



MORDENKAINEN'S ALMANAC OF ADVENTURERS

MATT BAKER HOMEBREW

Discover a wealth of new heroic character options in this
supplement for the world's greatest roleplaying game

MORDENKAINEN'S ALMANAC OF ADVENTURERS



CREDITS

Design: Matt Baker

Writing: Matt Baker

Editing and Feedback: Sarah Albertson, Kyle Boillat, Kyle Johnson, Griffin Melson, Lee Stock, and Cooper Tracy

Artwork: All artwork found in this book was generously provided through the DM's Guild creator resources artwork collection.

ABOUT THIS COMPENDIUM

Contained within this tome are the tools and trinkets integral for players seeking fresh options and a new viewpoint when playing Dungeons and Dragons. These pages will serve you in your pursuits of making a unique and exciting character for your next campaign.

Races like the mighty cyclops, the half-vampire Dhampir, the divine blooded Godborn, or the demon spawn of Graz'zt Vasharan grant new abilities and give new life to a setting.

Classes such as the mad tinkering Artificers, the sanguine sorcerer Blood Mages, the glimmering scaled Dragonknights, the addled and fractured Mind Wraiths, the holy sellsword Priests, and the arcane seeking Witch Hunters offer new abilities and opportunities for roleplaying.

In addition to the new classes, discover new subclasses for the Bard, Fighter, Monk, Paladin, Warlock, and Wizard. These new options enhance the already exceptional classes in the Player's Handbook.

Beyond classes and races, there are also several new feats, backgrounds, equipment options, and an addendum to the Dungeons and Dragons combat system which aims to make the game more dynamic and interesting.

Last but not least, wielders of magic will have whole new spells to explore from the schools of Battle Magic and Animancy.

This compendium should serve as a fitting follow up to the Player's Handbook. I hope that Mordenkainen's almanac is just what you need to spice up your game.

If you discover any issues within this guide, please leave a comment in the discussions, and I will work to improve this book with the given feedback.

SPECIAL THANKS

To all the people that support my DMing endeavors, I greatly appreciate you. Your input and feedback has allowed me to improve. Your love for the game and unique characters are the only reason this compendium exists. I salute you Cooper, Kyle J, Kyle B, Lee, Sarah, Griffin M, Luke, Matt, Miranda, Adam, Charles, Becca, Brandon, Griffin K, Ricardo, Jeremy, Mitch, Kordell, and Chad.

I'd also like to thank the folks over at Natural Crit and the Homebrewery. The tools they provide for DMs and Dungeons and Dragons content creators are invaluable. They make the creation of books like this one possible.

Thank you to my friends and thank you to everybody who has supported me by purchasing this book.

Keep playing Dungeons and Dragons!



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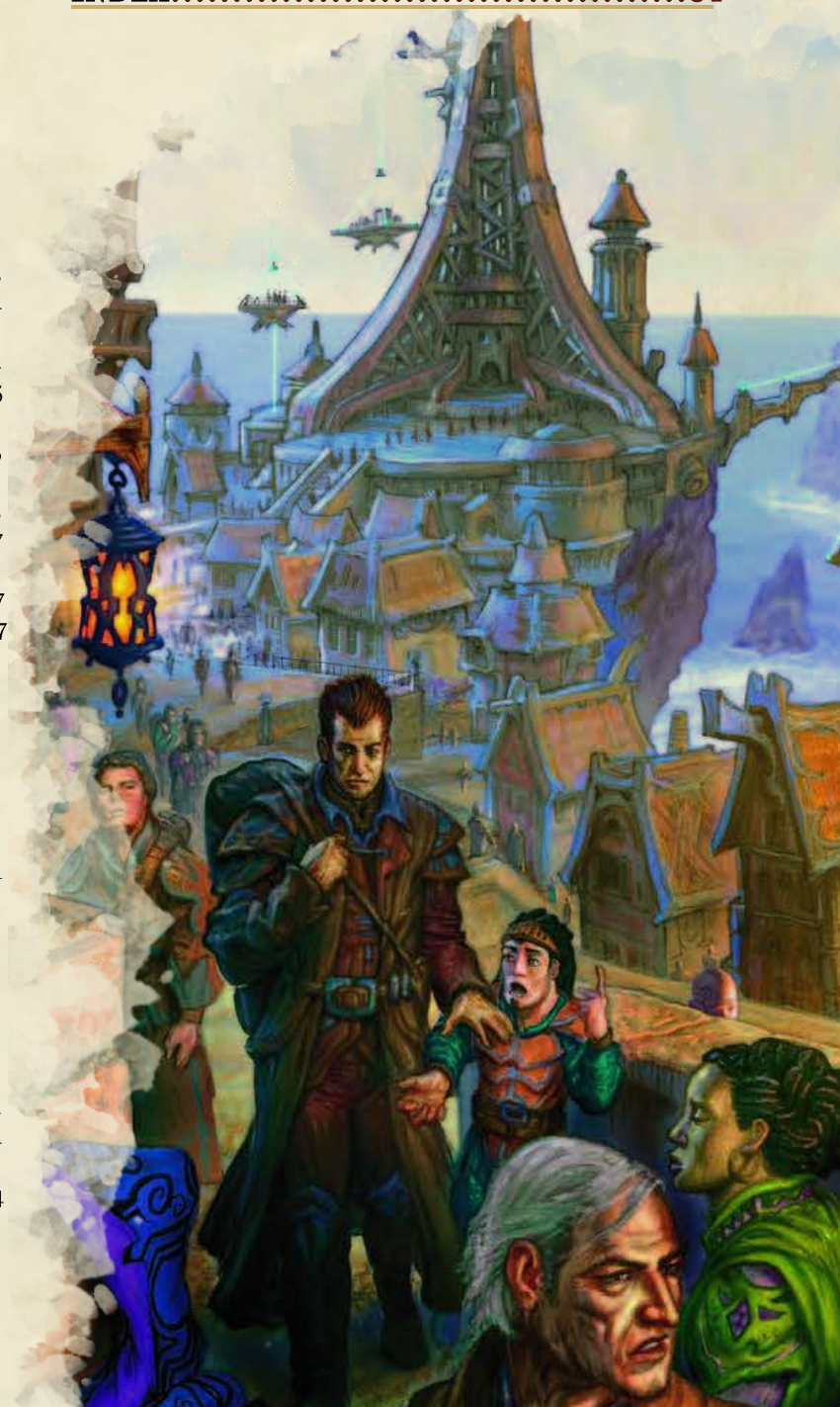
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CHAPTER 1: RACES

CYCLOPS

The mighty cyclops is seen as great of strength but dull of wit. Those who hold this view have clearly only encountered a small sample of the population. The cyclops is a descendant of the gods, and while their reputation is lacking, they can rise above and become legends.

BORN OF THE SEA

The origin of the cyclopes is a murky matter, but most legends link them to be originally born from deities of the sea. These origins are supported by the cyclopes' innate understanding of seafaring. The cyclopes themselves are large giants standing over 9 feet tall with tough durable skin. In the center of their forehead a single large eye protrudes.

The cyclopes are strong and hardy creatures that share in the traits of their size and single eye but vary widely with regards to hair and skin color as well as tusks and horns. Some cyclopes possess small horns that protrude or push against the skin on their heads while others may have tusks that jut outward from their cheeks. Cyclopes may have neither tusks nor horns. Those that do, often adorn them with jewelry, carvings, or piercings.

QUIET AND STOIC

The cyclopes have earned a reputation as dull minded and foolish. While some are certainly quite dumb, there are many cyclopes that are just as clever and smart as anybody else. You can't tell how intelligent a cyclops is by their personality. Cyclopes tend to be quiet and communicate with simple grunts when they do vocalize, but beneath their simple exterior can be a whirring mind of wonder.

Many cyclopes are brilliant craftsmen and smiths. Some are farmers and shepherds. Others are divine guardians ordained by the gods to serve. A cyclops may seem simple at first glance but are rarely as straightforward as they appear.

SOLITARY FAMILIES

Cyclopes culture is strange to behold to outsiders because of its vast variability between groups of cyclopes. Most often, cyclopes live alone or in small family units, usually lairing no further than a mile from the nearest other cyclopes family. This allows the groups to trade and communicate information with one another.

Beyond the family unit structure, the way a cyclops community functions changes drastically. Some Cyclopes have no regard for religion while others hold it in high esteem. Some live simple lives in caves far from society while others build homes and work amongst the other races. Some are foolish and poorly educated while others are master strategists. The only thing that can be counted on, is if one cyclops acts one way, generally, the others in the same community of cyclopes will act the same. Once you leave that community, anything goes.

CYCLOPS NAMES

Cyclopes are not named at birth. They are referred to as Kilder until they reach the age of 7. Upon reaching the age of 7, they are sent out into the world to find their name. They are told to listen at the sea and mountain tops until a name speaks to them. The name is said to be the word of the gods or nature guiding the unnamed cyclopes.

Cyclops Names: Polyphemus, Argos, Brontes, Steropes, Arges, Theia, Melete, Thela, Aaom, Ogo, Treus,

CYCLOPS TRAITS

Your cyclops character has a range of inborn abilities and traits as a result of being a cyclops.

Ability Score Increase. Your Constitution score increases by 2.

Age. Cyclopes mature faster than humans, reaching adulthood after around 7 years. On average, they live about 250 years.

Alignment. Most cyclopes are chaotic, believing in their freedom and the will of nature. They have no innate tendency towards good or evil.

Size. Cyclopes stand between 9 and 10 feet tall and average about 400 pounds. Your size is Large.

Speed. Your base walking speed is 30 feet.

Tough Skin. You have resistance to piercing and slashing damage from nonmagical weapons.

Poor Depth Perception You have disadvantage on any attack roll against a target that is more than 40 feet away.

Sense of the Sea. You have proficiency with Navigator's tools and water vehicles as well as a swimming speed of 30 ft

Mighty Presence. You have proficiency in the Intimidation skill.

Languages. You can speak, read, and write Common and Giant.

Subrace. Three main subraces of cyclopes exist in the worlds of D&D: the forge cyclopes, the cave cyclopes, and the warden cyclopes. Choose one of these subraces.

FORGE CYCLOPS

As a forge cyclops, you possess deep wells of knowledge and a powerful understanding of smithing and fire. The forge cyclopes of the past are known for crafting some of the greatest weapons and structures in the history of the worlds. Gods themselves seek out forge cyclopes in the hopes that they will make something for them.

Ability Score Increase. Your Intelligence score increases by 1.

Master Smith. You have proficiency with smith's tools and double your proficiency bonus when you use them.

CAVE CYCLOPS

The most numerous and well known of the cyclopes. You are strong, but perhaps dull minded. The cave cyclopes most often live in caves in small groups at the shores of the sea. They can sometimes be encountered at sea on ships surviving through fishing or piracy. Should you see a cave cyclops pirate ship, flee.

Ability Score Increase. Your Strength score increases by 1.

Mighty Athletes. You have proficiency in the Athletics skill and double your proficiency bonus when you use it.

WARDEN CYCLOPS

As a warden cyclops, you are wise and sagely. You are blessed by the gods as a guardian of a land or people. The warden cyclops usually lives a solitary life as a divinely ordained shepherd. Serving as both caretaker and guardian, you form the bulwark between threats and what you protect. When extraordinary circumstances come, a warden cyclops will strike out into the world to fulfill their duty.

Ability Score Increase. Your Wisdom score increases by 1.

Nature's Guardian. You have proficiency in the Survival and Nature skills.





DHAMPIR

Deep in the valley of Barovia a cry pierces the night. No heroes came. Nobody stopped the Baron Strahd. Ireena Kolyana, the inheritor of Tatyana's soul, now gives birth in those grey lands. The child is a Dhampir. The hybrid of a human and a vampire.

The life of a Dhampir is not an easy one. They are a creature locked between the world of mortality and undeath. They are forced to choose between their two halves and must always shun part of their essence. This forced choice results in a Dhampir having one of two goals; to slay the unholy beasts that sired them or join them in vile crusades.

UNNATURAL BEAUTY

While a Dhampir is the product of an unholy union, they carry the beauty that is common in the masters of not only the night but seduction.

The dhampir is tall and slender with a well defined physique. Their appearance reflects both their mother and father, but any features gained from their non-vampire parent take on an unnerving quality. Their features are too perfect for a normal being. Hair that would typically get ruined in a wind will remain proper or flow elegantly without flaw. Skin that should be dirty from a trek through mud will remain clear.

Dhampir's have a pale complexion. If a Dhampir's parentage is of a fair skin, they will appear ghostly in sunlight or of a darker complexion will seem faded like a fabric left in the sun for too long.

All Dhampirs share the common trait of having longer and sharper incisors than their mortal parent.

DARK DESIRES

A Dhampir that has rejected their evil nature will always feel a tug of darkness. The lust for blood will seep into their bones. The sanguine desires that haunt the Dhampir often force them into seclusion to avoid attacking those they would hope to protect.

A Dhampir's otherworldly elegance also seems to attract people. This attraction makes resisting the urge to simply bleed mortals more difficult and contributes to their seclusion.

Some Dhampirs do walk the streets of civilization though. These beings most often bottle blood and keep a vial on their person for whenever a vampiric urge arises, or they simply feed on unsuspecting individuals.

In addition to their seclusion, Dhampir's carry no culture of their own. The Dhampir will adopt the culture of where they reside or perhaps shun it and foster their own set of beliefs separate from all others. This lack of a cohesive culture means that communities of the half vampires are all but nonexistent.

One thing to note, Dhampirs do not need blood to survive. They can live off of normal forms of sustenance or blood, but thanks to their undead parent, a desire for that vital fluid always remains.

DHAMPIR NAMES

Dhampir names fall into a few categories. Most often they follow human naming conventions for wherever the Dhampir resides, and their names are fairly standard (refer to the human name examples in the PHB). Some Dhampirs adopt a name that carries the essence of an idea. These names are perhaps a goal or a promise.

Lastly, Dhampir's may adopt gothic names that reflect their vampiric nature. These Dhampirs often follow the path of darkness, but some carry the name as a reminder of what they are.

