

HEROES OF ICEWIND DALE



JEREMY FORBING

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BY JEREMY FORBING – VERSION 1.0

Some people come to Icewind Dale determined to make their fortunes, via scrimshaw, gems, or metals. Others search only for solitude, or to lose themselves in hard toil. Many are outcasts, fugitives, or pariahs, seeking a place where they can be tolerated, if not accepted. Quite a few folk are born here, descended from settlers, or from the orcs, goliaths, Reghed barbarians, or Ice Hunters who called these icy lands home for centuries before the founding of Ten Towns.

Whatever brings you to such a hard place, the knowledge in this book should help you survive it.

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CHAPTER 1: SUBCLASSES



Spells from many different sources are mentioned in this chapter and those that follow. Those appearing in the *Player's Handbook* are not marked, but other spells are notated with asterisks, as follows:

*=This is a new spell from the *The Blackstaff's Book of 1000 Spells* or other DMsGuild sources, reprinted in this book's Appendix.

XGE=A spell from *Xanathar's Guide to Everything*.

SCAG=A spell from *Sword Coast Adventurer's Guide*.

RULES REMINDER: TEMPORARY HIT POINTS DON'T "STACK"

If you have temporary hit points and receive more of them, you decide whether to keep the ones you have OR gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22. Temporary hit points can't be healed, but unless a duration is specified, they last until they're depleted or you finish a long rest.

RULES REMINDER: CANTRIPS ARE SPELLS

Cantrips are 0-level spells, which don't use spell slots. When a feature applies to spells, that feature applies to cantrips, unless the feature specifies that the spells must be of 1st level or higher or must expend a spell slot.



NEW BARBARIAN PRIMAL PATH:

PATH OF THE WIND WALKER

You protect your tribe as a lookout, standing a lonely vigil on peaks of glaciers or mountaintops to watch for devastating storms or approaching armies—and the spirits of wind and winter stand with you. In the secluded silence far above your community, you hear the voices of stormy elementals, ancestral ghosts, forgotten demigods, and others who teach you to wield mystical powers and bring woe to any who dares strike at you in your windblown aerie.

In the Icewind Dale region, it is custom among groups like the Reghed barbarians, the orc tribes, and the goliaths of the Spine of the World Mountains to choose lookouts like you. They greatly honor the brave warriors who swear to spend all or part of their year watching over their kinfolk from distant heights, but don't expect them to be the same when they return.

TERROR ON THE MOUNTAINSIDE

Starting at 3rd level when you choose this primal path, you are an expert in fighting while climbing. While you are not wielding a two-handed weapon or using a shield, you gain resistance to damage from falling, and if you have at least one hand free, you can make an unarmed strike as a bonus action. Also, you can roll a d4 in place of your normal unarmed strike damage. In addition, you're naturally adapted to cold climates (as described in the *Dungeon Master's Guide*), and you're acclimated to high altitude, including elevations above 20,000 feet.

CHILLING RAGE

At 3rd level, the preternatural elemental power within you allows you to draw in a life-giving warmth from things and creatures around you. When you use a bonus action to enter your rage, you gain temporary hit points equal to your Constitution modifier + your barbarian level

(minimum of 1). While raging, when you reduce a creature to 0 hit points with an unarmed strike, you gain temporary hit points equal to your proficiency bonus. While you still have temporary hit points gained from this feature, you have resistance to cold damage, and your unarmed strikes deal an extra 1d4 cold damage.

SPIDER ON THE ICE

At 6th level, you gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. In addition, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

WINDSWEEP STEPS

At 10th level, whenever you gain temporary hit points from your Chilling Rage feature, you gain a flying speed equal to your walking speed until the end of your next turn. If your flying speed ends while you are in the air, you fall if nothing else is holding you aloft.

AVALANCHE ATTACK

Beginning at 14th level, if you begin your turn at least 10 feet vertically higher than one or more creatures you can see, the first time you hit one of those creatures with a melee attack during your turn, you can force that creature to roll a Dexterity saving throw (DC 8 + your Constitution bonus + your proficiency bonus). On a failure, the creature is knocked prone and it takes bludgeoning damage equal to 1d12 + your Constitution modifier.



NEW BARDIC COLLEGE:

COLLEGE OF TESTAMENTS

It is a common belief among bards that the stories and songs of a people live on after they are gone, if only there is someone to hear them. You listen for the voices of the departed, preserving lost cultures and the memory of

extinct species. Many pay more heed to messages from the planes beyond, but you are most attuned to spirits and other echoes that remain in the mortal world. Despite this, your respect for the spirituality of those who have passed gives you a greater connection to the divine than most other bards.

Such unheard lore is often found in desolate or isolated places, such as the frozen north, where lost settlements are buried and footsteps of ancient immigrants can still be heard on the wind. While others might see newly unearthed ruins, buried tombs, or the remains of dinosaurs trapped in the ice as curiosities, or even sources of plunder, you honor them as opportunities to preserve the legacy of the forgotten. Thus, many members of this college dwell farther from large settlements than other bards would.

BONUS PROFICIENCIES

At 3rd level when you select this bardic college, you gain proficiency with your choice of two of the following skills: Animal Handling, Arcana, History, Insight, Investigation, Nature, Performance, Persuasion, Religion, or Survival.

CALL SPIRIT WITNESS

When you join this college at 3rd level, you can use a bonus action to magically summon a *spirit witness*, an incorporeal remnant of a creature that once dwelled in the nearby area. You summon your spirit witness to a point you can see within 60 feet of you. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents. It grants you and all creatures within 5 feet of it advantage on saving throws against necromancy spells and on Intelligence checks related to creatures or cultures that have lived within 1 mile of the location where it was summoned. As a bonus action, you can move the spirit up to 60 feet to a point you can see. The spirit persists until you're incapacitated or you finish a short or long rest.

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





again until you finish a short or long rest.

REMEMBERED GLORIES

At 3rd level, you can call on your spirit witness to channel its memories of past heroism and triumphs into you and your allies. When a creature within 5 feet of your spirit witness hits with a weapon attack, you can expend one use of your Bardic Inspiration as a reaction to deal psychic damage to the target hit by that attack, and to one other creature of your choice that you can see within 5 feet of the first target. The damage equals your Charisma modifier (minimum 1) + the number you roll on the Bardic Inspiration die.

Until the start of your next turn, a creature that takes this psychic damage has disadvantage on any attack roll that isn't against the creature that hit it with the initial attack.

ARCANA UNEARTHED

Starting at 6th level, you learn the *clairvoyance* and *speak with dead* spells. These are bard spells for you, but they do not count against the number of bard spells you know. When you cast *clairvoyance*, rather than creating a spherical sensor, the spell invisibly summons the spirit of a creature that once lived in the nearby area and instantly sends it to the chosen location.

In addition, whenever you summon a spirit with your Call Spirit Witness feature, you can choose one of the divine domains available to the cleric class. As long as the summoned spirit persists, you can cast the domain spells bestowed by that domain as bard spells, channeling the knowledge of how to do so from the spirit. You cast these spells as if they were your bard spells, but each must be of a level you can cast, as shown on the bard table, and you must use a spell slot of an appropriate level to cast it. You do not gain any other features or benefits of the chosen domain.

CELESTIAL LEGACY

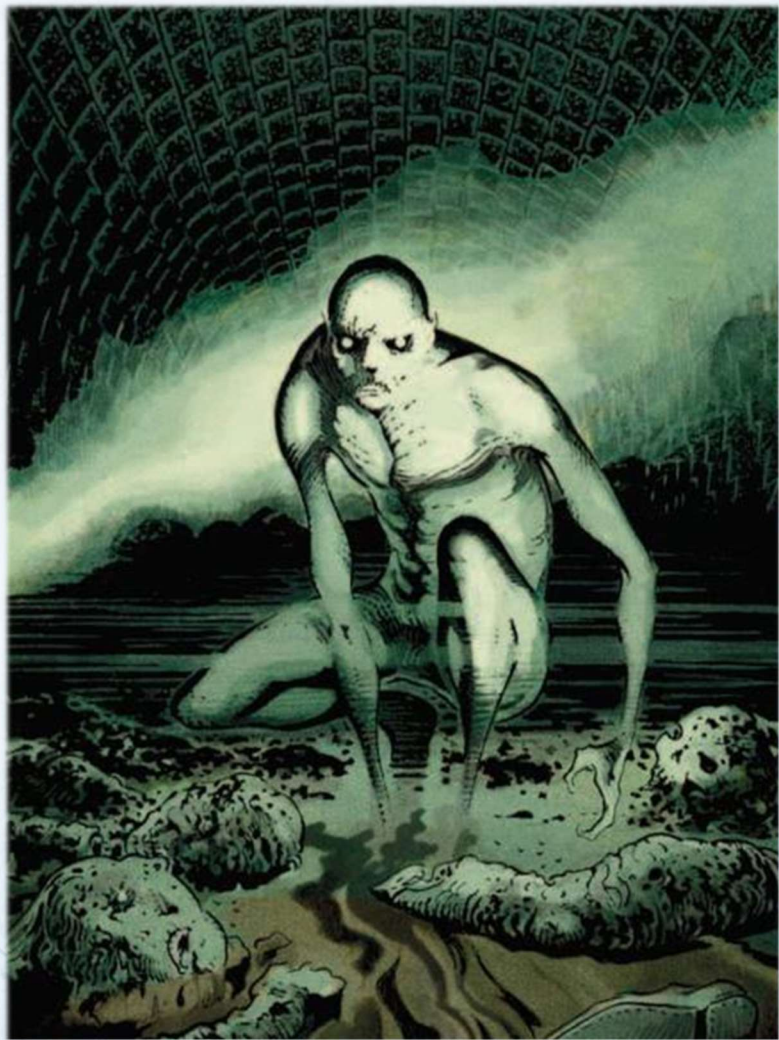
Starting at 14th level, your spirit witness calls upon ancient holy covenants to protect you

when you are at your most vulnerable. If you are reduced to 0 hit points or are incapacitated against your will while you have a summoned spirit witness, you can immediately gain the benefits of the *conjure celestial* spell as if it were cast using a 9th-level spell slot, summoning a celestial of your choice that is challenge rating 5 or lower. The conjured celestial appears within 20 feet of you. If it receives no commands from you, it protects you from harm and attacks your foes. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required).

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

RULES REMINDER: SPELL SAVE DCs

If a class or subclass feature allows you to cast a spell and its spell save DC isn't specified, the DC = 8 + your spellcasting ability modifier (which might be 0) + your proficiency bonus.



NEW CLERIC DIVINE DOMAIN:

HEARTH DOMAIN

The warm security of hall and hearth is sacred to many cultures and faiths, but is especially vital in the cold lands of the far North. Naturally, the hearth-flames of one's home are also symbolic of community, family, and safety. Like many clerics of the Light domain, faithful of this domain believe in the holiness of fire, but for Hearth clerics, it is gathering around the life-giving fire that provides true sanctification. Deities who grant this domain are patrons of mothers, children, and those who protect them, and they confer special blessings on the meeting places of those who govern communities.

Hearth clerics eschew large temples for smaller shrines and sanctuaries, often within larger homes or strongholds. They defend and unite communities, preside over the quotidian rituals of daily life, and see to proper rites.

GODDESSES OF THE HEARTH

Deities granting this domain in the Forgotten Realms tend not to be male. They include Eldath and Lliira, as well as Hathor and Isis of the Mulhorandi pantheon, the dwarf goddess Berronar Truesilver, the halfling deities Cyrrollalee and Yondalla, the orc goddess Luthic, and the giant goddess Hiatea.

DOMAIN SPELLS

You gain these spells at the cleric levels listed.

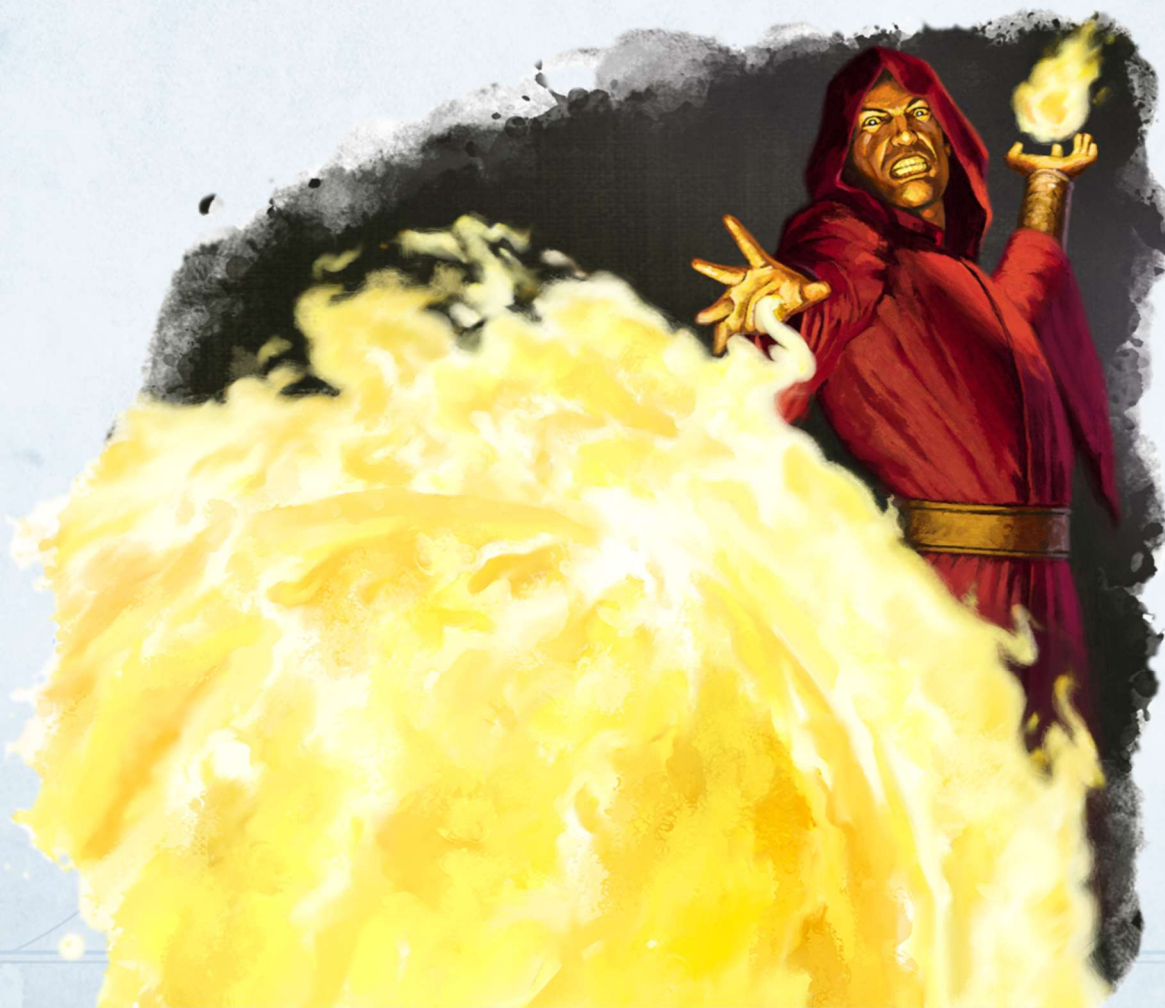
HEARTH DOMAIN SPELLS

Level	Spells
-------	--------

1st	<i>faerie fire, goodberry</i>
3rd	<i>flame blade, lesser restoration</i>
5th	<i>Leomund's tiny hut, fireball</i>
7th	<i>fire shield, Otiluke's resilient sphere</i>
9th	<i>flame strike, hallow</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor.



CREATE HEARTHFIRE

When you choose this domain at 1st level, you learn the *create bonfire*^{XGE} and *fire hawk** cantrips if you don't already know them. When a creature fails its saving throw against a spell you cast that deals fire or radiant damage, you can choose for that creature to succeed instead.

HEARTHFIRE WARD

At 1st level, when you cast a spell of 1st level or higher that would create fire or inflict fire damage, you can choose a friendly creature within 30 feet. The chosen creature gains temporary hit points equal to your cleric level + your Wisdom modifier. You can use this feature a number of times equal to your Wisdom

modifier (a minimum of once). You regain all expended uses when you finish a long rest.

