aura, 60
Inspiring Grace, 60
Inspiring Hands, 60
Inspiring Smite, 61

Bard/Ranger

Harmony with the Beast, 61
My Enemy is your Enemy, 61
Nature's Harmony, 61
Nature's Grace, 61

Bard/Rogue

Add Insult to Injury, 61
Cunning Inspiration, 62
Cunning Remark, 62
Inspiring Sneak Attack, 62
Ridicule Strike, 62

Bard/Sorcerer

Arcane-Empowered Inspiration, 63
Arcane-Fueled Inspiration, 63
Inspired Sorcery, 63
Inspiring Metamagic, 63
Sorcerous Talent, 63

Bard/Warlock

Compelling Fey Presence, 63
Dark One's Inspiration, 63
Disrupt Mind, 64
Inspiring Healing, 64
Jinx, 64
Mage of the Unseelie Court, 64

Bard/Wizard

Arcane Harmony, 65
Arcane Tradition Versatility, 65
Deceptive Magic, 65
Enlightened Magic, 65
Erudite Magic, 65

Cleric/Druid

Channel Divinity: Beast Form, 65
Primal-Fueled Divinity, 65
Sanctified Creatures, 66
Sanctified Form, 66

Cleric/Fighter

Channel Divinity: Renewal, 66
Stamina-Fueled Divinity, 66

Cleric/Monk

Channel Divinity: Recover Ki, 66
Ki-Fueled Divinity, 67
Sacred Fist, 67
Sacred Flames, 67

Cleric/Paladin

Blessed Hands, 67
Execute the Condemned, 67
Hospitaler, 67
Judgement, 68
Purge the Faithless, 68
Sanctify Weapons, 68

Cleric/Ranger

Consecrated Harrier, 68
Divine Beast Companion, 68
Channel Divinity: Sanctified Sight, 69
Channel Divinity: Sacred Enemy, 69
Undead Slayer, 69

Cleric/Rogue

Ardent Scoundrel, 69
Cunning Divinity, 69
Devoted Specialist, 69
Channel Divinity: Alter Fate, 69
Channel Divinity: Find Weakness, 70
Zealous Assassin, 70

Cleric/Sorcerer

Arcane-Fueled Divinity, 70
Channel Divinity: Recover Sorcery, 70
Channel Divinity: Fatespin, 70

Cleric/Warlock

Arcane-Fueled Divinity, 71
Channel Divinity: Recover Arcana, 71

Cleric/Wizard

Doctrinist, 71
Dogmatist, 71

Mystic Theurge, 71
Spiritual Counter, 72
Theologist, 72

Druid/Fighter

Primal Rejuvenation, 72
Wildblood, 72

Druid/Monk

Fist of the Elements, 72
Fist of the Tempest, 72
Mountain Lion Step, 72
Primal Fist, 73
Ki-Fueled Transformation, 73

Druid/Paladin

Aura of Vigor, 73
Earthstrength, 73
Invigorating Hands, 73
Primal-Fueled Divinity, 74

Druid/Ranger

Divine Beast Companion, 74
Tree Stride, 74
Wildblood, 74

Druid/Rogue

Cunning Beast, 74
Cunning Transformation, 74
Primal Assassin, 75
Tree Stride, 75

Druid/Sorcerer

Arcane-Fueled Transformation, 75
Call Spirit Companion, 75
Primal-Fueled Sorcery, 75
Shaman, 75
Verdant Sorcerer, 75

Druid/Warlock

Primal-Fueled Arcana, 76
Mage of the Unseelie Court, 76
Recover Eldritch Magic, 76

Druid/Wizard

Natural Arcana, 76
Primal Lore, 76
Transmogrifist, 77
Witch Doctor, 77

Fighter/Monk

Fist of the Tiger, 77
Ki Surge, 77
Inner Ki, 77
Sudden Wind, 77

Fighter/Paladin

Channel Divinity: Renewal, 78
Channel Divinity: Heroic Surge, 78
Stamina-Fueled Divinity, 78

Fighter/Ranger

Battle Hunter, 78
Eldritch Hunter, 78
Hunter Champion, 79

Fighter/Rogue

Arterial Strike, 79
Superior Strike, 79
Unfettered Defense, 79

Fighter/Sorcerer

Sorcerous Blood, 79
Sorcerous Surge, 80
Sorcerous Stamina, 80

Fighter/Warlock

Spell Surge, 80
Stamina-Fueled Arcana, 80

Monk/Paladin

Fist of the Golden Dragon, 80
Mystical Hands, 80

Monk/Ranger

Fist of the Leopard, 80
Versed in the Enemy, 81

Monk/Rogue

Fist of the Snake, 81
Ki Vanish, 81

Monk/Sorcerer

Draconic Fist, 81
Greater Draconic Fist, 82
Ki-Fueled Sorcery, 82
Sorcerous Ki, 82

Monk/Warlock

Devour Magic, 82
Hungry Darkness, 82
Ki-Fueled Arcana, 83

Monk/Wizard

Fist of the Elements, 83
Paladin/Ranger
Smite Favored Enemy, 83
Abjure Favored Enemy, 83
Sacred Bane Weapon, 84
Nature's Fury, 84

Paladin/Sorcerer

Arcane-Fueled Divinity, 84
Channel Divinity: Recover Sorcery, 84

Paladin/Warlock

Arcane-Fueled Divinity, 84
Channel Divinity: Recover Arcana, 85

Paladin/Wizard

Spiritual Counter, 85
Ranger/Rogue
Specialist Killer, 85

Ranger/Sorcerer

Call Spirit Companion, 85

Ranger/Warlock

Stalker of the Unseelie Court, 86

Ranger/Wizard

Archer of the Arcane Order, 86

Rogue/Sorcerer

Arcane Vanish, 86

Rogue/Warlock

Eldritch Assassin, 86
Stalker of the Unseelie Court, 87

Sorcerer/Warlock

Mage of the Unseelie Court, 87



CHAPTER 1. BOON TALENTS

This chapter contains the boon talents that require specific character alignments, and in some cases, races.

LAWFUL GOOD

BAHAMUT'S BOON

You have earned the favor of Bahamut, the dragon deity of justice and law. You gain the ability to cast certain spells.

Prerequisite: Dwarf, Lawful Good.

Benefit: You can cast *command* with this talent. Starting at 3rd level, you can also cast *zone of truth* with it. Once you cast either spell with this talent,

you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

BERRONAR'S BOON

You have earned the favor of Berronar, the dwarven deity of life and light. You gain the ability to cast certain spells.

Prerequisite: Dwarf, Lawful Good.

Benefit: You can cast *cure wounds* with this talent. Starting at 3rd level, you can also cast *continual flame* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

CLANGEDDIN'S BOON

You have earned the favor of Clangeddin, the dwarven deity of war and valor. You gain the ability to cast certain spells.

Prerequisite: Dwarf, Lawful Good.

Benefit: You can cast *bleed* with this talent. Starting at 3rd level, you can also cast *divine favor* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

GAERDAL'S BOON

You have earned the favor of Gaerdal Ironhand, the gnome deity of combat, vigilance and protection. You gain the ability to cast certain spells.

Prerequisite: Gnome, Lawful Good.

Benefit: You can cast *shield of faith* with this talent. Starting at 3rd level, you can also cast *warding bond* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

GLITTERGOLD'S BOON

You have earned the favor of Garl Glittergold, the gnome deity of gemcraft, humor, and trickery. You gain the ability to cast certain spells.

Prerequisite: Gnome, Lawful Good.

Benefit: You can cast *grease* with this talent. Starting at 3rd level, you can also cast *shatter* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

ILMATER'S BOON

You have earned the favor of Ilmater, the One Who Endures and deity of endurance, suffering, martyrdom, and life. You gain the ability to cast certain spells.

Prerequisite: Lawful Good, Class level 3.

Benefit: Starting at 3rd level, you can cast *warding*



bond with this talent. Starting at 5th level, you can also cast *life transference* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

MORADIN'S BOON

You have earned the favor of Moradin, the dwarven deity of forge and knowledge. You gain the ability to cast certain spells.

Prerequisite: Dwarf, Lawful Good.

Benefit: You can cast *identify* with this talent. Starting at 3rd level, you can also cast *magic weapon* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

TORM'S BOON

You have earned the favor of Torm, deity of courage, duty, loyalty, and self-sacrifice. You gain the ability to cast certain spells.

Prerequisite: Lawful Good.

Benefit: You can cast *heroism* with this talent.

Starting at 3rd level, you can cast *warding bond* with this talent. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

YONDALLA'S BOON

You have earned the favor of Yondalla, the Protector and Provider. You gain the ability to cast certain spells.

Prerequisite: *Halfling, Lawful Good.*

Benefit: You can cast *goodberry* with this talent. Starting at 3rd level, you can also cast *aid* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

NEUTRAL GOOD

BAERVAN'S BOON

You have earned the favor of Baervan Wildwanderer, the gnome deity of nature and travel. You gain the ability to cast certain spells.

Prerequisite: *Gnome, Neutral Good.*

Benefit: You can cast *longstrider* with this talent. Starting at 3rd level, you can also cast *misty step* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

BARAVAR'S BOON

You have earned the favor of Baravar Cloakshadow, the gnome deity of deception and illusion. You gain the ability to cast certain spells.

Prerequisite: *Gnome, Neutral Good.*

Benefit: You can cast *silent image* with this talent. Starting at 3rd level, you can also cast *mirror image*

with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.



DENEIR'S BOON

You have earned the favor of Deneir, Lord of all Glyphs and Images and deity of arcana, scribes, and knowledge. You gain the ability to cast certain spells.

Prerequisite: *Neutral Good.*

Benefit: You can cast *comprehend languages* with this talent. Starting at 5th level, you can also cast *glyph of warding* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

ELDATH'S BOON

You have earned the favor of Eldath the Green Goddess, deity of life, nature, peace, and serenity. You gain the ability to cast certain spells.

Prerequisite: *Neutral Good*.

Benefit: You can cast *sanctuary* with this talent. Starting at 3rd level, you can also cast *healing spirit* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

FLANDAL'S BOON

You have earned the favor of Flandal Steelskin, the gnome deity of forge, metal, and knowledge. You gain the ability to cast certain spells.

Prerequisite: *Gnome, Neutral Good*.

Benefit: You can cast *locate object (metal only)* with this talent. Starting at 3rd level, you can also cast *heat metal* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

GWAERON'S BOON

You have earned the favor of Gwaeron Windstrom the Master Tracker, the deity of tracking, knowledge, and nature. You gain additional features.

Prerequisite: *Neutral Good*.

Benefit: You can reroll one Intelligence (Nature) or Wisdom (Survival) ability check. You must use the result of the second roll, even if it is lower. Starting at 3rd level, you can cast *locate animal or plants* with this talent. Wisdom or Charisma (your choice) is your spellcasting ability for this spell. Once you cast a spell or rerolled an ability check with this talent, you can't use either feature with this talent again until you finish a long rest.

LATHANDER'S BOON

You have earned the favor of Lathander the Morninglord and deity of dawn, light, and life. You gain the ability to cast certain spells.

Prerequisite: *Neutral Good*.

Benefit: You can cast *cure wounds* with this talent.

Starting at 5th level, you can also cast *daylight* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

MARTHAMMOR'S BOON

You have earned the favor of Marthammor Duin, the dwarven deity of nature and trickery. You gain the ability to cast certain spells.

Prerequisite: *Dwarf, Neutral Good*.

Benefit: You can cast *entangle* with this talent. Starting at 3rd level, you can also cast *spike growth* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

MIELIKKI'S BOON

You have earned the favor of Mielikki the Forest Queen, deity of forests and nature. You gain the ability to cast certain spells.

Prerequisite: *Neutral Good*.

Benefit: You can cast *speak with animals* with this



talent. Starting at 5th level, you can also cast *conjure animals* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

MILIL'S BOON

You have earned the favor of Milil, Lord of Song, the deity of bards, light, and entertainers. You gain additional features.

Prerequisite: *Neutral Good.*

Benefit: You have advantage on Charisma (Performance) checks when you play a musical instrument. Starting at 3rd level, you can cast *dissonant whispers* with this talent. Wisdom or Charisma (your choice) is your spellcasting ability for this spell. Once you cast a spell with this talent, you can't cast with this talent again until you finish a long rest.

CHAOTIC GOOD

CORELLON'S BOON

You have earned the favor of Corellon Larethian, the elven deity of arcana, life, light, and war. You gain the ability to cast certain spells.

Prerequisite: *Elf, Chaotic Good.*

Benefit: You can cast *healing word* with this talent. Starting at 3rd level, you can also cast *magic weapon* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

HAELA'S BOON

You have earned the favor of Haela Brightaxe, the dwarven deity of luck and war. You gain additional



features.

Prerequisite: *Dwarf, Chaotic Good.*

Benefit: You can cast *bless* with this talent. Wisdom or Charisma (your choice) is your spellcasting ability for this spell. Starting at 3rd level, you can reroll one attack roll. You must use the result of the second roll, even if it is lower. Once you cast a spell with this talent or rerolled an attack roll, you can't use either feature with this talent again until you finish a long rest.

EILISTRAEE'S BOON

You have earned the favor of Eilistraee, the elven deity of joy, happiness, life, festival, song and dance. You gain the ability to cast certain spells.

Prerequisite: *Chaotic Good.*

Benefit: You can cast *faerie fire* with this talent. Starting at 3rd level, you can also cast *dissonant whispers* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or

Charisma (your choice) is your spellcasting ability for these spells.

LLIIRA'S BOON

You have earned the favor of Lliira the Joybringer, the deity of life, light, nature, and song and dance. You gain the ability to inspire joy in others.

Prerequisite: *Chaotic Good, Class level 3.*

Benefit: You can use a bonus action on your turn to choose up to 3 creatures other than yourself within 60 feet of you who can hear and see you. That creature gains one Joy die, a d6. Until the end of your next turn, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Joy die, but must decide before the DM says whether the roll succeeds or fails. Once the Joy die is rolled, it is lost. A creature can have only one Joy die at a time.

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

SELUNE'S BOON

You have earned the favor of Selune, Our Lady of Silver, the Moonmaiden, and the deity of the moon, knowledge, and light. You gain the ability to cast certain spells.

Prerequisite: *Chaotic Good.*

Benefit: You can cast *guiding bolt* with this talent. Starting at 3rd level, you can also cast *moonbeam* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

SUNE'S BOON

You have earned the favor of Sune, Lady Firehair, the deity of the love, beauty, and passion. You gain additional features.

Prerequisite: *Chaotic Good.*

Benefit: You can reroll one Charisma (Performance or Persuasion) check. You must use the result of the second roll, even if it is lower. Starting at

3rd level, you can cast *enthrall* with this talent. Wisdom or Charisma (your choice) is your spellcasting ability for this spell. Once you cast a spell or rerolled an ability check with this talent, you can't use either feature with this talent again until you finish a long rest.

TYMORA'S BOON

You have earned the favor of Tymora, the Lady who Smiles and deity of good fortune and trickery. You gain the ability to alter someone's luck.

Prerequisite: *Chaotic Good, Class level 6*

Benefit: When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw roll, you can use your reaction to have it roll an additional d20 and add it to the result.

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



LAWFUL NEUTRAL

AZUTH'S BOON

You have earned the favor of Azuth the High One, the deity of arcana and knowledge, and patron of wizards. You gain a special feature.

Prerequisite: Wizard, Lawful Neutral.

Benefit: When you cast a wizard spell, you can cast it as if using a spell slot one level higher. Once you use this feature, you can't use it again until you finish a long rest.

HELM'S BOON

You have earned the favor of Helm, He of the Unsleping Eyes and deity of life, light, and vigilance. You gain additional features.

Prerequisite: Lawful Neutral.

Benefit: You can reroll one Wisdom (Perception) ability check. You must use the result of the second roll, even if it is lower. Starting at 3rd level, you can cast *warding bond* with this talent. Wisdom or Charisma (your choice) is your spellcasting ability for this spell. Once you cast a spell or rerolled an ability check with this talent, you can't use either feature with this talent again until you finish a long rest.

HOAR'S BOON

You have earned the favor of Hoar the Doombringer, the deity of revenge and retribution. You gain the ability to cast certain spells.

Prerequisite: Lawful Neutral.

Benefit: You can cast *hellish rebuke* with this talent. Starting at 3rd level, you can also cast *hold person* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

KELEMVOR'S BOON

You have earned the favor of Kelemvor the Lord of the Dead, Judge of the Damned, and the deity of death and grave. You gain the ability to cast certain

spells.

Prerequisite: Lawful Neutral.

Benefit: You can cast *gentle repose* with this talent. Starting at 5th level, you can also cast *revivify* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

RED KNIGHT'S BOON

You have earned the favor of the Red Knight, the Lady of Strategy and deity of strategy, planning, and war. You gain the ability to help maneuver your allies in combat.

Prerequisite: Lawful neutral, Class level 3.

Benefit: You can you use an action on your turn to choose up to 3 creatures other than yourself within 60 feet of you who can hear and see you. The target can each use its reaction to move up to half its



speed without provoking opportunity attacks to a space of your choice.

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

SAVRAS'S BOON

You have earned the favor of Savras the All-Seeing, deity of divination, knowledge, and fate. You gain the ability to cast certain spells.

Prerequisite: *Lawful Neutral*.

Benefit: You can cast *augury* with this talent. Starting at 5th level, you can also cast *clairvoyance* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

UROGALAN'S BOON

You have earned the favor of Urogalan, the halfling deity of earth, grave, knowledge, and death. You gain the ability to cast certain spells.

Prerequisite: *Halfling, Lawful Neutral*.

Benefit: You can cast *earth tremor* with this talent. Starting at 5th level, you can also cast *speak with the dead* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

NEUTRAL

BRANDOBARIS'S BOON

You have earned the favor of Brandobaris, the halfling deity of trickery. You gain the ability to cast certain spells.

Prerequisite: *Halfling, Neutral*.

Benefit: You can cast *disguise self* with this talent. Starting at 3rd level, you can also cast *invisibility* with it. Once you cast either spell with this talent,



you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

DUMATHOIN'S BOON

You have earned the favor of Dumathoin, the dwarven deity of death and knowledge. You gain the ability to cast certain spells.

Prerequisite: *Dwarf, Neutral*.

Benefit: You can cast *identify* with this talent. Starting at 5th level, you can also cast *speak with the dead* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

GOND'S BOON

You have earned the favor of Gond the Wonderbringer, the deity of blacksmiths, forge, and knowledge. You gain the ability to cast certain spells.

Prerequisite: *Neutral*.

Benefit: You can cast *searing smite* with this talent. Starting at 3rd level, you can also cast *magic*

weapon with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

KOSSUTH'S BOON

You have earned the favor of Kossuth the Firelord, the deity of fire and light. You gain the ability to cast certain spells.

Prerequisite: *Neutral*.

Benefit: You can cast *burning hands* with this talent. Starting at 3rd level, you can also cast *scorching ray* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.



OGHMA'S BOON

You have earned the favor of Oghma the Binder, the deity of knowledge. You gain additional features.

Prerequisite: *Neutral*.

Benefit: You can reroll one Intelligence ability

check. You must use the result of the second roll, even if it is lower. Starting at 3rd level, you can cast *identify* with this talent. Starting at 5th level, you can cast *augury* with this talent. Wisdom or Charisma (your choice) is your spellcasting ability for these spells. Once you cast a spell or rerolled an ability check with this talent, you can't use either feature with this talent again until you finish a long rest.

SILVANUS'S BOON

You have earned the favor of Silvanus the Oak Father, deity of nature. You gain the ability to cast spells.

Prerequisite: *Neutral*.

Benefit: You can cast *entangle* with this talent. Starting at 5th level, you can also cast *plant growth* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

SHEELA'S BOON

You have earned the favor of Sheela Peryroyl, the halfling deity of nature, song and dance, and tempest. You gain the ability to cast certain spells.

Prerequisite: *Halfling, Neutral*.

Benefit: You can cast *entangle* with this talent. Starting at 3rd level, you can also cast *misty step* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

TEMPUS'S BOON

You have earned the favor of Tempus, the Lord of Battles, the deity of war. You gain the ability to inspire ferocity in battle.

Prerequisite: *Neutral, Class level 3*.

Benefit: You can use a bonus action on your turn to choose up to 3 creatures including yourself within 60 feet of you who can hear and see you. That creature gains one War die, a d6. Until the end of your next turn, the creature can roll the die



use either feature with this talent again until you finish a long rest.

CHAOTIC NEUTRAL

LEIRA'S BOON

You have earned the favor of Leira, the Lady of Deception and deity of lies, illusion, and trickery. You gain the ability to cast certain spells.

Prerequisite: *Chaotic Neutral*.

Benefit: You can cast *disguise self* with this talent. Starting at 5th level, you can also cast *major image* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

MASK'S BOON

You have earned the favor of Mask, the Lord of Shadows and deity of thievery and trickery. You gain additional features.

Prerequisite: *Chaotic Neutral*.

Benefit: You can reroll one Dexterity (Sleight of Hand or Stealth) ability check. You must use the result of the second roll, even if it is lower. Starting at 3rd level, you can cast *misty step* with this talent. Wisdom or Charisma (your choice) is your spellcasting ability for this spell. Once you cast a spell or rerolled an ability check with this talent, you can't use either feature with this talent again until you finish a long rest.

WAUKEEN'S BOON

You have earned the favor of Waukeen, the Merchant's Friend, the deity of trade, knowledge, and trickery. You gain additional features.

Prerequisite: *Neutral*.

Benefit: You can reroll one Intelligence ability check made to determine the value of an object or a Charisma (Persuasion) ability check made to bargain. You must use the result of the second roll, even if it is lower. Starting at 3rd level, you can also cast *suggestion* with it. Once you cast a spell or rerolled an ability check with this talent, you can't

SHAUNDAKUL'S BOON

You have earned the favor of Shaundakul, the Rider of the Winds and deity of air, chaos, and travel. You gain the ability to cast certain spells.