Idea Names: Redemption, Vengeance, Justice, Virtue, Despair, Lost, Faith, Restoration, Fear, Nightmare, Reverence

Gothic Names: Vladimir, Christophe, Astrid, Alucard, Gabriel, Dimitri, Olena, Rayne, Rosemarie, Tristan, Celeste, Angelica

CAUGHT BETWEEN WORLDS

Few people can tell the difference between a normal human and a Dhampir. Most assume a Dhampir is just an exceptionally attractive human. This allows Dhampir's to fit in with society fairly easily and not be rejected when within the confines of civilization. Few Dhampirs actually remain in close proximity to mortals. Dhampirs that try to reject their vampiric nature are forced away by the dark desires they harbor while dhampirs that have embraced their darkness leave because they view themselves as superior to mortals. Even the elves with their longevity seem shortlived. Dhampirs will not suffer discrimination from others. Their seclusion is a choice.

DHAMPIR TRAITS

Dhampirs share certain racial traits as a result of their vampiric descent.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Dhampirs mature to the age of 25 at the same rate as humans but appear to age only one year every 100 years after that. They live extremely long lives and die after around 10,000 years.

Alignment. Dhampirs are innately evil. They must overcome their vampiric nature to be good. Their seclusion often gives them more chaotic tendencies.

Size. Dhampirs are typically taller and more slender than humans. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Superior Darkvision. Thanks to your vampiric nature you have superior vision in dark and dim conditions. You can see in darkness within 120 feet of you as if it were bright light, and can see an additional 120 feet beyond that as if it were dim light.

Vampire Weaknesses As the descendant of a vampire, you are subject to some of their weaknesses.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Harmed by Running Water. You take 10 acid damage if you end your turn in running water.

Vampiric Grace. You have proficiency with all weapons that have the finesse property as well as the persuasion skill.

Languages. You can speak common and one other language of your choice.

Powers of the Night. Due to your Vampiric nature you possess some powers of the night:

Bite. When a creature is restrained or grappled by you, you can make a bite attack against them as an action. You are proficient with this attack and it uses your Strength or Dexterity modifier. On a hit, the target takes 1d6 + your Constitution modifier in necrotic damage. You regain Hit Points equal to the damage dealt. This attack has no effect on constructs or undead.

Regeneration. When you reach 3rd level, if you are not in direct sunlight or running water, you regain 2 hit points at the start of your turn if you have at least 1 hit point. If you are unconscious, you do not benefit from this feature.

Shapeshifting. When you reach 5th level, if you are not in direct sunlight or running water, you can use your action to polymorph into a bat or a wolf once per short or long rest. Anything you are wearing transforms with you. While in these forms you take on the movement speed and size of these creatures, but all other statistics remain the same including hit points. You gain the attacks either form possesses and can use the attacks and abilities your humanoid form possesses if your DM deems it possible. For example, a flying could not perform the somatic components required for a spell or swing a sword. If you fall unconscious while in bat or wolf form, your body reverts back to its original state still unconscious.



GODBORN

Legends speak often of heroes, individuals blessed with might and magic facing foes and saving lives. In these mythic stories, the heroes always have one foot in the world of the gods and one in the world of mortals. Heroes like this have many names, but most call them demi-gods or godborn.

DIVINITY AMONGST US

Godborn come in countless shapes and sizes. Any race can be godborn as almost every race has gods that could produce a godborn offspring. That being said, godborn tend to be taller than their non-godborn counterparts and live a few years longer. They also have an unseen presence around them that makes others more likely to entrust them with difficult tasks.

In addition to being taller and having a presence of authority, godborn carry traits from their divine parent. These traits are often subtle but close inspection can reveal just who sired the godborn. For example, a godborn of Pelor might have their skin glow slightly in the dark while a godborn of Deep Sashelas might sprout tiny gills when underwater.

REVERED AND REVEILED

Being born as a half-god can be both a blessing and a curse. In some towns, word of a godborn arriving is reason to rejoice. Parades and festivals are held just for their presence. Godborn are, after all, heroes that bring protection and strength.

Other towns aren't so welcoming. They view the arrival of a godborn as a death sentence, a curse. They know the godborn will probably save the day eventually, but wherever godborn show up, trouble is sure to follow. The godborn are an ill omen, a promise of terror and disaster.

FINDING A HOME

Godborn are natural adventurers and explorers. Their divine half drives them to wanderlust and odysseys. They spend their early days journeying across countless lands fighting monsters and saving people.

Eventually, if they survive their adventures, a godborn will settle down. That being said, it is rare for a godborn's post-adventuring life to be quiet. They become kings and generals, arcane advisors and mentors. It always seems like wherever they do settle, conflict continues to brew.

MYTHIC HEROES

Godborn fall into the archetype of the mythic hero or the chosen one. One of their parents is a literal god and having the blood of divinity promises an interesting life. It is not uncommon for a godborn to reject this fate and try to flee, but they always seem to find their destiny on the road they took to avoid it.

GODBORN NAMES

Godborn will have a name from whatever culture they are originally from, but if their divine parent had any say in the matter of naming them, then this name is heroic or divine in nature.

Godborn are often named after legendary kings, heroes of the past, or given wholly unique names that reflect their status.

GODBORN TRAITS

Since all godborn do not share a common divine or mortal parent, they all have slightly different traits. When creating a godborn, first select a race from the PHB. This race represents your mortal parent and you will gain some of the abilities from that race. Once you've selected your mortal race, choose from the options at the end of this race description to select the archetype of your divine parentage.

- For humans, your divine parentage replaces the ability score increase feature and you instead gain the traits listed in one of the options below and you choose one other ability score to increase by 2.
- For half-elves, your divine parentage replaces your ability score increase, and reduces the number of extra skills you learn from skill versatility to one. Your charisma score still increases by 2.
- For half-orcs, your divine parentage replaces your ability score increase, and Menacing. Your Strength score still increases by 2.
- For dwarves, elves, gnomes, and halflings, your divine parentage replaces your subrace.
- Dragonborn and Tieflings cannot be godborn as it is already implied in their race that they have a draconic or infernal heritage.



FORGE

Your divine parent is a god of artisans, forges, merchants, or crafts. You gain the following traits as a result.

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Artisan Blood. You have proficiency with a set of artisan's tools of your choice.

Crafter Intuition. You have advantage on checks made to determine the origin of and who crafted an object or structure.

GRAVE

Your divine parent is a god of death, the afterlife, or the grave. You gain the following traits as a result.

Ability Score Increase. Your Constitution score increases by 1.

Seer of the Grave. You know the Toll the Dead cantrip. Constitution is your spellcasting ability for it.

Sense Undeath. You can take a minute to focus on your surroundings and detect the presence of undead. You know the direction and quantity of any undead within 500 feet of you. Once you use this feature, you must finish a short or long rest to use it again.

KNOWLEDGE

Your divine parent is a god of knowledge, insight, secrets, or learning. You gain the following traits as a result.

Ability Score Increase. Your Intelligence score increases by 1.

Inherent Wisdom. You have proficiency in the History and Religion skills.

Ancient Insight. You can cast the Identify and Legend Lore spell once per day without material components. You recover the ability to cast these spells at the end of a long rest.

LIFE

Your divine parent is a god of healing, rebirth, or life. You gain the following traits as a result.

Ability Score Increase. Your Wisdom score increases by 1.

Saviour. You know the Spare the Dying cantrip. Wisdom is your spellcasting ability for it.

Touch of Life. You have a pool of ten hit points that can be used to heal other creatures by taking an action to touch them. You can expend five hit points at once in this way to remove a disease affecting a target. You recover your expended healing pool at the end of a long rest.

LIGHT

Your divine parent is a god of radiance, dawn, the sun, or light. You gain the following traits as a result.

Ability Score Increase. Your Constitution or Wisdom score increases by 1.

Radiance. You know the light cantrip. Wisdom is your spellcasting ability for it.

Behold, the Light You can cast guiding bolt and faerie fire once per long rest without material components or expending spell slots. Your spellcasting ability for these spells is Wisdom.

NATURE

Your divine parent is a god of forests, the land, or nature. You gain the following traits as a result.

Ability Score Increase. Your Wisdom score increases by 1.

Gifted Surveyor. You have proficiency in the Survival and Nature skills.

Green Knight. You can cast entangle and goodberry once per long rest at no expense of material components or spell slots. Wisdom is your spellcasting ability for these spells.

TEMPEST

Your divine parent is a god of storms, the sea, or the tempest. You gain the following traits as a result.

Ability Score Increase. Your Dexterity score increases by 1.

Blood of the Sea. You have a swimming speed equal to your walking speed and you can breathe underwater.

Storm Surge. You can imbue a weapon with lightning energy as a bonus action. For the next minute, all attacks made with this weapon deal an extra 1d4 lightning damage. Once you use this feature, you can't use it again until you finish a long rest.

TRICKERY

Your divine parent is a god of deception, pranks, falsehoods, or trickery. You gain the following traits as a result.

Ability Score Increase. Your Charisma score increases by 1.

Would I Lie? You have proficiency in the Deception and Nature skills.

Magician's Secret. You know the minor illusion cantrip. You can also cast the disguise self spell once per day without material components and without expending a spell slot. You recover use of this spell after a long rest. Charisma is your spellcasting ability for these spells.

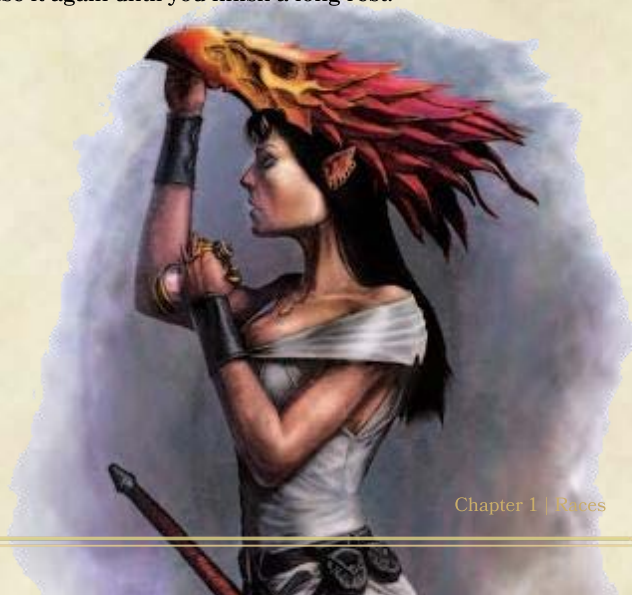
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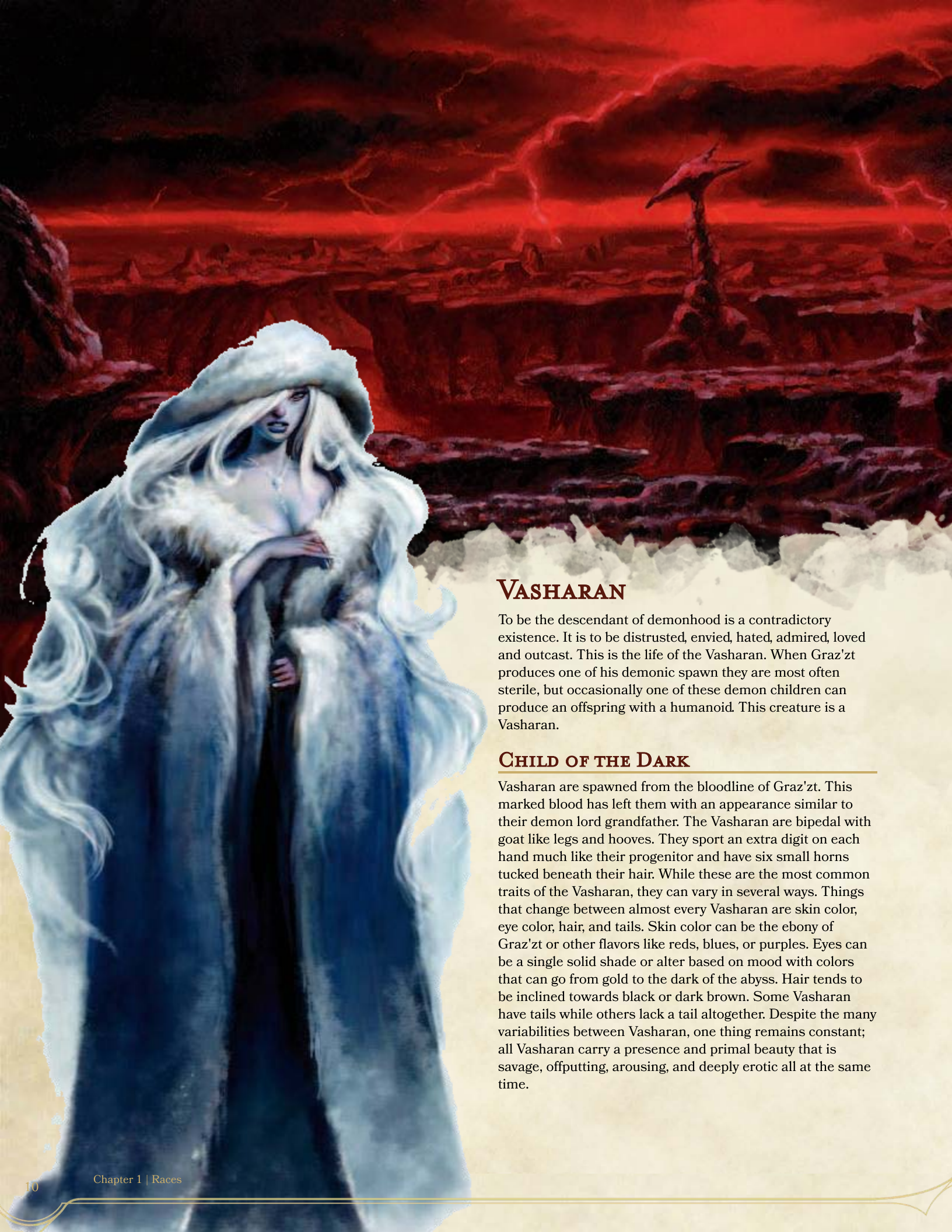
Your divine parent is a god of battle, strength, bloodshed, or war. You gain the following traits as a result.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Prepared for Battle. You have proficiency with all armor and all weapons.

Warcry. You can rally your allies within a 30 foot radius around you as an action. All allies you can see in range gain 2d6 temporary hit points. Once you use this feature, you can't use it again until you finish a long rest.





VASHARAN

To be the descendant of demonhood is a contradictory existence. It is to be distrusted, envied, hated, admired, loved and outcast. This is the life of the Vasharan. When Graz'zt produces one of his demonic spawn they are most often sterile, but occasionally one of these demon children can produce an offspring with a humanoid. This creature is a Vasharan.