HOLY FIRE

Starting at 2nd level, you can use your Channel Divinity to call down blessed flame which heals allies but scourges enemies. As an action, you present your holy symbol. Each non-hostile creature of your choice within 30 feet of you is healed for a number of hit points equal to 2d6 + your cleric level. At the same time, each hostile creature of your choice within 30 feet of you must make a Constitution saving throw. A creature takes either fire or radiant damage (your choice) equal to 2d6 + your cleric level on a failed saving throw, or half as much damage on a successful one. A creature that has total cover from you is not affected.

DEFENDING FLAMES

Beginning at 6th level, when you deal fire damage to a Large or smaller creature, you can also push that creature up to 10 feet away from you.

DIVINE STRIKE

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

SAINT OF HEARTH AND HOME

Starting at 17th level, you gain resistance to fire and necrotic damage. As an action, you can temporarily give up both of these resistances, transferring them to one other creature you touch. The creature keeps these resistances until the end of your next short or long rest, or until you transfer them back to yourself as a bonus action.





NEW DRUID CIRCLE:

CIRCLE OF THE SKINCHANGER

All druids possess the power to wild shape, but rarer are those who practice the art of skinchanging—projecting their soul from their original body to possess another creature.

In the North, many are born with signs of a skinchanger's talent, especially among the orcs of Many-Arrows and the human Ice Hunters, members of an Ulutiu ethnicity living in the Cold Run, on the Ice Peak, and on the Sea of Moving Ice.

BEAST COMPANION

When you choose this circle at 2nd level, you may use an action to choose to attract a beast companion before taking a long rest. This companion is a beast of your choice, subject to certain limitations determined by your druid level, as shown on the table:

SKINCHANGER BEAST COMPANIONS

Druid Level	Max. Challenge Rating	Features	Example
2nd	1/4	No flying or swimming speed, Intelligence 6 or lower	Wolf
3rd	1	No flying or swimming speed, Intelligence 6 or lower	Dire wolf
4th	1	No flying speed, Intelligence can be 7 or lower	Giant octopus
6th	2	No flying speed	Polar bear
8th	2	Intelligence can be 8 or lower	Giant eagle
9th	3	—	Killer whale
12th	4	—	Elephant
15th	5	—	Giant crocodile
18th	6	—	Mammoth

You normally choose the type of beast companion you will have when you take the long rest required to gain one, but the DM may limit your choices depending what is logical for the local area and terrain.

Summoning the Beast Companion. During a long rest after summoning a beast companion, you go to sleep and dream of being that creature. At the end of your long rest, the animal you dreamed of appears, friendly to you and willing to remain for at least 1 hour provided you do not harm or mistreat it.

By expending 50 gp worth of food, drink, and herbal poultices, you spend the next hour transforming that creature into your loyal beast companion.

Skinchanger's Bond. While a creature is your beast companion, it gains a variety of benefits, although it also loses its Multiattack action, if it has one.

- ✧ The companion obeys your commands as best it can. The beast cohort acts on its own turn, but does not roll initiative. Instead, when you roll initiative, you determine whether the beast acts just before the beginning of your turn or just after the end of your turn. On its turn, you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.
- ✧ Your beast companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, a beast companion also adds its proficiency bonus to its AC and to its damage rolls.
- ✧ Your beast companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. For each druid level you gain after 3rd, your beast companion gains an additional hit die and increases its hit points accordingly.

- ✧ When you reach 6th level, when you take an action on your turn to cast a spell or use the Attack action, if your companion can see you, it can use its reaction to make a melee attack. In addition, your beast companion has advantage on attack rolls against any creature within 5 feet of your actual body (not a body you are possessing).
- ✧ When you reach 6th level, your beast companion's natural weapon attacks count as magical for purposes of overcoming resistance and immunity to non-magical attacks and damage.
- ✧ When you reach 11th level, your companion can take one additional action during its turn. Once it uses this benefit, it cannot do so again until you finish a long or short rest. When you reach 17th level, your companion can use this benefit twice before you rest, but only once on the same turn.
- ✧ Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature, unless specified otherwise.

Changing Beast Companions. You can have only one beast companion at a time. If your beast companion is ever slain, you must find a means of returning it to life or find a new beast companion. You do so by taking a long rest, during which time you dream of the new beast companion, and at the end of that long rest the beast appears, and you bond with it the same way you bonded with your initial beast companion.

If a slain former beast companion returns to life while you have another current beast companion, you must choose one of the two to remain as your companion, while the other leaves you.





Beast Companion Spells. Whenever you have a beast companion, you can cast the spell *beast bond*^{KGtE} on your beast companion as a ritual, and you always have that spell prepared. This spell works on your beast companion even if it has an Intelligence of 4 or higher. At 3rd level in your druid class, you always have the *beast sense* spell prepared also.

When you begin a long rest, you may cast both *beast bond*^{KGtE} and *beast sense* on your beast companion simultaneously, as a ritual, without disrupting your rest. You are magically able to concentrate on both these spells at once. You cast these rituals while unconscious, and the duration of both spells is increased to two hours when they are cast in this way.

SKINCHANGING

Starting at 2nd level, as a bonus action, you can expand a use of your wild shape feature to cast the *magic jar* spell without using a spell slot, changing the casting time to 1 bonus action for that casting. You do not use a container. Instead, your soul directly exits and enters your body, and you can possess a beast as long as it is within 300 feet of you. While you possess a creature with this casting of *magic jar*, its soul is trapped in your body, but that soul dormant and unconscious.

At 2nd level, you can only possess your beast companion when you cast *magic jar* with this feature. Your beast companion automatically fails its saving throw when you possess it in this way.

When you reach 6th level in your druid class, you can use this feature to possess any beast you are aware of within 300 feet of you. You can only possess a beast with a flying speed using this feature if you are 8th level or higher.

When you reach 14th level, you can use this feature to possess any dragon, humanoid, monstrosity, or plant you can see within 100 feet of you that has an Intelligence of 6 or lower.

DETECT BEASTS

Starting at 6th level, you have a preternatural

sense for the presence of animals. As an action, you can open your awareness to detect beasts. Until the end of your next turn, you know the location of any beast within 300 feet of you that is not behind total cover. You know the type of beast you detect (bear, wolf, etc.), but no other particulars (such as whether it is the pet of the barbarian chieftain). You can use this feature a number of times equal to 1 + your Wisdom modifier. You regain all expended uses when you finish a long rest.

BEAST LINK

At 6th level, when you possess a creature with your skinchanging feature, its natural weapon attacks count as magical for purposes of overcoming resistance and immunity to non-magical attacks and damage.

SUSTAIN SPIRIT

Starting at 10th level, when your beast companion or a creature you are possessing with your skinchanging feature hits a creature with a melee attack, you can use your reaction to expend one spell slot and grant it increased fighting spirit. The creature gains 2d8 temporary hit points for a 1st-level spell slot, plus 1d8 temporary hit points for each spell level higher than 1st, to a maximum of 5d8.

While a creature has the temporary hit points it gained from this feature, if another creature hits it with a melee attack, that creature takes psychic damage equal to half of those remaining temporary hit points.

SKINCHANGER'S CLEAVE

Starting at 14th level, when a creature you are possessing with one of this circle's features reduces a creature to 0 hit points, you can use your bonus action to make a melee attack with one of that creature's natural weapons.

NEW FIGHTER MARTIAL ARCHETYPE:

WATCHER ON THE WALL

You are a member of a sworn alliance that defends civilization from dire threats, patrolling the fortifications on a remote frontier. The oath you share bonds you and your comrades together as family, foreswearing all outside ambitions and any social ranks or obligations to which you were born.

One such order watches "the Wall"—which is the name that folks across the lands of the Savage Frontier and the Silver Marches give to the Spine of the World mountains. Those mountains protect the civilizations of the Sword Coast and the Savage Frontier from the freezing expanse of the Uttermost North, with its many glaciers and its Endless Ice Sea. Often, this order sends warriors like you on missions

to the punishing lands north of the Wall, to investigate or thwart possible threats.

Ravenous hordes from the lands beyond your frontier are a constant menace, so you spend long hours training in armor amid the extreme cold at the edge of the known world, gaining phenomenal endurance. Your fighting style relies on this indomitable vigor, and on leveraging the tactical advantages provided by close collaboration with allies.

STALWART ALLY

Beginning at 3rd level when you choose this archetype, you have a highly trained ability to support your comrades-in-arms. This is represented by your stalwart die, which you roll as a bonus to certain rolls, as part of the following features.

The Stalwart Die. Your stalwart die begins as a d4, but changes as you gain levels in this class, as shown on the following table.

STALWART DIE PROGRESSION

Fighter Level	Stalwart Die
3rd	1d4
5th	1d6
9th	1d8
13th	1d10
17th	1d12

Improved Help. When you use the Help action to give an ally advantage on an attack roll, if that attack hits, the ally can roll your stalwart die and add the number rolled to the damage inflicted by the attack.

Stalwart Mark. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. There is no limit to the number of creatures that can be marked by you at once. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

While a creature marked by you is within 5 feet of you, you can use the Help action as a bonus action to assist an ally in striking the





marked creature.

Marked Vigilance. When you make an opportunity attack against a creature marked by you, you can roll your stalwart die and add the number rolled to your attack roll.

STEEL YOURSELF

At 3rd level, the unforgiving training regimen you live by helps you to resist threats to your morale, as well as the extreme temperatures of your home territory. Whenever you must make a saving throw against becoming frightened or exhausted, you can roll your stalwart die and add the number rolled to the saving throw.

In addition, you are considered naturally adapted to cold climates while you are wearing armor, and when you take cold damage, you can use your reaction to roll your stalwart die. Add your proficiency bonus to the number rolled, and reduce the damage by that total.

ORDER ENEMY

At 7th level, you have made a greater study of your order's greatest enemies. Choose one type of humanoid (such as humans, goblins, or lycanthropes). Creatures that are either undead or of the chosen humanoid type are considered your order enemies.

Whenever you make an Intelligence or Wisdom check to discern information about a creature that is your order enemy, you roll your stalwart die and add the number rolled to your ability check. In addition, when you miss with an attack roll against a creature within 5 feet of you that is your legion enemy, you can mark that creature with your Stalwart Ally feature, just as if your attack had hit.

At 18th level, choose one of the following creature types, which also becomes one of your order enemies: aberrations, beasts, giants, dragons, or a second type of humanoid.

TENACIOUS COMRADE

Starting at 10th level, when you hit a creature with a weapon attack, if the target is below its

hit point maximum or is your legion enemy, you can roll your stalwart die and add the number rolled to the damage inflicted by the attack.

MARKS OF RANK

At 15th level, you have attained a powerful reputation in your chosen alliance, developing a natural mien of authority that demands respect and inspires courage, even from those unaware of your standing. Whenever you make a Charisma (Intimidation) check, or any kind of Charisma check to interact with members of a military organization, you roll your stalwart die and add the number rolled to your ability check.

In addition, when you use your Action Surge feature, choose an ally that can see or hear you within 30 feet, and then roll your stalwart die and add half your fighter level to the number rolled. The total is the number of temporary hit points you and the chosen ally gain.

When a creature (including you) gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

HONORED COMMANDER

Starting at 18th level, you become a legendary role-model in your organization, regardless of your actual rank. While a creature still has the temporary hit points from your Marks of Rank feature, it has advantage on Wisdom saving throws.

In addition, while you are within 5 feet of a creature that is marked by you, melee weapon attacks against that creature score a critical hit on a roll of 19–20.

SUMMER IS COMING

This subclass can be altered slightly to represent members of similar orders based in lands of extreme heat, such as the mamluk orders of Zakhara. Simply change the Steel Yourself feature, substituting hot climates for cold climates and fire damage for cold damage.



NEW MONASTIC TRADITION:

WAY OF BURNING STONE

Off the coast of Icewind Dale, a group of monks built their sanctuary on the slopes of the dormant(?) volcano that dominates Ice Peak Island. They meditate upon the ki that flows within the churning magma, seeking the example that will allow them to perfectly marry two approaches to their fighting techniques.

The martial arts practiced by monks are often categorized into two styles, described as hard and soft, or external and internal. Hard styles meet force with force, relying more on physical power, while soft ones tend to avoid the enemy or redirect its own strength against it. The monks who originally erected a monastery on the volcanic island of Kanko in the eastern nation of Koryo studied the lava's transition between flowing as liquid and hardening into rock. Their insights became the Way of Burning Stone.

Once founded, this tradition spread across Kara-Tur to Shou Lung, Kozakura, and Wa, then west to Faerûn. Newer monasteries teach these practices in the Firepeaks of the Hordelands, on the slopes of Mount Hotenow near Neverwinter, in Tethyr's Starspire Mountains, and in Chult's Peaks of Flame. Ice Peak Island is considered the most remote and distant outpost of this powerful order.



LAVA BODY STANCE

Starting when you choose this tradition at 3rd level, you can draw volcanic fury from the earth into yourself. Spend 1 ki point as a bonus action to gain 1d6 temporary hit points, plus an extra 1d6 temporary hit points for each additional ki point you spend. These temporary hit points last for 1 hour. The maximum number of ki points you can spend on a single use of this feature is equal to your proficiency bonus.

While you have these temporary hit points, you have resistance to bludgeoning and fire damage, and your skin assumes a stony appearance etched with veins of glowing red, granting you advantage on Charisma (Intimidation) checks.

Once you reach 8th level in this class, you roll d8s instead of d6s for this feature.

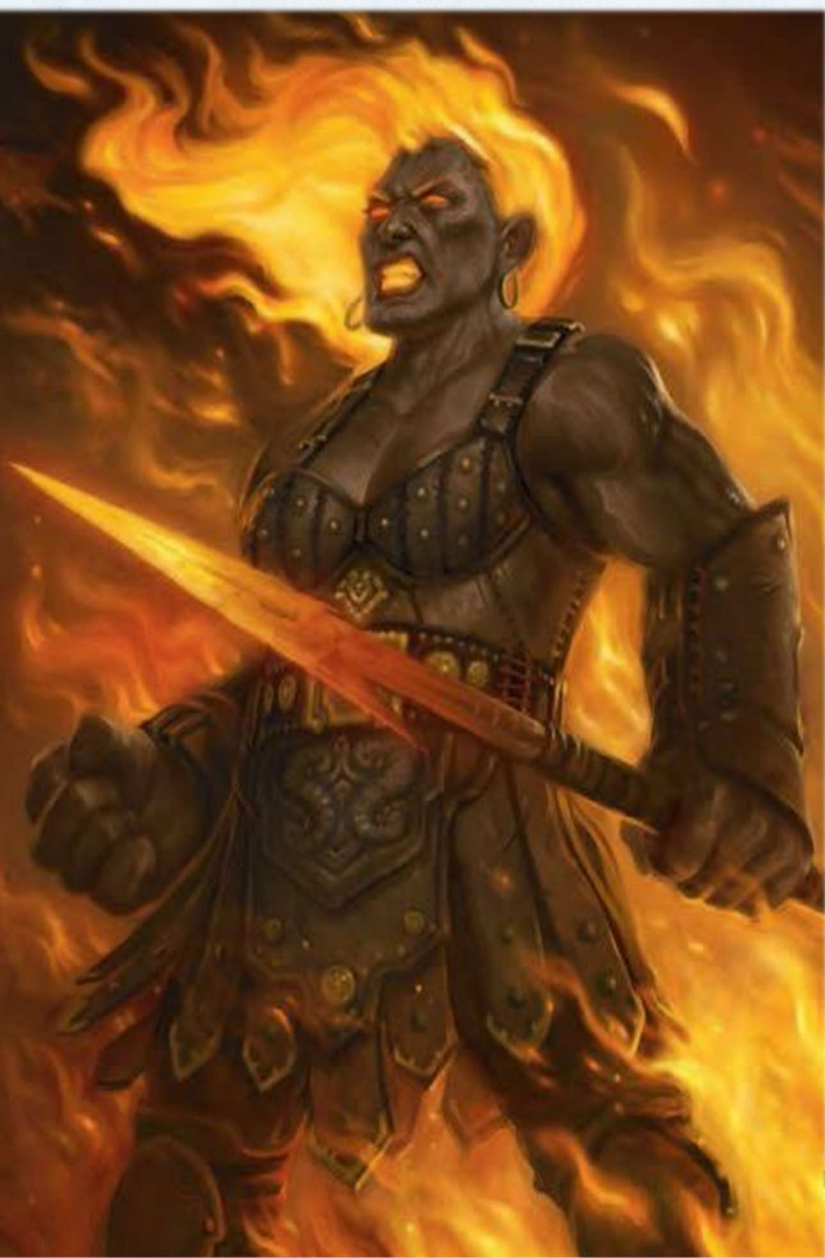


You can use this feature twice, regaining both uses when you finish a short or long rest.