Prerequisite: *Chaotic Neutral*.

Benefit: You can cast *expeditious retreat* with this talent. Starting at 3rd level, you can also cast *gust of wind* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again

until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

SHEVARASH'S BOON

You have earned the favor of Shevarash, the elven deity of hatred, loss, and vengeance. You gain the ability to cast certain spells.

Prerequisite: *Elf, Chaotic Neutral.*

Benefit: You can cast *hellish rebuke* with this talent. Starting at 3rd level, you can also cast *hunter's mark* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

LAWFUL EVIL

ASMODEUS'S BOON

You have earned the favor of Asmodeus the Archfiend, the deity of knowledge, order, and trickery. You gain the ability to cast certain spells.

Prerequisite: *Lawful Evil.*

Benefit: You can cast *command* with this talent. Starting at 3rd level, you can also cast *suggestion* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

BAHGTRU'S BOON

You have earned the favor of Bahgtru, the orcish deity of strength and war. You gain the ability to cast certain spells.

Prerequisite: *Half-Orc, Orc, Lawful Evil.*

Benefit: You can cast *compelled duel* with this talent. Starting at 3rd level, you can also cast *enhance ability (Strength only)* with it. Once you cast either spell with this talent, you can't cast a



spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

BANE'S BOON

You have earned the favor of Bane the Black Lord, the deity of tyranny, order, and war. You gain the ability to create an aura of murder.

Prerequisite: *Lawful Evil.*

Benefit: You can use an action to create an aura of terror that lasts for 1 minute. When a hostile creature within 5 feet of you makes an attack roll or a saving throw, it has disadvantage on the roll. Once a creature has missed an attack roll or failed a saving throw due to your aura of terror, the effect ends. Creatures that are immune to the frightened condition are immune to this trait.

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

GARGAUTH'S BOON

You have earned the favor of Gargauth, the Lord Who Watches and deity of avarice, charm, corruption, envy, and trickery. You gain the ability to cast certain spells.

Prerequisite: *Lawful Evil*.

Benefit: You can cast *charm person* with this talent. Starting at 3rd level, you can also cast *suggestion* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

LOVIATAR'S BOON

You have earned the favor of Loviatar, the Maiden of Pain and the deity of pain, torture, sadism, and death. You gain the ability to cast certain spells.

Prerequisite: *Lawful Evil*.

Benefit: You can cast *hex* with this talent. Starting at 3rd level, you can also cast *cloud of daggers* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

NEUTRAL EVIL

AURIL'S BOON

You have earned the favor of Auril the Frostmaiden, the deity of nature, tempest, and winter. You gain the ability to cast certain spells.

Prerequisite: *Neutral Evil*.

Benefit: You can cast *armor of Agathys* with this talent. Starting at 3rd level, you can also cast *Snillloc's snowball swarm* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.



BHAAL'S BOON

You have earned the favor of Bhaal, the Lord of Murder and deity of assassination, death, and murder. You gain the ability to create an aura of murder.

Prerequisite: *Neutral Evil*.

Benefit: You can use a bonus action to create an aura of murder that lasts until the end of your next turn. As long as you are not incapacitated, hostile creatures within 5 feet of you gain vulnerability to piercing damage unless they have resistance or immunity to such damage.

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

MYRKUL'S BOON

You have earned the favor of Myrkul the Reaper, deity of death and necromancy. You gain the ability to cast certain spells.

Prerequisite: *Neutral Evil*.

Benefit: You can cast *ray of sickness* with this talent. Starting at 3rd level, you can also cast *ray of enfeeblement* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

SHAR'S BOON

You have earned the favor of Shar, the Mistress of the Night and deity of darkness, death, and trickery. You gain the ability to cast certain spells.

Prerequisite: *Neutral Evil.*

Benefit: You can cast *ray of sickness* with this talent. Starting at 3rd level, you can also cast *darkness* with it. Once you cast either spell with this talent, you can't cast a spell with this talent

Benefit: You can cast *sleep* with this talent. Starting at 3rd level, you can also cast *darkness* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

YURTRUS'S BOON

You have earned the favor of Yurtrus, the orcish deity of death and disease. You gain the ability to cast certain spells.

Prerequisite: *Half-Orc, Orc, Neutral Evil.*

Benefit: You can cast *ray of sickness* with this talent. Starting at 5th level, you can also cast *contagion (filth fever only)* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

CHAOTIC EVIL

BESHABA'S BOON

You have earned the favor of Beshaba, the Lady of Misfortune and deity of bad luck and misery. You gain the ability to alter someone's luck.

Prerequisite: *Chaotic Evil, Class level 6*

Benefit: When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw roll, you can use your reaction to roll a d20 and deduct the die rolled from the creature's result.

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

CYRIC'S BOON

You have earned the favor of Cyric the Prince of Lies, the deity of lies and trickery. You gain additional features.

Prerequisite: *Chaotic Evil.*

SHARGAAS'S BOON

You have earned the favor of Shargaas the Night Lord, the orcish deity of darkness, night, and trickery. You gain the ability to cast certain spells.

Prerequisite: *Orc, Neutral Evil.*



again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

Benefit: You can reroll one Charisma (Deception) ability check. You must use the result of the second roll, even if it is lower. Starting at 3rd level, you can cast *suggestion* with this talent. Wisdom or Charisma (your choice) is your spellcasting ability for this spell. Once you cast a spell or rerolled an ability check with this talent, you can't use either feature with this talent again until you finish a long rest.

DEMOGORGON'S BOON

You have earned the favor of Demogorgon, the Prince of Demons. You gain the ability to cast certain spells.

Prerequisite: *Chaotic Evil*.

Benefit: You can cast *cause fear* with this talent. Starting at 3rd level, you can also cast *crown of madness* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

GARAGOS'S BOON

You have earned the favor of Garagos the Reaver, the Lord of War, the deity of slaughter and war. You gain the ability to inspire ferocity in battle.

Prerequisite: *Chaotic Evil, Class level 6*.

Benefit: When you slay a creature with your melee attack, you can use a bonus action to move up to half your speed and make one melee weapon attack. This attack does not count against the maximum number of extra attacks you can make when you take the attack action and your movement during this action does not count against your maximum move speed per turn.

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

GRUUMSH'S BOON

You have earned the favor of Gruumsh One-Eye, the orcish deity of destruction, storms, and war. You gain the ability to cast certain spells.

Prerequisite: *Orc, Half-orc, Chaotic Evil*.

Benefit: You can cast *thunderwave* with this talent. Starting at 3rd level, you can also cast *thunderous smite* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

LOLTH'S BOON

You have earned the favor of Lolth, the Queen of Spiders and the drow deity of arachnids, trickery, and war. You gain the ability to cast certain spells.

Prerequisite: *Drow, Chaotic Evil*.

Benefit: You can cast *disguise self* with this talent. Starting at 3rd level, you can also cast *web* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish



a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

MALAR'S BOON

You have earned the favor of Malar the Beastlord, the deity of hunting, nature, and lycanthropy. You can transform your head into a bestial form.

Prerequisite: *Chaotic Evil*, Class level 6.

Benefit: You can use an action to transform your facial features into a bestial form. You gain advantage on Wisdom (Perception) checks that rely on smell and your bite deals 1d6 piercing damage on a hit. When you take the Attack action on your turn, you can make one additional attack using your bite as part of the same action. Your transformation and its benefits last for 1 minute, or until you use a bonus action to end it. When your transformation ends, you suffer two levels of exhaustion.

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

ORCUS'S BOON

You have earned the favor of Orcus, the Demon Prince of Undeath. You gain the ability to cast certain spells.

Prerequisite: *Chaotic Evil*.

Benefit: You can cast *cause fear* with this talent. Starting at 3rd level, you can also cast *ray of enfeeblement* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

TALONA'S BOON

You have earned the favor of Talona, Lady of Poison, deity of poison, death, and disease. You gain the ability to cast certain spells.

Prerequisite: *Chaotic Evil*

Benefit: You can cast *ray of sickness* with this talent. Starting at 3rd level, you can also cast *ray of enfeeblement* with it. Once you cast either spell with this talent, you can't cast a spell with this

talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

TALOS'S BOON

You have earned the favor of Talos the Stormlord, the deity of chaos, storms, lightning, and destruction. You can generate bolts of lightning.

Prerequisite: *Chaotic Evil*, Class level 3.

Benefit: You can magically project three bolts of lightning from your fingertips and strike at targets within 60 feet of you. You can shoot them at one target or several. Wisdom or Charisma (your choice) is your spellcasting ability for this feature.

Make a ranged spell attack for each ray. On a hit, the target takes 2d8 lightning damage.

Once you use this feature, you can't use it again



until you finish a long rest.

TIAMAT'S BOON

You have earned the favor of Tiamat the Dragon Queen, the dragon deity of evil dragons and trickery. You gain the ability to cast certain spells.



Prerequisite: *Chaotic Evil*.

Benefit: You can cast *cause fear* with this talent. Starting at 3rd level, you can also cast *dragon's breath* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

UMBERLEE'S BOON

You have earned the favor of Umberlee the Queen of the Depths, deity of the destruction, seas, and tempest. You gain the ability to cast certain spells.

Prerequisite: *Chaotic Evil*

Benefit: You can cast *thunderwave* with this talent. Starting at 5th level, you can also cast *water breathing* with it. Once you cast either spell with

this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

URDLLEN'S BOON

You have earned the favor of Urdlen the Crawler Below, the gnome deity of bloodlust, death, greed, murder, and war. You gain the ability to cast certain spells.

Prerequisite: *Gnome, Chaotic Evil*

Benefit: You can cast *cause fear* with this talent. Starting at 3rd level, you can also cast *shadow blade* with it. Once you cast either spell with this talent, you can't cast a spell with this talent again until you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.



CHAPTER 2. RACIAL TALENTS

This chapter contains the talents that require specific character races.

AASIMAR

CELESTIAL RESILIENCE

Your angelic lineage enables you to shake off being charmed and frightened.

Benefit: You have advantage on saving throws against being charmed and frightened made at the end of your turn.

GIFT OF TELEPATHY

Your angelic lineage grants you telepathy at a limited range.

Benefit: You gain telepathy with a range of 30 ft.

RADIANT BURST

You can unleash a blinding flash of searing radiant energy while using your *Radiant Consumption* feature.

Prerequisite: *Scourge Aasimar*, Class level 6.

Benefit: While your *Radiant Consumption* transformation is active, you can use an action to emit a bright, radiant energy pulse. You and each creature within 20 feet must succeed on a Constitution saving throw. The DC is equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target takes radiant damage equal to your level and if the target is a creature other than you, it is also blinded until the end of your next turn. On a successful one, the target takes half the damage and is not blinded.

Using radiant burst immediately ends your

Radiant Consumption transformation.

REVITALIZING SOUL

You can heal an ally while using your *Radiant Soul* feature.

Prerequisite: *Protector Aasimar*, Class level 6.

Benefit: While your *Radiant Soul* is active, you can use a bonus action to cause one creature you can see within 30 feet to regain hit points equal to your Charisma modifier.

VAMPIRIC SHROUD

You can regain hit points when you deal necrotic damage to your foes.

Prerequisite: *Fallen Aasimar*, Class level 6.

Benefit: While your *Necrotic Shroud* is active, you regain hit points equal to the necrotic damage you deal.

BUGBEAR

BRUTE

You focused on building your strength when growing up, at the expense of developing your intellect and wisdom.

Prerequisite: *Strength 20 or higher, Intelligence and Wisdom 8 or lower (ability scores can be increased normally after the talent is taken).*

Benefit: A melee weapon deals one extra die of its damage when you hit with it.

BUGBEAR WEAPON TRAINING

You grew up learning the use of your tribal weapons.

Benefit: You gain proficiency with the battleaxe, greataxe, maul, and morningstar.

PADDED FEET

You can move stealthily with ease.

Benefit: You have advantage on Dexterity (Stealth) checks while moving.

IMPROVED SURPRISE ATTACK

You can deliver more damage with your surprise attacks than normal.

Prerequisite: *Dexterity 18 or higher.*

Benefit: If you surprise a creature and hit it with an attack during the first round of combat, the attack deals an extra 3d6 damage to it, instead of just 2d6 damage.



CENTAUR

CHARGE KNOCKDOWN

You can knock down a foe when you hit it with your hooves after a charge.

Benefit: When you hit a creature with your hooves attack as a bonus action after performing a charge, the target must make a Strength saving throw equal to $8 + \text{your proficiency bonus} + \text{your Strength modifier}$. On a failed save, the creature is knocked prone.

EQUINE MOBILITY

Your equine ancestry allows you to be more mobile than normal.

Benefit: You can take a bonus action to use a Dash or Disengage action or use your reaction to move up to half your speed.

Once you use either feature, you cannot use it again until you finish a short or long rest.

LANCER

You grew up learning the use of polearms.

Benefit: You gain proficiency with the glaive, halberd, pike, and quarterstaff.

SLASHING GALLOP

You are able to attack targets while you move by them.

Prerequisite: *Strength 20 or higher, Extra Attack.*

Benefit: You use your action to move up to your speed in a straight line and target each creature within range of your melee weapon during your movement. Each target must succeed on a Dexterity saving throw equal to $8 + \text{your proficiency bonus} + \text{your Strength modifier}$. On a failed save, the creature takes damage as if hit by your melee weapon attack.

Once you use this feature, you cannot use it again until you finish a Long rest.

FIRBOLG

BUILT LIKE A GIANT

Your large build enables you to shrug off most attempts to push, knock you prone, or wrestle with you.

Benefit: You have advantage on your saving throws and checks when you are the target of a shove, push, or getting knocked prone by a Medium or smaller creature. In addition, you are treated as two sizes larger if you are targeted by a grapple.

BRUTE STRENGTH

Being powerfully built enables you to handle and strike with your weapons effortlessly.

Prerequisite: *Strength 20 or higher.*

Benefit: Your strength-based melee weapon attacks deal one extra die of its damage.



DRUIDIC INCLINATION

You have a natural ability to cast a druid cantrip.

Benefit: You learn one Druid cantrip. Your spellcasting ability for this is Wisdom.

DRUIDIC LORE

You gain access to one spell from the Druid spell list.

Prerequisite: Any spellcaster class of 6th level or higher.

Benefit: You learn one spell of your choice from the Druid's spell list. The spell you choose must be of a level you can cast, as shown on your spellcasting class table. The chosen spell counts as a spell of your spellcasting class but doesn't count against the number of spells you know.

You can retake this talent one additional time only.



GOBLIN

BORN SNEAKY

Your heritage allows you to be more catlike in movement, craftier, and more deceptive than most.

Benefit: You can reroll an ability check that involves the skills Deception, Sleight of Hand, or Stealth. You must use the result of the second roll, even if it is lower.

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

GANG UP

You know how to take advantage of situations where you outnumber your foe.

Benefit: You have advantage on an attack roll against a creature if at least two of your allies are within 5 feet of the target and your allies aren't incapacitated.

GOBLIN TACTICS

You deftly reposition yourself after an attack misses you.

Benefit: When a creature attacks you with a melee attack and misses, you can use your reaction to move 5 feet. This movement will not trigger opportunity attacks.

SURPRISE ATTACK

You can deliver a vicious attack against a target you get the drop on.

Prerequisite: Dexterity 20 or higher.

Benefit: If you surprise a creature and hit it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.



GOLIATH

ADAPTABLE NATURE

You can adapt quickly when faced with adversity.

Benefit: Whenever you gain disadvantage on an attack roll, saving throw, or ability check, you can choose to gain advantage, effectively cancelling each other.

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

IMPROVED STONE GRIP

You can wield up to two two-handed weapons at the same time.

Prerequisite: *Stone Grip, Strength 20 or higher.*

Benefit: You can wield a two-handed melee weapon in each hand at the same time.

MOUNTAIN'S TENACITY

You have tenacious strength of will.

Benefit: You can choose to gain advantage on any Intelligence, Wisdom, or Charisma saving throw. You must decide before making the roll.

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

STONE GRIP

You can wield with one hand weapons that normally require two hands to properly use.

Prerequisite: *Goliath, Strength 18 or higher.*

Benefit: You can wield a two-handed melee weapon in one hand. However, you cannot wield a two-handed melee weapon in each hand at the same time.

HOBGOBLIN

FORMATION

You know how to safely move back into your group's formation.

Benefit: When you are not within 5 feet of an ally, you can use your reaction to move up to half your speed to a space within 5 feet of an ally that isn't incapacitated. This movement does not provoke opportunity attacks.

HOBGOBLIN RESILIENCE

Your heritage enables you to be more resistant than others.

Benefit: You have advantage on saving throws you make at the end of your turn.

MARTIAL ADVANTAGE

You know how to strike more effectively against foes who are engaged with your allies.

Prerequisite: Class level 6.

Benefit: Once per turn, you can deal an extra 1d6 damage to a creature you hit with a weapon attack if that creature is within 5 feet of your ally that isn't incapacitated. The extra damage does not stack with Sneak Attack.

MARTIAL DISCIPLINE

You are steadfast and unwavering for as long as you stand together with your allies.

Benefit: You have advantage on saving throws against being charmed and frightened as long as you are within 5 feet of an ally and that ally isn't incapacitated.

LOXODON

AGILE TRUNK

You can sometimes make an extra attack with your trunk.

Benefit: You can use a bonus action to lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike.

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

PERFECT MEMORY

You have an amazing ability to recall lore and recognize stimulus.

Benefit: You have advantage on all Intelligence ability checks made to accurately recall all types of lore and Wisdom (Perception) checks made to recognize sights, sounds, smells, tastes, and other phenomena you've already experienced.

STOMP

Your feet are natural melee weapons which you can use to make unarmed strikes.

Benefit: You can use a bonus action to make an unarmed strike with your foot against a prone target. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

TRUMPET OF TERROR

You can frighten foes with a loud roar.

Prerequisite: Class level 6.

Benefit: As an action, you unleash a terrifying bellow through your trunk. Each creature within 30 feet of you and can hear you must make a Wisdom saving throw equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the creature is frightened until the end of your next turn.

Once you use this feature, you cannot use it again until you finish a Long rest.



KALASHTAR

IMPROVED SPIRIT CONNECTION

You can connect with your linked spirit and draw from its memories to help guide your instincts and decisions.

Benefit: You can reroll an Intelligence or Wisdom ability check. Roll d8 and add it to the result. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a Long rest.

MENTAL FORTITUDE

You are more resistance to psychic damage than normal.

Benefit: When you are subjected to psychic damage that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

MIND BOND

You and a creature you are bonded to share senses.

Benefit: While you are using Mind Link, you and

the creature you are telepathically linked to have advantage on Wisdom (Perception) checks.

MIND SHIELD

You and a creature you are telepathically linked have increased mental senses.

Prerequisite: *Mind Bond*.

Benefit: While you are using Mind Link, the creature you are telepathically linked to has advantage on Wisdom saving throws and is resistant to psychic damage.

KENKU

BORN SNEAKY

Your heritage allows you to be more catlike in movement, craftier, and more deceptive than most.

Benefit: You can reroll an ability check that involves the skills Deception, Sleight of Hand, or Stealth. You must use the result of the second roll, even if it is lower.

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

HOLLOW-BONED

Your bones are hollow but fitted with struts like a bird's, giving you the ability to lift off and land with ease despite not being able to fly.

Benefit: You have advantage on Strength (Athletics) checks and Dexterity (Acrobatics) checks made when jumping, maintaining balance, and landing safely on your feet.

In addition, If you take falling damage, you can make a Dexterity saving throw. The DC is equal to 8 plus 1 per 10 feet fallen. If you succeed, you take only half the falling damage.

OPPORTUNITY STRIKE

You can exploit a creature's momentary distraction when it is hit by an attack.



Prerequisite: *Dexterity 20 or higher.*

Benefit: Whenever a creature within 5 feet of you is hit by an opportunity attack, you can use your reaction to make a *Slippery* attack against that creature.

SLIPPERY

You are adept in slipping away and avoiding attention during combat.

Benefit: You can take a bonus action on each of your turns in combat. This action can be used only to take the *Disengage* or *Hide* action.

LIZARDFOLK

BOLD

As long as you fight with your allies, you are fearless.

Benefit: If you have an ally you can see and is within 30 feet of you and the ally is not incapacitated, you are immune to being frightened.

QUICK BITE

You can take advantage of a helpless or prone creature by taking quick bites out of it.

Prerequisite: *Dexterity 16 or higher.*

Benefit: You can use a bonus action to make a bite attack against a target that is incapacitated, prone, or restrained.

SWAMPWALKER

You move effortlessly in your natural surroundings.

Benefit: Moving through nonmagical difficult terrain in marshy, jungle, or swamp surroundings does not cost you extra movement.

TAIL STRIKE

You can attack and possibly knock a nearby target prone with your tail.



Prerequisite: *Strength 16 or higher.*

Benefit: When a creature you can see starts its turn within 5 feet of you, you can use your reaction to make an unarmed attack with your tail. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier. If the target is Medium or smaller, it must make a Strength saving throw. The DC is equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the target is knocked prone.

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

ORC

FURIOUS ASSAULT

Wrath burns within you, fueling your attacks with ferocity.

Benefit: Choose a creature that has dealt damage you or an ally since your last turn. Once per turn for 1 minute, when you hit that creature with a melee attack, you deal extra damage equal to your proficiency bonus.

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

ORCISH WEAPON TRAINING

You grew up learning the use of your tribe's traditional weapons.

Benefit: You gain proficiency with the club, spear, greatclub, greataxe, and maul.

MONSTROUS ATHLETICISM

You are more athletic and stronger than others.

Benefit: You have advantage on Strength (Athletics) checks. When you make a Long Jump, you cover a number of feet up to your Strength score + twice your proficiency bonus. When you make a High Jump, you leap into the air a number of feet equal to 3 + your Strength modifier + your proficiency bonus if you move at least 5 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance.