CHILD OF THE DARK

Vasharan are spawned from the bloodline of Graz'zt. This marked blood has left them with an appearance similar to their demon lord grandfather. The Vasharan are bipedal with goat like legs and hooves. They sport an extra digit on each hand much like their progenitor and have six small horns tucked beneath their hair. While these are the most common traits of the Vasharan, they can vary in several ways. Things that change between almost every Vasharan are skin color, eye color, hair, and tails. Skin color can be the ebony of Graz'zt or other flavors like reds, blues, or purples. Eyes can be a single solid shade or alter based on mood with colors that can go from gold to the dark of the abyss. Hair tends to be inclined towards black or dark brown. Some Vasharan have tails while others lack a tail altogether. Despite the many variabilities between Vasharan, one thing remains constant; all Vasharan carry a presence and primal beauty that is savage, offputting, arousing, and deeply erotic all at the same time.

DEBAUCHERY AND SIN

Vasharan are an exceptionally rare breed and are believed to be a myth by many. Most people mistake Vasharan for tieflings, but their extra digit betrays their true nature as close relatives of the Dark Prince.

Despite cases of mistaken identity, Vasharan are not confined by the same social norms as tieflings. The natural sexuality and savagery of Vasharan lends themselves well to control and influence. They are natural social climbers and easily manipulate society around them. No matter where they end up, Vasharan thrive and ascend beyond the shackles of social prejudice.

Due to their limited numbers, Vasharan have no culture of their own and instead attempt to create a culture from their surroundings and desires. Some cities have developed completely unique cultures thanks to the small groups of Vasharan at the top.

REGARDING SEX AND SAFETY

By now, it should be clear that Vasharan are sexual beings in nature and carry some less than positive connotations. This type of character does not fit in every campaign setting or campaign and can make other players uncomfortable in certain circumstances. Before choosing to play a Vasharan, it is important to first get approval from the DM, the other players, and establish appropriate boundaries. We play DND to have fun and this race has the potential to ruin that fun if used in the wrong type of campaign or amongst the wrong people. Use good judgement when introducing this race to a campaign.

VASHARAN NAMES

Vasharan names fall into two categories. Vasharan born into a particular society or culture will have names that reflect that culture. Other Vasharan have names that reflect their demonic heritage. These demonic names are often taken from powerful demons that a Vasharan strives to become as powerful as.

Demonic Names: Ulthas, Ulthar, Jelethar, Morthass, Nardrad, Ayarch, Horthaun, Athux, Thraxxia, Luz, Oerth, Igwilv, Orwantz, Unhath, Reluhantis, Verin

VASHARAN TRAITS

Vasharan share certain racial traits as a result of their shared grandfather Graz'zt.

Ability Score Increase. Your Wisdom score increases by 1, and your Charisma score increases by 2.

Age. Vasharan mature at a faster rate than humans. They reach adulthood at about 12 years old, and live to be anywhere between 750 and 1000 years old.

Languages. You can speak, read, and write Common and Abyssal.

Alignment. Vasharan have an innate tendency towards a chaotic alignment which is most often neutral or evil.

Size. Vasharan are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your demonic heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Progenitor's Legacy. You gain proficiency in the Deception skill and the Intimidation skill.

Visage of Graz'zt. You can use your action to begin a violent and erotic display. A number of creatures equal to your Charisma modifier (minimum 1) that can both see you and are within 60 feet of you must make a Wisdom saving throw. The DC for this saving throw is equal to 8 + your Charisma modifier + your proficiency bonus. A creature that fails the save takes 2d4 psychic damage and becomes completely entranced by your display for 1 minute and can take no other actions except watch you. A creature can repeat their saving throw at the end of each of their turns or when they take damage.

Your display lasts for 1 minute. If you stop the performance, all affected creatures are freed from their stunned state. You must expend your action on every consecutive turn after the display begins to continue the display.

After you use this ability, you cannot use it again until you finish a long rest.







CHAPTER 2: CLASSES

ARTIFICER

A Human in a long leather coat hurls a sizzling ball of iron into a crowd of orcs and braces for the imminent rain of ash. The Dwarf next to him aims her rifle with precision at an approaching adversary. The rifle releases a concussive bang and a cloud of smoke. When the fog of war clears, the foe lies slain and the dwarf lines up another shot.

A Half-Elf moves her fingers across an orb of whirring clockwork mechanisms. She seems completely unaware of the battle raging around her and the threats closing in. With a gentle click of her finger, the machine releases a blinding flash that gives herself and her allies the brief upper hand they needed to win this fight.

All of these heroes are Artificers, the most technologically advanced class in all of Dungeons and Dragons. Quiet craftsmen, crazed alchemists, and classic gunslingers all share the common trait of a mastery over technology. To be an artificer is not to ask what is and isn't possible, but rather what do I need to make it possible.

MASTER TINKERERS

Artificers learn the skill of tinkering and the crafting of mechanical devices. They are infinitely clever and will have a plan when no one else does. These plans are occasionally strange due to the Artificer's eccentric nature, but they rarely fail. Artificers specialize in a certain area of study or practice. Some will pursue the magical arts and become an Arcane Craftsman, others focus on their skills as a sharpshooter and become Gunslingers, while the most mechanically inclined become Clockwork Masters.

THE BEST AT WHAT THEY DO

There are craftsmen and smiths everywhere in the world but few are as skilled as Artificers. Anybody can fashion a simple snare, but an Artificer can perfect these crafts and are prepared at any given moment to create something faster and better than anybody else could. Their intuitive minds and creative nature grants them the drive to go beyond the skills of a normal artisan.

CREATING AN ARTIFICER

As you build your Artificer, think about a few things related to your character's origins. Where did you learn your skills, What made you special when compared to the other craftsmen? Did you have a mentor? Were you close with that mentor or was it a competitive relationship? What made you want to be an Artificer?

You may have learned your skills at an artisan's school or in a family friend's workshop. Perhaps you learned on your own in the darkness of the night with only candlelight to guide your fingers. No matter what lead you here, your skills are what guide you, and the trinkets you have crafted are memories of long hours and sleepless nights.

QUICK BUILD

You can make an Artificer quickly by following these suggestions. First, make Dexterity your highest ability score. Your next highest score should be Intelligence or Constitution. Second, choose the Guild Artisan background.

CLASS FEATURES

As an Artificer you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per artificer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per artificer level after 1st

PROFICIENCIES

Armor. Light armor, medium armor

Weapons. Simple weapons, firearms

Tools. Tinker's Tools

Saving Throws Dexterity, Constitution

Skills Choose two from Acrobatics, Arcana, Investigation, Perception, Sleight of Hand, and Stealth

EQUIPMENT

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

- (a) two simple weapons, (b) a simple weapon and a flintlock rifle, or (c) a simple weapon and a flintlock pistol
- (a) leather armor or (b) a chain shirt
- (a) an artificer's pack or (b) an explorer's pack
- a flintlock pistol and 20 bullets



THE ARTIFICER

Level	Proficiency Bonus	Features	Artificer Points
1st	+2	Tinkerer, Quick Reflexes	2
2nd	+2	Area of Study	3
3rd	+2	Physical Augmentation	4
4th	+2	Ability Score Improvement	5
5th	+3	Extra Attack	6
6th	+3	Area of Study Feature	7
7th	+3	Practiced Recovery, Quick Reflexes Improvement	8
8th	+3	Ability Score Improvement	9
9th	+4	Physical Augmentation Improvement	10
10th	+4	Area of Study Feature	11
11th	+4	Craftsman's Focus	12
12th	+4	Ability Score Improvement	13
13th	+5	Quick Reflexes Improvement	14
14th	+5	Area of Study Feature	15
15th	+5	Physical Augmentation Improvement	16
16th	+5	Ability Score Improvement	17
17th	+6	Quick Reflexes Improvement	18
18th	+6	Area of Study Feature	19
19th	+6	Ability Score Improvement	20
20th	+6	Master Tinkerer	20

TINKERER

You have perfected the art of creating small machines and devices. As an artificer you can design and build items over a certain period of time (DM's Discretion) provided you have the materials and tools required for building these objects. Each time you work on a project, you must succeed on a tinkering check. Your tinkering modifier is your Dexterity modifier + your proficiency bonus. Based on the difficulty of the object being crafted, the environment you're in, and the quality of tools you are using will allow the DM to determine the checks difficulty and how many you need to make to complete the device you wish to craft.

Whenever you come up with an idea for a device, share that idea with the DM so they can help you determine what can be done to turn a blueprint into a reality.

QUICK REFLEXES

Your years of dealing with sudden mishaps and problems in your workshop have granted you unbelievably quick reflexes. You have access to a pool of Artificer Points that let you put these reflexes on display. Using artificer points you can perform the actions listed below. Should more than one of these actions be beneficial in a given moment, you can expend multiple artificer points to perform multiple actions. You recover all artificer points at the end of a long rest.

This feature improves again at 7th, 13th, and 17th level.

RECOVER

When you are knocked prone you can expend one artificer point to get up and use only 5ft of your movement instead of half.

You can expend one artificer point to attempt to break free from any charm or fear effect. When you next roll to break free from the effect, you can add 1d10 to your roll.

DESPERATE RELOAD

You can expend one artificer point to change a reload or repair action into a bonus action instead of the normal action.

DRAW

You can expend one artificer point to make an extra firearm attack as a bonus action.

If you are duel wielding and already use your bonus action for an extra shot, this ability still grants you an additional shot.

DODGE

Prerequisite 7th level

As a reaction, you can expend an artificer point to use the uncanny dodge or evasion effect.

Uncanny Dodge. when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you

Evasion. you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

CATCH AN OPENING

Prerequisite 13th level

You can expend an artificer point to recover an expended reaction.

This additional reaction can be used to make an attack against any creature within 30 feet of you or saved and used like a normal reaction.

You can only use an artificer point in this way once per round of combat.

IMMEDIATE CRAFTING

Prerequisite 17th level

You can expend two artificer points to craft a simple device as an action in the middle of battle. You must have the materials to craft this object. These objects include but are not limited to: a bola arrow, a smoke bomb, a small trap, a snare, or a crude dagger/weapon.

To craft this item you must succeed on a DC12 tinkering check. The extent of what you can craft is left to your DM's discretion.

AREA OF STUDY

At 2nd level, you select the area of study that you have chosen to pursue. You can choose from the Arcane Craftsman, the Gunslinger, or the Clockwork Master, all detailed at the end of the class description. The area of study you choose grants you features at 2nd level and again at 6th, 10th, 14th, and 18th level.

PHYSICAL AUGMENTATION

Beginning at 3rd level, your crafting skills have extended beyond simple trinkets. You have developed devices that can enhance and push your body beyond its normal limits. This feature improves at 9th level and again at 15th level.

LEG BRACE

You have crafted a brace that enhances the function of your legs. You gain an additional 10 ft of movement speed as well as a swimming speed and climbing speed of 30 feet.

ARM BRACE

At 9th level, You craft a brace for your arm that can lock into a steady position or improve the speed of a strike. You gain a permanent +2 to all attack rolls.

IMPROVED LEG BRACE

At 15th level, You have enhanced your leg brace even further. Your movement increases by an additional 10ft, all falling damage is reduced by half, and you have advantage on saves to avoid being knocked prone.

ABILITY SCORE

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

EXTRA ATTACK

At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

PRACTICED RECOVERY

At 6th level, you can choose to expend hit dice to recover artificer points during a short rest instead of hit points.

You recover one artificer point for every hit dice expended in this way.

You cannot recover a number of artificer points greater than your maximum artificer points as indicated in the class table.

CRAFTSMAN'S FOCUS

Upon reaching 11th level, you double your proficiency bonus for tinkering checks.

Additionally, you can enter an intense state of focus for 30 minutes twice per long rest. While this focus is active you have advantage on all tinker checks, and you cannot be charmed or frightened.

MASTER TINKERER

At 20th level, you have become a master of technology and the utilisation of materials. All tinker checks are now made at advantage and you only need to expend half the materials normally required for anything you craft.

Additionally, if you start combat without any Artificer Points, you immediately gain 5.

AREA OF STUDY

Artificers practice under a wide array of mentors and pursue different disciplines. These varied subjects are referred to as Areas of Study and form the basis for the path of any given Artificer.

ARCANE CRAFTSMAN

The Arcane Craftsman focuses on developing their skills of enchanting and their knowledge of the arcane. Those who choose this area combine their skills as a tinkerer with their knowledge of magic to produce contraptions that are imbued with potent elemental power.

CHARGED ROUNDS

When you choose this area of study at 2nd level you gain the ability to charge your attacks with arcane energy. You can use this ability a number of times equal to your intelligence modifier. After all uses have been expended you can gain an additional use by expending an artificer point.

When you charge an attack, you infuse your bullet or weapon with an elemental magic type of your choice from fire, cold, or lightning.

If your attack hits after infusing the weapon, you deal an additional 1d6 damage of the type you chose. If you miss the attack, the charge is expended and lost.

ALCHEMICAL BRILLIANCE

At 6th level, your studies of the arcane have directed you to study alchemy and herbalism. You gain proficiency with the herbalist kit and alchemist's supplies. You also stock your tinker's tools with phials and alchemic devices which allows them to serve as a replacement for actually having an herbalist's kit or alchemist's supplies on hand.

Additionally, instead of having to collect ingredients, you can substitute Tinkering supplies as ingredients for your potions.

Lastly, you can use your Intelligence modifier with the herbalist's kit instead of Wisdom.

Work with your DM to determine what sorts of tonics and potions you can craft.

ENCHANTED CRAFTSMAN

At 10th level, you have studied the arcane for so long that you now understand some of the intricate processes needed for enchanting and can do it quickly on the battlefield.

When you encounter a magic item, you can take 1 hour to memorize a magical effect that it possesses. You can memorize a number of effects equal to your Intelligence modifier. You can choose to forget and replace a memorized effect at any time. You cannot memorize effects from artifacts or sentient items.

As an action, you can apply a memorized effect to an item or weapon for 1 minute.

If you apply the same enchantment to an item in this way twice a day for thirty days, the enchantment becomes permanent.

You can enchant items in this way a number of times equal to your intelligence modifier per long rest. Should you wish to go beyond the Intelligence modifier limit, you can expend 3 artificer points per additional enchantment after the limit.

IMPROVED CHARGED ROUNDS

At 14th level, you have discovered more ways to enchant your attacks and make them more potent.