FLOWING MAGMA STRIKE

At 3rd level, when you deal bludgeoning damage with a weapon attack or unarmed strike, you can spend 1 ki point to choose one target of that damage. That target takes fire damage equal to a roll of your martial arts die. You can use this feature only once on each of your turns.

You also learn the *magic stone*^{XGE} and *fire bolt* cantrips. Wisdom is your spellcasting ability for these cantrips.



TREMOR-RIDING KATA

Starting at 6th level, you can become one with the flow of volcanic energy beneath you, using it to travel instantly through the earth. When you are standing on a solid surface, you can use a bonus action to teleport up to 30 feet to an unoccupied space on the same surface.

In addition, when a creature you can see within 30 feet of you hits one of your allies with a melee attack, if you and the attacker are on the same surface, you can spend 3 ki points as a reaction to cast the *aegis of assault** spell.

EARTH DRAGON'S FURY

At 11th level, when you use your Tremor Riding Kata feature to teleport, you can choose to erupt from the ground with an overwhelming explosion of elemental power. When you teleport with that feature during your turn, you can spend 2 ki points as an action to force all creatures within 20 feet of the space where you appear to make a Dexterity saving throw. On a failed save, a creature takes 2d10 magical bludgeoning damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone.

You can add fire damage to this effect by spending additional ki points. Each added point you spend deals an extra 1d10 fire damage to each creature that fails its save, or half as much fire damage to a creature that succeeds. The maximum number of ki points you can spend on a single use of this feature is equal to your proficiency bonus.

LAVA BENDING

At 17th level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend ki points to cast *lava eruption** (5 ki points), *lava splash** (4 ki points), *meld into stone* (4 ki points), *passwall* (6 ki points), *pyroclastic tide** (4 ki points)*, *stone shape* (5 ki points), or *wall of stone* (6 ki points) without providing material components. Wisdom is your spellcasting ability for these spells.

NEW PALADIN

SACRED OATH:

OATH OF THE BORDERLANDS

Paladins of this oath have sworn to defend those living on the most vulnerable edges of civilization. Whether fighting on the frigid frontier of the Frozenfar or clearing caves of chaos near contested keeps, they consider themselves responsible for the safety of folks who live under constant threat.

This is a young and growing order, first founded in Ten Towns after the Time of Troubles by newly-minted paladins of Ilmater, Torm, and Tyr. Swearing their oaths at Bryn Shander's House of the Triad, the frontier knights (as they are often known) separated to patrol threatened settlements across the continent. Yet their knighthood's center remains in Icewind Dale, where their protection is still required all-too frequently.

TENETS OF THE BORDERLANDS

- ✧ *For a United Cause.* Frontier knights are called upon to set aside differences of politics and religion to ally with other foes of evil.
- ✧ *In Search of Compromise.* Unlike some paladins, members of your order seek peace with anyone. To defend a human castle beset by separate groups of orcs, goblins, and kobolds, you would eagerly forge agreements between all four sides—or unite three against one—to prevent bloodshed.
- ✧ *To the Edge of the World.* The comforts of great cities and secure estates are not for you. Your home will always be in contested, ill-defended lands, among the common folk trying to make lives there.

- ✧ *With No Glory but Salvation.* You don't measure greatness in battlefield triumphs or tales of your honor, but by how many families and peaceful communities can thrive thanks to your efforts.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE BORDERLANDS SPELLS

Paladin Level	Spells
3rd	<i>divine sanction*</i> , <i>heroism</i>
5th	<i>align weapon*</i> , <i>calm emotions</i>
9th	<i>beacon of hope</i> , <i>spirit guardians</i>
11th	<i>aura of purity</i> , <i>freedom of movement</i>
17th	<i>hold monster</i> , <i>mass cure wounds</i>





CHANNEL DIVINITY

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

Divine Negotiation. As a bonus action, you can use your Channel Divinity to call on the lifeblood knowledge of legendary diplomats who made peace between even the fiercest of enemies. For 1 hour, you gain special benefits whenever you make a Charisma (Persuasion) check to influence a creature that is hostile towards another creature that is currently within 30 feet of it, or that has a chaotic or evil alignment. Whenever you make such a check, you are considered proficient in the Persuasion skill and add double your proficiency bonus to the check instead of your normal proficiency bonus, and you can treat a d20 roll of 9 or lower as a 10.

Tenacious Smiting. At the start of your turn, you can use your Channel Divinity to enter a tireless fighting stance that allows you to better capitalize on your most devastating attacks. For 1 minute, whenever you take the Attack action, if you deal your Divine Smite damage during that action, you can make a single melee weapon attack as a bonus action. If the target of this bonus action attack is below its hit point maximum, it takes additional radiant damage equal to your Charisma modifier (minimum 1) on a hit.

AURA OF METTLE

At 7th level, you and friendly creatures within 10 feet of you gain a +1 bonus to Armor Class and

advantage on saving throws against becoming exhausted.

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

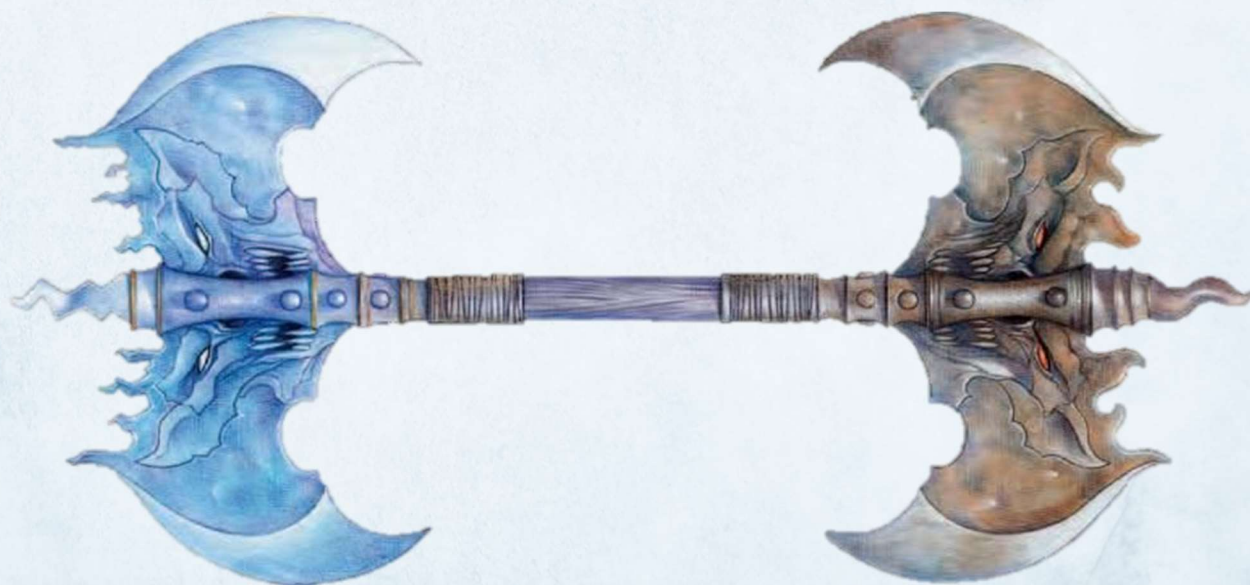
RADIANT DEFENDER

Beginning at 15th level, when you deal radiant damage to one or more creatures during your turn, you can immediately use a bonus action to choose one target of that damage. The target has disadvantage on the next saving throw it makes before the end of its next turn, and you cast a *divine sanction** spell targeting that creature as part of the same bonus action. When you cast *divine sanction** in this way, it does not use a spell slot.

PHALANX OF ONE

At 20th level, as an action, you can accelerate your reflexes, speed, and stamina beyond mortal limitations. For 1 minute, whenever you use your reaction, you regain your reaction the next time any creature starts its turn, rather than having to wait until the start of your next turn.

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





NEW RANGER CONCLAVE:

TEMPEST WARDEN

Just as the Feywild sings with eldritch energy, the spirits that walk the borders between worlds cry out for a champion. And you have answered. Whether you were called by primal spirits, raised in the Feywild, or nurtured by awakened animals, your vocation is to stand against nature's enemies, maintaining proper balance amid the chaotic magic that erupts where the Feywild meets the mortal world. Many such places can be found in Icewind Dale and the Savage Frontier, where the vain, heartless, and inhuman Winter Fey cross between worlds.

Like a mountain, unmoved amid buffeting winds, you are the point of calm within a cyclone of magically empowered steel. Ancient protective techniques give you a deadly elemental synergy with your weapons, and the wind howls with each strike, heralding the storm to come.

TEMPEST WARDEN MAGIC

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

TEMPEST WARDEN SPELLS

Ranger Level	Spells
3rd	<i>foesnare*</i>
5th	<i>misty step</i>
9th	<i>aegis of ensnarement*</i>
11th	<i>banishment</i>
17th	<i>commune with nature</i>

TEMPEST STEP

Starting at 3rd level, once during each of your turns when a creature within 15 feet of you takes damage from your weapon attack, you can force it to make a Charisma saving throw against your ranger spellcasting DC. On a

failure, you can push the target up to 5 feet away from you into an unoccupied space of your choice that you can see. When you push a creature in this way, you can also immediately move up to 5 feet closer to it. Neither your movement nor that of the creature you push provokes opportunity attacks.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses of it when you finish a short or long rest.

WARDEN'S FURY

At 3rd level, you can lash out against your enemies with thunderous energies of the Feywild. Once per turn, immediately after you make a weapon attack, you can deal extra damage to the attack's target. At 3rd level, this Warden's Fury damage is 1d4 thunder damage.

You can always deal this extra damage after you make a weapon attack that hits, adding it to that attack's damage. If you are wielding a separate melee weapon in each hand, you can deal this extra damage even after you make a weapon attack that misses.

When you reach 11th level in this class, you can choose to deal 2d4 extra damage with your Warden's Fury instead of 1d4, but when you do so it resounds with an otherworldly echo that can be heard up to 100 feet away.

RITE OF THE FEY BLADE

At 7th level, you learn a 10-minute ritual calling on primal spirits to replace the core of one or two weapons you touch with a heart of fey-crafted steel. The effects of this ritual last until the next time you finish a long rest, but end early if you perform the ritual again.

While you are wielding at least one weapon consecrated by this ritual, you gain the following benefits:

- ✧ While you are not wearing heavy armor, your Armor Class cannot be lower than 10 + your Dexterity bonus + your Constitution or Wisdom modifier (your choice).

- ✧ After you push a creature with your Tempest Step feature, instead of moving 5 feet closer to it, you can teleport up to 30 feet into any unoccupied space within 5 feet of it.

FONT OF LIFE

Starting at 11th level, you have a geomantic tie to the earth that allows you to focus your own life energies for a variety of powerful effects. Whenever you perform the ritual for your Rite of the Fey Blade feature, in addition to gaining to the normal benefits of that feature, you can also choose to do one or both of the following:

- ✧ You can spend one Hit Die. When you do, you regain hit points normally, but you can also immediately cast one of the following spells as a ranger spell, without using a spell slot: *dispel magic*, *freedom of movement*, *lesser restoration*, *greater restoration*, *meld into stone*, or *remove curse*. A spell cast in this way is cast as if using a 5th-level spell slot.
- ✧ You can select one of the following types of damage: acid, cold, fire, lightning, poison, or radiant. Until the next time you perform your Rite of the Fey Blade ritual, you can choose to deal damage of the chosen type with your Warden's Fury feature instead of thunder damage. Each type of damage is

tied to certain terrains, and you can only choose a damage type that corresponds with either a terrain type you have chosen for your Favored Terrain or the terrain in which you performed the ritual, as shown on the Font of Life Damage Types table.

FONT OF LIFE DAMAGE TYPES

Warden's Fury Damage Type	Favored Terrain or Current Local Terrain
Acid	Coast or Swamp
Cold	Arctic, Coast, Mountain, or Underdark
Fire	Desert, Forest, or Grassland
Lightning	Forest or Mountain
Poison	Forest, Swamp, or Underdark
Radiant	Arctic, Desert, or Grassland

AUTUMN REAPER'S TOUCH

Starting at 15th level, whenever your feet are touching the ground, your deeply rooted connection to the primal energies of the mortal plane allows you to drain the gift of life from your foes and return it to nature. While you are standing on the ground, you have resistance to necrotic damage and advantage on all saving throws against effects that would push you or cause you to fall prone, and you can choose for the extra damage you deal with your Warden's Fury feature to be necrotic damage.

When you deal necrotic damage with this feature during your turn, you gain temporary hit points equal to half the necrotic damage dealt if you have no more than half your hit points left. In addition, when you reduce a target to 0 hit points with an attack that dealt this necrotic damage, you regain one spent Hit Die. While you have temporary hit points gained from this feature, your skin resembles the cracked, grey bark of a tree in autumn, and your eyes turn the reddish-gold of fallen leaves, giving you disadvantage on Charisma (Deception or Persuasion) checks. Whenever you wish, you can use a bonus action to lose these temporary hit points and regain your normal appearance.





FEY-CRAFTED STEEL

The steel of weapons forged by the master smiths of the Feywild vibrates with a beautiful yet eerie sound. Anyone hearing such a weapon wielded can make a DC 15 Intelligence (Arcana) check to discern its tie to the otherworldly forges of the Fey.

NEW ROGUISH ARCHETYPE:

WAND-FOR-HIRE

You are a mercenary spellslinger with a talent for arcane crime and covert warfare, trained to earn a living by going where you are told to go and blasting those whom you are told to blast. Though you are dependent on wands and other arcane foci to cast spells at all, you are an absolute master of the few spells you know. In most situations, especially when executing or countering ambush, you're quicker at casting than the most well-trained wizards.

Despite your skill at stealth during a job, your magical handiwork is usually fairly distinctive after the fact. The aftermath of a big score often requires getting out of town for a long time—sometimes never to return. Like many dwelling in Ten Towns, wands-for-hire who come to Icewind Dale are usually seeking to hide from something, or someone. Sometimes, rogues like you seek isolation to wrestle with themselves, or to come to grips with nightmarish trauma, having seen enough strange death and magical destruction to last a lifetime.

Your forte is getting the drop on an enemy and taking it down with precisely targeted spells. Rogues of your vocation provide eldritch firepower for large-scale heists, work security for merchant ventures in treacherous situations, find a home with a company of mercenaries or adventurers, or even act as law-enforcement for unruly settlements in untamed frontiers.

WANDSLINGER TRAINING

At 3rd level, you gain proficiency in the Arcana skill, and you learn two cantrips of your choice from the wizard's spell list, each of which must

require an attack roll. When you reach 9th level in your rogue class, you learn an additional wizard cantrip.

You can only cast cantrips learned from this feature using an arcane focus (wand, rod, staff, orb, or crystal). While you have an arcane focus in hand, if you make a spell attack roll for a cantrip, once per turn you can choose to gain advantage on the attack roll if the target is a creature that hasn't taken a turn in the combat yet.

You also learn one 1st-level spell of your choice from the wizard's spell list that requires an attack roll. If you have an arcane focus in hand, you can use it to cast this spell once, regaining the ability to do so when you finish a short or long rest. Whenever you gain a level in this class, you can replace this 1st-level spell with another 1st-level spell from the wizard spell list that requires an attack roll.

For all spells gained from this feature, you can use an arcane focus as a spellcasting focus. You choose Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells, using the chosen spellcasting ability modifier when setting the saving throw DC for a spell you cast using this feature or when making an attack roll with one

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier.

Spell attack modifier = Your proficiency bonus + your spellcasting ability modifier.