RELENTLESS ENDURANCE

Your lineage makes you difficult to bring down.

Benefit: When your hit points is reduced to 0 but not killed outright, you can drop to 1 hit point instead.

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

SIMIC HYBRID

CHAMELEON SKIN

Your skin is biologically enhanced to mimic the appearance of surfaces around you.

Benefit: You have advantage on Dexterity (Stealth) checks made to hide.

EXTRA ANIMAL ENHANCEMENT I

Your body has incorporated more animal characteristics than normal.

Prerequisite: Constitution 18 or higher.



Benefit: Your body evolves further. Choose any one of the Animal Enhancement options given to you at 1st level.

EXTRA ANIMAL ENHANCEMENT II

Your body has maximized its ability to incorporate animal characteristics.

Prerequisite: Class level 9, Constitution 20 or higher, Extra Animal Enhancement I

Benefit: Your body evolves even further. Choose any one of the Animal Enhancement options given to you at 5th level.

ELECTRICITY DISCHARGER

Your body can generate electricity that shocks foes.

Benefit: When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to cause your body to discharge electricity. The attacking creature must make a Dexterity saving throw equal to 8 + your proficiency bonus + your Constitution modifier. The creature takes lightning damage equal to 1d4 + your Class level on a failed save, or half as much damage on a successful one.

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

TABAXI

DEFT CLAWS

You can strike with your claws with more subtlety and finesse.

Benefit: You can treat your claws as finesse weapons when making unarmed strikes.

NATURALLY INQUISITIVE

Your insatiable quest for knowledge and secrets have made you a great barterer and finder of lore.

Benefit: When you make an Intelligence (Investigate), Wisdom (Perception), and Charisma (Persuasion) check, you can roll a d4 and add the number rolled to the ability check.

NINE LIVES

You can escape death, but just barely.

Benefit: If you take damage that reduces your hit points to 0 or less, you can use your reaction to make a Dexterity saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, your hit points drop to 1 instead.



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

POUNCE

You rush toward a target like a pouncing cat and possibly knock it down.

Benefit: If you move at least 30 feet straight toward a creature and then hit it with your unarmed attack on the same turn, that target must succeed on a Strength saving throw. The DC is equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the target is knocked prone. If the target is prone, you can make one melee weapon attack against it as a bonus action.

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

TORTLE

COLLECTED

You are unflappable in the face of danger and can stay calm and collected under pressure.

Benefit: You have advantage on saving throws against being frightened and to maintain concentration.

INSTINCTIVE SHELL DEFENSE

You are able to withdraw into your shell in the blink of an eye.

Benefit: When you are hit by an attack and you can see the attacker but before you take damage, you can use your reaction to use Shell Defense.

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

SHARP CLAWS

Your claws are longer and sharper than normal.

Benefit: You deal slashing damage equal to 1d6 + your Strength modifier, instead of 1d4 + your Strength modifier.

TOUGH SHELL

Your shell is harder and tougher than normal.

Benefit: While you are in your shell, you have resistance against bludgeoning, piercing, and slashing attacks. In addition, you can add +4 to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

TRITON

AQUAN TELEPATHY

You are able to magically communicate with sea life.

Benefit: You gain telepathy with a range of 120 ft., but you can only communicate with beasts and monstrosities that have a swimming speed with this trait.

AQUATIC SENSE

You are highly attuned with the seas and oceans.

Benefit: You have advantage on ability checks that involve the skills Investigate, Nature, Perception, and Survival while in an underwater environment.

FRIEND OF THE SEAS

You have a natural ability to befriend sea life.

Prerequisite: Charisma 16 or higher.

Benefit: You learn the *animal friendship* spell but you can only target beasts and monstrosities that have a swimming speed. Your spellcasting ability for this is Charisma. You cast it as at spell level equal to one third your Class level, rounded down.

TOUGH SKIN

Decades of exposure to intense underwater pressure has made your skin tougher than normal.

Prerequisite: Constitution 16 or higher.

Benefit: While you are not wearing any armor, your Armor Class equals 11 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

VEDALKEN

AMPHIBIOUS

Through extensive study or by means of Simic bioengineering, you have gained the natural ability to breathe water.

Benefit: You can breathe air and water.

STOIC LOGIC

You are an astute analyst but you come out cold,



direct, and insensitive when you communicate your thoughts.

Benefit: You have advantage on all Intelligence ability checks but have disadvantage on Charisma (Persuasion) checks.

DEDICATED PERFECTIONIST

You constantly try to improve yourself in anything you do.

Benefit: For 1 hour after you miss with an attack roll or fail an ability check or a saving throw, you can choose to gain advantage the next time you make the same attack roll, ability check, or saving throw.

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

ZEALOUS PRECISION

You are more determined and focused than normal.

Benefit: Whenever you make an ability check with the chosen skill or tool from *Tireless Precision*, roll 2d4 instead of just 1d4, and add the number rolled to the check's total.

VERDAN

IMPROVED BLACK BLOOD HEALING

Your natural healing is better than normal.

Benefit: When you roll a 1, 2, or 3 on any Hit Die you spend at the end of a short rest, you can reroll the die and must use the new roll.

IMPROVED TELEPATHY

Your telepathy is more potent.

Benefit: You can telepathically speak to any creature within 60 feet of you. You don't need to see the contacted creature.

NATURALLY COMPELLING

You are easily liked due to your trustworthiness and humility.

Benefit: When you make a Charisma (Persuasion) check but before the outcome is determined, you can roll a d8 and add it to the ability check roll's result.

TELEPATHIC SHIELD

You have a natural defense against telepathic attacks.

Benefit: You have resistance to psychic damage.



YUAN-TI

DECEITFUL

You are naturally duplicitous.

Benefit: You have advantage on Charisma (Deception) and Charisma (Persuasion) checks when trying to pass yourself as a different person.

POISONCRAFT

The use and application of poison is almost second nature to you.

Benefit: You can take a bonus action to apply poison to your weapon.

SERPENTINE FLEXIBILITY

Your body is incredibly flexible and you have the ability to dislocate your bones temporarily in order to squeeze in and out of tight spaces.

Benefit: You have advantage on Dexterity checks made to escape being grappled and wriggle free from bonds. In addition, you can squeeze through spaces that are 2½ by 2½ feet wide.

TONGUE SENSE

You can smell and taste the air with your tongue.

Benefit: You have advantage on Wisdom (Perception) checks that rely on smell and taste. In addition, you have advantage on Wisdom (Survival) checks to follow tracks of creatures that haven't bathed in 24 hours.





CHAPTER 3. CLASS TALENTS

This chapter contains the talents that require specific character classes or class combinations. Almost all of the talents in this section require a multiclass combination. You will note that such talents are significantly above average in their power levels. These were intended to offset the potent high level features a multiclassed character would lose if they focus on a single class.

BARBARIAN

CONTROLLED RAGE

Raging doesn't prevent you from casting spells or concentrating.

Prerequisite: Multiclassed Barbarian level 1/
spellcasting class level 1.

Benefit: You are able to cast spells or concentrate while raging. In addition, your rage doesn't end even if you haven't attacked a hostile creature or taken damage since your last the turn that you cast a spell that turn.

MAGIC-FUELED RAGE

You can fuel your rage with magic.

Prerequisite: Multiclassed Barbarian level 1/
spellcasting class level 1.

Benefit: You can expend two spell slots to regain one use of your rage.

RAGE-FUELED MAGIC

You can regain spells by expending rage.

Prerequisite: Multiclassed Barbarian level 1/
spellcasting class level 1.

You can expend one use of your rage to regain one spell slot of 3rd-level or below. Expending 2 uses of your rage allows you to regain one spell slot from the 4th, 5th, or 6th-level. Expending three uses of your rage allows you to regain one spell slot of 7th-level or higher.

BARD

ARCANE KNIGHT

You are able to attack after casting a bard spell.

Prerequisite: Multiclassed Bard level 5/Fighter level 5 or Paladin level 5 or Ranger level 5, Arcane Defender.

Benefit: When you use your action to cast a bard spell, you can make one melee weapon attack as a bonus action.

ARCANE DEFENDER

You are able to attack after casting a bard cantrip.

Prerequisite: Multiclassed Bard level 3/Barbarian level 3 or Fighter level 3 or Monk level 3 or Paladin level 3 or Ranger level 3 or Rogue level 3.

Benefit: When you use your action to cast a bard cantrip, you can make one melee weapon attack as a bonus action.

ARCANIST

You learn new arcane spells faster as you gain levels in all of your arcane classes.

Prerequisite: Multiclassed Bard level 3/Sorcerer level 3 or Wizard level 3.

Benefit: When determining the bard spells you know and can prepare, you add a third of your sorcerer and wizard levels (rounded down) to your bard levels and treat the total as your bard level, as shown in the Bard table. You then add a third of your bard levels (rounded down) to your sorcerer and wizard levels and treat the total as your sorcerer class level, as shown in their respective

class table.

For example, if you are a bard 6/sorcerer 3, you will count as a 7th-level bard and a 5th level sorcerer in determining what bard spells and sorcerer spells you can prepare, respectively. With a Charisma of 16, your list of prepared bard spells can include ten bard spells of 1st, 2nd, 3rd, and 4th-level, in any combination. Your list of prepared sorcerer spells can include eight sorcerer spells of 1st, 2nd, and 3rd-level, in any combination. Note, however, that you are still a 9th-level spellcaster when determining your available spell slots.

INSPIRED ARCANA

You can fuel your arcane abilities through inner inspiration.

Prerequisite: Bard.

Benefit: You can expend a number of uses of your Bardic Inspiration. As a bonus action, you play a tune, recite a poem, or sing a hymn and regain



an expended spell slot. The level of the spell slot regained is equal to the number of uses of Bardic Inspiration you expended.

MASTER ARCANIST

You learn new arcane spells faster as you gain levels in all of your arcane classes.

Prerequisite: Multiclassed Bard level 6/Sorcerer level 6 or Wizard level 6, Arcanist.

Benefit: When determining the bard spells you know and can prepare, you add half of your sorcerer and wizard levels (rounded down) to your bard levels and treat the total as your bard level, as shown in the Bard class table. You then add a half of your bard levels (rounded down) to your sorcerer and wizard levels and treat the total as your sorcerer class and wizard class levels, as shown in their respective class tables.

For example, if you are a bard 9/sorcerer 6, you will count as a 12th-level bard and a 9th level sorcerer in determining what bard spells and sorcerer spells you can prepare, respectively. With a Charisma of 20, your list of prepared bard spells can include seventeen bard spells of 1st, 2nd, 3rd, 4th, 5th, and 6th-level, in any combination. Your list of prepared sorcerer spells can include fourteen sorcerer spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Note, however, that you are still a 15th-level spellcaster when determining your available spell slots.

MAGIC-FUELED INSPIRATION

You can fuel your Bardic Inspiration with magic.

Prerequisite: Bard.

Benefit: As a bonus action, you expend a spell slot and regain uses of your Bardic Inspiration. The number of uses of Bardic Inspiration you regain is equal to the level of the spell slot expended.

MYSTIC

You continue to learn new arcane and divine spells as you gain levels in both arcane and divine class levels.

Prerequisite: Multiclassed Cleric level 3 or Druid

level 3/Bard level 3.

Benefit: When determining the arcane and divine spells you know and can prepare, you add a third of your arcane class levels (rounded down) to your divine class levels and treat the total as your arcane level, as shown in their respective class table. You then add a third of your arcane class levels (rounded down) to your divine spellcaster class levels and treat the total as your divine spellcaster class level, as shown in their respective class table.

For example, if you are a bard 3/cleric 3/sorcerer 3, you will count as both a 4th-level bard and a 4th level sorcerer in determining what bard and sorcerer spells you can prepare, and a 5th-level cleric in determining what cleric spells you can prepare, instead of just being a 3rd-level cleric. With a Charisma of 16, your lists of prepared bard



and sorcerer spells can each include seven spells of 1st and 2nd-level, in any combination. With a Wisdom of 16, your list of prepared cleric spells can include eight cleric spells of 1st, 2nd, and 3rd, in any combination. Note, however, that you are still a 9th-level spellcaster when determining your available spell slots.

MYSTIC THEURGE

You learn new arcane and divine spells faster as you gain levels in both of your arcane and divine classes.

Prerequisite: Multiclassed Cleric level 6 or Druid level 6/Bard level 6, *Mystic*.

Benefit: When determining the arcane and cleric spells you know and can prepare, you add half of your arcane spellcaster class levels (rounded down) to your cleric class levels and treat the total as your cleric level, as shown in the Cleric table. You then add half of your cleric levels (rounded down) to your arcane spellcaster class levels and treat the total as your arcane spellcaster class level, as shown in their respective class table. This feature supercedes the Mystic talent.

For example, if you are a cleric 6/wizard 6, you will count as both a 9th-level cleric and 9th level wizard in determining what cleric and wizard spells you can prepare, instead of just being a 6th-level spellcaster. With a Wisdom of 16 and Intelligence of 16, your lists of prepared cleric and wizard spells can each include twelve spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Note, however, that you are still a 12th-level spellcaster when determining your available spell slots.

RIDICULE MISS

You are able to insult a foe after it misses you with a melee attack.

Prerequisite: Bard level 3.

Benefit: When a creature attacks you with a melee attack and misses, you can expend one use of your Bardic Inspiration and throw a witty insult at the creature, sapping its confidence. Until the end of your next turn, when the creature makes an ability check, attack roll, damage roll, or saving throw

(whichever comes first), roll a Bardic Inspiration die and add your Charisma modifier, then subtract the total number rolled from the creature's roll. The creature is immune if it can't hear you or it is immune to being charmed.

SPELL STRIKE

You can channel your melee spells through your weapon.

Prerequisite: Multiclassed Bard level 4/Barbarian level 4 or Fighter level 4 or Paladin level 4 or Ranger level 4 or Rogue level 4, *Arcane Defender*.

Benefit: When you cast a spell that requires a melee spell attack against a target, you can make a melee weapon attack instead to deliver the spell to the target. You must use your Strength or Dexterity ability modifier to make the attack. If it hits, you deal your normal melee damage in addition to the spell's damage and other effects it may have.

SPELL SWORD

You gain more spell slots as you gain levels in the martial classes.

Prerequisite: Multiclassed Bard level 3/Barbarian 3 or Fighter level 3 or Paladin 3 or Monk level 3 or Ranger 3.

Benefit: When determining your available spell slots in the Multiclass Spellcaster: Spell Slots Per Spell Level table, you add three-fourths of your paladin and ranger levels (rounded down), half your class levels (rounded down) if you have Eldritch Knight or Arcane Trickster feature, or a third of your class levels (rounded down) if you have a non-spellcasting class archetype to your total spellcaster level.

For example, if you are a bard 3/paladin 4, you count as a 6th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and three 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level paladin spells. You can use the spell slots of those levels to cast the spells you do know - and potentially enhance their effects.

CLERIC

HOLY SMITE

You can channel divine energy to empower your melee attacks with radiant energy.

Prerequisite: Multiclassed Cleric level 3/Barbarian level 3 or Fighter 3 or Ranger level 3.

Benefit: When you hit a creature with a weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is equal to 1d8 for each level of the spell slot, to a maximum of 4d8. The damage increases by 1d8 if the target is an undead or a fiend.



HOLY KNIGHT

You are able to attack after casting a cleric spell.

Prerequisite: Multiclassed Cleric level 5, Barbarian level 5 or Fighter 5 or Paladin 5 or Ranger level 5, Holy Warrior

Benefit: When you use your action to cast a cleric spell, you can make one melee weapon attack as a bonus action.

HOLY WARRIOR

You are able to attack after casting a cleric cantrip.

Prerequisite: Multiclassed Cleric level 3/Barbarian level 3 or Fighter 3 or Paladin 3 or Ranger level 3.

Benefit: When you use your action to cast a cantrip, you can make one melee weapon attack as a bonus action.

HIEROPHANT

You learn new cleric and druid spells faster as you gain levels in both of your classes.

Prerequisite: Multiclassed Cleric level 6/Druid level 6, Immaculate

Benefit: When determining the cleric spells you know and can prepare, you add half of your druid levels (rounded down) to your cleric levels and treat the total as your cleric level, as shown in the Cleric table. You then add half of your cleric levels (rounded down) to your druid levels and treat the total as your druid class level, as shown in their respective class table. This feature supercedes the Immaculate talent.

For example, if you are a cleric 6/druid 6, you will count as a 9th-level spellcaster for both classes in determining what cleric and druid spells you can prepare, instead of just being a 6th-level spellcaster. With a Wisdom of 18, your lists of prepared cleric and druid spells can each include thirteen spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Note, however, that you are still a 12th-level spellcaster when determining your available spell slots.

IMMACULATE

You learn new cleric and druid spells as you gain levels in both of your classes.

Prerequisite: *Multiclassed Cleric level 3/Druid level 3.*

Benefit: When determining the cleric spells you know and can prepare, you add a third of your druid levels (rounded down) to your cleric levels and treat the total as your cleric level, as shown in the Cleric table. You then add a third of your cleric levels (rounded down) to your druid levels and treat the total as your druid class level, as shown in their respective class table.

For example, if you are a cleric 6/druid 3, you will count as a 7th-level cleric and a 5th level druid in determining what cleric spells and druid spells you can prepare, respectively. With a Wisdom of 16, your list of prepared cleric spells can include ten cleric spells of 1st, 2nd, 3rd, and 4th-level, in any combination. Your list of prepared druid spells can include eight druid spells of 1st, 2nd, and 3rd-level, in any combination. Note, however, that you are still a 9th-level spellcaster when determining your available spell slots.

MYSTIC

You learn new arcane and divine spells as you gain levels in both of your arcane and divine classes.

Prerequisite: *Multiclassed Cleric level 3/Bard level 3 or Sorcerer level 3 or Wizard level 3.*

Benefit: When determining the arcane and divine spells you know and can prepare, you add a third of your arcane class levels (rounded down) to your divine class levels and treat the total as your arcane level, as shown in their respective class table. You then add a third of your arcane class levels (rounded down) to your divine spellcaster class levels and treat the total as your divine spellcaster class level, as shown in their respective class table.

For example, if you are a bard 3/cleric 3/sorcerer 3, you will count as both a 4th-level bard and a 4th level sorcerer in determining what bard and sorcerer spells you can prepare, and a 5th-level cleric in determining what cleric spells you can prepare, instead of just being a 3rd-level cleric. With a Charisma of 16, your lists of prepared bard and sorcerer spells can each include seven spells of 1st and 2nd-level, in any combination. With a

Wisdom of 16, your list of prepared cleric spells can include eight cleric spells of 1st, 2nd, and 3rd, in any combination. Note, however, that you are still a 9th-level spellcaster when determining your available spell slots.

MYSTIC THEURGE

You learn new arcane and divine spells as you gain levels in both of your arcane and divine classes.

Prerequisite: *Multiclassed Cleric level 6/Bard level 6 or Sorcerer level 6 or Wizard level 6, Theurge.*

Benefit: When determining the arcane and cleric spells you know and can prepare, you add half of your arcane spellcaster class levels (rounded down) to your cleric class levels and treat the total as your cleric level, as shown in the Cleric table. You then add half of your cleric levels (rounded down) to your arcane spellcaster class levels and



treat the total as your arcane spellcaster class level, as shown in their respective class table.

For example, if you are a cleric 6/wizard 6, you will count as a 9th-level spellcaster for both classes in determining what cleric and wizard spells you can prepare, respectively. With a Wisdom of 16 and Intelligence of 16, your lists of prepared cleric and wizard spells can each include twelve spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Note, however, that you are still a 12th-level spellcaster when determining your available spell slots.

SANCTIFIED MAGIC

Your arcane spells are enhanced with divine magic.

Prerequisite: *Multiclassed Cleric level 3/Arcane Spellcaster class level 3.*

Benefit: When you cast an arcane spell that deals damage, you can expend one use of your Channel Divinity to infuse it with divine energy. Your spell will deal half its normal damage and the other half of its damage will be radiant (if you're good or neutral) or necrotic (if you're neutral or evil).

SPELL STRIKE

You can channel your melee spells through your weapon.

Prerequisite: *Multiclassed Cleric level 4/Barbarian level 4 or Fighter level 4 or Paladin level 4 or Ranger level 4 or Rogue level 4, Holy Warrior.*

Benefit: When you cast a spell that requires a melee spell attack against a target, you can make a melee weapon attack instead to deliver the spell to the target. You must use your Strength or Dexterity ability modifier to make the attack. If it hits, you deal your normal melee damage in addition to the spell's damage and other effects it may have.

TEMPLAR

You gain more spell slots as you gain levels in the barbarian, fighter, paladin, monk, or ranger classes.

Prerequisite: *Multiclassed Cleric level 3/Barbarian 3 or Fighter level 3 or Paladin 3 or Monk level 3 or Ranger 3 or Rogue 3.*

Benefit: When determining your available spell slots in the Multiclass Spellcaster: Spell Slots Per Spell Level table, you add three-fourths of your paladin and ranger levels (rounded down), half your class levels (rounded down) if you have Eldritch Knight or Arcane Trickster feature, or a third of your class levels (rounded down) if you have a non-spellcasting class archetype to your total spellcaster level.

For example, if you are a Cleric 3/Monk 6, you count as a 5th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and two 3rd-level slots. However, you don't know any 3rd-level spells. You can use the spell slots of those levels to cast the spells you do know - and potentially enhance their effects.

DRUID

HIEROPHANT

You learn new cleric and druid spells faster as you gain levels in both classes.

Prerequisite: *Multiclassed Cleric level 6/Druid level 9, Immaculate*

Benefit: When determining the cleric spells you know and can prepare, you add half of your druid levels (rounded down) to your cleric levels and treat the total as your cleric level, as shown in the Cleric table. You then add half of your cleric levels (rounded down) to your druid levels and treat the total as your druid class level, as shown in their respective class table. This feature supercedes Immaculate.