Your additional damage for charged rounds is now 2d6.

You can also infuse your weapon with the following additional damage types: necrotic, acid, poison, and force.

SPELL SHIELDED

At 18th level, you have been surrounded by magical components and dangerous chemicals for so long that you have become hardened against their effects.

You now have magic resistance

You also gain permanent resistance to cold, fire, lightning, poison, acid, necrotic, and force damage.

GUNSLINGER

Those who emulate the Gunslinger incorporate their skills as a craftsman to hone their abilities as a master of firearms. To the Gunslinger, their skills as a tinkerer come second to their skills as a sharpshooter.

CHOSEN QUARRY

When you choose this area of study at 2nd level, you gain the ability to mark a target as a bonus action. Whenever you fire at your marked target you are more precise and gain an additional 1d6 of damage against the target until it has been defeated. This action can be used twice per short or long rest. It can be activated additional times at the expense of one artificer point for each additional use.

QUICKDRAW

At 6th level, you are constantly alert and can now add your proficiency bonus to your Initiative bonus.

At the beginning of combat, if you act first, you gain advantage on all of your attacks. Any attacks that hit, count as critical hits.

TARGETED SHOT

At 10th level, you have practiced your aim to achieve pinpoint strikes. You can now choose an area of a creature's body to target.

The targeted creature must make a Dexterity saving throw or they take one of the below effects in addition to normal damage.

Should a creature succeed on their save, they still take normal damage.



This feature can be used a number of times equal to your Dexterity modifier per long rest. It can be used additional times beyond the limit at the expense of an artificer point per usage.

Targeted Shot Save DC = 8 + your proficiency bonus + your Dexterity modifier

HEAD

If you target the head and the creature fails its targeted shot save, it is blinded until the end of its next turn.

LEGS

If you target the legs and the creature fails its targeted shot save, it is knocked prone.

ARMS

If you target the arms and the creature fails its targeted shot save, it drops whatever item (or person) it is holding.

CHEST

If you target the chest and the creature fails its targeted shot save, it is pushed back 10 feet from where the attack came from.

If this causes the target to be pushed over a ledge, they must make a Dexterity saving throw of a DC dictated by the DM based on the terrain.

If this pushes the target into a wall, they take an additional 2d6 bludgeoning damage.

If this pushes the target into another creature, both creatures take 1d6 bludgeoning damage and must make an additional Dexterity saving throw against your Targeted Shot DC or they are both knocked prone.

WINGS

If you target the wings and the creature fails its targeted shot save, the creature immediately falls 30 feet.

If the 30 foot fall causes a flying creature to hit the ground, it takes 3d6 bludgeoning damage and is knocked prone.

DEAD EYE

At 14th level, if you have advantage on an attack roll against a creature, you can expend two artificer points to focus your sights even further.

If you hit with this attack, the damage counts as critical.

EMPTY THE CHAMBER

At 18th level, Your speed and accuracy is unparalleled. You can fire a number of shots equal to your Dexterity modifier as an action.

If you have a gun with a number of shots that is less than your dexterity modifier, you still fire a number of shots equal to your Dexterity modifier.

You can use this feature twice per long rest.

CLOCKWORK MASTER

The Clockwork Master has learned to focus all of their talents on the fine art of creating clockwork devices. To the Clockwork Master, technology is the only thing that can truly be trusted. They put their faith in their creations. Their trust is rarely misplaced.

CLOCKWORK EYE

When you choose this area of study at 2nd level you craft a clockwork eyepiece as your first test of clockwork mastery.

The eyepiece grants the following effects:

- You gain proficiency in the perception skill
- Your proficiency bonus is doubled for the perception skill
- you can expend an artificer point to focus the eye and gain advantage on an attack or perception check
- If you are looking through the eyepiece exclusively, you have advantage on saves against enemy effects that rely on you seeing them such as the Umber Hulks' confusing gaze or the Fomorians' curse of the evil eye

STOPWATCH

At 6th level, you have crafted a small hourglass that can briefly tap into the gears of mechanus and subtly alter time. If you are not surprised when you roll initiative, you can activate it and grant your party advantage on their initiative rolls.

This effect can be activated twice every long rest.

CLOCKWORK HAND

At 10th level, you have created and either replaced your old hand with a new clockwork one or applied a complex exoskeleton to your existing hand. This new hand is better than your old organic hand in practically every way.

This hand grants the following effects:

- You cannot be disarmed
- You gain a bonus to all grapple checks equal to your proficiency bonus. If you already add your proficiency bonus to grapple checks due to a proficiency in athletics, you double your proficiency bonus.

- Your hand is immune to poison, acid, fire, necrotic, and cold damage
- You are proficient with the hand and it does 1d8 bludgeoning damage. Additionally, you can use Dexterity instead of Strength for attacks made with the hand.

CLOCKWORK FAMILIAR

At 14th level you have constructed a fully functioning clockwork creature. You can select a beast with a challenge rating of 2 or less from the back of the Player's Handbook or from the Monster Manual to serve as the basis for your familiar. On your turn, you can use a bonus action to command your construct to take an action and movement. This action can be an attack, a dash, hiding, helping, etc. The construct can only perform one action per turn. For example, your construct can move and attack, but cannot move attack and help. If the creature you selected has the multiattack feature, it can use it as an action.

Your clockwork familiar can take attacks of opportunity if given the chance.

Should your clockwork familiar be destroyed, you can take 8 hours to repair it or recreate it.

The beast you select also gains the following attributes:

- It's type is a Construct
- It's attacks are magical for the purposes of overcoming resistances
- It is immune to the blinded, charmed, deafened, frightened, paralyzed, petrified, exhaustion and poisoned effects
- It is immune to poison and psychic damage
- It's HP is equal to 4 times your artificer level or the value within the stat block for the creature, whichever is higher
- When determining attack bonuses for the creature, you use your proficiency bonus plus the creature's Strength or Dexterity.
- It can understand one language of your choice but can only communicate through whirs and clicks that only you understand

EXOSKELETON

At 18th level, your mastery over clockwork and machinery has allowed you to create an exoskeleton that stretches over your entire body. This suit eases the difficulty of many tasks and grants you resistance to dangerous effects.

This skeleton grants the following effects:

- You reduce any falling damage by a factor equal to 5 times your artificer level. This reduction comes into play after halving the damage thanks to your improved leg brace.
- you gain resistance to all damage except for psychic, poison, radiant, necrotic, and thunder damage.
- You have advantage on saves against paralyzing, slowing, and petrifying effects.
- You cannot be knocked prone





THE BLOOD MAGE

Raising a knife and dragging it across his palm, a young half-orc grits his teeth and grips the blood welling in his hand. With a flourish the bloody hand opens and releases a fiery blast.

Grinning madly, a hooded dwarf in crimson robes slashes out at the horrified goblin with a pair of malformed claws dripping with poison where her hands should have been.

The stoic human wears the robes of a wizard but the self-inflicted gaping wound in the chest tells a different story. The blood welling at his feet suddenly flares with energy and where the human once stood a ravaging demon rages.

Blood mages are power seekers. They know that true might lies within the lifeblood of all creatures, including their own. Drawing on this potent vitae, they manifest arcane effects at the expense of their own vitality.

THE EASY PATH

A blood mage is defined by the path they chose to seek magic. Those that become blood mages were often gifted pupils in the arts of wizardry but grew impatient with their progress. They turned to the quicker path. Some would accuse them of taking the easy path, but the scars that live on the body of a blood mage speak volumes to what they sacrifice every day for their power.

Those who look from the outside often view blood mages as evil or infernal individuals, but to the blood mage, their methods are no different from the wizard's wand.

DRIVEN AND HUNGRY

Blood mages are driven by a lust for power. The path they chose always leads them into danger but also towards their goal. The hunger for new knowledge and means to be stronger leads Blood mages to establish orders of like-minded seekers or to venture into the unknown with little regard for their own safety.

Stories of blood mages making deals with demons and devils are common, but no blood mage would limit themselves to just these options. The propensity of blood mages to compromise their morals for the sake of strength leads to them being distrusted by others or outright banned in certain lands.

All of the negative connotations held towards these sanguine sorcerers may or may not be fair given their tendency for appearing in history books as the catalyst for calamity. Nevertheless, this reputation does not seem to stop these mages that seek the path of power.

CREATING A BLOOD MAGE

As you make your blood mage character, spend some time thinking about the moment that led to your character becoming a blood mage. What events forced their hand towards this path? Did you discover the power of blood by accident or through intentional research? Do you love your power or just use it as a means to an end? Do you ever regret choosing the quick path of blood over the slow meandering path of study?

Your lust for power likely leads you into adventure and leaving the simple life, but how you view this path is entirely up to you.

THE BLOOD MAGE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Blood Dice	Maximum Spell Level
1st	+2	Invoking, Vile Recovery	2	2	2d4	1st
2nd	+2	Blood Awakening	2	3	4d4	1st
3rd	+2	—	2	4	6d4	2nd
4th	+2	Ability Score Improvement	3	5	7d4	2nd
5th	+3	—	3	6	8d4	3rd
6th	+3	Blood Awakening Feature	3	7	9d4	3rd
7th	+3	—	4	8	11d6	4th
8th	+3	Ability Score Improvement	4	9	13d6	4th
9th	+4	—	4	10	15d6	5th
10th	+4	Blood Awakening Feature	5	11	16d6	5th
11th	+4	Boiling Blood (6th level)	5	12	17d6	5th
12th	+4	Ability Score Improvement	5	12	18d6	5th
13th	+5	Boiling Blood (7th level)	5	13	20d6	5th
14th	+5	Blood Awakening Feature	5	13	21d8	5th
15th	+5	Boiling Blood (8th level)	5	14	22d8	5th
16th	+5	Ability Score Improvement	5	14	24d8	5th
17th	+6	Boiling Blood (9th level)	5	15	26d8	5th
18th	+6	Arcane Control	5	15	28d8	5th
19th	+6	Ability Score Improvement	5	15	29d8	5th
20th	+6	Draining the World	5	15	30d8	5th

How do you feel about the prejudice against your magic? Do you feel the need to prove that blood magic is no different from wizardry? How much do you value life?

How do you react to attacks on your character? Are you from a land that has made blood magic illegal? How does the answer to that question influence you? Do you view blood magic as evil when wielded by the wrong hands?

QUICK BUILD

You can make a blood mage quickly by following these suggestions. First, Constitution should be your highest ability score, followed by Dexterity or Strength. Second, choose the Sage background. Third, choose the *eldritch blast* and *Toll the Dead* cantrips, along with the 1st-level spells *Mage Armor* and *Inflict Wounds*.

CLASS FEATURES

As a blood mage, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per blood mage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per blood mage level after 1st

PROFICIENCIES

Armor: None

Weapons: Scimitars, Glaives, Flails, Whips, and Simple weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Insight, Intimidation, Investigation, Medicine, Nature, and Religion

EQUIPMENT

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

- (a) a spear or (b) any simple melee weapon
- (a) a dagger or (b) any simple weapon
- (a) a scholar's pack or (b) a dungeoneer's pack

INVOKING

Invoking is the act of drawing power from the blood to achieve an arcane effect. As you use your blood in this way, it grows more and more powerful and can channel more significant spells. See chapter 10 of the PHB for the general rules of spellcasting and Chapter 7 of this book for the blood mage spell list.

CANTRIPS

At 1st level, you know two cantrips of your choice from the blood mage spell list. You learn additional blood mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the blood mage table.

Casting cantrips does not cause any hit point loss for you as you are able to create the effects of these minor spells without blood leaving your body.

BLOOD DICE

When you cast a blood mage spell, in place of material components and an arcane focus, you use your own blood and life force to manifest effects. This class uses a system of Blood Dice to simulate the utilization of blood in magic. The more potent the spell, the more blood is needed, and the more damage is taken to cast the spell. The number of Blood Dice available to you is indicated in the Blood Mage table.

Whenever you cast a spell, you expend a number of Blood Dice equal to the spell's level. After casting the spell and declaring its effects, you roll the blood dice you expended to cast the spell and take that number of hit points in damage. If you are a 5th level blood mage and cast a 3rd level spell, you would expend three blood dice and take 3d4 points of damage. If you are a 19th level blood mage and cast a 5th level spell, you would expend five blood dice and take 5d8 points of damage. Any ability or spell that calls for the expense of blood dice, also requires that you take damage when you expend them.

You can cast lower level spells at higher levels that you have available to you at the expense of extra blood dice. For example, if you are a 9th level blood mage and wish to cast *fireball*, a 3rd level spell, at 5th level, you would simply expend five blood dice, instead of three.

As your blood grows more potent, the number of blood dice you have access to as well as their magnitude increase to show your growing power as indicated in the blood mage table.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the blood mage spell list.

The Spells Known column of the blood mage table shows when you learn more blood mage spells of your choice. Each of these spells must be of a level that you can cast at, as noted in the Maximum Spell Level column of the Blood Mage table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class you can choose one of the blood mage spells you know and replace it with another spell from the blood mage spell list, which also must be of a level that you can cast.

INVOKING ABILITY

Constitution is your spellcasting ability for your blood mage spells, since the power of your magic relies on your physical blood and might within it. You can use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a blood mage spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus +
your Constitution modifier

RITUAL CASTING

You can cast a blood mage spell as a ritual if that spell has the ritual tag and you have the spell prepared. This does not expend your blood dice but you still take the damage you would normally take when casting the spell.

SPELLCASTING FOCUS

As a Blood Mage, you do not use a traditional arcane focus or material components. Any spells that require material components that you wish to cast are replaced by the blood that you use to cast. Similarly, you do not use an arcane focus to cast, you use the innate power in blood or the power infused into your blood to cast your spells.

REGARDING CONCENTRATION

In normal spellcasting rules, taking damage when concentrating on a spell requires a concentration check. In the case of the blood mage, you take damage every time you cast a spell. For the purposes of concentration, when casting a spell or using other blood mage abilities that inflict damage on yourself, the damage you take as a result of these actions does not result in a concentration check being made.

Damage from other creatures or forces that are not self-inflicted requires concentration checks as normal.

HIGHER LEVEL INVOKING

When you gain access to 6th, 7th, 8th, or 9th level spells through Blood Boiling, you can cast lower level spells at these higher levels at the expense of the appropriate number of blood dice.



VILE RECOVERY

You have developed an understanding of how to quickly empower your blood at the expense of your own life. When you take a short rest, instead of using hit dice for healing, you can turn them into blood dice. When you expend a hit dice in this way, you do not recover hit points, but do recover one blood dice for each hit dice expended.