DEADEYE CASTER

At 3rd level, when you hit with a ranged spell attack using a cantrip that would deal damage on the target, if you had advantage on the attack roll and an arcane focus in hand, instead of rolling the usual damage for that cantrip, you can choose to roll your sneak attack damage instead.

The damage dealt is of the same type that the cantrip would have dealt, and no other effects of the cantrip are changed except for the dice rolled for damage. This counts as a use of sneak



attack, so you cannot deal your sneak attack damage again during the same turn, and you cannot use this feature at all if you have already dealt your sneak attack damage that turn.

Even if you do not have advantage on the ranged spell attack for a cantrip, you can still substitute your sneak attack damage dice if you have an arcane focus in hand, another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ARCANE SHARPSHOOTER

Starting at 9th level, when you damage a creature with a cantrip that requires an attack roll, if you have an arcane focus in hand, you can choose to halve the damage the cantrip deals and force one target who takes that damage to make a saving throw against your spellcasting DC. You choose the type of saving throw and the effects of failing that save from the following options:

- ✧ **Disarm.** The target must succeed on a Strength saving throw or drop one item of your choice that it is holding. You can pull the item up to 5 feet closer to you, or let it land at the target's feet.
- ✧ **Disorient.** The target must succeed on an Intelligence saving throw. If it fails, it can't take reactions until after the end of your next turn.
- ✧ **Pin.** The target must make a Dexterity saving throw. If it fails, until the end of its next turn, its speed becomes 0, and it can't benefit from any bonus to its speed.
- ✧ **Rattle.** The target must succeed on a Charisma saving throw, or it has disadvantage on Wisdom and Charisma checks for 1 minute.
- ✧ **Scare.** The target must succeed on a Wisdom saving throw or it is frightened of you until the end of your next turn.
- ✧ **Wound.** The target must make a Constitution saving throw. If it fails, until the

end of its next turn, it cannot regain hit points and has disadvantage on Constitution ability checks and saving throws.

You can only use this feature once per turn.

NO FALSE MOVES

Starting at 13th level, you take on an intimidating demeanor of death and danger when you have a wand in hand, allowing you to freeze some foes in their tracks just by aiming and issuing a threat, no magic required. As an action when you have an arcane focus in hand, you can make a Charisma (Intimidation) check then force a creature to make a Wisdom saving throw against a DC equal to the result of your check. The creature must be able to see and hear you, and the two of you must share a language. If you succeed on the check, the creature is frightened of you until the end of its next turn, and you can also choose for it to be paralyzed until the end of its next turn.

Whether the creature succeeds or fails, the next time it moves or attacks before the end of its next turn, you can use your reaction to cast cantrip at it. The spell must have a casting time of 1 action and must target only that creature. The casting time is changed to 1 reaction for this casting.

You can use this feature a number of times equal to half your rogue level. You regain all expended uses when you finish a long rest.

SWIFT CANTRIP

At 17th level, if you have an arcane focus in hand, you can use a bonus action to cast a cantrip with a casting time of 1 action, changing the casting time to 1 bonus action for that casting.

You can use this feature a number of times equal to half your rogue level. You regain all expended uses when you finish a long rest.



NEW SORCEROUS ORIGIN:

ANCIENT ARTIFACT

Your magic doesn't come from within, but rather from an ancient magical artifact that has chosen you as its bearer. You may have received it as an inheritance, discovered it while exploring the ruins of an ancient culture, or simply been chosen when the artifact suddenly appeared before you. In any case, this item's power is tied to yours, and it cannot access its full might until you grow into the sorcerous potential it has stirred within your soul.

Powerful magical relics often find their way to remote lands, and less-populated regions can provide a safer environment to master a dangerous treasure. Icewind Dale still bears the scars wrought by the power of Akar Kessel, once an unskilled apprentice of the Arcane Brotherhood, who only gained prodigious magical might after discovering the crystal shard *Crenshinibon*, a vile sentient artifact from Zakhara. Only the actions of brave heroes and an alliance of disparate rivals saved Ten Towns from this threat. In the end, rather than mastering this item, Kessel was used and dominated by the power-hungry relic, even after his death—you must take care to avoid the same fate.

ANCIENT ARTIFACT

At 1st level, you have mastered the rudiments of the magical power conferred by your artifact, but have only begun to know its true nature. Choose a trinket (rolled or chosen from the Trinket Table in the *Player's Handbook* or an expansion of it) or a piece of adventuring gear worth 15 gp or less that is not armor. Your ancient artifact is a magical version of this item. (As an alternative, if your character's background includes the benefit of the Inheritor background described in the *Sword Coast Adventurers Guide*, your ancient artifact can be the same item as your inheritance from that benefit). Your ancient artifact is a magical item,

and can be detected as such, though the *identify* spell yields no useful information about it. You are attuned to your ancient artifact, but it does not use up one of your attunement slots. No one can attune to your ancient artifact but you.

Your ancient artifact protects you magically, guides your spellcasting, and sometimes shares the memories of its past bearers with you, granting you the following benefits while it is on your person:

- ✧ Your Armor Class cannot be lower than 12 + your Dexterity modifier, no matter what armor you may wear.
- ✧ You add a bonus equal to half your proficiency bonus (minimum of 1) to all Intelligence checks which do not already include your proficiency bonus, and to your saving throws against becoming charmed, frightened, or stunned.
- ✧ You can cast the *guidance* cantrip, targeting yourself, as a sorcerer spell.
- ✧ You can grant yourself advantage on a spell attack roll or grant another creature disadvantage on a saving throw it makes against a spell you cast. Once you use this benefit, you must finish a long rest before you can use this feature again.

The magical power of your ancient artifact is tied to your very soul. It disappears if it is more than 5 feet away from you for 1 minute or more, or if you choose to hide it. When it disappears, it is shunted away into an extradimensional space from which you can summon it back at any time as an action or bonus action. When you summon it back, it appears in your hand, on your person, or at your feet, as you choose.

If you lose your artifact or it is somehow destroyed, the loss is only temporary. The next time you finish a long rest, it is restored, whole and intact, within the extradimensional space from which you summon it.

If you cast a spell of 1st-level or higher while your ancient artifact is not within 5 feet of you, the spell is difficult to control, and you must roll

on the Wild Magic Surge table of the Wild Magic Sorcerous Origin described in the *Player's Handbook* to create a random magical effect.

SPELL CONTAINMENT

At 6th level, your ancient artifact gains the same magical abilities as a *ring of spell storing*. However, the maximum number of spell levels it can contain is equal to half your sorcerer level (rounded down), rather than the usual amount, and it can only contain spells of a level less than or equal to the highest level of sorcerer spell you can cast.



SURGING SPELL

At 6th level you gain the Twinned Spell metamagic option if you don't already have it. When you use Twinned Spell on a spell you cast, if you roll an 18, 19, or 20 on the d20 for a spell attack with that spell, or if a creature rolls a 1, 2, or 3 on the d20 for a saving throw made against that spell, you regain the sorcery points you spent to use Twinned Spell.

LIFE PRESERVATION

At 14th level, you and your ancient artifact have truly become one, and it uses its magical power to preserve your life. If you are reduced to 0 hit points, you can choose to instead be reduced to 1 hit point, and each creature within 10 feet of you takes psychic damage equal to half your sorcerer level + your Charisma modifier. For the next minute after you use this feature, you gain resistance to all damage except psychic damage, and any creature that hits you with an attack roll takes psychic damage equal your Charisma modifier.

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

CONTROLLED SURGE

At 18th level, your most prodigious moments of spellcasting achievement unlock brief surges of power from your ancient artifact. When you cast a 9th-level spell, if you roll an 18, 19, or 20 on the d20 for a spell attack, if a creature rolls a 1, 2, or 3 on the d20 for a saving throw made against a spell you cast, you can choose any number of creatures within a 30-foot sphere centered on you to roll a Constitution saving throw.

A creature that fails its saving throw against this feature takes 4d8 force damage and treats the area of this effect as difficult terrain until the end of your next turn. A creature that succeeds takes half as much damage. Whether a creature succeeds or fails, if it takes at least 1 point of force damage from this effect, you can push that creature up to 10 feet away from you.



NEW WARLOCK OTHERWORDLY PATRON:

THE MONARCH OF BEASTS

You've made a pact with legendary demigod-like being that rules over a certain type or group of animals. Such entities hold their own territories on the wild and beautiful Outer Plane known as the Beastlands. Most are known as Animal Lords, and they're indifferent to nearly everything, except those creatures and events which affect the beasts they call subjects.

Your patron is bestial and instinctive, yet more intelligent than all but the most brilliant mortals. As cunning as a fiend and as unpredictable as the Archfey, it takes on both humanoid and beast forms at will. Such patrons are not ignorant of civilization, though they take little interest unless their subjects often dwell in civilized lands.

The most famous of the Animal Lords is the Cat Lord, worshipped by the tabaxi, who rules over cats of all species and sizes, from housecats to sabretooth tigers to tressym. A related but lesser being, the King of Cats, seems to have dominion over only domesticated breeds.

Various legends describe a number of different animal lords or their agents appearing across Icewind Dale and the North. The Sage of Bears, the Elk Queen, the Lady of Foxes, the Trout Knight, the sorcerous Raven King (whose relationship to the Raven Queen is not precisely understood) all feature in local myths.

Obscure tales of the Beastlands name other semi-mythical Animal Lords such as the Rat King, the Lord of the Apes, the Horse Princes, the Baroness of Sharks, the Great Ram Brothers, and the elusive Mulwë, Prince of Hares. However, it is likely many more of these beings exist, with each holding dominion over a different part of the animal kingdom.

EXPANDED SPELL LIST

The following spells are added to the warlock spell list for you.

MONARCH OF BEASTS EXPANDED SPELLS

Level	Spells
1st	<i>sleep</i> , <i>tearing claws</i> *
2nd	<i>animal messenger</i> , <i>locate animals or plants</i>
3rd	<i>conjure animals</i> , <i>catnap</i> ^{XGE}
4th	<i>dominate beast</i> , <i>guardian of nature</i> ^{XGE}
5th	<i>awaken</i> , <i>steel wind strike</i> ^{XGE}

BEASTLANDS LORE

When you choose this Otherworldly Patron at 1st level, the wisdom and power that the Monarch of Beasts shares with you grants you several benefits:

- ✧ You learn to speak, read, and write Sylvan
- ✧ You gain proficiency in your choice of one of the following skills: Animal Handling, Athletics, Insight, Nature, Perception, or Survival.
- ✧ You can substitute your Charisma modifier for your Wisdom modifier when making Wisdom (Animal Handling, Perception, or Survival) checks.
- ✧ Beasts understand your speech as if they spoke your language, and you gain the ability to decipher their noises and motions. Most beasts only have the intelligence to communicate the kinds of information described under the *speak with animals* spell. This does not necessarily earn you the friendship of beasts, but you can interact with them the way you would any non-player character, and when you meet new beasts of the type represented by your patron, their initial attitude towards you is always friendly.

OMEN OF TOOTH AND CLAW

Starting at 1st level, when you use the magic granted by your patron, you can also call upon your patron to display its power. When you use a warlock spell slot to cast a spell, you can



magically channel energies of the Beastlands, placing your choice of either a Beastlands Boon or a Beastlands Curse on a creature of your choice within 30 feet of you that is not behind total cover.

If you choose a Beastlands Boon, the chosen target gains temporary hit points equal to your proficiency bonus + your warlock level, and it has advantage on Wisdom checks and Wisdom saving throws while it still retains temporary hit points gained from this feature.

If you choose a Beastlands Curse, you gain advantage on opposed ability checks against the chosen target, and the first time you inflict damage on the cursed target during each of your turns, you can either deal additional damage to it equal to your proficiency bonus or reduce its speed by 10 feet.

All effects of this feature (including any temporary hit points gained) end after 1 minute. They end early if you are incapacitated or if you use this feature again.

BESTIAL FURY

At 6th level, your patron allows you or your familiar to lash out with spectral claws, fangs, horns, spikes, or other natural weapons possessed by beasts of your patron's type. As a bonus action, you can target a creature within 5 feet of you (or within 5 feet of your familiar, if you have one) that you have hit with an attack roll since the end of your previous turn. That creature must make a Dexterity saving throw against your warlock spell save DC. On a failure, the target takes psychic damage equal to 1d6 + your Charisma bonus. If it fails by 5 or more, it falls prone in addition to taking the damage. If this damage reduces a creature to 0 hit points, you gain temporary hit points equal to your Charisma bonus + half your warlock level.

INSTINCTIVE CURSE

Starting at 10th level, when a creature is the target of your *hex* spell or a warlock feature you

have that curses (such as the Sign of Ill Omen eldritch evocation or the Beastlands Curse use of your Omen of Tooth and Claw feature), you gain certain benefits against that creature:

- ✧ When damage dealt by that creature forces you to make a Constitution saving throw to maintain concentration on a spell, you automatically succeed on that saving throw.
- ✧ When that creature makes a melee attack against you, you can use your reaction to cast a cantrip targeting only yourself or targeting only that creature. The cantrip must have a casting time of 1 action, which is changed to 1 reaction for this casting. If the cantrip requires a ranged attack, being within 5 feet of a hostile creature doesn't impose disadvantage on your attack roll.

You also gain these benefits against any creature that has taken psychic damage from your Bestial Fury feature since the start of your last turn

TRANSFORMING RECIPROCITY

Starting at 14th level, you can use your reaction to cast the *polymorph* spell without using a spell slot or any components whenever a creature you can see does any of the following things:

- ✧ It moves to a space within 5 feet of you
- ✧ It enters your reach
- ✧ It reduces a beast you can see within 60 feet of you to 0 hit points.

You can only target yourself or the creature that triggered this reaction with this *polymorph* spell, and it is cast as if using a 7th-level spell slot. The casting time is changed to 1 reaction for this casting. Otherwise, the spell works normally.

If you have the Pact of the Chain option for your Pact Boon feature, you can also use this reaction when a creature attacks your familiar.

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



NEW WIZARD ARCANE TRADITION:

SKY MAGIC

In many parts of the Frozenfar, planar energies related to elemental air leak into the Realms. In such places, spells of levitation and flight seem to become more powerful. Some wizards, keen to master such magic, base their studies in Icewind Dale or other parts of the far north, making an advanced study of techniques for harnessing spells of wind and sky. They not only master magical flight, but increase their speed and maneuverability while airborne.

No formal school exists to teach this arcane tradition. You may have been tutored by other skymages, or at least pointed in the right direction, or you may have stumbled into a place where these energies are particularly strong.

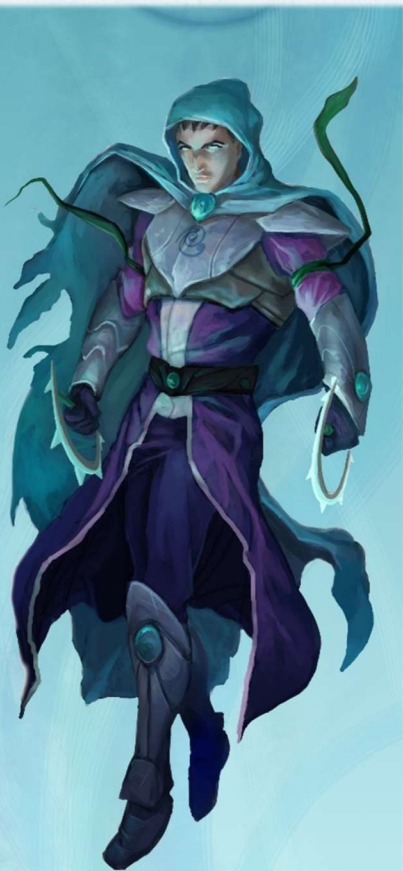
LIGHTNESS OF BEING

Beginning at 2nd level when you choose this

arcane tradition, you have resistance to all damage from falling, and when you take the Dash action, you can fly for up to 15 feet of that movement.

SKYBORNE SPELLCASTING

At 2nd level, you add the *feather fall* and *jump* spells to your spellbook if they are not already there. When you use your action to cast a spell of 1st level or higher, until the end of turn you can take the Dash action as a bonus action.



SECRETS OF FLIGHT

At 6th level, you add the *fly* spell to your spellbook if it is not there already. When you cast that spell or another spell with a duration of 1 minute or longer that grants you a flying speed, you can expend 1 additional spell slot of any level to double the spell's duration, to a maximum duration of 24 hours.