For example, if you are a cleric 6/druid 9, you will count as a 10th-level cleric and a 12th level druid in determining what cleric and druid spells you can prepare, respectively. With a Wisdom of 18, your list of prepared cleric spells can include fourteen spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Your list of prepared druid spells can include sixteen spells of 1st, 2nd, 3rd, 4th, 5th, and 6th-level, in any combination. Note, however, that you are still a 15th-level spellcaster when determining your available spell slots.

IMMACULATE

You learn new cleric and druid spells as you gain levels in both classes.

Prerequisite: Multiclassed Cleric level 3/Druid level 3.

Benefit: When determining the cleric spells you know and can prepare, you add a third of your druid levels (rounded down) to your cleric levels and treat the total as your cleric level, as shown in the Cleric table. You then add a third of your cleric levels (rounded down) to your druid levels and treat the total as your druid class level, as shown in their respective class table.

For example, if you are a cleric 3/druid 3, you will both count as a 4th-level cleric and a 4th level druid in determining what cleric spells and druid spells you can prepare, respectively. With a Wisdom of 16, your list of prepared cleric and divine spells can each include seven spells of 1st, 2nd, and 3rd-level, in any combination. Note, however, that you are

still a 9th-level spellcaster when determining your available spell slots.

MYSTIC

You learn new arcane and divine spells as you gain levels in both arcane and divine classes.

Prerequisite: Multiclassed Druid level 3/Bard level 3 or Sorcerer level 3 or Wizard level 3.

Benefit: When determining the arcane and divine spells you know and can prepare, you add a third of your arcane class levels (rounded down) to your divine class levels and treat the total as your arcane level, as shown in their respective class table. You then add a third of your arcane class levels (rounded down) to your divine spellcaster class levels and treat the total as your divine spellcaster class level, as shown in their respective class table.

For example, if you are a druid 3/sorcerer 3, you will count as both a 4th-level druid and a 4th level sorcerer in determining what druid and sorcerer



spells you can prepare, instead of just both being a 3rd-level spellcaster. With a Charisma of 16 and Wisdom of 16, your lists of prepared druid and sorcerer spells can each include seven spells of 1st and 2nd-level, in any combination. Note, however, that you are still a 6th-level spellcaster when determining your available spell slots.

MYSTIC THEURGE

You learn new arcane and divine spells faster as you gain levels in both arcane and divine classes.

Prerequisite: Multiclassed Druid level 6/Bard level 6 or Sorcerer level 6 or Wizard level 6, Mystic

Benefit: When determining the arcane and druid spells you know and can prepare, you add half of your arcane spellcaster class levels (rounded down) to your druid class levels and treat the total as your druid level, as shown in the Druid table. You then add half of your druid levels (rounded down) to your arcane spellcaster class levels and treat the total as your arcane spellcaster class level, as shown in their respective class table.

For example, if you are a druid 6/wizard 6, you will count as both a 9th-level druid and 9th level wizard in determining what druid and wizard spells you can prepare, respectively. With a Wisdom of 16 and Intelligence of 16, your lists of prepared druid and wizard spells can each include twelve spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Note, however, that you are still a 12th-level spellcaster when determining your available spell slots.

SPELL STRIKE

You can channel your melee spells through your weapon.

Prerequisite: Multiclassed Druid level 4/Barbarian level 4 or Fighter level 4 or Paladin level 4 or Ranger level 4 or Rogue level 4, Verdant Warrior.

Benefit: When you cast a spell that requires a melee spell attack against a target, you can make a melee weapon attack instead to deliver the spell to the target. You must use your Strength or Dexterity ability modifier to make the attack. If it hits, you deal your normal melee damage in addition to the spell's damage and other effects it may have.

VERDANT KNIGHT

You are able to attack after casting a druid spell.

Prerequisite: Multiclassed Druid level 5/Barbarian 5 or Fighter 5 or Paladin 5 or Ranger 5, Verdant Warrior

Benefit: When you use your action to cast a druid spell, you can make one melee weapon attack as a bonus action.

VERDANT WARRIOR

You are able to attack after casting a druid cantrip.

Prerequisite: Multiclassed Druid level 3/Barbarian 3 or Fighter 3 or Paladin 3 or Ranger 3

Benefit: When you use your action to cast a druid cantrip, you can make one melee weapon attack as a bonus action.



WARDEN

You gain more spell slots as you gain levels in the barbarian, fighter, paladin, monk, ranger, or rogue classes.

Prerequisite: *Multiclassed Druid level 3/Barbarian 3 or Fighter level 3 or Paladin 3 or Monk level 3 or Ranger 3 or Rogue 3.*

Benefit: When determining your available spell slots in the Multiclass Spellcaster: Spell Slots Per Spell Level table, you add three-fourths of your paladin and ranger levels (rounded down), half your class levels (rounded down) if you have the Eldritch Knight or Arcane Trickster feature, or a third of your class levels (rounded down) if you have a non-spellcasting class archetype.

For example, if you are a Druid 3/Ranger 4, you count as a 6th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and three 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level ranger spells. You can use the spell slots of those levels to cast the spells you do know - and potentially enhance their effects.

FIGHTER

ARCANE SURGE

You can use your Action Surge to empower a spell.

Prerequisite: *Fighter level 3 (Eldritch Knight archetype) or Multiclassed Fighter level 3/Spellcasting class level 1.*

Benefit: When you cast a spell, you can expend a use of your Action Surge. The spell is cast as if using a spell slot three levels higher.

MUSCLE MEMORY

You can use your Second Wind to recall a spell slot.

Prerequisite: *Fighter level 3 (Eldritch Knight archetype) or Multiclassed Fighter level 3/Spellcasting class level 1.*

Benefit: As a bonus action, you can expend a use

your Second Wind to regain a spell slot. The level of the spell slot regained can be no higher than a third of your fighter level (rounded down).

VERSATILE WARRIOR

You continue to improve your fighting abilities as you gain levels in other martial classes.

Prerequisite: *Fighter level 5/Barbarian level 5 or Monk level 5 or Paladin 5 or Ranger level 5.*

Benefit: **Benefit:** When determining the number of extra attacks you can make when you take the Attack action, you add half the total of your other martial class's levels (rounded down) to your fighter levels and you treat the total as your fighter level, as shown in the features column of the Fighter table.

For example, if you are a Barbarian5/Fighter5/Ranger7, you will count as an 11th level fighter and can make three attacks when you take the Attack action.

MONK

DEFLECT SPELL

You can deflect and sometimes even redirect spell attacks.

Prerequisite: *Multiclassed Monk level 3/Spellcaster class level 3.*

Benefit: You can spend up to 5 ki points and use your reaction to deflect or redirect a spell when you are hit by a ranged spell attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + twice the ki points you spent + your monk level.

If you reduce the damage to 0, you can choose another creature you can see within 30 feet of you to be the new target of the spell. You must make a ranged spell attack to hit.

ENLIGHTENED FIST

You gain more spell slots as you gain levels in the monk class.

Prerequisite: Multiclassed Monk level 6/ Bard level 6 or Sorcerer level 6 or Wizard level 6, Spell Sword.

Benefit: When determining your available spell slots in the Multiclass Spellcaster: Spell Slots Per Spell Level table, you add half of your monk levels to your total spellcaster level.

For example, if you are a monk 6/wizard 6, you count as a 9th-level wizard when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, three 3rd-level slots, three 4th-level slots, and one 5th-level slot. However, you don't know any 4th-level or 5th-level spells. You can use the spell slots of those levels to cast the spells you do know - and potentially enhance their effects.

MIXED MARTIAL ARTIST

You continue to learn new monk abilities as you gain levels in other classes.

Prerequisite: Multiclassed Monk level 3/Any other class level 3, Wisdom 16 or higher.

Benefit: When determining the normal damage of the your unarmed strike or monk weapon, ki points, and the speed of your unarmored movement, you add a third of the total of your other class's levels (rounded down) to your monk levels and you treat the total as your monk level in the Martial Arts column of the Monk table.

For example, if you are a Monk4/Rogue6, you will count as a 6th level monk in determining your unarmed strike damage (1d6), ki points (6) and your unarmored movement (+15 ft.).

MIXED MARTIAL ARTS MASTER

You continue to learn new monk abilities as you gain levels in other classes.

Prerequisite: Multiclassed Monk level 6/Barbarian level 6 or Fighter level 6 or Paladin level 6 or Ranger level 6, Wisdom 20 or higher, Mixed Martial Artist

Benefit: When determining the normal damage of the your unarmed strike or monk weapon, ki points, and the speed of your unarmored movement, you add half of the total of your other martial class's levels (rounded down) to your monk levels and you treat the total as your monk level in the Martial Arts column of the Monk table. This

talent supercedes Mixed Martial Artist.

For example, if you are a Monk 6/Fighter 2/ Paladin 6, you will count as a 10th level monk in determining your unarmed strike damage (1d6), ki points (10) and your unarmored movement (+20 ft.).

KI-FUELED ARCANA

You can fuel your spells with mystical energy.

Prerequisite: Multiclassed Monk level 4/Spellcaster class level 4.

Benefit: As a bonus action, you can spend up to 4 ki points and focus on your inner ki to regain a spell slot of a level equal to the ki points spent.



KI-EMPOWERED SPELL

You can enhance your spells with mystical energy.

Prerequisite: Multiclassed Monk level 2/Spellcaster class level 2 or Pact Magic class level 4.

Benefit: When you cast a spell that deals damage or allows a creature to regain hit points, you can use a bonus action to spend up to 3 ki points and increase the spell's damage to or hit points regained by one target by an amount equal to three times the ki points spent.

KI-FOCUSED SPELL

You can enhance your spells' potency with mystical energy.

Prerequisite: Multiclassed Monk level 3/Spellcaster class level 3 or Pact Magic class level 3.

Benefit: When you cast a spell, you can use a bonus action to spend 3 ki points and increase the spell's saving throw DC by 2.

MYSTIC FIST

You can channel your melee spells through your unarmed strikes or monk weapon.

Prerequisite: Multiclassed Monk level 4/Spellcaster level 4 or Pact Magic class level 4.

Benefit: When you cast a spell that requires a melee spell attack against a target, you can use your unarmed strike or monk weapon instead to attack the target and deliver the spell. You must use your Strength or Dexterity ability modifier to make the attack. If it hits, you deal your normal melee damage in addition to the spell's damage and other effects it may have.

ROGUE

VERSATILE KILLER

You continue to improve your Sneak Attack as you gain levels in other classes.

Prerequisite: Multiclassed Rogue level 3/Any other

class level 3.

Benefit: When determining the amount of extra damage you do with your Sneak Attack, you add a third of your other class levels (rounded down) to your rogue levels and you treat the total as your rogue level in the Sneak Attack column of the Rogue table.

For example, if you are a Cleric 3/Rogue 5/Monk 3, you will count as a 7th-level rogue in determining your Sneak Attack damage (+4d6).



SORCERER

ARCANE KNIGHT

You are able to attack after casting a sorcerer spell.

Prerequisite: *Multiclassed Sorcerer level 5/Fighter level 5 or Paladin level 5 or Ranger level 5, Arcane Defender*

Benefit: When you use your action to cast a sorcerer spell, you can make one melee weapon attack as a bonus action.

ARCANE DEFENDER

You are able to attack after casting a sorcerer cantrip.

Prerequisite: *Multiclassed Sorcerer level 3/Barbarian level 3 or Fighter level 3 or Monk level 3 or Paladin level 3 or Ranger level 3 or Rogue level 3.*

Benefit: When you use your action to cast a sorcerer cantrip, you can make one melee weapon attack as a bonus action.

ARCANIST

You learn new arcane spells as you gain levels in all of your arcane classes.

Prerequisite: *Multiclassed Bard level 3/Sorcerer level 3 or Wizard level 3.*

Benefit: When determining the sorcerer spells you know and can prepare, you add a third of your bard and wizard levels (rounded down) to your sorcerer levels and treat the total as your sorcerer level, as shown in the Sorcerer class table. You then add a third of your sorcerer levels (rounded down) to your bard and wizard levels and treat the total as your bard and wizard class levels, as shown in their respective class tables.

For example, if you are a bard 3/sorcerer 4, you will count as a 4th-level bard and a 5th level sorcerer in determining what bard spells and sorcerer spells you can prepare, respectively. With a Charisma of 16, your list of prepared bard spells can include seven spells of 1st and 2nd-level, in any combination. Your list of prepared sorcerer spells can include eight spells of 1st, 2nd, and 3rd-level, in any combination. Note, however, that you are

still a 7th-level spellcaster when determining your available spell slots.

MASTER ARCANIST

You learn new arcane spells faster as you gain levels in all of your arcane classes.

Prerequisite: *Multiclassed Bard level 6/Sorcerer level 6 or Wizard level 6, Arcanist.*

Benefit: When determining the sorcerer spells you know and can prepare, you add a half of your bard and wizard levels (rounded down) to your sorcerer levels and treat the total as your sorcerer level, as shown in the Sorcerer class table. You then add a half of your sorcerer levels (rounded down) to your bard and wizard levels and treat the total as your bard and wizard class levels, as shown in their respective class tables.

For example, if you are a bard 9/sorcerer 6, you will count as a 12th-level bard and a 9th level sorcerer in determining what bard spells and sorcerer spells you can prepare, respectively. With a Charisma of 20, your list of prepared bard spells can include seventeen bard spells of 1st, 2nd, 3rd, 4th, 5th, and 6th-level, in any combination. Your list of prepared sorcerer spells can include fourteen sorcerer spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Note, however, that you are still a 15th-level spellcaster when determining your available spell slots.

MYSTIC

You continue to learn new arcane and divine spells as you gain levels in both arcane and divine class levels.

Prerequisite: *Multiclassed Cleric level 3 or Druid level 3/Sorcerer level 3.*

Benefit: When determining the arcane and divine spells you know and can prepare, you add a third of your arcane class levels (rounded down) to your divine class levels and treat the total as your arcane level, as shown in their respective class table. You then add a third of your arcane class levels (rounded down) to your divine spellcaster class levels and treat the total as your divine spellcaster class level, as shown in their respective class table.

For example, if you are a sorcerer 3/cleric 3/

sorcerer 3, you will count as both a 4th-level sorcerer and a 4th level sorcerer in determining what sorcerer and sorcerer spells you can prepare, and a 5th-level cleric in determining what cleric spells you can prepare, instead of just being a 3rd-level cleric. With a Charisma of 16, your lists of prepared sorcerer and sorcerer spells can each include seven spells of 1st and 2nd-level, in any combination. With a Wisdom of 16, your list of prepared cleric spells can include eight cleric spells of 1st, 2nd, and 3rd, in any combination. Note, however, that you are still a 9th-level spellcaster when determining your available spell slots.

MYSTIC THEURGE

You learn new arcane and divine spells faster as you gain levels in both of your arcane and divine classes.

Prerequisite: Multiclassed Cleric level 6 or Druid level 6/Sorcerer level 6, Mystic.

Benefit: When determining the arcane and cleric spells you know and can prepare, you add half of your arcane spellcaster class levels (rounded down) to your cleric class levels and treat the total as your cleric level, as shown in the Cleric table. You then add half of your cleric levels (rounded down) to your arcane spellcaster class levels and treat the total as your arcane spellcaster class level, as shown in their respective class table. This feature supercedes the Mystic talent.

For example, if you are a cleric 6/wizard 6, you will count as both a 9th-level cleric and 9th level wizard in determining what cleric and wizard spells you can prepare, instead of just being a 6th-level spellcaster. With a Wisdom of 16 and Intelligence of 16, your lists of prepared cleric and wizard spells can each include twelve spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Note, however, that you are still a 12th-level spellcaster when determining your available spell slots.

SPELL STRIKE

You can channel your melee spells through your weapon.

Prerequisite: Multiclassed Sorcerer level 4/Barbarian level 4 or Fighter level 4 or Paladin level 4

or Ranger level 4 or Rogue level 4, Arcane Defender

Benefit: When you cast a spell that requires a melee spell attack against a target, you can make a melee weapon attack instead to deliver the spell to the target. You must use your Strength or Dexterity ability modifier to make the attack. If it hits, you deal your normal melee damage in addition to the spell's damage and other effects it may have.

SPELL SWORD

You gain more spell slots as you gain levels in the martial classes.

Prerequisite: Multiclassed Sorcerer level 3/Barbarian 3 or Fighter level 3 or Paladin 3 or Monk level 3 or Ranger 3 or Rogue level 3.



Benefit: When determining your available spell slots in the Multiclass Spellcaster: Spell Slots Per Spell Level table, you add three-fourths of your paladin and ranger levels (rounded down), half your class levels (rounded down) if you have Eldritch Knight or Arcane Trickster feature, or a third of your class levels (rounded down) if you have a non-spellcasting class archetype to your total spellcaster level.

For example, if you are a paladin 4/sorcerer 3, you count as a 6th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and three 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level paladin spells. You can use the spell slots of those levels to cast the spells you do know - and potentially enhance their effects.

WARLOCK

BLACK BLADE

You gain more spell slots as you gain levels in the martial classes.

Prerequisite: Multiclassed Warlock level 3/Barbarian 3 or Fighter level 3 or Monk level 3 or Rogue level 3.

Benefit: When determining your available warlock spell slots in the Warlock class table, you add a third of your other classes (rounded down) to your total Warlock level.

For example, if you are a Fighter 6/Warlock 5, you count as a 7th-level warlock when determining your spell slots: you have two 4th-level slots. However, you only know 6 warlock spells of up to 3rd level and only know 3 invocations.

ELDRITCH ACADEMIC

You have more knowledge of warlock spells than normal.

Prerequisite: Multiclassed Warlock level 3/Spellcaster class level 3.

Benefit: When determining the number of warlock

spell slots and invocations you know, you add a third of your other spellcaster class levels (rounded down) to your warlock levels and treat the total as your warlock level, as shown in the Warlock table.

For example, if you are a Bard 6/Warlock 5, you count as a 7th-level warlock when determining your spell slots: you know up to 8 spells, have two 4th-level spell slots, and know 4 invocations.

ELDRITCH MAGE

Taking warlock levels continue to improve your knowledge of spellcasting.

Prerequisite: Multiclassed Warlock level 3/Spellcaster class level 3.

Benefit: When determining your available spell slots in the Multiclass Spellcaster: Spell Slots Per Spell Level table, you add a third of your warlock levels (rounded down) to your total spellcaster level.



WIZARD

ARCANE KNIGHT

You are able to attack after casting a wizard spell.

Prerequisite: Multiclassed Wizard level 5/Fighter level 5 or Paladin level 5 or Ranger level 5, Arcane Defender

Benefit: When you use your action to cast a wizard spell, you can make one melee weapon attack as a bonus action.



ARCANE DEFENDER

You are able to attack after casting a wizard cantrip.

Prerequisite: Multiclassed Wizard level 3/Barbarian level 3 or Fighter level 3 or Monk level 3 or Paladin level 3 or Ranger level 3 or Rogue level 3.

Benefit: When you use your action to cast a wizard cantrip, you can make one melee weapon attack as a bonus action.

ARCANIST

You learn new arcane spells as you gain levels in all of your arcane classes.

Prerequisite: Multiclassed Bard level 3/Wizard level 3 or Wizard level 3.

Benefit: When determining the wizard spells you know and can prepare, you add a third of your bard and sorcerer levels (rounded down) to your bard levels and treat the total as your wizard level, as shown in the Wizard class table. You then add a third of your wizard levels (rounded down) to your bard and sorcerer levels and treat the total as your bard and sorcerer class levels, as shown in their respective class tables.

For example, if you are a bard 3/wizard 4, you will count as a 4th-level bard and a 5th level wizard in determining what bard spells and wizard spells you can prepare, respectively. With a Charisma of 16, your list of prepared bard spells can include seven spells of 1st and 2nd-level, in any combination. Your list of prepared wizard spells can include eight spells of 1st, 2nd, and 3rd-level, in any combination. Note, however, that you are still a 7th-level spellcaster when determining your available spell slots.

MASTER ARCANIST

You learn new arcane spells faster as you gain levels in all of your arcane classes.

Prerequisite: Multiclassed Bard or Sorcerer level 6/Wizard level 6 or Wizard level 6, Arcanist.

Benefit: When determining the wizard spells you know and can prepare, you add half of your bard and sorcerer levels (rounded down) to your wizard levels and treat the total as your wizard level, as shown in the Wizard class table. You then add a

half of your wizard levels (rounded down) to your bard and sorcerer levels and treat the total as your bard and sorcerer class levels, as shown in their respective class tables.

For example, if you are a bard 9/wizard 6, you will count as a 12th-level bard and a 9th level wizard in determining what bard spells and wizard spells you can prepare, respectively. With a Charisma of 20, your list of prepared bard spells can include seventeen bard spells of 1st, 2nd, 3rd, 4th, 5th, and 6th-level, in any combination. Your list of prepared wizard spells can include fourteen wizard spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Note, however, that you are still a 15th-level spellcaster when determining your available spell slots.

MYSTIC

You continue to learn new arcane and divine spells as you gain levels in both arcane and divine class levels.

Prerequisite: *Multiclassed Cleric level 3 or Druid level 3/Wizard level 3.*

Benefit: When determining the arcane and divine spells you know and can prepare, you add a third of your arcane class levels (rounded down) to your divine class levels and treat the total as your arcane level, as shown in their respective class table. You then add a third of your arcane class levels (rounded down) to your divine spellcaster class levels and treat the total as your divine spellcaster class level, as shown in their respective class table.