BLOOD AWAKENING

When you reach 2nd level, your blood awakens to more potent arcane power and you choose which direction that power is channeled. You can choose between becoming a Sanguimancer or an Abyssal Adept which are both detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

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

BOILING BLOOD

At 11th level, you have learned how to force arcane energy through your veins and boil your own blood to achieve greater arcane effects. Choose one 6th-level spell from the blood mage spell list to channel through your blood.

You can cast this spell once without expending blood dice but still taking the appropriate level of blood dice damage. You must finish a long rest before you can cast this spell again.

At higher levels, you gain more blood mage spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You recover the ability to boil your blood and cast these spells again when you finish a long rest.

ARCANE CONTROL

When you reach 18th level, you have achieved a level of mastery over the arcana flowing through your blood. You can now cast certain spells without releasing the blood from your body, saving yourself from unnecessary wounds.

Whenever you cast a 1st or 2nd level spell at 1st or 2nd level, you no longer take the blood dice damage for casting it. Blood dice are still expended according to the spell's level, but you do not take the damage typically associated with such an expenditure.

DRAINING THE WORLD

At 20th level, you can use an action to sap the world of its life energy and recover half of your currently lost hit points and half of your currently expended blood dice rounded down.

For example, if you have 180 maximum hit points and are at 90 hit points when you use this feature, you recover 45 hit points. The same principle applies to blood dice.

Once you regain hit points and blood dice in this way, you must finish a long rest before you do so again.

BLOOD AWAKENING

There is a great deal of potential trapped within blood. As this arcane potential flows through the veins, the wielder of that energy can choose where that power is directed. The most common directions are towards raw power in the sanguimancer and the harnessing of the demonic in the abyssal adept.

SANGUIMANCER

You have directed the magic in your blood towards power and curses. You manifest your blood in a way that saps the power and life of your enemies while absorbing that stolen life yourself to keep on fighting.

EXPANDED SPELL LIST

Your blood being awakened to sanguine power allows you to choose from an expanded list of spells when you learn a blood mage spell. The following spells are added to the blood mage spell list for you.

SANGUIMANCER EXPANDED SPELLS

Spell Level Spells

1st	<i>Chaos Bolt, Hellish Rebuke</i>
2nd	<i>Ray of Enfeeblement, Shatter</i>
3rd	<i>Lightning Bolt, Wall of Water</i>
4th	<i>Otiluke's Resilient Sphere, Sickening Radiance</i>
5th	<i>Enervation, Negative Energy Flood</i>

BLOOD CURSE

At 2nd level, you gain the ability to place a blood curse on someone. As a bonus action, expend 1 blood dice, and choose one creature you can see within 40 feet of you. The target is cursed for 1 minute or if you or the target dies. Until the curse ends, you gain the following benefits:

- Any attack or spell attack rolls against the target are at advantage
- The target has disadvantage on saves against your spells
- The target has disadvantage on attacks or spell attack rolls against you
- You have advantage on saves against the target's spells or abilities
- If the target dies, you recover a number of hit points equal to your blood mage level plus your constitution modifier.

BLOODBOUND SHACKLES

When you reach 6th level, the subject of your Blood Curse now shares in the pain you experience. Whenever you take damage, including to cast spells, you can use your reaction to force the target of your curse to make a Constitution saving throw against your spell save DC. On a failed save, the damage to you is halved and the target of your curse takes the other half of the total damage.

CURSED EMPOWERMENT

Starting at 10th level, you can channel extra blood into spells to make them more powerful. When you cast a spell, you can expend an extra blood dice to empower it.

When rolling the damage dice for this spell, you can reroll a number of dice equal to your Constitution modifier. If, when rerolling, you get any 1's or 2's rolled on the damage dice, you can reroll those dice again until you get a value other than a 1 or a 2 without it counting against your total rerolls.

SANGUINE SHIELD

At 14th level, you can use an action to expend three blood dice and summon a shield of blood around your body.

If a creature makes an attack roll against you and hits, roll a d6. On a roll of 4 or higher, the attack is absorbed by the blood shield and you take no damage.

At the end of each subsequent turn after summoning the blood shield, you must expend a blood dice to keep it active.

ABYSSAL ADEPT

Blood is a potent tool when dealing with creatures from the Abyss. Your blood is particularly effective given the power you've channeled into it. You use this tool at your disposal to alter your form into demonic facsimilies as well as summon and bind demons for your own ends.

EXPANDED SPELL LIST

Your blood being awakened to the abyss allows you to choose from an expanded list of spells when you learn a blood mage spell. The following spells are added to the blood mage spell list for you.

ABYSSAL ADEPT EXPANDED SPELLS

Spell Level	Spells
1st	<i>Arms of Hadar, Find Familiar</i>
2nd	<i>Earthbind, Enlarge/Reduce</i>
3rd	<i>Haste, Summon Lesser Demons</i>
4th	<i>Evard's Black Tentacles, Summon Greater Demon</i>
5th	<i>Infernal Calling, Skill Empowerment</i>

DEMONIC TRANSMUTATION

Starting at 2nd level, you begin to understand how to mold your blood and flesh into demonic forms.

You gain access to transmutations which are detailed under "Transmutations" at the end of this subclass description.

You can expend a number of blood dice indicated in the blood dice cost next to each transmutation to achieve the effects of these transmutations as a bonus action on your turn. As you gain more blood dice, you will gain access to more powerful transmutations.

Some transmutations have a level requirement, this is listed beneath the name of the transmutation if applicable.

Altering your flesh and maintaining the transmutation takes effort and the more extreme the transmutation, the more extreme the effort. In parentheses next to the initial blood dice cost for a transmutation will be the subsequent turn blood dice cost. This cost is inflicted at the end of all turns after the transmutation was activated.

Transmutations can only be maintained as long as you have blood dice to expend on them. If you reach the end of your turn and do not have enough blood dice to pay the subsequent turn cost, the transmutation ends.

Some transmutations do not require subsequent turn blood dice costs. These transmutations have a length of time in parentheses next to the initial blood dice cost. This is the duration of time that this transmutation can be active before it needs to be reactivated using blood dice.

Transmutations require limited mental focus and are not considered concentration spells. A maximum of three transmutations can be in effect at any given time. Only one transmutation can be activated as a bonus action. If more than one transmutation is in effect, the blood dice cost for maintaining each effect does stack.

Transmutations can only affect you. They cannot be used on other creatures or objects.

BLOOD BINDING

When you reach 6th level, you have improved control and binding of demons that you summon. When you use a spell to summon a fiend that you are allowed to command, there is no risk of them breaking free from your control or refusing your commands barring if you lose concentration.

Additionally, in the case of the *Summon Lesser Demons* spell, you do not gain control of the demons but you can designate a number of creatures equal to your Constitution modifier that these demons will not be hostile towards.



ABYSSAL TRANSFORMATION

At 10th level, you have discovered the means with which to bind your mind in a demon's body. As an action on your turn, you can summon a demonic form to adopt at the expense of a number of blood dice equal to the demon's CR with a minimum of 1 blood dice if the demon is less than CR 1.

You can transform into any demon of a CR equal to half your level or lower rounded down.

When in this demonic form, you have two pools of hit points to track. The demon form hit points which are reduced by attacks and damage as normal and your hit points which are reduced by the blood dice cost to maintain the demon form. If the demon form's hit points are reduced to 0, you transform back into your normal form and any excess damage carries over to you. If your hit points are reduced to 0 as a result of blood dice expenditure, you revert to your normal form unconscious. If you run out of blood dice to maintain the demon form, you revert to your normal form.

Different demon forms have different costs to maintain them. A demon's subsequent turn cost to maintain the form is inflicted at the end of your turn. The cost to maintain a form is equal to half the CR of the demon form rounded down. If half of the demon form's CR is not equal to or greater than 1, the form can be maintained for 1 hour before it needs to be recharged using blood dice.

When in this form your Intelligence, Wisdom, and Charisma all remain the same as your normal form unless the demon's are higher, in which case, you adopt the demon's score.

You gain access to all abilities of the demon form you adopt barring Legendary Actions, Legendary Resistance, and Lair actions.

You cannot use your blood mage spells or other abilities when in a demon form.

Your DM will have a list of Demons and their Challenge Ratings for you.

ACCURSED FORM

At 14th level, you have mastered both your transmutations and your transformations. You can now use your blood mage spells and abilities, including transmutations, when in a demon form.

TRANSMUTATIONS

The transmutations are presented in alphabetical order.

ABYSSAL WINGS

Prerequisite 4th level

Blood Dice Cost: 2 dice (1 hour)

You sprout a pair of dark leathery wings. You gain a flying speed of 60 feet for the duration you have them transmuted onto you.

FIRE AURA

Prerequisite 7th level

Blood Dice Cost: 4 dice (1 dice)

Your skin begins to bleed fire that lashes out at nearby creatures. At the start of your turn, any creatures within 5 feet of you take 3d6 fire damage.

A creature that touches you or hits you with a melee attack while within 5 feet of you takes 2d6 fire damage.

GORING HORNS

Prerequisite 8th level

Blood Dice Cost: 4 dice (1 dice)

You sprout a pair of twisted and gnarled horns. You can use these horns to gore enemies within 5 feet of you. These horns use your strength to attack, and you are proficient with them. On a hit, the horns deal 3d10 piercing damage and are magical for the purpose of overcoming resistances.

If you move at least 10 feet straight towards a target and hit the target with a gore attack on the same turn, the target takes an extra 2d10 piercing damage on top of the normal 3d10. If a target is a creature, it must succeed on a Strength saving throw against your spell save DC or be pushed 10 feet away and knocked prone.

HARDENED FLESH

Blood Dice Cost: 3 dice (1 minute)

When you invoke this transmutation, your skin hardens and sprouts bony spikes. Your armor class increases by an amount equal to your Constitution modifier.

HORRID SCENT

Blood Dice Cost: 2 dice (1 minute)

The pores on your skin widen and begin emitting horriple poisonous gas. At the start of your turn, any creatures within 10 feet of you take 1d8 poison damage.

HUNGERING GAZE

Prerequisite 9th level

Blood Dice Cost: 5 dice (2 dice)

Your eyes flare bright with sickening yellow light.

As a bonus action, you can target a creature within 30 feet that you can see and force it to make a Charisma saving throw against your spell save DC or have its hit point maximum reduced by 2d12 and give you an equal number of temporary hit points.

This hit point reduction lasts until the creature finishes a short or long rest.

RENDING CLAWS

Blood Dice Cost: 1 dice (1 minute)

Your fingers elongate and sprout jagged claws. These claws deal 1d6 slashing damage and are magical for the purpose of overcoming resistances.

On a hit the target must make a Constitution saving throw against your spell save DC or take an additional 2d4 poison damage.

SHADOW FLESH

Prerequisite 5th level

Blood Dice Cost: 3 dice (10 minutes)

Your body and flesh becomes a shadowy mist. While under the effect of this transmutation, you gain advantage on stealth checks when in darkness.

You can also move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

You suffer vulnerability to radiant damage.

While in bright light, you have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

SPIDER LEGS

Blood Dice Cost: 2 dice (1 minute)

Your lower half is devoured into your flesh and replaced with the body of a monstrous and bulbous spider.

You gain a climbing speed equal to your movement speed and can climb on vertical and upside down surfaces.

You can cast the *web* spell at the cost of 1 blood dice while under the effect of this transmutation.

STYXIAN GILLS

Prerequisite 5th level

Blood Dice Cost: 2 dice (1 hour)

A pair of gills rip open on your throat, your hands have flesh sprout between your fingertips, and your feet elongate into wide flippers. You gain water breathing and a swimming speed of 30 feet for the duration.



DEMON FORM COSTS

CR	Initial Blood Dice Cost	Subsequent Turn Blood Dice Cost
1/8	1 dice	None
1/4	1 dice	None
1/2	1 dice	None
1	1 dice	None
2	2 dice	1 dice
3	3 dice	1 dice
4	4 dice	2 dice
5	5 dice	2 dice
6	6 dice	3 dice
7	7 dice	3 dice
8	8 dice	4 dice
9	9 dice	4 dice
10	10 dice	5 dice



DRAGONKNIGHT

A human warrior in heavy plate cleaves his greatsword into a crowd of orcs. The horde surrounds him and the warrior vanishes in the crowd of blades. Shouts of victory from the orcs transition to fear as the battlefield is illuminated by dragonfire. The warrior's mouth emits the flame and sweeps massive claws through the orcs. Nearby, bolts of lightning strike from the sky as scales of bronze gleam from a tiefling with draconic wings jutting from their back.

An Elf soars through the sky, her form coated in silver scales. Frost cascades downward from the draconic elf, and she shatters her frozen foes with pinpoint strikes from her longbow.

A Half Orc marches without blade or bow into the onslaught. Arrows whizz by in the blizzard, but the unarmed champion is calm. A moment of focus and the Half Orc launches into the sky in the form of a white dragon.

All of these heroes are Dragonknights. They are an exceptionally rare group of individuals that have each at one point come into contact with a relic or fragment of dragon-kind. This artifact, whether it be a vial of blood or a scale, resulted in a pact that grants these warriors the ability to face death with the power of the dragons.

MASTERS OF BATTLE

Dragonknights are skilled tacticians and well rounded warriors. All of them have talent with weaponry and can wield anything put in their hands effectively. This alone makes them a dangerous foe, but it is their connection with dragons that reinforces their already significant combat prowess.

By harnessing their pact, they can produce powerful breath weapons, claws, wings, and flesh covered in scales.

BEACONS OF WILLPOWER

It takes more than finding a relic to become a dragonknight. Plenty of people have gathered the combat skills and tactical minds of these knights, like veterans and skilled mercenaries, but it takes a particular strength of heart to be a Dragonknight. The relic that the knight uses must choose them. Once a relic has made a choice, it still takes an iron will to be able to infuse one's soul with the power of the dragon. Dragonknights form a soul-bond with a dragon relic that infuses their body with the power and might of the scaled beasts. Many who attempt to bond with a dragon relic end up as a smoldering pile of ash. To meet a dragonknight is to meet a wall of willpower.

CREATING A DRAGONKNIGHT

As you build your dragonknight, think about these two important aspects of your character's background: Where did you learn your combat skills, and how did you come to be bonded with a dragon relic? Were you trained in a knight academy or by a mentor? Did you discover the relic as a child or while dungeon delving? Did you make a pact with a dragon who chose you and gave you a relic to become a dragonknight?