MANEUVERABLE FLYER

Starting at 6th level, you don't provoke opportunity attacks when you fly out of an enemy's reach.

GREATER SKYIMAGE

At 10th level, you discern certain secrets of magical flight that grant you the following benefits:

- ✧ Whenever you have a flying speed, that speed is increased by 10 feet, and you can hover. If you are in a place where planar energies related to air, wind, light, or sky are heightened, the increase to flying speed granted by this feature is doubled to 20 feet.
- ✧ When you roll an ability check to contest an effect that would end, counter, or dispel a spell you cast that grants you a fly speed, you gain a +5 bonus to that ability check.
- ✧ If you start your turn on the ground, the first time you fly during your turn, you can choose any number of creatures within 5 feet of your space when you start flying. Each creature you choose takes bludgeoning damage equal to your Intelligence modifier (minimum 1) and must make a Strength saving throw against your wizard spell DC if it is your size or smaller. On a failure, that creature is knocked prone.

WALK THE WINDS

Starting at 14th level, you can use your bonus action to gain a fly speed equal to your walking speed. This effect lasts until you dismiss it as a bonus action on your turn.

DM'S GUILD BONUS CONTENT

This section includes a new subclass for Matt Mercer's blood hunter class, which can be downloaded from the DMs Guild for a Pay-What-You-Want price at this link:

<https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

NEW BLOOD HUNTER ORDER:

ORDER OF THE WITCHBREAKER

You stand apart from civilization, shaped to defend its inhabitants from dark magic. While all blood hunters gain their abilities by imbibing the eldritch toxin known as the Hunter's Bane, your order began many years ago, when some fanatical zealots began "priming" children in their care with similar treatments, administered over the course of years. When subjects became blood hunters, they would develop additional powers related to breaking curses and defeating evil spellcasters.

Though members of the other orders stopped this program, to this day some foundlings are still trained and mutated in secret, all in the name of guarding innocent folk from unnatural forces. The elder witchbreakers who train students like you let them choose whether or not to take the Hunter's Bane when they reach adulthood, but by then, most see little point in trying to fit in with common mortal folk.

Witchbreakers were drawn to Icewind Dale during the Second Sundering, following tales of the Ice Witch who threatened Ten Towns. Even after her fall, these blood hunters still find eager hire for their skills among the practical yet superstitious folk of these bleak lands.

ELDRITCH SENSES

Starting at 3rd level, your uncanny senses discern magical secrets your foes would hide. When you use a bonus action to activate this feature, until the end of your next turn, you

learn whether or not each creature that you can see within 60 feet of you is a fey, fiend, humanoid, or undead. If it is a humanoid, you also learn if it is a shapechanger, a spellcaster, or both. Once you have used this feature to confirm that a humanoid is a shapechanger or spellcaster, you gain the bonuses from your Hunter's Bane feature against that humanoid as if it were a fiend.

If a creature is hidden from divination magic, this feature reveals nothing about it, except the fact that it is hidden from divination magic.

Starting at 7th level, when you activate this feature, you can also choose one creature within 60 feet that you can see. Unless that creature is hidden from divination, you instantly learn if it has any damage immunities, resistances, or vulnerabilities, and if so, what they are.

You can use this feature a number of times equal to your Intelligence modifier (minimum 1), regaining all expended uses when you finish a long rest.

PRETERNATURAL BEING

By 3rd level, your supernatural mutations fully manifest, granting you the following benefits:

- You are immune to diseases.
- You gain darkvision out to a range of 60 feet if you don't already have it.
- Whenever you take poison damage, you reduce the amount of poison damage you take by an amount equal to your blood hunter level.
- If your Strength and Dexterity scores are both 11 or higher, when you attack with a melee weapon that lacks the two-handed property, you can use your Dexterity modifier, instead of Strength, for the attack and damage rolls.

ABJURANT WITCHERY

At 7th level, an ancient pact negotiated by elder witchbreakers before you were born allows you to cast certain protective spells. You learn the *prestidigitation* cantrip, and you gain one 3rd-



level spell slot, which you can use to cast any spell from the following list: *aegis of shielding**, *dispel magic*, *magic circle*, *redirect spell**, and *remove curse*. You regain your expended spell slot when you finish a long rest.

You can also regain your expended spell slot for this feature by spending three of your Hit Dice as a bonus action, regaining hit points normally. Once you spend Hit Dice to regain a spell slot, you can't do so again until you finish a short or long rest.

While your crimson rite is active on a weapon, you also gain the ability to cast one additional cantrip with this feature. The cantrip you cast is determined by your active crimson rite, as shown on the following table:

Abjurant Witchery Cantrips

Active Crimson Rite	Cantrip
Rite of the Flame	<i>produce flame</i>
Rite of the Frozen	<i>frostbite</i> ^{XGE}
Rite of the Storm	<i>lightning lure</i> ^{SCAG}
Rite of the Dead	<i>chill touch</i>
Rite of the Oracle	<i>vicious mockery</i>
Rite of the Roar	<i>thunderclap</i>

Intelligence is your spellcasting ability for this feature, so when you cast a spell with this feature, you use your Intelligence modifier when setting the DC for a saving throw or making a spell attack.

Once you reach 18th level in your blood hunter class, you regain your expended spell slot for this feature when you finish a short rest or a long rest.

GREATER CRIMSON RITE

Starting at 11th level, while your crimson rite is active on a weapon that lacks the two-handed property, you can use your action to make a melee attack with that weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target.

AFTER-MARKET ALCHEMY

At 15th level, you learn three mutagen formulas of your choice from among those listed for the Order of the Mutant, though your alchemy is less polished. Whenever you gain a level, you can choose one mutagen formula you already know and replace it with a new formula.

Whenever you finish a short or long rest, you can concoct two mutagens. Like the mutagens of the Order of the Mutant, your mutagens have no effect on creatures besides you and lose their potency over time, becoming inert if not used before the next time you a short or long rest.

As a bonus action you can consume a single mutagen, and the effects and side effects last until you finish a short or long rest, unless otherwise specified. While one or more mutagens are affecting you, you can use an action to end the effects and side effects of all mutagens.

While one or more mutagens are affecting you, at the start of each of your turns, you regain 1 hit point if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

PROFANE WITCHERY

At 18th level, you add darker magic and greater power to the spellcasting you gain from your Abjurant Witchery feature. Choose three spells of 1st or 2nd level from the warlock's spell list, adding those spells to the list of spells you can cast with your Abjurant Witchery feature.

You learn one additional spell for this feature when you reach 20th level. This can be any spell from the warlock spell list of 1st, 2nd, or 3rd level.

SPELLBREAKING CURSE

At 18th level, you gain one additional use of your Blood Maledict feature, and you gain the Blood Curse of the Avenging Step (detailed in the Appendix of this book) for your Blood Maledict feature. This does not count against your number of blood curses known.



CHAPTER 2: NEW FEATS

For campaigns that use the optional Feat rules, this chapter presents additional choices.

BEAST COHORT

You have a long-time pet with whom you maintain a preternatural bond. This animal is extremely loyal to you and will fight on your behalf. You gain the following benefits:

- ✧ Choose a beast no larger than Medium size that has a challenge rating of $\frac{1}{4}$ or lower. You gain one beast of this type as your cohort. The beast obeys your commands as best it can. The beast cohort acts on its own turn, but does not roll initiative. Instead, when you roll initiative, you determine whether the beast acts just before the beginning of your turn or just after the end of your turn. Unless you are incapacitated or more than 120 feet away (in which case you have no influence over the beast's actions), the bonded beast cannot take the attack, dash, disengage, dodge, or help action unless you use your action to order the beast to do so, but it can take other actions as normal.
- ✧ The beast cohort gains advantage on attacks against creatures within 5 feet of you.
- ✧ The beast's hit point maximum equals its normal maximum or 4 times your level, whichever is higher.
- ✧ The beast cohort remains bonded to you until you choose to release it, but even after that, the beast cohort will always remain



friendly to you. You can never have another beast as a cohort with this ability, unless the previous beast cohort has died and the new beast is a blood relative of the previous one, and you spend 8 hours establishing a new bond. You can never have more than one beast cohort at once.

- ✧ At 3rd level, the beast may be Large size or smaller, provided that it has a Challenge rating of 1 or lower. An existing beast cohort can also grow into a beast of such size. It is assumed that at lower levels the beast was still maturing, and that the new creature is its adult form (raising a wolf into a dire wolf, for example).
- ✧ At 4th level, you add your own proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in.
- ✧ Beginning at 7th level, on any of your turns when your beast companion doesn't attack, you can use a bonus action to command the beast to take the dash, disengage, dodge, or help action on its turn.
- ✧ Starting at 11th level, your beast cohort can make two attacks when it takes the attack action.
- ✧ Beginning at 15th level, when an attacker that you can see hits your beast cohort with an attack, you can call out a warning. If your beast cohort can hear you, it can use its reaction to halve the attack's damage against it.



BORN MARAUDER

Your people are great riders and nomads with a history of raiding non-migratory settlements. You learned to ride before you could walk, and ranged across a vast expanse. Even if you or your kin are no longer directly involved in raiding, you still learn relevant techniques for maneuvering to strike swiftly and intimidate targets. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Strength, Dexterity, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✧ Choose any one martial weapon. You gain proficiency with that weapon, and when you roll damage for a critical hit with that weapon, you can re-roll any damage die that rolls a 1. You must use the new roll.
- ✧ You gain proficiency with one of the following skills: Animal Handling, Athletics, Intimidate, Nature, or Survival. You also gain expertise with the chosen proficiency, meaning you double your proficiency bonus for all ability checks with it.
- ✧ You have advantage on all ability checks and saving throws related to controlling, maneuvering, or staying on a mount. In addition, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.
- ✧ You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers, and is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. In addition, if you have no superiority dice, you regain one

expended superiority die when you inflict damage on a hostile creature that is frightened of you.

COMPETITOR

You are an expert in games, tournaments, jousts, and other competitions. You gain the following advantages:

- ✧ Increase one of your ability scores by 1, to a maximum of 20.
- ✧ You gain proficiency with one type of gaming set or vehicle.
- ✧ You always know the current gambling odds on any public game, competition, or sport.
- ✧ You have 3 *competition points*. Whenever you make an ability check that is directly related to a game, sporting event, or competition, or that is contested by another creature's ability check, you can spend a competition point to gain advantage on that roll. You regain your expended competition points when you finish a long rest.

EXPERT MOUNTAINEER

Prerequisite: Constitution 13 or higher

You are a skilled climber of mountains and other great heights. You gain the following benefits:

- ✧ You gain advantage on Strength (Athletics) checks related to climbing, and on Dexterity (Acrobatics) checks related to keeping your balance.
- ✧ You have advantage on all saving throws against being pushed, pulled, or knocked prone.
- ✧ You are acclimated to high altitude, including elevations above 20,000 feet.
- ✧ Climbing does not cost you extra movement.



FOLK OF THE FROZEN FRONTIER

Your people dwell in the harshness of the furthest and coldest wilds. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Strength, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✧ You are naturally adapted to cold climates. Also, when you would take cold damage, you can use your reaction to roll 2d4 and reduce the damage by that total.
- ✧ You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you can cast the *lesser restoration* spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.
- ✧ You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates
- ✧ You gain advantage on Strength (Athletics) checks related to climbing, and on Dexterity (Acrobatics) checks related to keeping your balance.

GIFTED SEER

You have a preternatural bond with nature that grants you special insights, including the ability to foresee future events. This grants you the following benefits:

- ✧ You can take an action to detect the presence of aberration, beast, dragon, fey, giant, and undead creatures within 300 feet until the end of your next turn. You can

identify the type of creature, but cannot determine the creature's exact location, only the general direction if they are within 300 feet.

- ✧ You learn one of the following cantrips of your choice: *druidcraft*, *guidance*, *mending*, *resistance*, *shillelagh*, or *true strike*.





- ✧ You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast that spell with this benefit again. You choose the first spell you learn and cast in this way, which can be a 1st-level divination spell from any class's spell list. At 5th level, you also learn and cast the *augury* spell with this feat. At 9th level, you also learn and cast the *commune with nature* and *scrying* spells.
- ✧ Your spellcasting ability for all spells and cantrips gained from this feat is Wisdom. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.
- ✧ At 9th level, choose a particular type of inanimate plant (oak trees, rosebushes, mistletoe, etc.). When touching a plant of that type, you can use it as a scrying focus for the *scrying* spell, without having to pay a cost in gold to make it a focus. If the subject of a *scrying* spell you cast is within sight of that plant or another plant of that same type, its saving throw is modified as if you have familiar knowledge of it.
- ✧ You can take reactions during a surprise round, even when you are surprised. When you take damage from an attack during a surprise round, you can use a reaction to take the Dash, Disengage, or Hide action.

NORTHLANDER

Your kinfolk founded or ruled settlements in the cold north, and had to fight both to retain your authority and to defend your subjects. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Constitution, Wisdom, or Charisma. Increase the chosen score by 1, to a maximum of 20.
- ✧ You are naturally adapted to cold climates. Also, when you would take cold damage, you can use your reaction to roll 2d4 and reduce the damage by that total.
- ✧ Choose any one martial weapon. You gain proficiency with that weapon, and when you roll damage for a critical hit with that weapon, you can re-roll any damage die that rolls a 1. You must use the new roll.
- ✧ You have advantage on saving throws against becoming charmed or frightened.
- ✧ You have advantage on Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.

SEA RAIDER HERITAGE

You come from a culture known for using ships to engage in piracy or raid mainland settlements. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Strength, Dexterity, or Constitution. Increase the chosen score by 1, to a maximum of 20.
- ✧ You have advantage on all saving throws and ability checks related to swimming and to staying aboard any water vehicle.
- ✧ You gain proficiency with your choice of land vehicles, water vehicles, or one of the following skills: Animal Handling, Athletics, Intimidate, Nature, Stealth, or Survival. You also gain expertise with that proficiency, meaning you double your proficiency bonus for all ability checks with it.
- ✧ You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one



superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. In addition, if you have no superiority dice, you regain one expended superiority die when you inflict damage on a hostile creature that is frightened of you.

STEADY AT THE HELM

You are highly skilled in steering vessels that travel by sea, such as ships, sailboats, fishing boats, yachts, and other types of maritime vessels. This feat grants you the following benefits:

- ✧ Increase your choice of either your Dexterity or Wisdom score by 1, to a maximum of 20.
- ✧ You gain proficiency with navigation tools and with vehicles (water).
- ✧ You gain expertise with your proficiency in vehicles (water), which means your proficiency bonus is doubled for any ability check you make with that proficiency.
- ✧ You have advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks related to swimming, climbing, keeping your balance, or avoiding falling.
- ✧ You can use a sudden maneuver to aid an ally in combat. You can use the Help action to aid an ally's attack roll, even if they are not within 5 feet of you, so long as you can see both your ally and their target, and both are aboard a vehicle you are piloting.

TEMPEST TECHNIQUE

You are an expert in a special two-weapon fighting style that makes you the point of calm within a whirling barrier of deadly blades. This gives you the following benefits:



- ✧ When you use a bonus action during your turn to make a melee attack using a light or finesse weapon, if you have a weapon in each hand, you gain a +2 bonus to the attack roll if you have previously hit the target with a weapon attack during the same turn.
- ✧ When you make an opportunity attack with a light weapon, you can roll a d4 and add the number rolled to the attack roll.
- ✧ You gain your choice of one of the Fighting Styles available to the Fighter class, which can only be chosen from the following options. You can never take the same Fighting Style option more than once:
 - **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
 - **Harrier.** When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed

or heavy property, the creature's speed is reduced by 10 feet until the end of its next turn.