For example, if you are a wizard 3/cleric 3/wizard 3, you will count as both a 4th-level wizard and a 4th level wizard in determining what wizard and wizard spells you can prepare, and a 5th-level cleric in determining what cleric spells you can prepare, instead of just being a 3rd-level cleric. With a Charisma of 16, your lists of prepared wizard and wizard spells can each include seven spells of 1st and 2nd-level, in any combination. With a Wisdom of 16, your list of prepared cleric spells can include eight cleric spells of 1st, 2nd, and 3rd, in any combination. Note, however, that you are still a 9th-level spellcaster when determining your available spell slots.

MYSTIC THEURGE

You learn new arcane and divine spells faster as you gain levels in both of your arcane and divine classes.

Prerequisite: *Multiclassed Cleric level 6 or Druid level 6/Wizard level 6, Mystic.*

Benefit: When determining the arcane and cleric spells you know and can prepare, you add half of your arcane spellcaster class levels (rounded down) to your cleric class levels and treat the total as your cleric level, as shown in the Cleric table. You then add half of your cleric levels (rounded down) to your arcane spellcaster class levels and treat the total as your arcane spellcaster class level, as shown in their respective class table. This feature supercedes the Mystic talent.

For example, if you are a cleric 6/wizard 6, you will count as both a 9th-level cleric and 9th level wizard in determining what cleric and wizard spells you can prepare, instead of just being a 6th-level spellcaster. With a Wisdom of 16 and Intelligence of 16, your lists of prepared cleric and wizard spells can each include twelve spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination. Note, however, that you are still a 12th-level spellcaster when determining your available spell slots.

SPELL STRIKE

You can channel your melee spells through your weapon.

Prerequisite: *Multiclassed Wizard level 4/Barbarian level 4 or Fighter level 4 or Paladin level 4 or Ranger level 4 or Rogue level 4, Arcane Defender*

Benefit: When you cast a spell that requires a melee spell attack against a target, you can make a melee weapon attack instead to deliver the spell to the target. You must use your Strength or Dexterity ability modifier to make the attack. If it hits, you deal your normal melee damage in addition to the spell's damage and other effects it may have.

SPELL SWORD

You gain more spell slots as you gain levels in the martial classes.

Prerequisite: *Multiclassed Wizard level 3/*

Barbarian 3 or Fighter level 3 or Paladin 3 or Monk level 3 or Ranger 3 or Rogue level 3.

Benefit: When determining your available spell slots in the Multiclass Spellcaster: Spell Slots Per Spell Level table, you add three-fourths of your paladin and ranger levels (rounded down), half your class levels (rounded down) if you have Eldritch Knight or Arcane Trickster feature, or a third of your class levels (rounded down) if you have a non-spellcasting class archetype to your total spellcaster level.

For example, if you are a paladin 4/wizard 3, you count as a 6th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and three 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level paladin spells. You can use the spell slots of those levels to cast the spells you do know - and potentially enhance their effects.

BARBARIAN / BARD

INSPIRING BRUTALITY

Performing a brutal strike can inspire your allies.

Prerequisite: Multiclassed Barbarian level 3/Bard level 3.

Benefit: When you score a critical hit with a melee attack, you can expend a number of uses of Bardic Inspiration and choose the same number of creatures within 60 feet of you who can see and hear you. Each creature gains a Bardic Inspiration die and can add your Strength modifier to the die roll.

INSPIRING RAGE

You can inspire others as you enter into a rage.

Prerequisite: Multiclassed Barbarian level 1/Bard level 1.

Benefit: When you enter a rage as a bonus action, you can also use Bardic Inspiration as part of that bonus action.

SKALD

When you rage, you throw mocking taunts, insults, and jeers at a creature, distracting it.

Prerequisite: Multiclassed Barbarian level 2/Bard level 2.

Benefit: While raging, you can use a bonus action to expend one use of your Bardic Inspiration. Choose a creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw. The DC is equal to your Bard spell save DC plus your Rage Damage, as shown in the the Rage Damage column of the Barbarian table. On a failed save, the creature has disadvantage on all attack rolls against targets other than you. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The creature is immune if it can't hear you or it is immune to being charmed.



BARBARIAN / CLERIC

CHANNEL DIVINITY: INNER RAGE

You can fuel your rage with divine energy.

Prerequisite: Multiclassed Barbarian level 2/Cleric level 2.

Benefit: You can expend one use of your Channel Divinity to regain one use of your Rage.

RAGE-FUELED DIVINITY

You can channel your rage into divine energy.

Prerequisite: Multiclassed Barbarian level 2/Cleric level 2.

Benefit: You can expend one use of your Rage feature to regain one use of your Channel Divinity.

SACRED FURY

Your cleric spells are more potent when you rage.

Prerequisite: Multiclassed Barbarian level 3/Cleric level 3, *Controlled Rage*.

Benefit: While raging, the saving throw DC of your cleric cantrips and spells are increased by an amount equal to half your Rage Damage, as shown in the the Rage Damage column of the Barbarian table, rounded down.

BARBARIAN / DRUID

EARTHSTRIDE

You can move quicker than normal, even over difficult terrain.

Prerequisite: Multiclassed Barbarian level 1/Druid level 1.

Benefit: As a bonus action, you can take the Dash action. Until the end of your turn, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

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

PRIMAL-FUELED RAGE

You can fuel your rage with primal energy.

Prerequisite: Multiclassed Barbarian level 2/Druid level 2.

Benefit: You can expend one use of your Wild Shape feature to regain one use of your rage.

PRIMAL FURY

Your druid spells are more potent when you rage.

Prerequisite: Multiclassed Barbarian level 3/Druid level 3, *Controlled Rage*.

Benefit: While raging, the saving throw DC of your druid cantrips and spells is increased by an amount equal to half your Rage Damage, as shown in the the Rage Damage column of the Barbarian table, rounded down.

PRIMAL ROAR

You can unleash a blood-curdling roar while in beast form.

Prerequisite: Multiclassed Barbarian level 4/Druid level 4.

Benefit: As an action while in beast form, you expend one use of your rage and unleash a savage bestial roar. Each enemy creature within 60 feet of you and can hear you must make a Wisdom saving throw equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the creature is frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

RAGE-FUELED SHAPESHIFTER

You can channel your rage to use Wild Shape.

Prerequisite: Multiclassed Barbarian level 2/Druid level 2.

Benefit: You can expend one use of your Rage feature to regain one use of your Wild Shape feature.

BARBARIAN / FIGHTER

BATTLE RAGER

Your Battle Master maneuvers are more potent than normal when you rage.

Prerequisite: Multiclassed Barbarian level 3/ Fighter level 3 (Battle Master archetype).

Benefit: While raging, the saving throw DC of your Battle Master maneuvers is increased by an amount equal to half your Rage Damage, as shown in the the Rage Damage column of the Barbarian table, rounded down.

FURY WARRIOR

You can channel divine energy to empower your melee attacks with radiant energy.

Prerequisite: Multiclassed Barbarian level 2/ Fighter level 2.

Benefit: When determining the number of times you can rage before taking a long rest, you add half your fighter level to your barbarian level and you

treat the total as your barbarian level in the Rages column of the Barbarian table.

RAMPAGING CHAMPION

Performing a brutal strike can inspire your allies.

Prerequisite: Multiclassed Barbarian level 3/ Fighter level 3 (Champion archetype).

Benefit: When you score a critical hit with a melee attack, you can use a bonus action to take a Dash action.

REJUVENATING RAGE

You can regain hit points when you enter into rage.

Prerequisite: Multiclassed Barbarian level 2/ Fighter level 2.

Benefit: When you enter a rage as a bonus action, you can also use Second Wind as part of that bonus action. In addition, you can add your Barbarian level to the hit points regained.

SURGING RAGE

You can regain a use of your rage when you use your Action Surge.

Prerequisite: Multiclassed Barbarian level 5/ Fighter level 5.

Benefit: When you use Action Surge, you can use a bonus action to regain one use of your rage. Once you use this feature, you can't use it again until you finish a long rest.

BARBARIAN / MONK

FIST OF FURY

You can strike immediately after you enter a rage.

Prerequisite: Multiclassed Barbarian level 1/ Monk level 1.

Benefit: When you enter a rage as a bonus action, you can make one unarmed strike as part of that bonus action.



FIST OF THE WILD BOAR

You are an expert in the Wild Boar style of martial arts, which is characterized by berserker style of fighting and willingness to exchange blows.

Prerequisite: Multiclassed Barbarian level 4/Monk level 4

Benefit: While raging and you are hit by a melee attack by a creature within 5 feet of you, you can spend 1 ki point and use your reaction to make an unarmed strike or a melee attack with a monk weapon against that creature.

FURIOUS STRIKE

Your Stunning Strike is more potent than normal.

Prerequisite: Multiclassed Barbarian level 3/Monk level 5.

Benefit: While raging, the Constitution saving throw DC of your Stunning Strike is increased by an amount equal to half your Rage Damage, as shown in the the Rage Damage column of the Barbarian table, rounded down.

MARTIAL FURY

You can increase your rage with ki energy.

Prerequisite: Multiclassed Barbarian level 2/Monk level 2.

Benefit: While raging, you can spend a number of ki points no greater than your barbarian level. Until the end of your turn, your Rage Damage is increased by the number of ki points you spent.

BARBARIAN / PALADIN

CHANNEL DIVINITY: INNER RAGE

You can fuel your rage with divine energy.

Prerequisite: Multiclassed Barbarian level 3/Paladin level 3.

Benefit: You can expend one use of your Channel Divinity to regain one use of your Rage.



CHANNEL DIVINITY: RETRIBUTION AURA

Allies near you can strike back at those that hit them.

Prerequisite: Multiclassed Barbarian level 6/Paladin level 6 (Oath of Vengeance archetype).

Benefit: While raging, you can use an action to expend one use of your Channel Divinity to create an aura of retribution that lasts for 1 minute. When a creature hits an ally that is within your Aura of Protection, that ally can use a reaction to make a melee weapon attack against the creature that hit it.

FURIOUS SMITE

Your divine smite is more potent than normal.

Prerequisite: Multiclassed Barbarian level 2/Paladin level 2.

Benefit: While raging and you use your Divine Smite feature, you can expend one use of your rage to add 2d8 radiant damage to the total damage dealt by your Divine Smite.

RAGE-FUELED DIVINITY

You can channel your rage into divine energy.

Prerequisite: Multiclassed Barbarian level 3/ Paladin level 3.

Benefit: You can expend one use of your Rage feature to regain one use of your Channel Divinity.

BARBARIAN / RANGER



MORTAL ENEMY

Your rage is stronger against favored enemies.

Prerequisite: Multiclassed Barbarian level 1/ Ranger level 1.

Benefit: While raging, you apply twice your Rage Damage bonus to your melee weapon damage rolls when you hit a favored enemy.

RAGE WITH THE BEAST

Upon raging, your beast companion can immediately attack.

Prerequisite: Multiclassed Barbarian level 3/ Ranger level 3 (Beast Master archetype).

Benefit: When you enter a rage as a bonus action, you can also have your beast make one melee weapon attack as part of that bonus action. In addition, your Rage Damage (as shown in the the Rage Damage column of the Barbarian table) is added to your beast's melee weapon damage rolls.

BARBARIAN / ROGUE

GRACEFUL RAGE

You gain the benefits of rage while using a finesse or ranged weapon.

Prerequisite: Multiclassed Barbarian level 1/Rogue level 1.

Benefit: While raging and you make a weapon attack using Dexterity, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the the Rage Damage column of the Barbarian table.

MARAUDER

You can move faster than normal when you enter into rage.

Prerequisite: Multiclassed Barbarian level 2/Rogue level 2.

Benefit: When you enter a rage as a bonus action, you can also take a Dash action part of that bonus action.

BARBARIAN / SORCERER

RAGE-FUELED SORCERY

You can channel your rage into sorcerous energy.

Prerequisite: Multiclassed Barbarian level 2/Cleric level 2.

Benefit: You can expend one use of your Rage feature to regain 2 sorcery points.

SORCERY-FUELED RAGE

You can fuel your rage with sorcerous energy.

Prerequisite: Multiclassed Barbarian level 2/Cleric level 2.

Benefit: You can spend 2 sorcery points to regain one use of your Rage.

SORCEROUS FURY

Your sorcerer spells are more potent when you rage.

Prerequisite: Multiclassed Barbarian level 3/Sorcerer level 3, *Controlled Rage*.

Benefit: While raging, the saving throw DC of your sorcerer cantrips and spells are increased by an amount equal to half your Rage Damage, as shown in the the Rage Damage column of the Barbarian table, rounded down.

SORCEROUS RAGE

Your spells deal more damage when you rage.

Prerequisite: Multiclassed Barbarian level 2/Warlock level 2, *Controlled Rage*.

Benefit: While raging, your sorcerer cantrips and spells that deal damage deal an additional damage equal to your Rage Damage, as shown in the the Rage Damage column of the Barbarian table.

BARBARIAN / WARLOCK

ELDRITCH FURY

Your warlock spells are more potent when you rage.

Prerequisite: Multiclassed Barbarian level 3/Warlock level 3, *Controlled Rage*.

Benefit: While raging, the saving throw DC of your warlock cantrips, invocations, and spells are increased by an amount equal to half your Rage Damage, as shown in the the Rage Damage column of the Barbarian table, rounded down.

ELDRITCH RAGE

Your spells deal more damage when you rage.



Prerequisite: Multiclassed Barbarian level 2/
Warlock level 2, Controlled Rage.

Benefit: While raging, warlock cantrips, invocations, and spells that deal damage deal an additional damage equal to your Rage Damage, as shown in the the Rage Damage column of the Barbarian table.

BARD / CLERIC

CHANNEL DIVINITY: EXALTATION

You can fuel your bardic inspiration with divine energy.



Prerequisite: Multiclassed Bard level 2/Cleric level 2.

Benefit: You can expend one use of your Channel Divinity to regain 2 uses of your Bardic Inspiration.

DEVOTED SPECIALIST

Taking bard levels help improve the number of times you can use your Channel Divinity and Turn Undead ability.

Prerequisite: Multiclassed Bard level 4/Cleric level 4.

Benefit: When determining the number of times you can use Channel Divinity between rests and the effectiveness of your Turn Undead feature, you add half your bard levels to your cleric levels and you treat the total as your Cleric level.

GOSPEL

You can increase the effectiveness of your cleric spells.

Prerequisite: Multiclassed Bard level 1/Cleric level 1.

Benefit: When you cast a cleric spell that deals damage or allows a creature to regain hit points, you can add your Charisma modifier to the spell's damage or the number of hit points regained.

HYMN OF REST

Your Song of Rest is enhanced with divine energy, making it more potent than normal.

Prerequisite: Multiclassed Bard level 2/Cleric level 2.

Benefit: When a creature regain hit points at the end of the short rest, it regains an extra number of hit points equal to your Wisdom modifier, on top of the extra hit points provided by your Song of Rest.

HYMNIST

You can increase the potency of your bard spells.

Prerequisite: Multiclassed Bard level 2/Cleric level 2.

Benefit: When you cast a bard spell, you can add

your Wisdom modifier to the saving throw DC of the spell.

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

INFLAME THE RIGHTEOUS

You can provoke rage and inspire courage in your allies when you get hurt.

Prerequisite: Multiclassed Bard level 5/Cleric level 5.

Benefit: When you take damage from an enemy attack, you can expend a number of uses of Bardic Inspiration and use your reaction to choose the same number of creatures within 60 feet of you who can see and hear you. Each creature gains a Bardic Inspiration die and can add your Wisdom modifier to the die roll.

INSPIRED DIVINITY

You can channel inspiration into divine energy.

Prerequisite: Multiclassed Bard level 2/Cleric level 2.

Benefit: You can expend 2 uses of your Bardic Inspiration feature to regain one use of your Channel Divinity.

EVANGELISM

You can increase the potency of your cleric spells.

Prerequisite: Multiclassed Bard level 2/Cleric level 2.

Benefit: When you cast a cleric spell, you can add your Charisma modifier to the saving throw DC of the spell.

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

BARD / DRUID

INSPIRED SHAPESHIFT

You can channel inspiration into your shapechanging abilities.

Prerequisite: Multiclassed Bard level 2/Druid level 2.

Benefit: You can expend 2 uses of your Bardic Inspiration feature to regain one use of your Wild Shape.

LARK

You can increase the potency of your bard spells.

Prerequisite: Multiclassed Bard level 2/Druid level 2.

Benefit: When you cast a bard spell, you can add your Wisdom modifier to the saving throw DC of the spell.

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



NATURE'S HARMONY

You can increase the effectiveness of your druid spells.

Prerequisite: Multiclassed Bard level 1/Druid level 1.

Benefit: When you cast a druid spell that deals damage or allows a creature to regain hit points, you can add your Charisma modifier to the spell's damage or hit points regained.

NATURE'S GRACE

You can increase the potency of your druid spells.

Prerequisite: Multiclassed Bard level 2/Druid level 2.

Benefit: When you cast a druid spell, you can add your Charisma modifier to the saving throw DC of the spell.

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

PRIMAL INSPIRATION

You can fuel your rage with divine energy.

Prerequisite: Multiclassed Bard level 2/Druid level 2.

Benefit: You can expend one use of your Wild Shape to regain two uses of your Bardic Inspiration.

BARD / FIGHTER

INSPIRING BRUTALITY

Performing a brutal strike can inspire your allies.

Prerequisite: Multiclassed Fighter level 3 (Champion archetype)/Bard level 3.

Benefit: When you score a critical hit with a melee attack, you can expend a number of uses of Bardic Inspiration and choose the same number of creatures within 60 feet of you who can see and hear you. Each creature gains a Bardic Inspiration die and can add your Strength modifier to the die roll.

INSPIRATION SURGE

Performing an Action Surge can inspire your allies.

Prerequisite: Multiclassed Bard level 2/Fighter level 2.

Benefit: When you use Action Surge, you can use a bonus action to expend a number of uses of Bardic Inspiration and choose the same number of creatures within 60 feet of you who can see and hear you. Each creature gains a Bardic Inspiration die.

POISED TACTICIAN

You can make your Battle Master maneuvers more efficient and graceful than normal.

Prerequisite: Multiclassed Bard level 3/Fighter level 3 (Battle Master archetype).

Benefit: When you perform a Battle Master maneuver, you can add your Charisma modifier to the saving throw DC of the maneuver.

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

RENAISSANCE

You regain the use of your Bardic Inspiration when you use Second Wind.

Prerequisite: Multiclassed Bard level 1/Fighter level 1.

Benefit: When you use Second Wind, you regain one use of your Bardic Inspiration.

BARD / MONK

FIST OF THE CRANE

You are an expert in the Crane style of martial arts, which is characterized by elegant movement and efficient and precise attacks targeting vital points.

Prerequisite: Multiclassed Bard level 4/Monk level 4.

Benefit: When you use your Flurry of Blows feature, you can add your Charisma modifier to the melee attack rolls and damage rolls you make with your unarmed strike.

INSPIRED KI

You can fuel your ki through inner inspiration.

Prerequisite: Multiclassed Bard level 2/Monk level 2.

Benefit: You can expend a number of uses of your Bardic Inspiration. As a bonus action, you play a tune, recite a poem, or sing a hymn and regain expended ki points. The number of ki points regained is equal to twice the number of Bardic Inspiration uses you expended.

INSPIRING STUNNING STRIKE

Performing a successful Stunning Strike can inspire your allies.

Prerequisite: Multiclassed Bard level 5/Monk level 5.

Benefit: When a creature fails its saving throw from your Stunning Strike, you can expend a number of uses of Bardic Inspiration and choose the same number of allies within 60 feet of you who can see and hear you. Each ally gains a Bardic Inspiration die. It can add your Wisdom modifier to the die roll.

KI-FUELED INSPIRATION

You can fuel your Bardic Inspiration uses with mystical energy.

Prerequisite: Multiclassed Bard level 2/Monk level 2.

Benefit: You can spend 1 ki point. As a bonus action, you focus on your inner ki to regain one use of your Bardic Inspiration.

KI-EMPOWERED INSPIRATION

You can enhance your Bardic Inspiration with mystical energy.

Prerequisite: Multiclassed Bard level 2/Monk level



2.

Benefit: You can spend 1 ki point when you use Bardic Inspiration. The Bardic Inspiration die created is equivalent to as if your bard level is 10 levels higher (maximum of d12).

RIDICULE ATTACK

You are able to mock your foe after you successfully avoid all damage from its attack.

Prerequisite: Multiclassed Bard level 2/Monk level 7.

Benefit: When you use your Evasion feature and take no damage from an effect that allows you to make a Dexterity saving throw, you can expend one use of your Bardic Inspiration and scoff and ridicule the creature's weak attack. The target must succeed on a Wisdom saving throw. The DC is equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature is infuriated and attacks you recklessly with Strength-based attacks. Until the end of your next turn, all attacks of the creature against you have advantage while all attacks against the creature have advantage. The creature is immune if it can't hear you or it is immune to being charmed.

BARD / PALADIN

CHANNEL DIVINITY: EXALTATION

You can fuel your bardic inspiration with divine energy.

Prerequisite: Multiclassed Bard level 3/ Paladin level 3.

Benefit: You can expend one use of your Channel Divinity to regain 2 uses of your Bardic Inspiration.

INSPIRED DIVINITY

You can channel inspiration into divine energy.

Prerequisite: Multiclassed Bard level 2/Cleric level 2.

Benefit: You can expend 2 uses of your Bardic Inspiration feature to regain one use of your Channel Divinity.

INSPIRING AURA

Your Aura of Protection can sometimes inspires allies.

Prerequisite: Multiclassed Bard level 6/Paladin

level 6.

Benefit: As a bonus action, you sing an inspiring hymn and expend 3 uses of your Bardic Inspiration. Until the end of your next turn, a creature that



starts its turn within your Aura of Protection gains a Bardic Inspiration die and temporary hit points equal to 1d6 + your Charisma modifier.

INSPIRING GRACE

Your presence instills serendipity upon your allies.

Prerequisite: Multiclassed Bard level 4/Paladin level 4.