Is your family a long line of Dragonknights? What ultimately resulted in you agreeing to undergo the Draconic Bonding? Do you have any regrets regarding your bond?

THE DRAGONKNIGHT

Level	Proficiency Bonus	Features	Dragon Breath
1st	+2	Draconic Binding, Fighting Style	—
2nd	+2	Draconic Binding Feature, Herald of Scales (1/rest)	2d6
3rd	+2	—	4d6
4th	+2	Ability Score Improvement	6d6
5th	+3	Extra Attack	8d6
6th	+3	Draconic Binding Feature, Herald of Scales (2/rest)	9d6
7th	+3	Herald of Scales Breath Weapon Improvement	9d6
8th	+3	Ability Score Improvement, Draconic Binding Feature	10d6
9th	+4	Herald of Scales: Frightful Presence	10d6
10th	+4	Herald of Scales: Breath Weapon Improvement	11d6
11th	+4	Extra Attack (2)	11d6
12th	+4	Ability Score Improvement	12d6
13th	+5	Herald of Scales (3/rest)	12d6
14th	+5	Herald of Scales Breath Weapon Improvement	13d6
15th	+5	—	15d6
16th	+5	Ability Score Improvement	15d6
17th	+6	Draconic Binding Feature	15d6
18th	+6	Herald of Scales (4/rest)	17d6
19th	+6	Ability Score Improvement	17d6
20th	+6	Extra Attack (3)	16d6

QUICK BUILD

You can make a Dragonknight quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next highest score should be Constitution. Second, choose the Soldier or Folk Hero background.

CLASS FEATURES

As a dragonknight, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Dragonknight Level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Dragonknight level after 1st

PROFICIENCIES

Armor: All Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

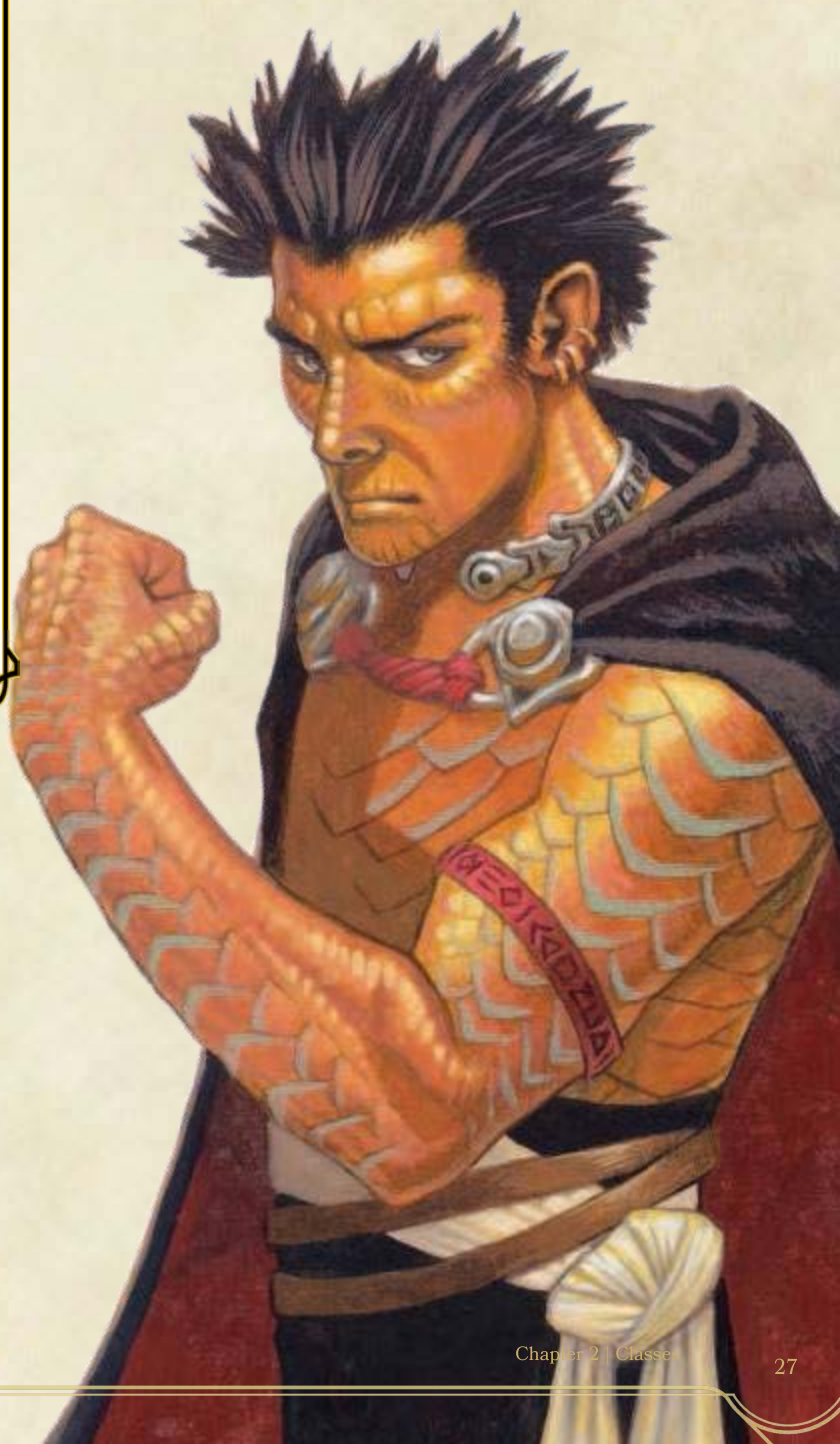
Saving Throws: Strength (or Dexterity), Wisdom

Skills: Choose two from Athletics, Acrobatics, Survival, Intimidation, Perception, and History

EQUIPMENT

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

- (a) Chain Mail or (b) Studded Leather Armor
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) ten javelins or (b) a light crossbow with 20 bolts or (c) a longbow with 20 arrows
- (a) a dungeoneer's pack or (b) an explorer's pack
- Your Dragon Relic (see end of class description for details)



DRACONIC BINDING

Starting at 1st level, you choose a Draconic Binding that reflects your character and the dragon relic they have bonded with. You can choose between either the Metallic Binding or the Chromatic Binding. Descriptions of each binding can be found at the end of this class description. Your choice grants you features when you choose it at 1st level. It also grants you additional ways to use Herald of Scales when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th level.

FIGHTING STYLE

You adopt a particular style of fighting as your speciality. Choose one of the following options. You can't take a fighting style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BACK TO BACK

When you are within 5ft of an ally, you and your ally gain a +1 bonus to attack rolls, and you cannot be flanked while within 10ft of one another.

AERIAL COMBATANT

You gain a +2 bonus to attack rolls you make when in the air. This includes flying, riding on a flying creature, being carried through the air, or falling.

DUELING

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

GREAT WEAPON FIGHTING

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

TWO WEAPON FIGHTING

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

HERALD OF SCALES

At 2nd level, you gain the ability to bring forth the draconic energy that was ingrained within you by your Draconic Binding. You start with two effects: Dragon Breath and an effect determined by your path of Draconic Binding. You gain additional Draconic Binding Features as you advance in level, as noted in the binding description.

When you use your Herald of Scales, you choose which effect to create. You must then finish a short or long rest to use your Herald of Scales again.

Some Herald of Scales effects require targeted creatures to make saving throws. When you use such an effect from this class, the DC equals:

Herald of Scales save DC = 8 + your proficiency bonus + your Constitution modifier

Beginning at 6th level, you can use your Herald of Scales twice between rests, three times at 13th level, and four times at 18th level. You regain all expended uses after a short or long rest.

HERALD OF SCALES: DRAGON BREATH

Upon reaching 2nd level, the power of your Draconic Binding has instilled within you the power to release the mighty breath of a dragon. As a bonus action, you can invoke your Herald of Scales and release a breath weapon attack.

The radius, save, and damage type of your dragon breath is the same as the type of dragon you are bound with and is indicated in the Breath Weapon Details table. The damage dice of your breath weapon increase as you level up, the damage for your breath weapon can be found on the dragonknight class table. The DC for your dragon breath is equal to your Herald of Scales save DC. On a failed save, a creature takes full damage or half as much on a successful save.

BREATH WEAPON DETAILS

Dragon Color	Damage Type	Range	Save Type
Black	Acid	15 ft line	Dexterity
Blue	Lightning	15 ft line	Dexterity
Green	Poison	15 ft cone	Constitution
Red	Fire	15 ft cone	Dexterity
White	Cold	15 ft cone	Constitution
Brass	Fire	15 ft line	Dexterity
Bronze	Lightning	15 ft line	Dexterity
Copper	Acid	15 ft line	Dexterity
Gold	Fire	15 ft cone	Dexterity
Silver	Cold	15 ft cone	Constitution

Your Breath Weapon range increases to 30ft at 7th level, and to 60ft at 14th level.

Upon reaching 10th level, you can select a number of creatures equal to your proficiency bonus to be unaffected by your breath weapon if they are caught in its radius.

HERALD OF SCALES: FRIGHTFUL PRESENCE

Upon reaching 9th level, As an action, you invoke your draconic energy. Each creature within 60 feet of you, that can see you, must make a Wisdom saving throw against your Herald of Scales save DC. If the creature fails, they become frightened of you for 1 minute.

A frightened creature takes actions according to the frightened condition. A creature can repeat the saving throw at the end of their turn.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

DRACONIC BINDING

Dragonknights have two choices for their Draconic Binding. These options are the Metallic Binding or the Chromatic Binding. This choice reflects the dragon relic that your character discovered and the type of dragon that made or coveted such a relic.

METALLIC BINDING

The metallic dragons are beacons of good and moral purity. A Dragonknight that has been bound to a relic of these dragons often reflects their nature as well. The Metallic Dragonknight strives to do good and be a bastion against the evils of the world.

THE BINDING

At 1st level, you have undergone the Binding and have become connected on a spiritual level with your dragon relic.

When you gain this feature at 1st level you choose a dragon type of the Metallic category to serve as your subject of binding. The type of dragon you choose dictates the traits you gain.

METALLIC DRAGONS

Dragon Type	Damage Type
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

When you take this path at 1st level, you gain the ability to read and write Draconic. You also have advantage on all Charisma (Persuasion) checks when interacting with creatures of the dragon type.

RESILIENT SCALES

At 1st level, the binding has left a physical mark on your body. Scales of your dragon type have appeared in your flesh. These scales are incredibly tough and grant you a base armor class of 13 + your Dexterity modifier + your Constitution modifier when unarmored. You also gain resistance to your dragon's damage type.

DRACONIC FLIGHT

At 1st level, you gain the ability to sprout draconic wings that match your dragon type. These wings can be sprouted as a bonus action and retracted back into your flesh with another bonus action.

These wings grant you a flying speed equal to your normal speed. Your wings can only be used for a number of hours equal to your Constitution modifier (minimum of 1) per long rest.

The wings cannot be sprouted when wearing armor, unless the armor has been altered to accomodate wings.

HERALD OF SCALES:SPECIALIZED BREATH

When you gain this feature at 2nd level, you can invoke your Herald of Scales and release a gout of specialized dragon breath as a bonus action on your turn.

The type of breath you release is based on your dragon type.

Dragon Type	Specialized Breath
Brass	Sleep
Bronze	Repulsion
Copper	Slowing
Gold	Weakening
Silver	Paralyzing

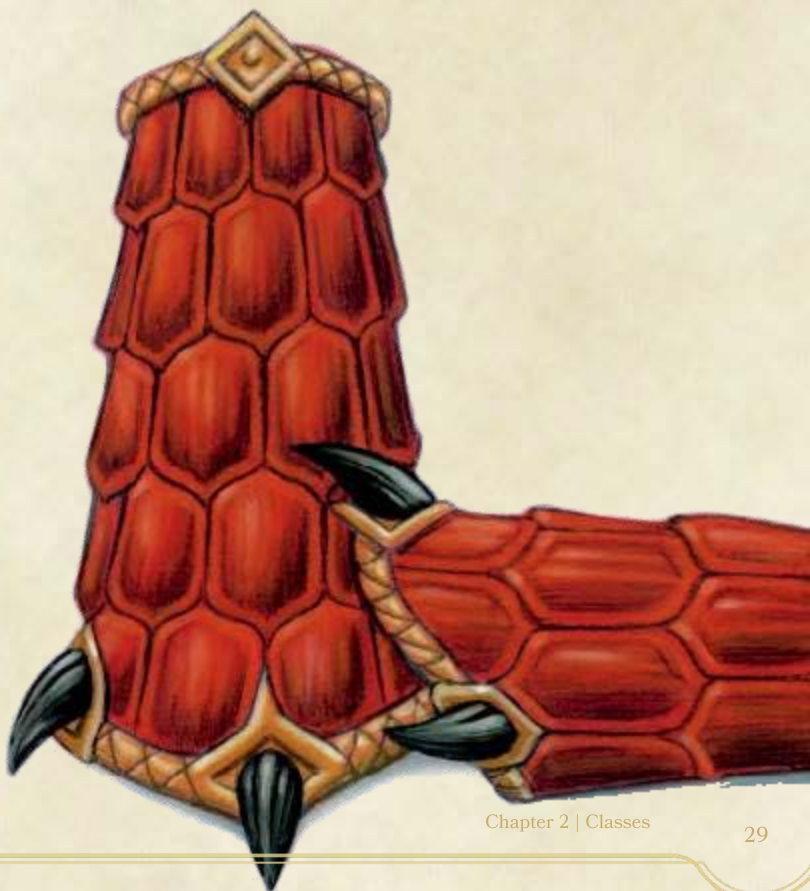
SLEEP BREATH

This breath weapon starts as a 15-ft cone and improves like all other coned breath weapons as described in the Herald of Scales: Breath Weapon description.

A target caught in this cone must succeed on a Constitution saving throw versus your Herald of Scales save DC or fall unconscious for 1 minute. The effect ends for a creature if the creature takes damage or someone uses an action to wake it up.

REPULSION BREATH

This breath weapon starts as a 15-ft cone and improves like all other coned breath weapons as described in the Herald of Scales: Breath Weapon description.



A target caught in this cone must succeed on Strength saving throw versus your Herald of Scales save DC. On a failed save, the creature is pushed a number of feet away from you equal to your Constitution Modifier x 5.