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

WINTER FEY SURVIVOR

You were kidnapped and likely enslaved by the evil otherworldly beings known as the Winter Fey and somehow escaped to tell the tale, though the experience changed you forever. You gain the following advantages:

- ✧ Increase your Constitution score by 1, to a maximum of 20.
- ✧ As an action, you can sense the presence of the fey. Until the end of your next turn, you know the location of any fey creature within 60 feet of you that is not behind total cover. In addition, if there is any location within 1 mile that is linked to the Feywild or Shadowfell (such as a fey crossing, gate, portal, or teleport circle), you are aware of the nearest such location and what direction it is from you until the end of your next turn. Once you use this benefit, you cannot do so again until you finish a short or long rest.
- ✧ You can cast use an action to cast the *etherealness* spell as a 7th-level spell without using a spell slot or any components. When you cast the *etherealness* spell in this way, it ends at the end of the current turn. Once you cast *etherealness* with this benefit, you cannot do so again until you finish a long rest. Constitution is your spellcasting ability score for this spell.

WONDER WORKER

Whether or not you create magic items, you practice eldritch crafting techniques such as those taught by the church of Gond. This grants you the following benefits:

- ✧ You learn two of the following cantrips of your choice: *light*, *mending*, *magecraft focus**, *minor illusion*, *prestidigitation*, *spare the dying*, or *thaumaturgy*.
- ✧ Choose one spell that has the ritual tag. You can cast the chosen spell, but only as a ritual. You keep a written record of any ritual spell you learn to cast with this feat (if you keep a wizard's spellbook or another book that contains ritual spells, the record can be kept in the same book). In order to cast the spell as a ritual, you must have had access to the written record for that spell for at least 1 minute since the last time you finished a long rest. At 9th level, you learn one additional ritual spell, subject to the same limitations. Any ritual spell you choose for this feat must be of a level less than or equal to half your current level (rounded up). If the written record of a ritual spell you learned with this feat is lost or destroyed, you can recreate it by writing it down using appropriate means (such as pen, ink, and parchment), a process which takes 2 hours per level of the spell.
- ✧ You gain one tool proficiency of your choice.
- ✧ You gain expertise in the use of one tool with which are proficient, which means your proficiency bonus is doubled for any ability check you make using that tool proficiency.
- ✧ You can grant temporary hit points to crafted objects. By spending 10 minutes using appropriate tools to work on an object or structure you can touch, you can make a DC 10 ability check with those tools. On a success, you grant that object (or a section of it equivalent to a 5-foot cube if it is larger than that) temporary hit points equal to your proficiency bonus + your level.

Choose Intelligence or Wisdom as your spellcasting ability score for spells gained from this feat.



CHAPTER 3: NEW SPELLS

The spells in this section present new options particularly suited for the subclasses in this book, Icewind Dale campaigns in general, or the *Rime of the Frostmaiden* storyline.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order. Each gives all the normal spell information, and also has an extra Spell List section, detailing which existing class spell lists (Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, or Wizard) are intended to include it.

AEGIS OF ASSAULT

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies

Range: 30 feet

Components: V, M (a weapon)

Duration: 1 round

Spell Lists: Paladin, Warlock, Wizard

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

- ✧ Teleport to an unoccupied space, as long as that space is not farther away than you are now from the creature that made the triggering attack.
- ✧ Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack if you choose. If that attack hits, it deals an extra 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is

resolved, you mark the creature who made that attack until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the extra radiant damage inflicted with the melee weapon attack increases by 1d4 for each slot level above 3rd.





AEGIS OF ENSNAREMENT

3rd-level enchantment

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies

Range: 30 feet

Components: V, M (a weapon)

Duration: 1 round

Spell List: Paladin, Ranger, Sorcerer, Wizard

Your magic ensnares an attacking enemy, moving it so its attack targets you instead of your ally. The creature that made the triggering attack roll must roll a Charisma saving throw, which happens before the attack's damage is resolved. On a failed save, you teleport it to an unoccupied space within 5 feet of you. It then makes the triggering attack against you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses you.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the psychic damage increases by 1d4 for each slot level above 3rd.

AEGIS OF SHIELDING

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies

Range: 30 ft.

Components: V, M (a weapon)

Duration: 1 round

Spell Lists: Artificer, Paladin, Wizard

You protect your ally with a barrier of invisible force. Until the end of the turn, the target of the triggering attack gains resistance to bludgeoning, piercing, and slashing damage and a +5 bonus to AC, including against the triggering attack.

After the triggering attack is resolved (whether it hits or misses), the creature that made the attack takes 1d4 force damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the force damage increases by 1d4 for each slot level above 3rd.

ALIGN WEAPON

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, M (one weapon or 50 projectiles)

Duration: Concentration, up to 1 minute

Spell Lists: Artificer, Cleric, Paladin

You infuse a weapon you touch with the energies of one of the Outer Planes, energies which correspond strongly to certain ethical or moral alignments and inflict extra damage against certain types of creatures. When you cast this spell, choose one of these four planes:

- ✧ **Elysium (Good):** Aberrations, chromatic dragons, elementals, fiends, or undead.
- ✧ **Hades (Evil):** Beasts, celestials, metallic dragons, humanoids, or plants.
- ✧ **Limbo (Chaos):** Constructs, angels, dragons, devils, or giants.



- ✧ **Mechanus (Law):** Aberrations, demons, fey, monstrosities, oozes, or undead.

Until the spell ends, the weapon inflicts an additional 2d6 force damage against the types of creatures listed for the chosen plane.

Your alignment may limit your choice of planar energies when you cast this spell. If you are evil-aligned, you cannot choose Elysium; if you are good-aligned, you cannot choose Hades, if you are lawful in alignment, you cannot choose Limbo; if your alignment is chaotic, you cannot choose Mechanus.

CHAINS OF LEVISTUS

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a length of chain)

Duration: Instantaneous

Spell Lists: Warlock

Make a ranged spell attack against a target within range. On a hit, the target takes 3d6 cold damage, and spectral chains of ice leap from your hands and lash around it, pulsing with cold whenever it moves. If the target willingly moves before the start of your next turn, it immediately takes an additional 2d6 cold damage, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial cold damage and the additional cold damage the target takes for moving both increase by 1d6 for each slot level above 1st.

CHILLING BLOW

1st-level evocation

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

Spell List: Druid, Paladin, Ranger, Wizard

As part of the action used to cast this spell, you must make a melee attack with a weapon against a target within range, otherwise the

spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d6 cold damage as it is enveloped in a crust of frost until the start of your next turn. If the target makes an attack roll before then, it immediately takes an additional cold damage equal to 1d6 + your spellcasting ability modifier, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

DIVINE SANCTION

1st-level evocation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, M (a melee weapon)

Duration: Concentration, up to 1 hour

Spell Lists: Paladin

You place a divinely empowered curse on a creature that you can see within range. While it is within reach of your weapon, the target provokes an opportunity attack from you whenever it makes an attack roll that does not target you. In addition, at the end of each of its turns, it takes 1d6 radiant damage if it hit has a creature other than you with an attack roll since the end of its previous turn.

If the target drops to 0 hit points before the spell ends, you can use a bonus action on your turn to move the spell's effect to a new creature within range.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

DREAD REVELATION

1st-level illusion

Casting Time: 1 bonus action

Range: Self

Components: V, M (a weapon)

Duration:

Concentration, up to 1 minute

Spell Lists: Bard, Cleric, Paladin, Warlock, Wizard

The next time you hit a creature with a weapon attack before this spell ends, images of you and your companions as daunting figures discourage your foe from confronting you. The attack deals an extra 1d8 psychic damage to the target, and you can push the target up to 5 feet away from you. In addition, the next time the target makes an attack roll against you or a creature friendly to you before the end of its next turn, it takes psychic damage equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each slot level above 1st.

EYES OF THE VESTIGE

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Spell Lists: Warlock

Your enemy's eyes glow with an eldritch light as a vestige of lost power from a past era takes hold, scouring that foe's mind while you curse another nearby foe. Choose a creature within range, which must roll a Charisma saving throw. On a failure, the target takes 1d6 psychic damage, and your magic curses a different creature of your choice that you can see within 15 feet of it. The second creature takes necrotic damage equal to your spellcasting ability modifier. If the second creature is already the target of a spell you cast that curses (such as



hex) or of a warlock feature of yours that curses (such as Sign of Ill Omen), it has disadvantage on the next attack roll it makes before the start of your next turn.

At 5th level, the psychic damage to the target increases by 1d6, and the necrotic damage to the second creature increases to 1d6 + your spellcasting ability modifier. Both damage rolls increase by 1d6 at 11th level and 17th level.

FEYWILD GUARDIAN

Conjuration cantrip

Casting Time: 1 reaction, which you take when a hostile creature you can see within 10 feet of you takes the Disengage action or makes an attack that does not target you

Range: 10 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

Spell Lists: Druid, Sorcerer, Warlock, Wizard

You draw on magic of the Feywild to quickly teleport in order to punish an enemy who ignores you. When you use your reaction to cast this spell, you can teleport up to 10 feet to any unoccupied space where the triggering creature would be within the reach of your melee weapon. As part of the same reaction, you can immediately make one melee weapon attack against the triggering creature. The amount of damage inflicted by this attack cannot be higher than your spellcasting ability modifier.

The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d4 radiant damage to the target. This extra radiant damage increases to 2d4 at 11th level and 3d4 at 17th level. Whenever you add this radiant damage to the damage of your weapon attack,



the maximum amount of damage the attack can inflict is equal to your spellcasting ability modifier + the amount of additional radiant damage granted by this spell.

FIRE HAWK

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Spell Lists: Druid

You conjure a minor spirit in the form of a flaming hawk, which makes a swooping attack against your foe and then circles above it for a moment to strike again if your foe's defenses falter.

Make a ranged spell attack against a creature within range. If the attack hits, the creature takes 1d8 fire damage and has the fiery hawk looming above until the start of your next turn. If the target provokes an opportunity attack before then (whether such an attack is actually made or not), it immediately takes 1d8 psychic damage and the spell ends.

The fire damage from this ranged spell attack increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FOESNARE

1st-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

Spell Lists: Artificer, Warlock, Wizard

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d6 force damage as links of solid eldritch energy burst from its flesh, binding its

bones to the ground. The creature you hit is restrained until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

FROSTWIND BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

Spell Lists: Druid, Sorcerer, Warlock, Wizard

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your weapon's blow inflicts winter's wrath, leaving a frosty trail as it cuts through the air. The next time the target you hit makes an attack before the end of your next turn, it must choose either to make the attack with disadvantage or to take 1d6 cold damage and make the attack roll normally. A creature within 5 feet of you that takes cold damage from this spell reduces its speed by half until the end of your next turn.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 cold damage to the target, and the damage the target suffers for not taking disadvantage on its next attack increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

FROST BACKLASH

2nd-level evocation

Casting Time: 1 reaction, which you take in response to being hit with an attack roll by a creature within 5 feet of you

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous



Spell Lists: Druid, Ranger, Sorcerer

As part of the reaction used to cast this spell, you must make a melee attack with a weapon against the creature who made the triggering attack, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 3d6 cold damage. On a miss, the target takes no damage from your melee weapon attack, but takes half the extra cold damage it would have inflicted.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cold damage increases by 1d6 for each slot level above 2nd.

INEVITABLE WINTER

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (the mummified finger of a humanoid who froze to death)

Duration: Instantaneous

Spell List: Bard, Druid, Sorcerer, Warlock, Wizard

You call spirits of death and winter, commanding them to surround a foe to sap its vitality. Choose one creature you can see within range. The creature takes 2d12+20 cold damage, and it must make a Wisdom saving throw. If the save fails, the creature takes necrotic damage equal to the amount of cold damage it took from this spell, and the next time it makes a saving throw before the end of its next turn, the target must roll a d6 and subtract the number rolled from the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the cold damage increases by 1d12 for each slot level above 6th.

JINX SHOT

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (a ranged weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a ranged weapon attack against a creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted shot renders your foe unaccountably clumsy. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 psychic damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

LAVA ERUPTION

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a bottle carved of obsidian)

Duration: Concentration, 1 minute

Spell Lists: Druid, Wizard

Choose a point you can see on the ground within range. A fountain of liquid hot magma erupts in a 20-foot sphere centered on that point. For the duration, the area of the spell (including all portions of that area, above the ground or beneath it) becomes difficult terrain, and the lava ignites flammable objects in the area that aren't being worn or carried.

A creature takes 3d6 bludgeoning damage and 3d6 fire damage when it enters the spell's area for the first time on a turn or starts its turn there.

After the spell ends, the area of the spell remains difficult terrain until it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts or earth-based or fire-based elemental creatures (such as gargoyles or



salamanders) do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only firenewts or creatures of the elemental type can benefit from this effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage and fire damage each increase by 1d6 for each level above 4th.

LAVA SPLASH

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a fist-sized lump of volcanic rock.)

Duration: Instantaneous

Spell Lists: Cleric, Druid

You conjure a wave of burning lava that rises up and showers an area within range. The affected area is a 30-foot cone originating from a point you choose within range. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 3d6 bludgeoning damage and 3d6 fire damage, and its speed is reduced by half until the end of its next turn.

The area of the spell becomes difficult terrain, and the lava ignites flammable objects in the area that aren't being worn or carried. The difficult terrain cannot be cleared for 1 minute, after which the lava cools. Each 5-foot-square



portion of the area requires at least 1 minute to clear by hand.

Firenewts or earth-based or fire-based elemental creatures (such as gargoyles or salamanders) do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only firenewts or creatures of the elemental type can benefit from this effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage and fire damage each increase by 1d6 for each slot level above 3rd.

MISDIRECTED MARK

1st-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 round

Spell Lists: Bard

You conceal your arcane attack, manipulating your foe into believing the attack came from your ally and focusing on them obsessively. Make a ranged spell attack against a target within range. On a hit, the target takes 4d6



psychic damage, and you choose one willing ally within 30 feet of both you and the target. That ally marks the target until the end of your next turn. While a target marked with this spell is within 5 feet of the ally that marked it, it has disadvantage on any attack roll that doesn't target that ally. This spell ends early if the marking ally dies or is incapacitated, or if the target marked with this spell is marked by a creature besides the ally you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

PRIME SHOT

1st-level divination

Casting Time: 1 reaction, which you take when you make an attack roll against a creature and none of your allies are closer to that creature than you are

Range: 120 feet

Components: S

Duration: 1 minute

Spell Lists: Ranger, Warlock

When you cast this spell, you curse the target of the triggering attack roll for the duration. Until the spell ends, whenever you make an attack roll against that creature (including the triggering attack) while none of your allies are closer to that creature than you are, you can roll a d4 and add the result to your attack roll.

If you use a spell slot to cast this spell and deal damage to the target, as part of the magic of this spell, you immediately regain the spell slot you used to cast it.

PYROCLASTIC TIDE

3rd-level evocation

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, M (a melee weapon)

Duration: Instantaneous

Spell Lists: Druid, Ranger

You strike a blow fueled by the fury of the earth, channeling volcanic energy into the very ground beneath your feet.

As part of the action used to cast this spell, make a melee weapon attack against a creature within range. If the attack hits, the target is knocked prone, and the ground within a 10-foot radius sphere centered on you becomes difficult terrain until it is cleared. All creatures besides you within the affected area must roll a Strength saving throw. A creature takes 2d6 bludgeoning damage and 2d6 fire damage and is knocked prone on a failed save. If the saving throw is successful, the creature takes half the damage, and isn't knocked prone. Molten lava ignites flammable objects in the area that aren't worn or carried.

The spell's area remains difficult terrain until it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts and earth-based or fire-based elemental creatures (such as gargoyles or salamanders) do not take damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage and fire damage both increase by 1d6 for each slot level above 3rd.

REDIRECT SPELL

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Spell Lists: Artificer, Bard, Cleric, Paladin, Sorcerer, Wizard

You create a magical connection between yourself and an ally, such that any spells that would harm the ally are redirected to you. Touch a willing creature when you cast this spell. Whenever you are within 15 feet of that creature, and it is forced to make a saving throw against a spell, or it is targeted by a spell attack,



the spell targets you instead. If the spell forces a saving throw, you make your own saving throw against it and undergo its effects for a success or failure. If the spell is an attack, the attack roll is made against you.

This spell ends early if the chosen creature is ever more than a mile away from you.

STAGGERING NOTE

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (a musical instrument)

Duration: Instantaneous

Spell Lists: Bard

As part of the action used to cast this spell, you must make a Charisma (Performance) check, otherwise the spell fails. Choose one Large or smaller creature within the spell's range when you make this Charisma check. If the result of your check equals or exceeds the target's Armor Class, you can push it up to 10 feet away from you. This forced movement does not provoke opportunity attacks.