Benefit: A creature that uses your Bardic Inspiration die while within 30 feet of you, can see and hear you, and you aren't incapacitated can add your Charisma modifier to the result of the die roll.

INSPIRING HANDS

You inspire creatures you fully heal with your Lay

on Hands feature.

Prerequisite: Multiclassed Bard level 1/Paladin level 1.

Benefit: A creature that regains all of its hit points after being the recipient of your Lay on Hands feature gains a Bardic Inspiration die. This does not consume a use of your Bardic Inspiration.

INSPIRING SMITE

Performing a Divine Smite can inspire your allies.

Prerequisite: Multiclassed Bard level 2/Paladin level 2.

Benefit: When you hit a creature and use Divine Smite, you can use a bonus action to expend a number of uses of Bardic Inspiration and choose the same number of creatures within 60 feet of you who can see and hear you. Each creature gains a Bardic Inspiration die.

BARD / RANGER

HARMONY WITH THE BEAST

You are able to command your beast companion to attack after casting a spell.

Prerequisite: Multiclassed Bard level 5/Ranger level 5 (Beast Master archetype).

Benefit: When you use your action to cast a bard spell, you can use a bonus action to command your beast companion to make one melee weapon attack. If the attack hits, you add your Charisma modifier to the beast's weapon damage roll.

MY ENEMY IS YOUR ENEMY

You can inspire hate against a favored enemy.

Prerequisite: Multiclassed Bard level 1/Ranger level 1.

Benefit: A creature that uses your Bardic Inspiration die can choose to add the die roll and your Charisma modifier and add them to one ability

check, attack roll, or damage roll it makes against your favored enemy.

NATURE'S HARMONY

You can increase the effectiveness of your ranger spells.

Prerequisite: Multiclassed Bard level 2/Ranger level 2.

Benefit: When you cast a ranger spell that deals damage or allows a creature to regain hit points, you can add your Charisma modifier to the spell's damage or hit points regained.

NATURE'S GRACE

You can increase the potency of your ranger spells.

Prerequisite: Multiclassed Bard level 3/Ranger level 3.

Benefit: When you cast a ranger spell, you can add your Charisma modifier to the saving throw DC of the spell.

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

BARD / ROGUE

ADD INSULT TO INJURY

You are able to distract and confuse a foe after you deliver a sneak attack.

Prerequisite: Multiclassed Bard level 1/Rogue level 1.

Benefit: When a creature takes damage from your Sneak Attack, you can expend one use of your Bardic Inspiration and throw a witty insult at the creature, sapping its confidence. Until the end of your next turn, when the creature makes an ability check, attack roll, damage roll, or saving throw (whichever comes first), roll a Bardic Inspiration die and add your Charisma modifier, then subtract the total number rolled from the creature's roll. The creature is immune if it can't hear you or it is

immune to being charmed.

CUNNING INSPIRATION

You are able to inspire others when you perform a Cunning Action.

Prerequisite: Multiclassed Bard level 2/Rogue level 2.

Benefit: When you use a bonus action to take the Dash, Disengage, or Hide action, you can also spend one use of your Bardic Inspiration to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die.

CUNNING REMARK

You are able to taunt or distract an enemy with a quick insult.

Prerequisite: Multiclassed Bard level 2/Rogue level 2.

Benefit: You can use a bonus action to taunt or distract a foe with a quick and witty insult. You spend one use of your Bardic Inspiration to choose one creature within 60 feet of you who can hear you. Until the end of your next turn, the creature has disadvantage on all ability checks and attack rolls against targets other than you. The creature is immune if it can't hear you or it is immune to being charmed.

INSPIRING SNEAK ATTACK

Performing a sneak attack can inspire your allies.

Prerequisite: Multiclassed Bard level 5/Rogue level 5.

Benefit: When you deal Sneak Attack damage, you can expend a number of uses of Bardic Inspiration and choose the same number of creatures within 60 feet of you who can see and hear you. Each creature gains a Bardic Inspiration die and can add your Dexterity modifier to the die roll.

RIDICULE STRIKE

You are able to mock your foe after you avoid half of the damage it dealt.

Prerequisite: Multiclassed Bard level 2/Rogue level 5.

Benefit: When you use your Uncanny Dodge feature after taking damage from a creature's melee attack, you can expend one use of your Bardic Inspiration and scoff at and ridicule the creature's weak attack. The target must succeed on a Wisdom saving throw. The DC is equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature is infuriated and attacks you recklessly with Strength-based attacks. Until the end of your next turn, all attacks of the creature against you have advantage while all attacks against the creature have advantage. The creature is immune if it can't hear you or it is immune to being charmed.



BARD / SORCERER

ARCANE-EMPOWERED INSPIRATION

You can enhance your Bardic Inspiration with arcane energy.

Prerequisite: Multiclassed Bard level 2/Sorcerer level 2.

Benefit: You can spend 1 sorcery point when you use Bardic Inspiration. The Bardic Inspiration die is treated as if your bard level is 10 levels higher (maximum of d12).

ARCANE-FUELED INSPIRATION

You can fuel your Bardic Inspiration uses with arcane energy.

Prerequisite: Multiclassed Bard level 2/Sorcerer level 2.

Benefit: You can spend 1 sorcery point. As a bonus action, you channel arcane energy to regain one use of your Bardic Inspiration.

INSPIRED SORCERY

You can fuel your arcane abilities through inner inspiration.

Prerequisite: Multiclassed Bard level 2/Sorcerer level 2.

Benefit: You can expend a number of uses of your Bardic Inspiration. As a bonus action, you play a tune, recite a poem, or sing a hymn and regain expended sorcery points. The number of sorcery points regained is equal to the number of Bardic Inspiration uses you expended.

INSPIRING METAMAGIC

Using a Metamagic option on a spell can inspire your allies.

Prerequisite: Multiclassed Bard level 3/Sorcerer level 3.

Benefit: When you use a metamagic option on a spell when you cast it, you can expend a number of uses of Bardic Inspiration and choose the same number of creatures within 60 feet of you who can

see and hear you. Each creature gains a Bardic Inspiration die. It can add the amount of sorcery points you spent on the Metamagic option to the die roll.

SORCEROUS TALENT

Taking bard levels help increase the wellspring of magic within yourself.

Prerequisite: Multiclassed Bard level 2/Sorcerer level 2.

Benefit: When determining the total number of sorcery points you have, you add a third of your bard levels to your sorcerer levels and you treat the total as your sorcerer level, as shown in the Sorcery Points column of the Sorcerer table.

For example, if you are a bard 3/sorcerer 3, you will count as a 4th-level sorcerer, giving you 4 sorcery points.

BARD / WARLOCK

COMPELLING FEY PRESENCE

Your Fey Presence lasts longer than normal.

Prerequisite: Multiclassed Bard level 3/Warlock level 3 (*The Archfey Patron*).

Benefit: When you use Fey Presence, you can expend 2 uses of your Bardic Inspiration. Creatures that fail their saving throws are all charmed or frightened by you (you choice) for a number of rounds equal to your Charisma modifier. A creature can repeat its saving throw at the end of each its turns, ending the effect on itself on a success.

DARK ONE'S INSPIRATION

Slaying a foe can fuel your Bardic Inspiration.

Prerequisite: Multiclassed Bard level 3/Warlock level 3 (*The Fiend Patron*).

Benefit: When you reduce a hostile creature to 0 hit points, you regain one use of your Bardic Inspiration. You can only regain up to three Bardic

Inspiration uses through this feature between rests.

DISRUPT MIND

You can play tricks on a foe you have a telepathic link with.

Prerequisite: Multiclassed Bard level 3/Warlock level 3 (*The Great Old One Patron*).

Benefit: As an action, choose a creature you can

telepathically speak to within 30 feet of you. The target must succeed on a Wisdom saving throw. The DC is equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 to 7, the creature takes no action but uses all its movement to move in a random direction. On a 8 to 10, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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

INSPIRING HEALING

You can inspire creatures you fully heal with your Healing Light feature.

Prerequisite: Multiclassed Bard level 3/Warlock 3 (*The Celestial Patron*).

Benefit: A creature that regains all of its hit points after being the recipient of your Healing Light feature gains a Bardic Inspiration die. This does not consume a use of your Bardic Inspiration.

JINX

Your Hexblade's Curse is more potent than normal.

Prerequisite: Multiclassed Bard level 3/Warlock level 3 (*Hexblade*).

Benefit: When a creature under the effect of your Hexblade's Curse takes damage from you, you can expend one use of your Bardic Inspiration and throw a witty insult at the creature, sapping its confidence. Until the end of your next turn, when the creature makes an ability check, attack roll, damage roll, or saving throw (whichever comes first), roll a Bardic Inspiration die and add your Charisma modifier, then subtract the total number rolled from the creature's roll. The creature is immune if it can't hear you or it is immune to being charmed.

MAGE OF THE UNSEELIE COURT

You have a patron from the Unseelie Court that has bestowed upon you a boon.



Prerequisite: Multiclassed Bard level 3/Warlock level 3 (*The Archfey Patron*).

Benefit: When you cast an enchantment or illusion spell that forces a creature to make a saving throw to resist its effects, you can choose to give the creature disadvantage on their first saving throw made against the spell.

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

BARD / WIZARD

ARCANE HARMONY

You can increase the effectiveness of your wizard spells.

Prerequisite: Multiclassed Bard level 1/Wizard level 1.

Benefit: When you cast a wizard spell that deals damage, you can add your Charisma modifier to the spell's damage.

ARCANE TRADITION VERSATILITY

You can learn more than one arcane tradition.

Prerequisite: Multiclassed Bard level 5/Wizard level 5.

Benefit: You can choose one additional arcane tradition.

DECEPTIVE MAGIC

You can increase the potency of your wizard spells.

Prerequisite: Multiclassed Bard level 3/Wizard level 3.

Benefit: When you cast a wizard spell, you can add your Charisma modifier to the saving throw DC of the spell.

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

ENLIGHTENED MAGIC

You can increase the potency of your bard spells.

Prerequisite: Multiclassed Bard level 3/Wizard level 3.

Benefit: When you cast a bard spell, you can add your Intelligence modifier to the saving throw DC of the spell.

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

ERUDITE MAGE

You can recover more spells than normal.

Prerequisite: Multiclassed Bard level 2/Wizard level 2.

Benefit: The combined level of spell slots you can recover from Arcane Recovery is equal to or less than half your Bard level + half your Wizard level (rounded up), and none of the spell slots can be of 6th-level or higher.

CLERIC / DRUID

CHANNEL DIVINITY: BEAST FORM

You can fuel your Wild Shape feature with divine energy.

Prerequisite: Multiclassed Cleric level 2/Druid level 2.

Benefit: You can expend one use of your Channel Divinity to regain one use of your Wild Shape.

PRIMAL-FUELED DIVINITY

You can harness primal energy into divine energy.

Prerequisite: Multiclassed Cleric level 2/Druid level 2.

Benefit: You can expend one use of your Wild Shape to regain one use of your Channel Divinity.



Benefit: When you use your Wild Shape feature, you can expend one use of your Channel Divinity to infuse yourself with divine energy. Your melee attacks will deal an extra radiant (if you're good or neutral) or necrotic (if you're neutral or evil) damage equal to half your Wisdom modifier (rounded up). The effect ends when you revert to your normal form.

CLERIC / FIGHTER

CHANNEL DIVINITY: RENEWAL

You can fuel your Second Wind with divine energy.

Prerequisite: Multiclassed Cleric level 2/Fighter 2.

Benefit: As a bonus action, you can expend a use of your Channel Divinity to regain one use of your Second Wind.

STAMINA-FUELED DIVINITY

You can channel your stamina into divine energy.

Prerequisite: Multiclassed Cleric 2 / Fighter level 2.

Benefit: As a bonus action, you can expend a use of your Second Wind feature to regain one use of your Channel Divinity.

SANCTIFIED CREATURES

Creatures you summon are blessed by your deity.

Prerequisite: Multiclassed Cleric level 5/Druid level 5.

Benefit: When you cast a druid spell that summons creatures, you can expend one use of your Channel Divinity. Each summoned creature's melee attacks deal an extra radiant (if you're good) or necrotic (if you're evil) damage equal to half your Wisdom modifier (rounded up).

SANCTIFIED FORM

Your attacks while in beast form are enhanced with divine magic.

Prerequisite: Multiclassed Cleric level 2/Druid level 2.

CLERIC / MONK

CHANNEL DIVINITY: RECOVER KI

You can fuel your ki by harnessing divine power.

Prerequisite: Multiclassed Cleric level 3/Monk level 3.

Benefit: You can expend a use of your Channel Divinity to fuel your ki. As a bonus action, you touch your holy symbol, utter a prayer, and regain 3 ki points.

KI-FUELED DIVINITY

You can fuel your Channel Divinity with mystical energy.

Prerequisite: Multiclassed Cleric 3/Monk level 3.

Benefit: You can spend 3 ki points. As a bonus action, you focus on your inner ki to regain one use of your Channel Divinity.

SACRED FIST

You are able to make an unarmed strike after casting a cleric cantrip or spell.

Prerequisite: Multiclassed Cleric level 3, Monk 3.

Benefit: When you use your action to cast a cleric cantrip or spell, you can spend 1 ki point to make one unarmed strike as a bonus action.

SACRED FLAMES

Your unarmed strikes can deal extra divine fire damage.

Prerequisite: Multiclassed Cleric level 4, Monk 4.

Benefit: You can spend 2 ki points and use a bonus action to invoke divine flames around your hands and feet. For a number of turns equal to your cleric level, your unarmed strikes deal 1d2 fire damage and 1d2 radiant damage.

CLERIC / PALADIN

BLESSED HANDS

Your Lay on Hands feature provides an additional benefit.

Prerequisite: Multiclassed Cleric level 1/Paladin level 1.

Benefit: When you touch a creature and use your Lay on Hands feature on it, you can choose to bestow upon it an effect similar to a *bless* spell.

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



EXECUTE THE CONDEMNED

Your Vow of Enmity Channel Divinity feature can allow your allies to instantly strike your foes.

Prerequisite: Multiclassed Cleric level 5/Paladin level 5 (*Oath of Vengeance* archetype).

Benefit: When you use your Vow of Enmity Channel Divinity feature, choose a number of creatures equal to your Wisdom modifier within 30 feet of you. Each creature gains advantage on their attack rolls against your Vow of Enmity's target until the start of your next turn.

HOSPITALER

Your Lay on Hands' pool of healing is larger than normal.

Prerequisite: Multiclassed Cleric level 1/Paladin level 1.

Benefit: When determining your total pool of healing, you can restore a number of hit points equal to your cleric level x 3, in addition to your paladin level x 5.

JUDGEMENT

You can increase the effectiveness of your cleric spells.

Prerequisite: Multiclassed Cleric level 2/Paladin level 2.

Benefit: When you cast a cleric spell that deals damage, you can add your Charisma modifier to the spell's damage.

PURGE THE FAITHLESS

Your Turn the Faithless Channel Divinity feature can allow your allies to instantly strike your foes.

Prerequisite: Multiclassed Cleric level 5/Paladin level 5 (*Oath of Ancient* archetype).

Benefit: When you use your Turn the Faithless Channel Divinity feature, choose a number of

creatures equal to your Wisdom modifier within 30 feet of you. Each creature can use their reaction to make one weapon attack against a fey or fiend.

SANCTIFY WEAPONS

Your Sacred Weapon Channel Divinity feature can also temporarily bestow the same benefit to your allies.

Prerequisite: Multiclassed Cleric level 5/Paladin level 5 (*Oath of Devotion* archetype).

Benefit: When you use your Sacred Weapon Channel Divinity feature, choose a number of creatures equal to your Wisdom modifier within 30 feet of you. Each creature's weapon gains the same benefit until the start of your next turn.

CLERIC / RANGER

CONSECRATED HARRIER

You can designate a foe as an enemy of your faith, enabling you to hunt and strike it with ease.

Prerequisite: Multiclassed Cleric level 2/Ranger level 2.

Benefit: Choose a creature you can see within 60 feet and mystically mark it as your quarry. For 1 minute, you have advantage on weapon attack rolls made against it, and any Wisdom (Perception) or Wisdom (Survival) check made to find it.

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

DIVINE BEAST COMPANION

You are able to command your beast companion to attack after casting a spell.

Prerequisite: Multiclassed Cleric level 5/Ranger level 5 (*Beast Master* archetype).

Benefit: When you use your action to cast a cleric spell, you can use a bonus action to command your beast companion to make one melee weapon attack. If the attack hits, you add your Wisdom modifier to the beast's weapon damage roll.



CHANNEL DIVINITY: SANCTIFIED SIGHT

You can channel divine energy to improve your senses and tracking abilities.

Prerequisite: Multiclassed Cleric level 1/Ranger level 1.

Benefit: As an action, you can use your Channel Divinity to heighten your senses. You have advantage on Intelligence (Investigate) checks, Wisdom (Perception) checks, and saving throws made against illusions. The effect lasts for 1 hour.

CHANNEL DIVINITY: SACRED ENEMY

You can channel divine energy into your attacks when fighting against a favored enemy.

Prerequisite: Multiclassed Cleric level 3/Ranger level 3.

Benefit: As a bonus action, you can expend one use of your Channel Divinity to empower your attacks against a favored enemy. For 1 minute, when you hit a favored enemy with a weapon attack, you deal an extra 1d6 radiant (if you're good or neutral) or necrotic (if you're evil or neutral) damage, in addition to the weapon damage.

UNDEAD SLAYER

Your Turn Undead ability is more potent against undead if they are your favored enemy.

Prerequisite: Multiclassed Cleric level 2/Ranger level 2.

Benefit: An undead creature has disadvantage on its saving throw against your Channel Divinity: Turn Undead feature if your favored enemy includes undead. In addition, when determining the CR of undead creatures destroyed, you add your ranger levels to your total cleric level, as seen in Cleric level column of the Destroy Undead table.

For example, if you are Cleric 5/Ranger 6, you count as an 11th-level cleric and you can destroy CR 2 or lower undead creatures when you use your Channel Divinity: Turn Undead feature.

CLERIC / ROGUE

ARDENT SCOUNDREL

Taking rogue levels help improve your knowledge of spells faster than normal.

Prerequisite: Multiclassed Cleric level 3/Rogue level 3.

Benefit: When determining your available spell slots in the Multiclass Spellcaster: Spell Slots Per Spell Level table, you add half your rogue level if you have Arcane Trickster feature, or a third if you have a non-spellcasting rogue archetype.

CUNNING DIVINITY

You can channel divine energy faster than normal.

Prerequisite: Multiclassed Cleric level 2/Rogue level 2.

Benefit: You can use a bonus action to use a Channel Divinity feature that requires an action.

DEVOTED SPECIALIST

Taking rogue levels help improve the number of times you can use your Channel Divinity and Turn Undead ability.

Prerequisite: Multiclassed Cleric level 4/Rogue level 4.

Benefit: When determining the number of times you can use Channel Divinity between rests and the effectiveness of your Turn Undead feature, you add half your rogue levels to your cleric levels and you treat the total as your Cleric level.

CHANNEL DIVINITY: ALTER FATE

You can channel divine energy to find an opening in your opponent's defenses.

Prerequisite: Multiclassed Cleric level 2/Rogue level 2.

Benefit: You can use your Channel Divinity to reroll an ability check or saving throw roll and add your Wisdom modifier to the result. You must use the result of the second roll, even if it is lower.

CHANNEL DIVINITY: FIND WEAKNESS

You can channel divine energy to find an opening in your opponent's defenses.

Prerequisite: Multiclassed Cleric level 2/Rogue level 2.

Benefit: You can use your Channel Divinity to gain advantage on your next attack. If you hit, you add your Wisdom modifier to the damage rolled.

ZEALOUS ASSASSIN

Taking cleric levels help improve your Sneak Attack.

Prerequisite: Multiclassed Cleric level 3/Rogue level 3.

Benefit: When determining the amount of extra damage you do with your Sneak Attack, you add a third of your cleric levels to your rogue levels and you treat the total as your rogue level in the Sneak Attack column of the Rogue table.

CLERIC / SORCERER

ARCANE-FUELED DIVINITY

You can fuel your Channel Divinity uses with arcane energy.

Prerequisite: Multiclassed Cleric level 4/Sorcerer level 4.

Benefit: You can spend 4 sorcery points. As a bonus action, you channel arcane energy to regain one use of your Channel Divinity.

CHANNEL DIVINITY: RECOVER SORCERY

You can fuel your arcane abilities with divine energy.

Prerequisite: Multiclassed Cleric level 4/Sorcerer level 4.

Benefit: As an action, you use your Channel Divinity and present your holy symbol and recite a prayer. You regain 4 sorcery points.

CHANNEL DIVINITY: FATESPIN

You can channel divine energy to alter probability.

Prerequisite: Multiclassed Cleric level 4/Sorcerer level 4 (Wild Magic archetype).

Benefit: When a creature you can see within 30 feet of you makes an ability check, attack roll, or saving throw but before the outcome is determined, you can use your reaction and expend one use of your Channel Divinity to have the creature reroll. You can spend any number of sorcery points and add it to the result. You can do this even after the die was rolled.



CLERIC / WARLOCK

ARCANE-FUELED DIVINITY

You can fuel your Channel Divinity uses with arcane energy.

Prerequisite: Multiclassed Cleric level 2/Warlock level 2.

Benefit: You can expend one spell slot. As a bonus action, you channel arcane energy to regain one use



of your Channel Divinity.

CHANNEL DIVINITY: RECOVER ARCANA

You can fuel your arcane abilities with divine energy.

Prerequisite: Multiclassed Cleric level 5/Warlock level 5.

Benefit: As an action, you use your Channel Divinity and present your holy symbol and recite a prayer. You regain one Warlock spell slot.

CLERIC / WIZARD

DOCTRINIST

You can increase the effectiveness of your cleric spells.