SLOWING BREATH

This breath weapon starts as a 15-ft cone and improves like all other coned breath weapons as described in the Herald of Scales: Breath Weapon description.

A target caught in this cone must make a Constitution saving throw versus your Herald of Scales save DC. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on their turn. In addition, the creature can use either an action or a bonus action on its turns, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

WEAKENING BREATH

This breath weapon starts as a 15-ft cone and improves like all other coned breath weapons as described in the Herald of Scales: Breath Weapon description.

A target caught in this cone must make a Constitution saving throw versus your Herald of Scales save DC or have disadvantage on Strength-Based Attacks, Strength Checks, and Strength Saving Throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PARALYZING BREATH

This breath weapon starts as a 15-ft cone and improves like all other coned breath weapons as described in the Herald of Scales: Breath Weapon description.

A target caught in this cone must make a Constitution Saving throw against your Herald of Scales save DC or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

METALLIC MERGING

When you gain this feature at 6th level, you gain special features based on your dragon type.

BRASS

Due to being bound to the relic of a brass dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, and a burrowing speed equal to your movement minus 10.

BRONZE

Due to being bound to the relic of a bronze dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, you can breathe air and water, and you gain a swimming speed equal to your movement speed.

COPPER

Due to being bound to the relic of a copper dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, and a climbing speed equal to your movement speed.

GOLD

Due to being bound to the relic of a gold dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, you can breathe air and water, and you gain a swimming speed equal to your movement speed.

SILVER

Due to being bound to the relic of a silver dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, and you can move over icy terrain without making ability checks and icy terrain is not considered difficult terrain for you.

IMPROVED DRACONIC FLIGHT

At 8th level, your wings can be maintained longer and you can fly faster.

Your wings now grant you a flying speed of 60 feet and have no time limit on how long they can be used.

The wings cannot be sprouted when wearing armor, unless the armor has been altered to accommodate wings.

FLESH OF THE DRAGON

At 17th level, you have become completely in tune with your draconic relic and can adopt the form of a true dragon.

As an action, you can transform into the form of an adult version of your dragon type.

Your game statistics are replaced by the statistics of your adult dragon form, though, you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of your dragon form. If your dragon form has the same proficiency or saving throw as you and the bonus listed in their stat block is higher than yours, use the dragon's bonus instead of yours. You can't use legendary actions or lair actions of your dragon form.

You assume the hit points and Hit Dice for your dragon form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

Your equipment merges into your draconic form when you transform.

This transformation lasts for a number of hours equal to your Constitution modifier (minimum 1). Upon reverting from this form you take one point of exhaustion due to the strain of the transformation.

This transformation is not considered a spell, and cannot be counterspelled or dispelled using antimagic fields or dispel magic. This ability does, however, fall under the category of shapechanging and any abilities that manipulate a shapechanger do apply.

This ability can be used once per long rest.

CHROMATIC BINDING

Greed and a lust for power are the traits that characterize dragons of the chromatic scale. A chromatic dragonknight is often no different. They seek power and dominion over lesser beings and have a gluttony for wealth.

THE BINDING

At 1st level, you have undergone the Binding and have become connected on a spiritual level with your dragon relic.

When you gain this feature at 1st level you choose a dragon type of the Chromatic category to serve as your subject of binding. The type of dragon you choose dictates the traits you gain.

CHROMATIC DRAGONS

Dragon Type	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

When you take this path at 1st level, you gain the ability to read and write Draconic. You also have advantage on all Charisma (Intimidation) checks when interacting with creatures of the dragon type.

RESILIENT SCALES

At 1st level, the binding has left a physical mark on your body. Scales of your dragon type have appeared in your flesh. These scales are incredibly tough and grant you a base armor class of 13 + your dexterity modifier + your constitution modifier when unarmored. You also gain resistance to your dragon's damage type.

DRACONIC FLIGHT

At 1st level, you gain the ability to sprout draconic wings that match your dragon type. These wings can be sprouted as a bonus action and retracted back into your flesh with another bonus action.

These wings grant you a flying speed equal to your normal speed. Your wings can only be used for a number of hours equal to your Constitution modifier (minimum of 1) per long rest.

The wings cannot be sprouted when wearing armor, unless the armor has been altered to accomodate wings.

HERALD OF SCALES: CHROMATIC HUNGER

At 2nd level, you have gained the ability to invoke your Herald of Scales with the chromatic hunger for destruction.

For 1 minute, you and a number of creatures equal to your Constitution modifier (minimum 1) can add an extra 1d6 to all damage rolls.

The damage type matches that of your dragon type. The damage increases to 2d6 at 7th level and 3d6 at 14th level.

CHROMATIC MERGING

When you gain this feature at 6th level, you gain special features based on your dragon type.



BLACK

Due to being bound to the relic of a black dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, you can breathe air and water, and you gain a swimming speed equal to your movement speed.

BLUE

Due to being bound to the relic of a blue dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, and you gain a burrowing speed equal to your movement speed minus 10.

GREEN

Due to being bound to the relic of a green dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, you can breathe air and water, and you gain a swimming speed equal to your movement speed.

RED

Due to being bound to the relic of a red dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, and you gain a climbing speed equal to your movement speed.

WHITE

Due to being bound to the relic of a white dragon, you gain the following features: darkvision out to 120ft, blindsight out to 30ft, a burrowing speed equal to your movement speed minus 10, a swimming speed equal to your movement speed, and you can move over icy terrain without making ability checks and icy terrain is not considered difficult terrain.

IMPROVED DRACONIC FLIGHT

At 8th level, your wings can be maintained longer and you can fly faster.

Your wings now grant you a flying speed of 60 feet and have no time limit on how long they can be used.

The wings cannot be sprouted when wearing armor, unless the armor has been altered to accommodate wings.

FLESH OF THE DRAGON

At 17th level, you have become completely in tune with your draconic relic and can adopt the form of a true dragon.

As an action, you can transform into the form of an adult version of your dragon type.

Your game statistics are replaced by the statistics of your adult dragon form, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of your dragon form. If your dragon form has the same proficiency or saving throw as you and the bonus listed in their stat block is higher than yours, use the dragon's bonus instead of yours. You can't use legendary actions or lair actions of your dragon form.

You assume the hit points and Hit Dice for your dragon form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

Your equipment merges into your draconic form when you transform.

This transformation lasts for a number of hours equal to your Constitution modifier (minimum 1). Upon reverting from this form you take one point of exhaustion due to the strain of the transformation.

This transformation is not considered a spell, and cannot be counterspelled or dispelled using antimagic fields or dispel magic. This ability does, however, fall under the category of shapechanging and any abilities that manipulate a shapechanger do apply.

This ability can be used once per long rest.

DRAGON RELICS

When deciding what kind of relic your character possesses, it is important to consider what sorts of relics would actually grant the power of a dragon. Any item can do so long as it has sufficient connection to a dragon, but some common ones include: scales, vials of blood, a heart, a tooth, claws, a gem with a dragon soul, or physical objects like a favorite item from a horde or objects created by a dragon.





MIND WRAITH

A figure wrapped heavily in robes treads lightly as monsters rush at them. With a flare of light in their eyes the creatures suddenly lose their will to fight and scream as their minds are ripped apart.

A wood elf with strange markings stretching across her body stares deeply into the eyes of a goblin. The marks flare to life across her flesh emitting an eerie glow. The goblin shakes and struggles as its mind is probed and extracted. The interrogation is over without an utterance.

A figure stands in the shadows as a group of warriors carry out a silent assault. The shadow in the back hums with telepathic energy, and the enemies struggle to discover tactics. Without a word of planning in the air, the foes can't help but scramble away in fear.

Whether they are tearing apart minds or nimbly manipulating foes, mind wraiths all share the trait of claiming aberrant psionic powers. The mind wraith battles the madness in their head and controls the psionic energy festering and squirming within.

POWER THROUGH TRAGEDY

Mind wraiths were once creatures with normal brains, but after an encounter with an aberrant entity, their minds have been infected by psionic energy. This energy grants powers but it is also a curse.

The more powerful a mind wraith becomes, the more malignant the energy in their head. A mind wraith is doomed to become a monster or a raving madman. Contact with the aberrant is not to be taken lightly.

FRACTURED MIND

When a Mind Wraith levels up it means the illithid tadpole has grown stronger or the horrific entities they see in their dreams have been seen even closer. These events will begin to fracture the Mind Wraith's psyche. A player can roleplay this by rolling on the indefinite madness table on page 260 of the DMG every couple levels or they can choose to adopt strange quirks or tendencies that indicate a mind beginning to break.

MIND OVER MATTER

For Mind Wraiths, the world is seen differently. Everything that happens or could happen is a result of some great power from beyond. They have seen the reach of the unknowable entities, and know how easily a will is dominated. The mind wraith has accepted this fact of the world and uses the same power that these horrible outer entities channel for their own ends.

Mind Wraiths will do their best to change the world in a way that they think will make it better (based on their personal definition of course). A mind wraith uses their psionics to manipulate the will of individuals that they believe should behave differently. Through this power and madness, they dominate others.

The mind wraith doesn't necessarily carry hate towards any particular creatures or races, but they often have rivalries with other psionics. The mind wraith believes their suffering to gain their power gives them the right to manipulate the world. When other psionics attempt to interfere with their vision, conflict is bound to arise.

CREATING A MIND WRAITH

When making a Mind Wraith, consider at what age your character had their first encounter with the entity that cursed them with power. Perhaps they were very young and had a troubled childhood and were exiled because of their strange abilities. Perhaps they slept in a ruin that had a thin veil between the Material Plane and wherever the entity they encountered exists. Maybe they were caught in an illithid raid.

Consider if you have always had a quick mind or if it had its potential unlocked by their encounter with the aberrant. What events made you venture out into the world? Were you a normal person that was forced out of their home when the powers you held were gained? Did you want to manipulate a different part of the world or expand your psionic prowess?

THE MIND WRAITH

Level	Proficiency Bonus	Features	Psion Points	Max Spell Level
1st	+2	Horrid Encounter, Psion Points, Mind Blast	2	—
2nd	+2	Psychic Link, Telepathy	4	—
3rd	+2	Psionic Casting	6	1st
4th	+2	Ability Score Improvement	8	1st
5th	+3	Mind Blast Improvement	10	2nd
6th	+3	Horrid Encounter Feature	12	2nd
7th	+3	Psychic Ray	14	2nd
8th	+3	Ability Score Improvement	16	2nd
9th	+4	—	18	3rd
10th	+4	Ability Score Improvement, Horrid Encounter Feature	20	3rd
11th	+4	Invade Thoughts, Mind Blast Improvement	22	3rd
12th	+4	Ability Score Improvement	24	3rd
13th	+5	—	26	4th
14th	+5	Horrid Encounter Feature	28	4th
15th	+5	—	30	4th
16th	+5	Ability Score Improvement	32	4th
17th	+6	Mind Blast Improvement	34	5th
18th	+6	—	36	5th
19th	+6	Ability Score Improvement	38	5th
20th	+6	Psionic Vessel	40	5th

QUICK BUILD

You can make a Mind Wraith quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second, choose the Sage background.

HORRID ENCOUNTER

A mind wraith is born from a horrific encounter with the aberrant world. The form this encounter took decides the nature of the mind wraith that suffered through it. Choose either Failed Ceremorphosis or Dreaming Trespasser, both detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level, and again at 6th, 10th, and 14th level.

CLASS FEATURES

As a Mind Wraith you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per mind wraith level

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

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

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Deception, History, Insight, Investigation, and Persuasion

EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger
- (a) leather armor or (b) a chain shirt
- a scholar's pack



PSION POINTS

You have a well of Psion Points that allow you to perform various psionic talents. As abilities are gained, their psion point cost will be detailed in the description of the ability. Your total number of Psion points can be found in the Psion points column of the class table. You regain all Psion points at the end of a long rest.

You can recover Psion Points during a short rest by expending hit dice. You recover a number of psion points equal to the number of hit dice expended. 1 hit dice = 1 psion point recovered.

Some abilities require a saving throw or an attack roll. You use your Intelligence modifier for these saving throws or attack rolls.

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

Psion attack modifier = your proficiency bonus + your Intelligence modifier

MIND BLAST

At 1st level, you can release a burst of psionic energy at a foe within 60 feet that they can see.

You use your action to expend 1 Psion point and choose a target. The target of this attack must make an Intelligence saving throw against your Psion save DC or take 1d8 psychic damage and be stunned until the end of their next turn. On a successful save, the target takes half damage and is not stunned.

This ability increases in power by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Additionally, At 5th level, you can target two enemies, at 11th you can target three, and at 17th you can use Mind Blast as a bonus action.

TELEPATHY

Beginning at 2nd level, your mind has expanded and you can now communicate telepathically with other creatures.

You gain telepathy out to 120ft. You can also choose whether or not a creature that is spoken to can respond telepathically or must use audible communication.

PSYCHIC LINK

By 2nd level, you have learned to manipulate your perception.

You can expend 2 psion points as a bonus action, and project your sight into a willing creature. You can see, hear, and smell anything this creature experiences as long as they are within a 1 mile radius of you. When perceiving through a creature, you lose the ability to hear, see, and smell from your physical body.

You can attempt to place your link in an unwilling creature. The creature must make an Intelligence saving throw against your Psion save DC or you are able to place the link undetected. On a successful save, the targeted creature knows that you attempted to invade their mind.

If you incapacitate an enemy creature you can place your link within them as if they were a willing creature. When you place the link in this way, the creature is unaware of your presence.



If a linked creature leaves a 1 mile radius of you, the effect ends. If the creature dies you can still see through their eyes but can no longer hear or smell.

This ability requires concentration and lasts until dispelled.

PSIONIC CASTING

At 3rd level, the secrets of many psionic spells have been revealed to you. You can find these spells in the Psionic Spells table.

PSIONIC SPELLS

Spell Level	Spell Name
-------------	------------

1st	<i>Charm Person, Dissonant Whispers, Tasha's Hideous Laughter</i>
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2nd	<i>Calm Emotions, Crown of Madness, Suggestion</i>
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3rd	<i>Hypnotic Pattern, Tongues</i>
-----	----------------------------------

4th	<i>Compulsion, Phantasmal Killer</i>
-----	--------------------------------------

5th	<i>Geas, Modify Memory</i>
-----	----------------------------

You automatically learn these spells when you gain access to their level as indicated in the Max Spell Level column of the class table. You ignore any material components that these spells would normally require.