If your check exceeded the target's Armor Class by 5 or more, the target takes thunder damage equal to your spellcasting ability modifier, and after you push the target, you can use a bonus action to choose one ally within 5 feet of the it. That ally can use its reaction to make one melee attack against the target.

This spell's damage increases when you reach higher levels. At 5th level, the thunder damage increases to 1d4 + your spellcasting ability modifier. This damage roll increases by an additional 1d4 at 11th level and again at 17th level.

STORM SHIELD

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Spell Lists: Cleric, Druid

You conjure a small area of whirling air that occupies a 5-foot radius sphere centered on a point you choose within range. The swirling air forms a shield that blocks acid, cold, fire, lightning, and thunder damage. The shield attracts all elemental discharges and neutralizes them, granting all creatures within a 30-foot radius from its center immunity to the listed damage types. However, the shield's immunity is limited. If the shield reduces damage a creature would take to 0, the spell ends if it is not the first time that the shield has reduced damage that particular creature would have taken to 0 since this spell was cast.

SUMMONS OF KHIRAD

3rd-level conjuration

Casting Time: 1 action

Range: 70 feet

Components: V, S, M (a fish hook and line)

Duration: Instantaneous

Spell Lists: Warlock

You shoot a bolt of blue flame at your enemy, who shimmers for a second before teleporting to a place of your choosing. Make a ranged spell attack. On a hit, you deal 5d6 psychic damage to the target and it must make a Wisdom saving throw. On a failure, you can teleport it to any empty space you can see within 30 feet of it where it would be on solid ground that can support its weight. Once the target is teleported, it immediately provokes opportunity attacks from all creatures within 5 feet of it.

TEARING CLAWS

1st-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V

Duration: Instantaneous

Spell Lists: Artificer, Druid, Sorcerer, Wizard
Spectral draconic claws strike out from your body, slashing at your foes and shoving them



Components: V, S, M (a mind flayer's tendril)

Duration: Concentration, up to 1 minute

Spell Lists: Warlock

The air seems to freeze in your lungs as an emerald green star appears in the sky, and tendrils the same color reach down from inside that frozen star and lift your opponents into the air, squeezing the life out of them. Choose a number of targets within range that and within 30 feet of each other equal to your spellcasting ability modifier. They take 2d10 cold damage and 2d10 bludgeoning damage and are restrained 10 feet in the air on a failed save. They take half damage and are not restrained on a successful saving throw. Targets restrained by the tendrils take 2d10 cold damage and 2d10 bludgeoning damage at the start of their turns. A restrained target may make a Strength check against your spell save DC to escape the tendrils.

WAILING WIND

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V

Duration: 8 hours

Spell Lists: Cleric, Druid, Ranger

When this spell is cast, you set up a magical warning system. Choose any kind of area within range that is an exit or entrance to an indoor or underground area of any kind. The total size of the entrance or exit chosen must fit with a 40-foot cube. Until the spell ends, a wailing, whistling wind blows towards you whenever a Tiny or larger creature touches or enters the warded area.

You do not have to be in the area to receive the knowledge this spell provides. The wailing wind will seek you out as long as you are within 500 feet of the target area. The wailing wind has a distinct audible sound that can be heard

backward. Each creature in a 15-foot cone emanating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d10 magical slashing damage and is pushed 5 feet away from you. On a successful save, the creature takes half damage and isn't pushed.

Creatures that only have hit points equal to half their hit point maximum or fewer have disadvantage on the saving throw, and are pushed back 15 feet on a failed saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by a 1d10 for each slot level above 1st.

TENDRILS OF THUBAN

5th-level conjuration

Casting Time: 1 action

Range: 90 feet

by any creature, though they do not know what it means unless they are familiar with this spell.

WARNING SHOT

1st-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, M (a ranged weapon or spellcasting focus)

Duration: 1 minute

Spell List: Ranger, Warlock

With an aggressive strike, you threaten to punish any creature that dares enter the space you claim as yours. Until this spell ends, whenever you hit one or more creatures with a ranged attack, you can psychically claim an unoccupied space of your choice within 5 feet of one target that attack. Every creature within 30 feet of a space claimed with this spell perceives the illusion of a swirling ring of red energy floating just above that space, emitting tiny sparks. These creatures all know this is an illusion, but also instinctively sense the consequences for entering that space.

Until the spell ends, if any creature willingly enters the claimed space, you can use your reaction to either make a ranged weapon attack against that creature or to cast a cantrip with a casting time of 1 action that targets only that creature. If you hit the creature or it fails its saving throw, you deal an extra 1d8 psychic damage to the creature.

A space you claim with your *warning shot* remains claimed until the spell ends, until the *space is occupied at the end of any creature's turn, or until you use this spell to claim a different space.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or

higher, the psychic damage inflicted by this spell increases by 1d8 for every two levels above 1st.

If you cast this spell using a spell slot of 4th level or higher, you can have up to two spaces claimed at once. When you claim a third space, the space you've claimed longest stops being claimed.





APPENDIX: VARIANT CLASS FEATURES

The variant class features listed in this Appendix can be added to the existing classes for which they are listed. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. If a feature does not specify a certain level, you gain it at 1st level.

Most of these variant class features previously appeared in *Heroes of the Realms*, another DMs Guild product by the same author.

BARBARIAN VARIANT FEATURES

The following variant features can be added to those granted by the barbarian class.

PRIMAL PRESENCE

Civilized folk sense your innate ferocity, finding themselves either drawn to it or upset by it. Whenever you make a Charisma check to interact socially with one or more humanoids raised in civilized cultures, if the number you rolled on the d20 is 11 or higher, or if it is a Charisma (Intimidation) check, you add a bonus to your result check equal to your Rage Damage bonus. Otherwise, you suffer a penalty on the check equal to your Rage Damage bonus.

WARY MIND

At 2nd level, you are constantly on guard against magical attempts to influence your mind. Whenever a creature you can see forces you to make an Intelligence, Wisdom, or Charisma saving throw, you can make a Wisdom (Insight) check. You can choose to substitute the result of your Wisdom (Insight) check for the result of your saving throw. To gain this benefit, you can't be blinded, deafened, or incapacitated.

(This feature replaces a barbarian's Danger Sense feature.)

BARD VARIANT FEATURES

The following variant features can be added to those granted by the bard class.

SILVER-TONGUED

When you make a Charisma check, you can expend one use of your Bardic Inspiration to gain a bonus on that roll equal to the number you roll on the Bardic Inspiration die.

INSPIRED MAGIC

Whenever you hear a new piece of music or a powerful oration, or read a new tome of ancient lore, it can change your relationship to magic and alter the way in which you use it. When you encounter any kind of new art, the next time you finish a long rest you can choose one spell you learned from the Spellcasting feature of your bard class and replace it with another spell from the bard spell list. The new spell must be of the same level as the spell you replace.

PRESCIENT SPELLS

Starting at 2nd level, whenever your Spellcasting feature lets you learn a bard spell of 1st level or higher, you can select that spell from another class's spell list, instead of the bard spell list, as long as the spell you choose to learn is a divination spell. In addition, you can add half your proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma check you make that doesn't already include your proficiency bonus.

(This feature replaces a bard's Jack of All Trades feature.)

CLERIC VARIANT FEATURES

The following variant features can be added to those granted by the cleric class.

SWIFT MERCY

When you reduce a creature to 0 hit points with a spell during your turn, you can use a bonus action to make your choice of either an Intelligence (Religion) or Wisdom (Medicine) check. The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points.

DEVOUT STRIKE

Starting at 8th level, once during each of your turns, when you deal damage to one or more targets, you can choose to deal an extra 2d4 damage to one of those targets. This extra damage is magical damage, but it is of the same type as the damage already being dealt to the

target. At 17th level, this extra damage increases to 3d4.

(This feature replaces the Divine Strike or Potent Spellcasting feature of a cleric's divine domain.)



DRUID VARIANT FEATURES

The following variant features can be added to those granted by the druid class

PRESERVE LIFE

When you reduce a creature to 0 hit points with a spell during your turn, you can use a bonus action to make your choice of either an Intelligence (Nature) or Wisdom (Medicine) check. The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points

SOOTHSAYER

When you prepare your druid spells, you can choose some of your spells from the spell lists of other classes, rather than from the druid spell list. Each non-druid spell you prepare in this way must be a divination spell, and while you have it prepared it is a druid spell for you. The maximum number of non-druid divination spells you can prepare with this feature is equal to half your Wisdom modifier (minimum 1). When you prepare non-druid spells in this way, none of the other spells you prepare can be evocation spells, even if they are on the druid spell list.

CALL PRIMAL SPIRIT

At 2nd level, you can conjure a primal spirit to protect you or otherwise assist you. As an action, you can expend one use of your Wild Shape feature to cast either *find familiar* or *protection from evil and good* as a druid spell. When you cast *find familiar* in this way, the familiar is an elemental instead of a beast, and it vanishes the next time you finish a short or long rest.



FIGHTER VARIANT FEATURES

The Extreme Effort variant feature can be added to the existing features granted by the fighter class. You gain it at 1st level.

EXTREME EFFORT

When you make an ability check and dislike the result, you can spend a Hit Die to try to improve your check result. You do not regain any hit points from spending a Hit Die in this way, but you roll the Hit Die and add the number rolled to the result of your ability check.

NEW FIGHTING STYLE OPTIONS

You can select the following additional options for your Fighting Style feature.

BLIND FIGHTING

If a creature is not hidden from you, being unable to see it doesn't impose disadvantage on your attack rolls against it. In addition, when a creature has advantage on a melee attack roll against you, you can use your reaction to impose disadvantage on that attack roll (causing it to be rolled normally).

DAISHO

When you wield a versatile weapon in one hand and a light weapon in your other hand, the versatile weapon gains the light and finesse weapon properties.

DUSKBLADE

You learn two cantrips of your choice from the warlock spell list. Neither of the cantrips you choose can have a range greater than 60 feet. Intelligence is your spellcasting ability for these spells. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the warlock spell list.

(If you choose Eldritch Knight as your martial archetype at 3rd level, from that point on you can cast these cantrips as wizard spells gained from that martial archetype, but they do not count against the number of wizard spells you know.)

GRAPPLING

When you hit a creature with an unarmed strike or an improvised weapon attack, you can roll a d4 in place of the normal damage, and the target rolls with disadvantage the next time it makes an attack roll, Strength check, or Dexterity check before the end of its next turn.

HARRIER

When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by 10 feet until the end of its next turn.

MOBILITY

As long as you are not wearing medium or heavy armor or using a shield, you have a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

MOUNTED

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

SIEGE WARFARE

When you have cover against an attack, if it still hits, you have resistance against that attack's damage.

TACTICAL MANEUVER

You learn one maneuver of your choice from among those available to the Battle Master archetype of the fighter class. If a maneuver

requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

WEAPONMASTER'S MARK

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the

creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. When you make an opportunity attack, you have advantage on the attack roll if the target is marked by you.

MONK VARIANT FEATURES

The following variant features can be added to those granted by the monk class.

LONG ARM STYLE

When you wield a quarterstaff or spear, that weapon gains the reach property. *(This feature replaces a 1st-level monk's weapon proficiency with shortwords. A shortsword is not a monk weapon for a monk with this feature.)*

KI MEDITATION

Starting at 2nd level, you gain additional ki features:

MYSTIC STRIKE

During each of your turns, if you spend 1 or more ki points as part of your action, you can then immediately make one unarmed strike as a bonus action.

PERFECTED AIM

When you make a ranged weapon attack, you can spend 1 ki point to prevent attacking at long range from imposing disadvantage on your attack rolls until the end of the current turn.



PALADIN VARIANT FEATURES

The following variant features can be added to those granted by the paladin class.

SCHOLARLY KNIGHT

You use your Intelligence modifier, instead of your Charisma modifier, as your spellcasting ability score for your paladin spells. In addition, whenever one of your paladin class features (including features for your Sacred Oath) refers to your Charisma modifier, you can substitute your Intelligence modifier for purposes of that feature.

SWIFT MERCY

When you reduce a creature to 0 hit points with a spell, you can use a bonus action to make your choice of either an Intelligence (Religion) or Wisdom (Medicine) check. The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points.

OCCULT INVESTIGATOR

Starting at 5th level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight or Perception) check, you can spend a spell slot of 5th level or lower to reroll, gaining a bonus on the second roll equal to $2d4$ + the level of the spell slot spent. You must use the second roll.

NEW FIGHTING STYLE OPTIONS

When you gain the Fighting Style feature at 2nd level, you can choose your fighting style from the following additional options.

DIVINE MARK

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. When a creature makes one or more attacks that suffer disadvantage from your mark during its turn, at the end of that turn it takes radiant damage equal to your Charisma modifier.

MOUNTED

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

PIOUS KNIGHT

You learn two cantrips of your choice from the cleric spell list, which become paladin spells for you. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.



RANGER VARIANT FEATURES

The following variant features can be added to those granted by the ranger class.

EDUCATED HUNTER

You use your Intelligence modifier, instead of your Wisdom modifier, as your spellcasting ability score for your ranger spells. In addition, whenever one of your ranger class features (including features for your Ranger Conclave) refers to your Wisdom modifier, you can substitute your Intelligence modifier for purposes of that feature.

INSTINCTIVE MARK

You can cast the *hunter's mark* spell as a 1st-level spell without using a spell slot, using Wisdom as your spellcasting ability score. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum 1), regaining all expended uses when you finish a long rest. When you cast *hunter's mark* in this way its duration changes to 1 hour for this casting, and it does not require your concentration.

When you gain the Spellcasting feature at 2nd level in your ranger class, you learn *hunter's mark* as a ranger spell, but it does not count against the number of ranger spells you know.

HUNTER'S QUARRY

When you inflict the extra damage from your *hunter's mark* spell on a creature that is your favored enemy, instead of rolling a d6 to determine that damage, you roll 2d4.

MERCIFUL HUNTER

When you reduce a creature to 0 hit points with a ranged attack or

a ranger spell, you can use a bonus action to make your choice of either a Dexterity check or a Wisdom (Medicine) check (your choice). The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points.

TERRAIN MAGIC

The primal energies of your favored terrain resonate with certain spells. When you cast a spell that inflicts damage of a certain type while in your favored terrain, you can reroll one or two of the damage dice. You must use the new rolls. The damage types which grant this benefit depend on which of your favored terrains you are in, as follows:

Favored Terrain	Damage Type
Arctic	Cold, Radiant
Coast	Acid, Cold
Desert	Fire, Radiant
Forest	Fire, Lightning, Poison
Grassland	Fire, Radiant
Mountain	Cold, Lightning
Swamp	Acid, Poison
Underdark	Cold, Poison



If you use the New Favored Terrain Options in the following section, add the following favoured terrains to this list:

Favored Terrain	Damage Type
Enchanted	Psychic, Radiant
Ruins	Necrotic, Psychic
Urban	Fire, Thunder
Wastelands	Cold, Necrotic

OCCULT INVESTIGATOR

Starting at 5th level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight or Perception) check, you can spend a spell slot of 5th level or lower to reroll, gaining a bonus on the second roll equal to $2d4 +$ the level of the spell slot spent. You must use the second roll.

NEW FAVORED TERRAIN OPTIONS

Whenever a feature allows you to choose a type of favored terrain, in addition to the options in the

Player's Handbook (arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark), add the following terrains:

- ✧ **Enchanted.** This includes wild magic zones and places where two planes overlap (such as area that crossover into the Feywild or Shadowfell), as well as any area under a large-scale magical effect (such as *hallow*).
- ✧ **Ruins.** Usually includes dungeons, tombs, or any area of settlement built by intelligent

creatures where significant structures remain but there are no longer 25 or more civilized inhabitants. Can also include underground structures in significant states of disrepair (such as an unmaintained sewer system).

- ✧ **Urban.** Areas within settlements that have 25 or more civilized inhabitants, or any place within 1,000 feet of such a settlement.
- ✧ **Wastelands.** Areas that are desolate, nearly lifeless, or blighted by magical or ecological catastrophes, such as dead magic zones.



NEW FIGHTING STYLE OPTIONS

When you gain the Fighting Style feature at 2nd level, you can choose your fighting style from the following additional options.