Prerequisite: Multiclassed Cleric level 1/Wizard level 1.

Benefit: When you cast a cleric spell that deals damage or allows a creature to regain hit points, you can add your Intelligence modifier to the spell's damage or the number of hit points regained.

DOGMATIST

You can increase the potency of your wizard spells.

Prerequisite: Multiclassed Cleric level 2/Wizard level 2.

Benefit: When you cast a wizard spell, you can add your Wisdom modifier to the saving throw DC of the spell.

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

MYSTIC THEURGE

You have more knowledge of arcane and divine spells than normal.

Prerequisite: Multiclassed Cleric level 6/Wizard level 6, Theurge, Mystic.

Benefit: When determining the cleric spells you know and can prepare, you add half of your wizard levels (rounded down) to your cleric levels and treat the total as your cleric level, as shown in the Druid table. When determining the wizard spells you know and can prepare, you add half of your cleric levels (rounded down) to your wizard levels and treat the total as your wizard level, as shown in the Druid table. This feature supercedes Mystic.

For example, if you are a cleric 6/wizard 6, you count as a 9th-level cleric and 9th-level wizard in determining what cleric and wizard spells you can prepare, instead of just being 6th-level in both. With a Wisdom of 18, your list of prepared spells for each class can include a total of thirteen 1st, 2nd, 3rd, 4th, and 5th-level spells, in any combination. Note, however, that you are still a

12th-level spellcaster when determining your available spell slots.

SPIRITUAL COUNTER

You can counter spells using with divine energy.

Prerequisite: Multiclassed Cleric level 3/Wizard level 3.

Benefit: You can expend a use of your Channel Divinity to cast *counter spell*. You cast it as if you use a spell slot equal to half your cleric level (minimum of 3, maximum of 5).

THEOLOGIST

You can increase the potency of your cleric spells.

Prerequisite: Multiclassed Cleric level 2/Wizard level 2.

Benefit: When you cast a cleric spell, you can add your Intelligence modifier to the saving throw DC of the spell.

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

DRUID / FIGHTER

PRIMAL REJUVENATION

You continue to regain hit points after you use Second Wind.

Prerequisite: Multiclassed Druid level 2/Fighter level 2.

Benefit: At the start of each of your turns after you use Second Wind, you regain hit points equal to your Constitution modifier. This lasts a number of rounds equal to your druid level.

WILDBLOOD

You can defend yourself better wearing light or no armor.

Prerequisite: Multiclassed Druid level 1/Fighter

level 1.

Benefit: While you are wearing light or no armor, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

DRUID / MONK

FIST OF THE ELEMENTS

You can channel elemental energy to empower your melee attacks with radiant energy.

Prerequisite: Multiclassed Druid level 3/Monk level 3.

Benefit: When you hit a creature with a weapon attack, you can expend one spell slot to deal cold, fire, lightning, poison, or thunder (your choice) damage to the target, in addition to the weapon's damage. The extra damage is equal to 1d8 for each level of the spell slot, to a maximum of 4d8.

FIST OF THE TEMPEST

You can channel elemental energy to make yourself move blindingly quick and strike multiple targets twice.

Prerequisite: Multiclassed Druid level 5/Monk level 5.

Benefit: As an action, you spend up to 3 ki points. Choose a number of creatures equal to twice the ki points spent within 20 feet of you. Make an unarmed strike or monk weapon attack against each target twice.

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

MOUNTAIN LION STEP

You can move quicker than normal, even over difficult terrain.

Prerequisite: Multiclassed Druid 2/Monk level 2.

Benefit: You can spend 1 ki point. As a bonus action, you can take the Dash action. Until the end of the turn, moving through nonmagical difficult



terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

PRIMAL FIST

You are able to make an unarmed strike after casting a druid cantrip or spell.

Prerequisite: Multiclassed Druid level 3, Monk 3.

Benefit: When you use your action to cast a druid cantrip or spell, you can spend 1 ki point to make one unarmed strike as a bonus action.

KI-FUELED TRANSFORMATION

You can fuel your Wild Shape with mystical energy.

Prerequisite: Multiclassed Druid 3/Monk level 3.

Benefit: You can spend 3 ki points. As a bonus action, you focus on your inner ki to regain one use of your Wild Shape.

DRUID / PALADIN

AURA OF VIGOR

You can channel primal energy to heal allies within your Aura of Protection.

Prerequisite: Multiclassed Druid level 6/Paladin level 6.

Benefit: As an action, you touch your holy symbol and utter an prayer. For 1 minute, an allied creature that starts its turn within your Aura of Protection regains hit points equal to your Charisma modifier.

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

EARTHSTRENGTH

You can defend yourself better wearing light or no armor.

Prerequisite: Multiclassed Druid level 1/Paladin level 1.

Benefit: While you are wearing light or no armor, your AC equals 10 + your Dexterity modifier + your Constitution modifier.

INVIGORATING HANDS

Your Lay on Hands feature also heals wounds over time.

Prerequisite: Multiclassed Druid level 1/Paladin level 1.

Benefit: When you touch a creature and use your Lay on Hands feature on it, you can choose to have the creature regain 1d4 hit points for 1 minute.

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

PRIMAL-FUELED DIVINITY

You can harness primal energy into divine energy.

Prerequisite: Multiclassed Druid level 2/Paladin 2..

Benefit: You can expend one use of your Wild Shape to regain one use of your Channel Divinity.

DRUID / RANGER

DIVINE BEAST COMPANION

You are able to command your beast companion to attack after casting a spell.

Prerequisite: Multiclassed Druid level 5/Ranger level 5 (*Beast Master* archetype).

Benefit: When you use your action to cast a druid spell, you can use a bonus action to command your beast companion to make one melee weapon attack. If the attack hits, you add your Wisdom modifier to the beast's weapon damage roll.

TREE STRIDE

You can magically enter a tree and leave from another.

Prerequisite: Multiclassed Druid level 4/Ranger level 4.

Benefit: Once on your turn, you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

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

WILDBLOOD

You can defend yourself better wearing light or no armor.

Prerequisite: Multiclassed Druid level 1/Ranger level 1.

Benefit: While you are wearing light or no armor, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

DRUID / ROGUE

CUNNING BEAST

You can use your Sneak Attack feature while transformed.

Prerequisite: Multiclassed Druid level 2/Rogue level 2.

Benefit: You can use your Sneak Attack feature when using your beast form's natural weapons, such as a claw or bite.

CUNNING TRANSFORMATION

You can channel divine energy faster than normal.

Prerequisite: Multiclassed Druid level 2/Rogue level 2.



Benefit: You can use a bonus action to use your Wild Shape feature.

PRIMAL ASSASSIN

Taking druid levels help improve your Sneak Attack.

Prerequisite: Multiclassed Druid level 3/Rogue level 3.

Benefit: When determining the amount of extra damage you do with your Sneak Attack, you add a third of your druid levels (rounded down) to your rogue levels and you treat the total as your rogue level in the Sneak Attack column of the Rogue table.

TREE STRIDE

You can magically enter a tree and leave from another.

Prerequisite: Multiclassed Druid level 4/Rogue level 4.

Benefit: Once on your turn, you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

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

DRUID / SORCERER

ARCANE-FUELED TRANSFORMATION

You can fuel your Wild Shape uses with arcane energy.

Prerequisite: Multiclassed Druid level 4/Sorcerer level 4.

Benefit: You can spend 4 sorcery points. As a bonus action, you channel arcane energy to regain one use of your Wild Shape.

CALL SPIRIT COMPANION

You can summon a creature that does not require concentration to control.

Prerequisite: Multiclassed Druid level 5/Sorcerer level 5.

Benefit: When you cast Conjure Animals, Conjure Elemental, Conjure Minor Elementals, or Conjure Woodland Beings, you can spend a number of sorcery points equal to the spell's level. The summoned creature is always under your control and does not require concentration to control or maintain. Only one creature can be summoned when you use this feature and it lasts for 8 hours.

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

PRIMAL-FUELED SORCERY

You can fuel your arcane abilities with divine energy.

Prerequisite: Multiclassed Druid level 4/Sorcerer level 4.

Benefit: As an action, you spend one use of your Wild Shape and touch your druidic focus. You regain 4 sorcery points.

SHAMAN

You can increase the effectiveness of both your druid and sorcerer spells.

Prerequisite: Multiclassed Druid level 6/Sorcerer level 6.

Benefit: When you cast a druid spell that allows a creature to regain hit points, you can add your Charisma modifier to the number of hit points regained. When you cast a sorcerer spell that deals damage, you can add your Wisdom modifier to the spell's damage.

VERDANT SORCERER

Taking druid levels help you attain higher level sorcerer features.

Prerequisite: Multiclassed Druid level 3/Sorcerer level 3.

Benefit: When determining the amount of sorcery

points and Sorcerous Origin features you have, you add a third of your druid levels (rounded down) to your sorcerer levels and you treat the total as your sorcerer level in the Sorcerer table.

DRUID / WARLOCK

PRIMAL-FUELED ARCANA

You can fuel your Wild Shape uses with arcane energy.

Prerequisite: Multiclassed Druid level 2/Warlock level 2.

Benefit: You can expend one spell slot. As a bonus action, you channel arcane energy to regain one use of your Wild Shape.

MAGE OF THE UNSEELIE COURT

You have a patron from the Unseelie Court that has bestowed upon you a boon.

Prerequisite: Multiclassed Druid level 3/Warlock level 3 (*The Archfey Patron*).

Benefit: When you cast an enchantment or illusion spell that forces a creature to make a saving throw to resist its effects, you can choose to give the creature disadvantage on their first saving throw made against the spell.

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

RECOVER ELDRITCH MAGIC

You can fuel your arcane abilities with primal energy.

Prerequisite: Multiclassed Druid level 5/Warlock level 5.

Benefit: As an action, you use your Wild Shape and present your druidic focus and recite a prayer. You regain one Warlock spell slot.

DRUID / WIZARD

NATURAL ARCANA

You can increase the potency of your wizard spells.

Prerequisite: Multiclassed Druid level 2/Wizard level 2.

Benefit: When you cast a wizard spell, you can add your Wisdom modifier to the saving throw DC of the spell.

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

PRIMAL LORE

You can increase the potency of your druid spells.

Prerequisite: Multiclassed Druid level 2/Wizard level 2.

Benefit: When you cast a druid spell, you can add



your Intelligence modifier to the saving throw DC of the spell.

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

TRANSMOGRIFIST

You can imbue yourself with magical abilities while in beast form.

Prerequisite: Multiclassed Druid level 4/Wizard level 4 (Transmuter archetype)

Benefit: While in beast form, you can use a bonus action to expend a spell slot (up to 5th level) to give yourself enhanced abilities and features:

Energy Breath. Until the end of the turn, you can use an action to exhale destructive energy in a 30-foot line that is 5-wide or a 15-foot cone (your choice). Each creature in that area must succeed on a Dexterity saving throw equal to your spell save DC, taking 2d8 energy damage per level of the spell slot expended on a failed save, or half as much on a successful one. You can choose the type of energy (acid, cold, fire, lightning, poison) when you breathe.

Extended Limbs. Your melee reach extends by 5 feet for a number of turns equal to the level of the spell slot expended.

Mystical Strike. Until the end of the turn, your melee attacks deal 1d8 force damage per level of the spell slot expended.

Sprout Wings. Your body sprouts bat-like or feathered wings (your choice) and you gain a fly speed of 40 feet for a number of turns equal to the level of the spell slot expended.

WITCH DOCTOR

You can increase the effectiveness of both your druid and wizard spells.

Prerequisite: Multiclassed Druid level 5/Wizard level 5.

Benefit: When you cast a druid spell that allows a creature to regain hit points, you can add your Intelligence modifier to the number of hit points regained. When you cast a wizard spell that deals damage, you can add your Wisdom modifier to the spell's damage.

FIGHTER/MONK

FIST OF THE TIGER

You are an expert in the Tiger style of martial arts, which is characterized by sudden burst of ferocity and movement and followed with concentrated, paralyzing attacks that target nerve and joint points.

Prerequisite: Multiclassed Fighter level 4/Monk level 4

Benefit: When you use Action Surge and you hit a creature with an unarmed strike or a monk weapon, you can spend 2 ki points. The target must succeed on a Constitution saving throw or be paralyzed for 1 minute. The DC is equal to 8 + your proficiency bonus + your Wisdom modifier. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

KI SURGE

You can regain your Action Surge by harnessing mystical power.

Prerequisite: Multiclassed Fighter level 5/Monk level 5.

Benefit: You can spend 5 ki points to fuel your Action Surge. As a bonus action, you touch your holy symbol, utter a prayer, and regain a use of your Action Surge.

INNER KI

You regain ki energy when you use Second Wind.

Prerequisite: Multiclassed Fighter level 2/Monk level 2

Benefit: When you use your Second Wind feature, you also regain 1 ki point.

SUDDEN WIND

You can use Second Wind quickly.

Prerequisite: Multiclassed Fighter level 2/Monk level 2

Benefit: You can spend 2 ki points and take a bonus action to use your Second Wind feature.

FIGHTER / PALADIN

CHANNEL DIVINITY: RENEWAL

You can fuel your bardic inspiration with divine energy.

Prerequisite: Multiclassed Fighter level 2 / Paladin level 2.

Benefit: As a bonus action, you can expend a use of your Channel Divinity to regain one use of your Second Wind.

CHANNEL DIVINITY: HEROIC SURGE

You can regain your Action Surge by harnessing divine power.

Prerequisite: Multiclassed Fighter level 5/Paladin level 5.

Benefit: You can expend a use of your Channel Divinity to fuel your Action Surge. As a bonus action, you touch your holy symbol, utter a prayer, and regain a use of your Action Surge.

STAMINA-FUELED DIVINITY

You regain divine energy when you use Second Wind.

Prerequisite: Multiclassed Fighter level 2/Paladin level 2

Benefit: As a bonus action, you can expend a use of your Second Wind to regain one use of your Channel Divinity feature.

FIGHTER / RANGER

BATTLE HUNTER

Your battle master maneuvers are more effective against favored enemies.

Prerequisite: Multiclassed Fighter level 3 (Battle Master archetype) / Ranger level 3.

Benefit: When you use a maneuver against a favored enemy that allows you to add the superiority die rolled to the damage roll, you add the superiority die twice instead of just once.

ELDRITCH HUNTER

Your spells are more effective against favored enemies.

Prerequisite: Multiclassed Fighter level 3 (Eldritch Knight archetype) / Ranger level 3.

Benefit: When a favored enemy takes damage from an arcane spell you cast, it takes extra damage equal to your Intelligence modifier.



HUNTER CHAMPION

You can deal more damage when you critically hit a favored enemy.

Prerequisite: Multiclassed Fighter level 3 (Champion archetype) / Ranger level 3.

Benefit: When you score a critical hit against a favored enemy, you roll all of the attack's damage dice three times, instead of just twice, and then add them all together. In addition, when you make a saving throw against a favored enemy's attack, spell, or feature, your proficiency bonus is doubled if you used a saving throw that you are proficient in, or half your proficiency bonus if you are not.

FIGHTER / ROGUE

ARTERIAL STRIKE

Your slashing or piercing attacks can sever arteries and cause bleeding.

Prerequisite: Multiclassed Fighter level 3 (Champion archetype) / Rogue level 3.

Benefit: When you successfully hit and damage a creature with a Sneak Attack, you can choose to cause its wound to bleed profusely. At the start of each of your turns, the creature takes damage equal to 1d6 + your fighter level. The creature can use a Healer's Kit to end the bleeding. Regaining hit points through any type of magical healing also ends the bleeding. Constructs and undead are immune to this effect.

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

SUPERIOR STRIKE

Your Sneak Attack can be more effective.

Prerequisite: Multiclassed Fighter level 3 (Battle Master archetype) / Rogue level 3.

Benefit: When you hit a creature with a Sneak Attack, you can expend one superiority die and add twice the die rolled to the attack's damage roll.



UNFETTERED DEFENSE

You can anticipate attacks and make yourself harder to hit if you are wearing no armor.

Prerequisite: Multiclassed Fighter level 3 (Eldritch Knight archetype) / Rogue level 3.

Benefit: While you are wearing no armor, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

FIGHTER / SORCERER

SORCEROUS BLOOD

You regain sorcery points when you use Second

Wind.

Prerequisite: Multiclassed Fighter level 2/Sorcerer level 2

Benefit: When you use your Second Wind feature, you also regain 1 sorcery point.

SORCEROUS SURGE

You can regain your Action Surge by harnessing mystical power.

Prerequisite: Multiclassed Fighter level 5/Sorcerer level 5.

Benefit: You can spend 5 sorcery points to fuel your Action Surge. As a bonus action, you touch your arcane focus and regain a use of your Action Surge.

SORCEROUS STAMINA

You can use Second Wind quickly.

Prerequisite: Multiclassed Fighter level 2/Monk level 2

Benefit: You can spend 2 sorcery points and take a bonus action to use your Second Wind feature.

FIGHTER / WARLOCK

SPELL SURGE

You can use your Action Surge to fuel your arcane abilities.

Prerequisite: Multiclassed Fighter level 2/Warlock level 2

Benefit: As a bonus action, you can expend one use of your Action Surge to regain two spell slots.

STAMINA-FUELED ARCANA

You can use your stamina to fuel your arcane abilities.

Prerequisite: Multiclassed Fighter level 2/Warlock level 2.

Benefit: As a bonus action, you can expend a use of your Second Wind feature to regain a spell slot.

MONK / PALADIN

FIST OF THE GOLDEN DRAGON

You are an expert in the divine Dragon style of martial arts, which is characterized by the majestic and smooth swaying and curving smooth movements to unite defense and offense in a single pattern.

Prerequisite: Multiclassed Monk level 4/Paladin level 4

Benefit: When an attacker you can see hits you with an attack, you can spend a use of your Channel Divinity and reduce the attack's damage to 0. You can then use your reaction to make one unarmed strike or melee attack with a monk weapon against the attacker. If you hit, you can add your Wisdom modifier to the damage rolled.

MYSTICAL HANDS

You channel ki energy into your Lay on Hands feature to make it more effective.

Prerequisite: Multiclassed Monk level 2/Paladin level 2.

Benefit: When you use your Lay on Hands feature, you can spend up to 3 ki points to increase the number of hit points restored by 10 per 1 ki point spent. This extra amount does not count as part of your pool of healing.

MONK / RANGER

FIST OF THE LEOPARD

You are an expert in the Leopard style of martial arts, which is characterized by explosive speed

followed by multiple strikes.

Prerequisite: Multiclassed Monk level 4/Ranger level 4.

Benefit: When you take the Dash action on your turn, you can spend 2 ki points and make three unarmed strikes or melee weapon attacks with a monk weapon as a bonus action.

VERSED IN THE ENEMY

You are an expert in fighting your favored enemy and know its pressure points and weaknesses well.

Prerequisite: Multiclassed Monk level 5/Ranger level 5

Benefit: When you hit a favored enemy with an unarmed strike or a melee weapon attack with a monk weapon, you can add your Wisdom modifier to the damage roll.

MONK/ROGUE

FIST OF THE SNAKE

You are an expert in the Snake style of martial arts, which is characterized by maneuverability followed by direct, targeted attacks.

Prerequisite: Multiclassed Monk level 4/Rogue level 4.

Benefit: When you take the Disengage action on your turn and move at least 20 feet, you can spend 2 ki points and make two unarmed strikes or melee weapon attacks with a monk weapon as a bonus action. You have advantage on these attack rolls.

KI VANISH

You can channel mystical energy to cause yourself to disappear temporarily.

Prerequisite: Multiclassed Monk level 3/Rogue level 3.

Benefit: As a bonus action, you can spend 2 ki points and magically become invisible, along with



any equipment you are wearing or carrying, until the start of your next turn, or until you attack or cast a spell.

MONK/SORCERER

DRACONIC FIST

Your unarmed strikes can deal extra damage.

Prerequisite: Multiclassed Monk 3/Sorcerer 3 (Draconic Bloodline archetype).

Benefit: You can expend a spell slot. Until the end of the turn, your unarmed strikes deal 1d4 damage

per level of the spell slot spent, up to a maximum of 5d4. The type of damage is associated with your draconic ancestry, as shown in the Damage type column of the Draconic Ancestry table.

GREATER DRACONIC FIST

Your unarmed strikes project energy.

Prerequisite: Multiclassed Monk 4/Sorcerer 4 (*Draconic Bloodline* archetype), *Draconic Fist*.

Benefit: As *Draconic Fist*, but you can also spend 1 ki point to have energy flames extend from your fists when you strike. Until the end of the turn, your unarmed strikes have a reach of 15 feet.

KI-FUELED SORCERY

You can fuel your font of magic with mystical energy.

Prerequisite: Multiclassed Monk level 2/Sorcerer level 2.

Benefit: You can spend 2 ki points. As a bonus action, you focus on your inner ki to regain 1 sorcery point.

SORCEROUS KI

You can fuel your ki by harnessing sorcerous power.

Prerequisite: Multiclassed Monk level 2/Sorcerer level 2.

Benefit: You can spend 1 sorcery point. As a bonus action, you touch your arcane focus, and regain 2 ki points.

MONK / WARLOCK

DEVOUR MAGIC

Your unarmed strike can absorb magic.

Prerequisite: Multiclassed Monk level 5/Warlock level 5.

Benefit: You can spend up to 5 ki points. When you

hit a creature, object, or a magical effect with your unarmed strike, any spell of a level equal or lower to the ki points spent ends. You gain temporary hit points equal to the total level of spells dispelled.

HUNGRY DARKNESS

Your unarmed strike can absorb magic.

Prerequisite: Multiclassed Monk level 5 (*Way of Shadow* archetype)/Warlock level 5.

Benefit: You can spend 3 ki points. As an action, you create a magical darkness identical to the *darkness* spell. A creature that starts its turn within the area takes 2d4 necrotic damage. When a creature moves into or within the area, it takes 2d4 necrotic damage for every 5 feet it travels. You are immune to the hungry darkness's damage.



KI-FUELED ARCANA

You can fuel your eldritch magic with mystical energy.

Prerequisite: Multiclassed Monk level 3/Warlock level 3.

Benefit: You can spend up to 5 ki points. As a bonus action, you focus on your inner ki to regain one spell slot. The ki points spent must equal your current slot level, as seen in the Slot Level column of the Warlock table. For example, if you are a Monk 5/Warlock 5, you must spend 3 ki points to regain a spell slot (of 3rd level).

MONK / WIZARD

FIST OF THE ELEMENTS

You can transform your fists into elemental matter, imbuing it with additional abilities.

Prerequisite: Multiclassed Monk level 3/Wizard level 3 (Transmuter archetype)

Benefit: As a bonus action, you can expend a spell slot (up to 5th level) to give yourself enhanced abilities and features that last while you concentrate, up to a number of rounds equal to the spell slot level expended:

Earth. Your fists transform into a granite-like composition. Your unarmed strikes deal twice your unarmed strike normal damage, as seen in the Martial Arts column of the Monk Table. In addition, your unarmed strikes count as adamantine weapons.

Fire. Your fists transform into a lava-like composition. Your unarmed strikes deal an additional 1d8 fire damage. Your touch ignites flammable objects not being worn or carried, and your fists shed bright light in a 20-foot radius and dim light in an additional 20 feet.

Ice. Your fists transform into an icy-hard composition. Your unarmed strikes deal an additional 1d6 cold damage. A creature that takes cold damage from your unarmed strike gains disadvantage on its next attack roll. This effect does not stack.



PALADIN / RANGER

SMITE FAVORED ENEMY

Your Divine Smite feature is more effective against favored enemies.

Prerequisite: Multiclassed Paladin level 2/Ranger level 2.

Benefit: When you use your Divine Smite feature when you hit a favored enemy, the extra damage is 2d10 for a 1st-level spell slot, plus 1d10 for each spell level higher than 1st, to a maximum of 5d10. The damage increases by 1d10 if the target is an undead or a fiend.

ABJURE FAVORED ENEMY

Your Abjure Enemy feature is more potent against favored enemies.

Prerequisite: Multiclassed Paladin level 3 (Oath of Vengeance archetype)/Ranger level 3.

Benefit: After using your Channel Divinity: Abjure Enemy against a favored enemy, you can use a bonus action to make a weapon attack against that enemy.

SACRED BANE WEAPON

Your Sacred Weapon feature is more potent against favored enemies.

Prerequisite: Multiclassed Paladin level 3 (Oath of Devotion archetype)/Ranger level 3.

Benefit: While Sacred Weapon is in effect, your weapon attacks deal an extra 1d8 radiant damage when you hit a favored enemy.

NATURE'S FURY

Your Nature's Wrath feature is more potent against favored enemies.

Prerequisite: Multiclassed Paladin level 3 (Oath of the Ancients archetype)/Ranger level 3.

Benefit: Favored enemies have disadvantage on their saving throws against your Channel Divinity: Nature's Wrath feature.



Prerequisite: Multiclassed Paladin level 4/Sorcerer level 4.

Benefit: As an action, you use your Channel Divinity and present your holy symbol and recite a prayer. You regain 4 sorcery points.

PALADIN / SORCERER

ARCANE-FUELED DIVINITY

You can fuel your Channel Divinity uses with arcane energy.

Prerequisite: Multiclassed Paladin level 4/Sorcerer level 4.

Benefit: You can spend 4 sorcery points. As a bonus action, you channel arcane energy to regain one use of your Channel Divinity.

CHANNEL DIVINITY: RECOVER SORCERY

You can fuel your arcane abilities with divine energy.

PALADIN / WARLOCK

ARCANE-FUELED DIVINITY

You can fuel your Channel Divinity uses with arcane energy.

Prerequisite: Multiclassed Paladin level 2/Warlock level 2.

Benefit: You can expend one spell slot. As a bonus action, you channel arcane energy to regain one use of your Channel Divinity.

RANGER / SORCERER

CHANNEL DIVINITY: RECOVER ARCANA

You can fuel your arcane abilities with divine energy.

Prerequisite: Multiclassed Paladin level 5/Warlock level 5.

Benefit: As an action, you use your Channel Divinity and present your holy symbol and recite a prayer. You regain one Warlock spell slot.

CALL SPIRIT COMPANION

You can summon a creature that does not require concentration to control.

Prerequisite: Multiclassed Ranger level 5/Sorcerer level 5.

Benefit: When you cast Conjure Animals and Conjure Woodland Beings, you can spend a number of sorcery points equal to the spell's level. The summoned creature is always under your control and does not require concentration to control or maintain. Only one creature can be summoned when you use this feature and it lasts for 8 hours.

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

PALADIN / WIZARD

SPIRITUAL COUNTER

You can counter spells using with divine energy.

Prerequisite: Multiclassed Paladin level 3/Wizard level 3.

Benefit: You can expend a use of your Channel Divinity to cast *counter spell*. You cast it as if you use a spell slot equal to half your cleric level (minimum of 3, maximum of 5).

RANGER / ROGUE

SPECIALIST KILLER

Your sneak attacks are deadlier against favored enemies.

Prerequisite: Multiclassed Ranger level 3/Rogue level 3.

Benefit: When you hit a favored enemy with a Sneak Attack, your Sneak attack damage die is 1d8 instead of just 1d6.





RANGER / WIZARD

ARCHER OF THE ARCANES ORDER

You can imbue your arrows with arcane spells.

Prerequisite: Multiclassed Ranger level 3/Wizard level 3.

Benefit: When you cast a spell that requires a ranged spell attack against a target, you can make a ranged weapon attack instead to deliver the spell to the target. You must use your Strength or Dexterity ability modifier to make the attack. If it hits, you deal your normal weapon damage in addition to the spell's damage and other effects it may have.

ROGUE / SORCERER

ARCANES VANISH

You can channel arcane energy to cause yourself to disappear temporarily.

Prerequisite: Multiclassed Rogue level 3/Sorcerer level 3.

Benefit: As a bonus action, you can spend 1 sorcery point and magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn, or until you attack or cast a spell.

RANGER / WARLOCK

STALKER OF THE UNSEELIE COURT

You have a patron from the Unseelie Court that has bestowed upon you a boon.

Prerequisite: Multiclassed Ranger level 4/Warlock level 4 (*The Archfey Patron*).

Benefit: As a bonus action, you can expend a spell slot to magically become invisible, along with any equipment you are wearing or carrying. The invisibility lasts for as long as you concentrate or up to 1 minute.

ROGUE / WARLOCK

ELDRITCH ASSASSIN

You know how to strike subtly with your *eldritch blast* and exploit a foe's distraction.

Prerequisite: Multiclassed Rogue level 3/Warlock level 3.

Benefit: When you cast *eldritch blast* and have advantage on the attack roll, you can add your Sneak attack damage to the spell's damage roll.

STALKER OF THE UNSEELIE COURT

You have a patron from the Unseelie Court that has bestowed upon you a boon.

Prerequisite: Multiclassed Rogue level 4/Warlock level 4 (*The Archfey Patron*).

Benefit: As a bonus action, you can expend a spell slot to magically become invisible, along with any equipment you are wearing or carrying. The invisibility lasts for as long as you concentrate or up to 1 minute.

SORCERER/WARLOCK

MAGE OF THE UNSEELIE COURT

You have a patron from the Unseelie Court that has bestowed upon you a boon.

Prerequisite: Multiclassed Sorcerer level 3/Warlock level 3 (*The Archfey Patron*).

Benefit: When you cast an enchantment or illusion spell that forces a creature to make a saving throw to resist its effects, you can choose to give the creature disadvantage on their first saving throw made against the spell.

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



DM OPTIONS MONSTER TALENTS

AVAILABLE NOW!

MANNIX 'DRAGONIX' MANANSALA





MONSTER MANUAL EXPANDED

AVAILABLE NOW!

MANNIX 'DRAGONIX' MANANSALA



**A 325+ PAGE SUPPLEMENT TO THE MONSTER MANUAL
THAT ADDS OVER 475 CREATURE STAT BLOCKS!**



MONSTER MANUAL EXPANDED II

AVAILABLE NOW!

MANNIX 'DRAGONIX' MANANSALA

AN INCREDIBLE 300+ PAGE SUPPLEMENT TO THE MONSTER MANUAL,
VOLO'S GUIDE TO MONSTERS, AND MORDENKAINEN'S TOME OF FOES!

INTO THE DRAGON'S MAW

AVAILABLE NOW!

MANNIX 'DRAGONIX' MANANSALA

**AN EXCITING ADVENTURE WITH A TWIST
FOR CHARACTERS OF 4TH TO 6TH LEVEL**





**THANK YOU FOR PURCHASING
THIS BOOK! IF YOU ENJOYED IT,
PLEASE LEAVE A REVIEW!**

INDEX

- Abjure Favored Enemy, 83
 Adaptable Nature, 24
 Add Insult to Injury, 61
 Agile Trunk, 25
 Amphibious, 30
 Aquan Telepathy, 30
 Aquatic Sense, 30
 Arcane Defender, 34
 Arcane Defender, 45
 Arcane Defender, 48
 Arcane Harmony, 65
 Arcane Knight, 34
 Arcane Knight, 45
 Arcane Knight, 48
 Arcane Surge, 42
 Arcane Tradition Versatility, 65
 Arcane Vanish, 86
 Arcane-Empowered Inspiration, 63
 Arcane-Fueled Divinity, 70
 Arcane-Fueled Divinity, 71
 Arcane-Fueled Divinity, 84
 Arcane-Fueled Divinity, 84
 Arcane-Fueled Inspiration, 63
 Arcane-Fueled Transformation, 75
 Arcanist, 34
 Arcanist, 45
 Arcanist, 48
 Archer of the Arcane Order, 86
 Ardent Scoundrel, 69
 Arterial Strike, 79
 Asmodeus's Boon, 14
 Aura of Vigor, 73
 Auril's Boon, 15
 Azuth's Boon, 10
 Baervan's Boon, 6
 Bahamut's Boon, 4
 Bahgtru's Boon, 14
 Bane's Boon, 14
 Baravar's Boon, 6
 Battle Hunter, 78
 Battle Rager, 52
 Berronar's Boon, 4
 Beshaba's Boon, 16
 Bhaal's Boon, 15
 Black Blade, 47
 Blessed Hands, 67
 Bold, 27
 Born Sneaky, 23
 Born Sneaky, 26
 Brandobaris's Boon, 11
 Brute Strength, 22
 Brute, 21
 Bugbear Weapon Training, 21
 Built like a Giant, 22
 Call Spirit Companion, 75
 Call Spirit Companion, 85
 Celestial Resilience, 20
 Chameleon Skin, 28
 Channel Divinity: Alter Fate, 69
 Channel Divinity: Beast Form, 65
 Channel Divinity: Exaltation, 56
 Channel Divinity: Exaltation, 60
 Channel Divinity: Fatespin, 70
 Channel Divinity: Find Weakness, 70
 Channel Divinity: Heroic Surge, 78
 Channel Divinity: Inner Rage, 51
 Channel Divinity: Inner Rage, 53
 Channel Divinity: Recover Arcana, 71
 Channel Divinity: Recover Arcana, 85
 Channel Divinity: Recover Ki, 66
 Channel Divinity: Recover Sorcery, 70
 Channel Divinity: Recover Sorcery, 84
 Channel Divinity: Renewal, 66
 Channel Divinity: Renewal, 78
 Channel Divinity: Retribution Aura, 53
 Channel Divinity: Sacred Enemy, 69
 Channel Divinity: Sanctified Sight, 69
 Charge Knockdown, 22
 Clangeddin's Boon, 5
 Collected, 29
 Compelling Fey Presence, 63
 Consecrated Harrier, 68
 Controlled Rage, 33
 Corellon's Boon, 8
 Cunning Beast, 74
 Cunning Divinity, 69
 Cunning Inspiration, 62
 Cunning Remark, 62
 Cunning Transformation, 74
 Cyric's Boon, 16
 Dark One's Inspiration, 63
 Deceitful, 32
 Deceptive Magic, 65
 Dedicated Perfectionist, 31
 Deflect Spell, 42
 Deft Claws, 29
 Demogorgon's Boon, 17
 Deneir's Boon, 6
 Devoted Specialist, 56
 Devoted Specialist, 69
 Devour Magic, 82
 Disrupt Mind, 64
 Divine Beast Companion, 68
 Divine Beast Companion, 74
 Doctrinist, 71
 Dogmatist, 71
 Draconic Fist, 81
 Druidic Inclination, 23
 Druidic Lore, 23
 Dumathoin's Boon, 11
 Earthstrength, 73
 Earthstride, 51
 Eilistraee's Boon, 8
 Eldath's Boon, 6
 Eldritch Academic, 47
 Eldritch Assassin, 86
 Eldritch Fury, 55
 Eldritch Hunter, 78
 Eldritch Mage, 47
 Eldritch Rage, 55
 Electricity Discharger, 28
 Enlightened Fist, 42
 Enlightened Magic, 65
 Equine Mobility, 22
 Erudite Mage, 65
 Evangelism, 57
 Execute the Condemned, 67
 Extra Animal Enhancement I, 28
 Extra Animal Enhancement II, 28
 Fist of Fury, 52
 Fist of the Crane, 58
 Fist of the Elements, 72
 Fist of the Elements, 83
 Fist of the Golden Dragon, 80
 Fist of the Leopard, 80
 Fist of the Snake, 81
 Fist of the Tempest, 72
 Fist of the Tiger, 77
 Fist of the Wild Boar, 53
 Flandal's Boon, 7
 Formation, 24
 Friend of the Seas, 30
 Furious Assault, 27
 Furious Smite, 53
 Furious Strike, 53
 Fury Warrior, 52
 Gaerdal's Boon, 5
 Gang Up, 23
 Garagos's Boon, 17
 Gargauth's Boon, 15
 Gift of Telepathy, 20
 Glittergold's Boon, 5
 Goblin Tactics, 23
 Gond's Boon, 11
 Gospel, 56
 Graceful Rage, 54
 Greater Draconic Fist, 82
 Gruumsh's Boon, 17
 Gwaeron's Boon, 7
 Haela's Boon, 8
 Harmony with the Beast, 61
 Helm's Boon, 10
 Hierophant, 37
 Hierophant, 39
 Hoar's Boon, 10
 Hobgoblin Resilience, 24
 Hollow-Boned, 26
 Holy Knight, 37
 Holy Smite, 37
 Holy Warrior, 37
 Hospitaler, 67
 Hungry Darkness, 82
 Hunter Champion, 79
 Hymn of Rest, 56
 Hymnist, 56
 Ilmater's Boon, 5
 Immaculate, 38
 Immaculate, 40
 Improved Black Blood Healing, 31
 Improved Spirit Connection, 26
 Improved Stone Grip, 24
 Improved Surprise Attack, 21
 Improved Telepathy, 31
 Inflame the Righteous, 57
 Inner Ki, 77
 Inspiration Surge, 58
 Inspired Arcana, 34
 Inspired Divinity, 57
 Inspired Divinity, 60
 Inspired Ki, 59
 Inspired Shapeshift, 57
 Inspired Sorcery, 63
 Inspiring Aura, 60
 Inspiring Brutality, 50
 Inspiring Brutality, 58
 Inspiring Grace, 60
 Inspiring Hands, 60
 Inspiring Healing, 64
 Inspiring Metamagic, 63
 Inspiring Rage, 50

Inspiring Smite, 61	Mortal Enemy, 54	Rage-Fueled Sorcery, 55	Stamina-Fueled Divinity, 78
Inspiring Sneak Attack, 62	Mountain Lion Step, 72	Rampaging Champion, 52	Stoic Logic, 30
Inspiring Stunning Strike, 59	Mountain's Tenacity, 24	Recover Eldritch Magic, 76	Stomp, 25
Instinctive Shell Defense, 29	Muscle Memory, 42	Red Knight's Boon, 10	Stone Grip, 24
Invigorating Hands, 73	My Enemy is your Enemy, 61	Rejuvenating Rage, 52	Sudden Wind, 77
Jinx, 64	Myrkul's Boon, 15	Relentless Endurance, 28	Sune's Boon, 9
Judgement, 68	Mystic Fist, 44	Renaissance, 58	Superior Strike, 79
Kelemvor's Boon, 10	Mystic Theurge, 36	Revitalizing Soul, 21	Surging Rage, 52
Ki Surge, 77	Mystic Theurge, 38	Ridicule Attack, 59	Surprise Attack, 23
Ki Vanish, 81	Mystic Theurge, 41	Ridicule Miss, 36	Swampwalker, 27
Ki-Empowered Inspiration, 59	Mystic Theurge, 46	Ridicule Strike, 62	Tail Strike, 27
Ki-Empowered Spell, 44	Mystic Theurge, 49	Sacred Bane Weapon, 84	Talona's Boon, 18
Ki-Focused Spell, 44	Mystic Theurge, 71	Sacred Fist, 67	Talos's Boon, 18
Ki-Fueled Arcana, 43	Mystic, 35	Sacred Flames, 67	Telepathic Shield, 31
Ki-Fueled Arcana, 83	Mystic, 38	Sacred Fury, 51	Templar, 39
Ki-Fueled Divinity, 67	Mystic, 40	Sanctified Creatures, 66	Tempus's Boon, 12
Ki-Fueled Inspiration, 59	Mystic, 45	Sanctified Form, 66	Theologist, 72
Ki-Fueled Sorcery, 82	Mystic, 49	Sanctified Magic, 39	Tiamat's Boon, 18
Ki-Fueled Transformation, 73	Mystical Hands, 80	Sanctify Weapons, 68	Tongue Sense, 32
Kossuth's Boon, 12	Natural Arcana, 76	Savras's Boon, 11	Torm's Boon, 5
Lancer, 22	Naturally Compelling, 31	Selune's Boon, 9	Tough Shell, 30
Lark, 57	Naturally Inquisitive, 29	Serpentine Flexibility, 32	Tough Skin, 30
Lathander's Boon, 7	Nature's Fury, 84	Shaman, 75	Transmogrifist, 77
Leira's Boon, 13	Nature's Grace, 58	Shargaas's Boon, 16	Tree Stride, 74, 75
Lliira's Boon, 9	Nature's Grace, 61	Sharp Claws, 29	Trumpet of Terror, 25
Lolth's Boon, 17	Nature's Harmony, 58	Shar's Boon, 16	Tymora's Boon, 9
Loviatar's Boon, 15	Nature's Harmony, 61	Shaundakul's Boon, 13	Umberlee's Boon, 19
Mage of the Unseelie Court, 64	Nine Lives, 29	Sheela's Boon, 12	Undead Slayer, 69
Mage of the Unseelie Court, 76	Oghma's Boon, 12	Shevarash's Boon, 14	Unfettered Defense, 79
Mage of the Unseelie Court, 87	Opportunity Strike, 26	Silvanus's Boon, 12	Urdlen's Boon, 19
Magic-Fueled Inspiration, 35	Orcish Weapon Training, 28	Skald, 50	Urogalan's Boon, 11
Magic-Fueled Rage, 33	Orcus's Boon, 18	Slashing Gallop, 22	Vampiric Shroud, 21
Malar's Boon, 18	Padded Feet, 21	Slippery, 27	Verdant Knight, 41
Marauder, 54	Perfect Memory, 25	Smite Favored Enemy, 83	Verdant Sorcerer, 75
Marthammor's Boon, 7	Poised Tactician, 58	Sorcerous Blood, 79	Verdant Warrior, 41
Martial Advantage, 25	Poisoncraft, 32	Sorcerous Fury, 55	Versatile Killer, 44
Martial Discipline, 25	Pounce, 29	Sorcerous Ki, 82	Versatile Warrior, 42
Martial Fury, 53	Primal Assassin, 75	Sorcerous Rage, 55	Versed in the Enemy, 81
Mask's Boon, 13	Primal Fist, 73	Sorcerous Stamina, 80	Warden, 42
Master Arcanist, 35	Primal Fury, 51	Sorcerous Surge, 80	Waukeen's Boon, 13
Master Arcanist, 45	Primal Inspiration, 58	Sorcerous Talent, 63	Wildblood, 72
Master Arcanist, 48	Primal Lore, 76	Sorcery-Fueled Rage, 55	Wildblood, 74
Mental Fortitude, 26	Primal Rejuvenation, 72	Specialist Killer, 85	Witch Doctor, 77
Mielikki's Boon, 7	Primal Roar, 51	Spell Strike, 36	Yondalla's Boon, 6
Milil's Boon, 8	Primal-Fueled Arcana, 76	Spell Strike, 39	Yurtrus's Boon, 16
Mind Bond, 26	Primal-Fueled Divinity, 65	Spell Strike, 41	Zealous Assassin, 70
Mind Shield, 26	Primal-Fueled Divinity, 74	Spell Strike, 46	Zealous Precision, 31
Mixed Martial Artist, 43	Primal-Fueled Rage, 51	Spell Strike, 49	
Mixed Martial Arts Master, 43	Primal-Fueled Sorcery, 75	Spell Surge, 80	
Monstrous Athleticism, 28	Purge the Faithless, 68	Spell Sword, 36	
Moradin's Boon, 5	Quick Bite, 27	Spell Sword, 46	
	Radiant Burst, 20	Spell Sword, 49	
	Rage with the Beast, 54	Spiritual Counter, 72	
	Rage-Fueled Divinity, 51	Spiritual Counter, 85	
	Rage-Fueled Divinity, 54	Stalker of the Unseelie Court, 86, 87	
	Rage-Fueled Magic, 33		
	Rage-Fueled Shapeshifter, 51		
		Stamina-Fueled Arcana, 80	
		Stamina-Fueled Divinity, 66	