BLIND FIGHTING

If a creature is not hidden from you, being unable to see it doesn't impose disadvantage on your attack rolls against it. In addition, when a creature has advantage on a melee attack roll against you, you can use your reaction to impose disadvantage on that attack roll (causing it to be rolled normally).

DRUIDIC SEEKER

You learn two cantrips of your choice from the druid spell list, which become ranger spells for



you. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

HARRIER

When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by 10 feet until the end of its next turn.

MOBILITY

As long as you are not wearing medium or heavy armor or using a shield, you have a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

MOUNTED

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

PRIMAL MARK

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you (either with this fighting style or by another means, such as the *hunter's mark* spell) has disadvantage on any attack roll that doesn't target you. If a creature marked by you is also your favored enemy, your weapon attacks against it score a critical hit on a roll of 19 or 20.

ROGUE VARIANT FEATURES

The following variant features can be added to those granted by rogue class.

EXTREME EFFORT

When you make an ability check and dislike the result, you can spend a Hit Die to try to improve your check result. You do not regain any hit points from spending a Hit Die in this way, but you roll the Hit Die and add the number rolled to the result of your ability check.

MASTER OF DISGUISE

You gain proficiency with disguise kits, and with your choice of one of the following: forgery kits, jeweler's tools, leatherworker's tools, or weaver's tools. In addition, you make ability checks to use disguise kits normally regardless of your ability to see, even if the area you are in is heavily or lightly obscured.

(This replaces a 1st-level rogue's proficiency with thieves' tools.)

QUICK CHANGE

At 6th level, you gain a new use for the bonus action provided by your Cunning Action feature. You have a number of pre-made disguises or specialty outfits, known as looks, equal to 1 + your proficiency bonus. Due to hours of practice, when you put on one of these looks, you may do so immediately, using the bonus action granted by your Cunning Action. You can also give someone else one of your prepared looks, though doing so takes 1 minute instead of just 1 bonus action. Putting on a prepared look can give you the fabulous air of a noble at a ball, the extravagant beauty of a celebrated stage performer, or the humble anonymity of a workaday commoner.

A look that functions as a disguise is nearly perfect if properly applied. Such disguises are generally not based on an individual, but are invented identities based on a general type (a

local lord, a helmed member of the Town Watch, a wealthy merchant bearing expensive pigments from distant lands, etc.). If you wish to create a look that is a specialty disguise based on a specific person, you must observe that person for 8 hours.

When your proficiency bonus increases, you automatically gain a new look. However, if you wish to replace one of your existing looks, doing so takes 8 hours.

(A rogue with this variant feature only gains the benefits of Expertise with one additional proficiency at 6th level, instead of two.)



SORCERER VARIANT FEATURES

The following variant features can be added to those granted by the sorcerer class.

PSIONIC SPELLCASTER

You use your Intelligence modifier, instead of your Charisma modifier, as your spellcasting ability score for your sorcerer spells. In addition, whenever one of your Sorcerer class features (including features for your Sorcerous Origin) refers to your Charisma modifier, you can substitute your Intelligence modifier for purposes of that feature.

ALCHEMICAL RESONANCE

You have an instinctive sense for the secrets of creating certain alchemical wonders, including gunpowder weapons, that have been discovered in various corners of the multiverse. If your Dungeon Master uses the rules on firearms in chapter 9 of the *Dungeon Master's Guide*, you are proficient with them, and with alchemy supplies.

(This replaces the proficiency with light crossbows a sorcerer gains at 1st level.)

MAGNETIC PRESENCE

At 17th level, your unnatural presence and power become something most mortal humanoids instinctively sense, and many find themselves unconsciously drawn to you. If you spend at least 1 hour within 60 feet of one or more humanoid creatures that are indifferent to you and which can see you, each such humanoid becomes friendly to you, remaining so until you do something to change that attitude or the creature is no longer within 60 feet of you. If a creature is already friendly to you, if you spend 10 minutes interacting with it and it is still friendly to you at the end of those 10 minutes, that creature must make a saving throw. On a failure, it is charmed by you until it



takes damage, rolls initiative, or is no longer in your presence.

These effects are not magical, and they happen whether you wish them to or not.

METAMAGIC OPTIONS

The following Metamagic options are added to the Metamagic feature a sorcerer gains at 3rd level. You can use each of these new Metamagic options even if you have already used a different Metamagic option during the casting of the spell.

ACCURATE SPELL

When you make a spell attack roll and miss, you can spend 1 sorcery point to reroll the attack roll. You must use the second roll.

ENHANCING SPELL

When you cast a spell with a range of a touch on a creature, you can spend 2 sorcery points to empower that creature's form with magical might. For 1 minute, that creature's unarmed strikes and weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FORTIFYING SPELL

When you cast a spell of 1st-level or higher, you can spend a number of sorcery points up to half your sorcerer level. For each point you spend in this way, you can roll a 1d4, gaining a number of temporary hit points equal to the total rolled.

PROPHETIC SPELL

When you use a spell slot to cast a divination spell of 5th level or lower, you can spend a number of sorcery points equal to the spell slot used to regain that spell slot immediately.

VERSATILE SPELL

When you cast a spell that deals acid, cold, fire, lightning, or necrotic damage, you can spend 1 sorcery point to change the type of the damage to one of the other listed damage types.

WARLOCK VARIANT FEATURES

The following variant features can be added to those granted by the warlock class.

EERIE PRESENCE

When you make a Charisma (Intimidation) check, you roll a d4 and add the result as a bonus. When you make a Charisma (Persuasion) check, you roll a d4 and subtract the result as a penalty.

WARLOCK KNIGHT

You were raised to join an eldritch ruling class, such as the Warlock Knights of Vaasa or the Crimson Knights. Since your education focused on leadership and military training, you gain proficiency in two of the following skills of your choice: Arcana, Athletics, History, Intimidation, Insight, Persuasion, or Survival.

(This variant feature replaces the normal skill proficiencies a warlock gains at 1st level.)

ELDRITCH TACTICIAN

Starting at 4th level, whenever you gain a level in your warlock class, you can choose one of the invocations you know and replace it with one maneuver of your choice from among those available to the Battle Master archetype of the fighter class. If a maneuver requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals your warlock spellcasting DC.

The first time you gain a maneuver with this feature, you also gain one superiority die, which is a d8 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

WIZARD VARIANT FEATURES

The following variant features can be added to those granted by the wizard class.

ACADEMIC EDUCATION

You can add half your proficiency bonus, rounded down, to any Intelligence check you make that doesn't already include your proficiency bonus.

ADEPT

RESEARCHER

While you are in a good library or well-equipped laboratory, you have advantage on Intelligence checks that include your proficiency bonus.

BATTLEFIELD

MAGE

Starting at 2nd level, once during each of your turns, when you deal damage to one or more targets with a weapon attack or with a wizard spell of 1st-level or higher you cast that turn, you can choose to roll a d6 and add the result to the damage against one target. When you reach 14th level, this extra damage increases to 2d6.

(The Battlefield Mage feature replaces a wizard's Arcane Recovery feature.)

ARTIFICER VARIANT FEATURES

The following variant features can be added to those granted by the artificer class.

UNCANNY PREPAREDNESS

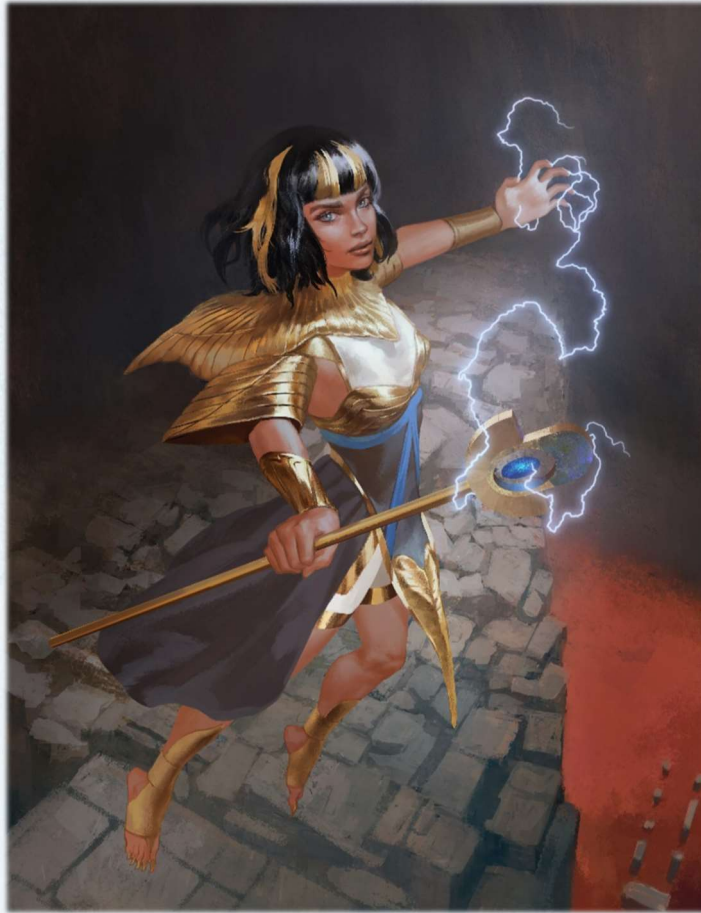
At 3rd level, when you need a commonly sold piece of gear or set of tools, you can make a DC 15 Intelligence check if you have a container (such as a backpack or sack) that could hold

that gear or tool. On a success, you find the needed gear or tool is in your container, provided it is worth 50 gp or less and less than 1 foot long or wide). You must immediately pay the gp cost of the item to use this ability, otherwise it does not work—you previously thought ahead and purchased this item when you last had the opportunity to do so. Once you successfully gain an item with this feature, you cannot do so again until you finish a short or long rest.

(Uncanny Preparedness replaces the artificer's 3rd level feature, The Right Tool for the Job.)

OCCULT INVESTIGATOR

Starting at 5th level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight or Perception) check, you can spend a spell slot of 5th level or lower to reroll, gaining a bonus on the second roll equal to 2d4 + the level of the spell slot spent. You must use the second roll.



NEW ARTIFICER INFUSIONS

These following new infusions are available for the artificer's Infuse Item feature.

ROOF-RUNNER'S ARMOR

Prerequisite: 10th-level artificer

Item: A suit of light armor (requires attunement)

A creature wearing this light armor can add a bonus equal to its Intelligence modifier to its Dexterity checks, Wisdom checks, and Strength (Athletics) checks..

This armor has 4 charges. As a bonus action, you can expend 1 charge to cast *spider climb*, targeting yourself only, changing the casting time to 1 bonus action for this casting.

VIGILANTE'S GLASS

Item: A magnifying glass

Whenever a creature carrying this magnifying glass casts a divination, enchantment, or illusion spell of 1st level or higher, for the next hour, every time it makes a Wisdom check, an Intelligence (Investigation) check, or a Charisma (Intimidate) check, it can treat a roll of 7 or lower on the d20 as an 8.

The magnifying glass has 4 charges. Whenever a creature holding it fails an ability check, it can expend 1 charge to reroll that check with advantage. Each day at dawn, the magnifying glass regains 1d4 expended charges.



BLOOD HUNTER VARIANT FEATURES

The following variant features can be added to those granted by the blood hunter class.

WISE HUNTER

Whenever one of your Blood Hunter class features (including features for your Order) refers to your Intelligence modifier, you can substitute your Wisdom modifier for purposes of that feature. This includes your Hemocraft save DC.

UNNATURAL PRESENCE

Beginning at 3rd level, humanoids instinctively sense your unnatural power, and when their response isn't irrational fear and hatred, it's usually intense interest or attraction. Whenever you make a Charisma check to interact socially with one or more humanoids, you must roll your hemocraft die. If the number you rolled on the d20 for your Charisma check is 11 or higher, or if it is a Charisma (Intimidation) check, you gain a bonus to the check equal to your hemocraft die roll. Otherwise, you suffer a penalty on the check equal to your hemocraft die roll.

RELENTLESS HUNTER

When you reach 9th level, you can sharpen your mind with blood magic to ensure your quarry cannot escape you. Whenever you fail an Intelligence or Wisdom check to find or track fey, fiends, or undead, or to discern or recall information about such a creature, you can roll your hemocraft die to reroll that check. When you do so, you gain a bonus on the check equal to your hemocraft die roll, but you also lose a number of hit points equal to that bonus. You must use the second roll. (*This feature replaces a blood hunter's Grim Psychometry feature.*)

COLD REASON

By 14th level, you've learned to keep a tight rein on your emotions, to the point where some folk mistakenly believe you have no emotions at all. You know the *guidance* cantrip, and you can cast the *calm emotions* spell without using a spell slot. When you cast *calm emotions* in this way, the spell's range changes to touch for this casting, and you can only target yourself and one creature you touch. You can cast *calm emotions* in this way once, regaining the ability to do so when you finish a short or long rest.

You cast spells gained from this feature using your choice of Intelligence or Wisdom as your spellcasting ability, and you do not require any components except verbal components.

(This feature replaces a blood hunter's Hardened Soul feature.)

MAGNETIC PRESENCE

At 17th level, your unnatural presence and power become something most mortal humanoids instinctively sense, and many find themselves unconsciously drawn to you. If you spend at least 1 hour within 60 feet of one or more humanoid creatures that are indifferent to you and which can see you, each such humanoid becomes friendly to you, remaining so until you do something to change that attitude or the creature is no longer within 60 feet of you. If a creature is already friendly to you, if you spend 10 minutes interacting with it and it is still friendly to you at the end of those 10 minutes, that creature must make a saving throw. On a failure, it is charmed by you until it takes damage, rolls initiative, or is no longer in your presence.

These effects are not magical, and they happen whether you wish them to or not.

NEW BLOOD CURSES

When you choose blood curses for your Blood Maledict feature, you gain access to the following additional blood curse options.





BLOOD CURSE OF THE AVENGING STEP

Prerequisite: 15th level, Order of the Witchbreaker

When a creature you can see forces you or a creature within 5 feet of you to make a saving throw, you can use your reaction to move up to your speed to a space closer to the creature that forced the triggering saving throw. This movement does not provoke opportunity attacks. If you end this movement within 5 feet of the creature that forced the saving throw, you can make an opportunity attack against that creature as part of the same reaction. When you make this opportunity attack, you gain a bonus on the attack roll equal to a roll of your hemocraft die.

Amplify. The creature that forced the triggering saving throw takes force damage equal to the hit points you lost to amplify this curse, and if the triggering saving throw was failed, it can be rerolled. The second saving throw roll must be used.

BLOOD CURSE OF THE COVEN BREAKER

Prerequisite: 15th level, Order of the Witchbreaker

When you brand a creature with your Brand of Castigation feature during your turn, at the end of that turn you can choose any number of other creatures who also took damage from your Crimson Rite feature during the same turn. Until the start of your next turn, those creatures all suffer the effects of your Brand of Castigation, as if each one had also been branded by you. After this effect ends for those creatures, the effects of your Brand of Castigation remain in place on the creature you originally targeted with it.

Amplify. Once you target one or more creatures with this blood curse, each target takes necrotic damage equal to a roll of your hemocraft die at the start of your next turn.

BLOOD CURSE OF THE DUEL

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, at the end of any turn when a creature marked by you dealt damage to anyone other than you or willingly moved more than 15 feet away from you, it takes 2d8 necrotic damage.

Amplify. When you deal necrotic damage to a creature with this blood curse, you can use your reaction to teleport up to 30 feet to an unoccupied space of your choice within 5 feet of that creature and make a melee weapon attack against it.

BLOOD CURSE OF THE HUNGRY BLADE

When a weapon attack hits you or a creature within 5 feet of you while you have a melee weapon in hand that lacks the two-handed property, you can use your reaction to deflect the attack with your weapon. When you do so, you roll your hemocraft die, reducing the damage of the attack by an amount equal to your hemocraft die roll + your proficiency bonus. If the attack was a ranged attack, you can add your Dexterity modifier to the amount by which you reduce the damage, as you strike the projectile in mid-air.

Amplify. The creature that made the triggering attack takes force damage equal to the amount by which you reduced the attack's damage, and if it is Large or smaller, you can push it up to 15 feet away from you with a burst of telekinetic force.