When you cast a psionic spell you expend Psion Points to do so. Refer to the Psionic Spell Cost table for details on how many psion points you need to expend to cast a spell.

PSION SPELL COST

Psion Point Cost	Spell Level
2 points	1st
3 points	2nd
5 points	3rd
6 points	4th
7 points	5th

You can increase the level a spell is cast at by using the point cost of the higher level slot. You can only do this if you have access to spells of the level you wish to cast at.

You gain access to 2nd level spells at 5th level, 3rd level at 9th, 4th level at 13th, and 5th level at 17th level.

ABILITY SCORE IMPROVEMENT

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

PSYCHIC RAY

At 7th level, you can launch an invisible beam of psychic energy at a foe.

You expend 4 psion points and make a Psion attack roll at a foe within 60ft that you can see as an action. If this attack hits you can choose to have the beam take on the effect of the *confusion spell*, deal 5d8 psychic damage, or have the effect of the *hold monster* spell.

This ability requires concentration and lasts for 1 minute. A targeted creature can make an intelligence saving throw against your psion save DC at the end of their turn to break the effect.

If the damage beam was used, for each successive turn, the damage deals 3d8 psychic damage.

For each turn after this ability is used, you can use an action to switch the effect of the beam to a different option. If you don't change the effect, you must use bonus your action to maintain the effect it was first cast with.

INVADE THOUGHTS

Upon reaching 11th level, you can assault the mind of a creature with the goal of gathering information.

You can expend 4 Psion points as an action and invade a creatures mind. You must be touching the creature to use this ability. The creature must make an intelligence saving throw against your Psion save DC. On a failure, the targeted creature loses the will to resist and any thoughts within the creature's mind can be accessed. Information within the creature's mind that is false or a lie can be seen through immediately. This ability causes the creature extreme pain and deals 8d8 psychic damage. On a successful save, the target takes half damage, and its thoughts are not read.

If the creature fails their save and the damage would kill the creature, it instead stays alive until the probe is complete.

This ability automatically fails if the targeted creature has defense against mind reading or detection such as through the *nonetection* spell.

PSIONIC VESSEL

Upon reaching 20th level, you have become a vessel for pure psionic energy and automatically draw it in from your surroundings. When you roll initiative and have 5 or fewer Psion Points, you automatically regain 10.





HORRID ENCOUNTERS

A Mind wraith is born from a terrible encounter with an eldritch or aberrant entity or object. The way this encounter unfolded and what was seen or experienced in it decides what type of mind wraith one becomes and what form their psionic abilities take. The Horrid Encounter you choose will help shape both your skills and how you roleplay.

FAILED CEREMORPHOSIS

Those who have suffered through the horrible process of ceremorphosis rarely have to remember it, but this is not the fate of the mind wraith that faced a failed ceremorphosis.

The Illithid tadpole entered your head but instead of being turned into a mind flayer or dying, you came out of the process mostly intact. The tadpole disliked your brain and only floats around it. With this horrible creature swimming through your head, new powers similar to those of the Mind Flayers began to manifest within you.

UNBEARABLE TRANSFORMATION

The Failed Ceremorphosis has an illithid tadpole in their head. The longer it lives in their head, the more it takes control and alters the physiology of the mind wraith with the misfortune to have it in their skull. As a DM or player, consider describing your character with more and more mind flayer like qualities as a campaign goes on as well as roleplaying with a more mind flayer like personality to emulate this take over of the tadpole.

HORRIBLE RESIDUE

After you face Failed Ceremorphosis at 1st level, the aftermath leaves your hands secreting a strange residue. You can coat your or an allies weapon with this residue as a bonus action.

Once per turn, A creature hit by a residue covered weapon takes an extra 1d8 psychic damage.

SENSE THOUGHTS

Starting at 6th level, you can detect surface level thoughts of creatures around you.

You can expend 1 Psion Point as an action and read the top layer of thoughts of a creature within 60ft of you. This probe detects basic information such as: whether they have levels of hostility towards you, whether they are hiding information (not the information itself), and emotions such as anger, joy, or distress.

The targeted creature cannot make a save against this ability. This ability automatically fails if a target has protection from mind reading.

INFECTION

Beginning at 10th level, the tadpole in your head has laid eggs of its own. These eggs have nestled within your brain and produce new squirming tadpoles.

You can use your action to expend 3 psion points and attempt to transport the minds of these infant tadpoles into the head of a creature within 60 feet of you. The target must make an Intelligence saving throw against your Psion save DC. On a failed save, the infant tadpoles enter their mind.

While these tadpoles are infecting a creature's head, you can use your bonus action to force the creature to move or make a single weapon attack.

If the movement you are attempting to force would cause the infected creature to take damage, they can repeat their save to try and break free from the infection.

The target can repeat their saving throw against the tadpoles at the end of their turn.

Infection requires concentration and lasts for 1 minute.

DEVOUR MIND

At 14th level, you have learned to gain nourishment from the psychic energy that radiates from creatures.

You can expend 5 Psion points as an action and make a melee psion attack roll against a creature. Upon hitting, the creature takes 9d8 psychic damage, and you recover hit points equal to half the damage dealt.

DREAMING TRESPASSER

Dreams are terrible things for a wandering mind. Beyond the wall of sleep lies horrific eldritch monsters that do not care for or notice your existence, but being exposed, your mind has stolen some of their power as well as addled your thoughts.

As a dreaming trespasser, you may have wandered too far in sleep and discovered something you shouldn't have. Perhaps you found an old tome in an unfamiliar language that both granted you powers and weakened your sanity. Maybe you came in contact with an invading abberant force and merely looking upon them resulted in your mind being altered. Whatever the case, your exposure to the strange has both fortified and weakened your mind.

SYMBOLS OF THE UNKNOWN

The Dreaming Trespasser has encountered something horrible and unknowable. The more they interact with the entity or object that grants them their powers there is a chance that visible effects in the waking world begin to appear. Strange symbols that glow or shift can appear on the Mind Wraith's skin or runes with impossible to understand meanings may be inscribed on the ground around them when they awaken from slumber. These markings can influence how NPC's react as well as how the Mind Wraith's powers manifest visually.

THE WAKING WORLD IS NOTHING

Upon facing the abberant at 1st level, your mind has been fractured by the eldritch truth. This fracturing has made you terrified of sleep, inured to the fears of the normal world and reluctant to trust others.

You can no longer be charmed, frightened, or put to sleep by magic or through creature abilities.

BEHOLD WHAT I HAVE SEEN

Beginning at 6th level, You can place your gaze upon an unlucky foe and drive them to see the horrifying hallucinations that you dream of every night.

You expend 2 Psion points and target a creature within 60ft as an action. A targeted creature must make an Intelligence save against your Psion Save DC or become frightened of you. In addition to being frightened, the target takes 2d8 psychic damage at the start of each of their turns for as long as the madness remains in place. A creature affected by this ability can repeat their saving throw at the end of their turn.

This ability counts as concentration and lasts for 1 minute.

At 12th level you can choose to target two creatures and the damage per turn increases to 4d8.

YOU SHOULD DREAM LIKE ME

At 10th level, you have learned how to curse others with your nightmares. As an action, you can expend 3 psion points and point at a creature within 60 feet of you. The target must make a Wisdom saving throw against your psion save DC or be put to sleep.

While the creature is asleep, they experience horrific nightmares. The target can repeat their saving throw at the end of their turn. The sleep automatically ends when they take damage.

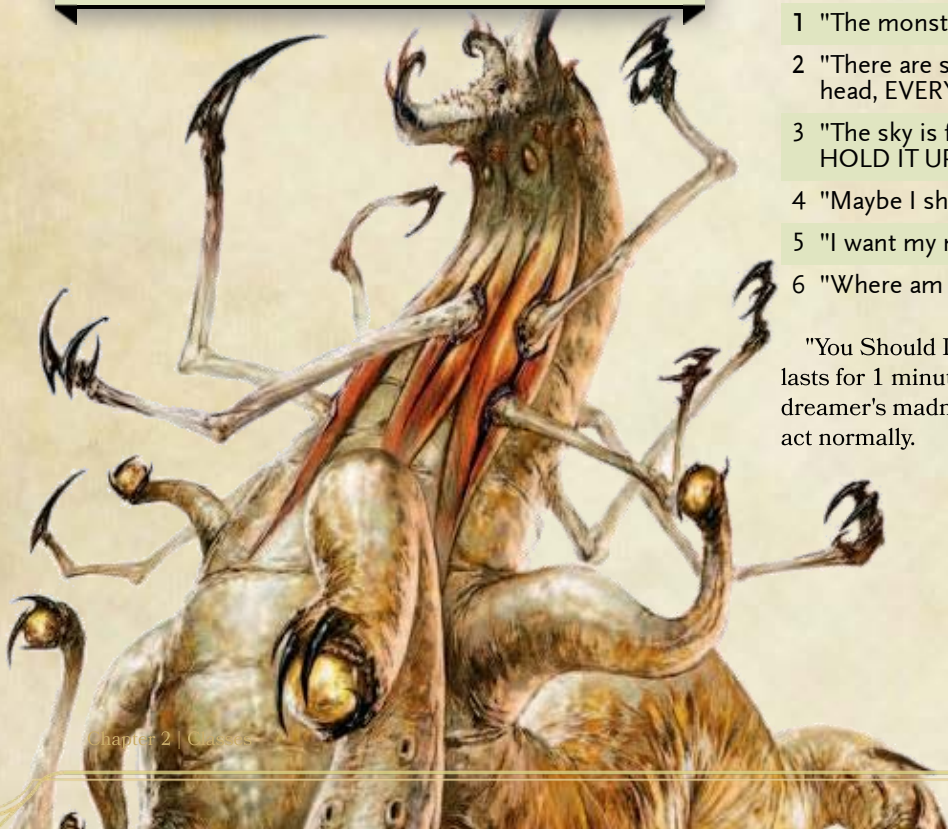
When the creature wakes up, the nightmares have taken their toll. Roll on the Dreamer's Madness table to determine what effect the creature wakes up with:

DREAMER'S MADNESS

d6 Effect

- 1 "The monsters are everywhere, I must KILL THEM!"
- 2 "There are spiders everywhere. On my body, in my head, EVERYWHERE!"
- 3 "The sky is falling and someone needs to hold it up. HOLD IT UP!"
- 4 "Maybe I should get help, they look friendly"
- 5 "I want my mommy, where's my mommy...MOMMY"
- 6 "Where am I? Who am I?"

"You Should Dream Like Me" requires concentration and lasts for 1 minute. When your concentration ends, the dreamer's madness fades enough for an affected creature to act normally.





ENSLAVEMENT IS TRUE PEACE

Once you reach 14th level, your nightmares have given you insight into domination and control.

You can expend 7 Psion points as an action to target a creature within 30ft of you that you can see and enslave them. The target must have a CR equal to or less than your level.

The creature cannot make a saving throw against this effect, and the effect lasts until dispelled. It does not require concentration. You can only have one enslaved creature at a time.

Once a creature is enslaved it loses all attack actions and spells. Unless otherwise directed, the creature will follow you. The creature can follow basic commands such as hide, stop, go there, or pull that lever. The creature no longer rests and cannot recover hit points.

If you give the creature a command that would actively cause harm to it such as stab yourself, or if you personally harm the creature, the enslavement ends. Directing a creature into a threat that you are not certain is present, does not end the enslavement.

You can use your connection to your enslaved creature to reinforce yourself. As a bonus action, you drain the creature of energy and recover a number of psion points equal to 1d8 plus your Intelligence modifier. The creature then takes 15d8 psychic damage. If this damage kills your enslaved creature, you recover 1d8 + your Intelligence modifier in hit points. This damage does count as a damaging effect and upon using this ability, your enslaved creature breaks free from their enslavement.

Enslave can be used once per long rest.

OPTIONAL ROLE PLAYING ELEMENTS

The Mind Wraith is a class that typically involves a character becoming one through a horrible and traumatic event. As such, roleplaying such a character can require more sacrifices and commitment to roleplaying than normal. If you wish to roleplay a character in this way, you can take the following roleplaying suggestions as well as create your own.

ABERRANT NATURE

The mind wraith is a well of chaotic psionic energy that is uncomfortable to be around. You can force characters who look upon the mind wraith following a particularly violent night of nightmares or upon the eldritch object that the mind wraith studies for their power to make an Intelligence saving throw against the Mind Wraiths Psion save DC or take on a short term madness from page 259 of the DMG or take some psychic damage.

This can be expanded further by having party members of the mind wraith begin to take on some madness just for being in close proximity to the mind wraith character. This can be done through madness rolls, nightmares, or random psychic damage. If a player starts to study the mind wraith or try and look at an object the mind wraith uses to gain more psionic power, you can force them to make an Intelligence saving throw against the mind wraith's psion save DC or lose a level in their current class and gain a level in mind wraith as a result of their growing understanding of the aberrant.





PRIEST

A human in a simple breastplate and brown cloak whispers a prayer and begins bounding through the forest. His body radiates a green light as the power of his words infuse his form with potent divine magic. He becomes one with the world and passes between the trees and rocks like a breeze.

A tall elf speaks a prayer amongst her allies and radiant armor shines outward from their bodies. The hobgoblins that oppose them attempt to break the divine shields, but the light made steel remains steadfast.

A Dwarf chants a prayer among his allies. His words carry tales of might and courage and heroes. The resolve of his allies becomes as immovable as mountains, and as foes fall around him he strides through the battlefield. The enemies lie slain and the dwarf's chant ends.

These divine heroes are all Priests. They focus on infusing themselves and allies with divine energy that keeps the battle raging and shifts the tide in their favor.

SPEAKER'S OF SAINTS

Priests choose a saint to be the subject of their worship as well as the source of their power. These saints were once mortal beings and understand the plight of mortals better than the gods. These saints grant their followers power that aids them in combat as well as communion with which a priest may gain insight. Each saint bestows upon a priest a set of skills that reflect their nature. The saint gives this divine power through their belief in their chosen warrior.

THE PRIEST

Level	Proficiency Bonus	Features	Max Prayer Level	Prayer Points
1st	+2	Prayer Casting, Sainly Role	1st	4
2nd	+2	Fighting Style	1st	6
3rd	+2	—	1st	8
4th	+2	Ability Score Improvement	1st	10
5th	+3	Extra Attack	2nd	12
6th	+3	Sainly Role Feature	2nd	14
7th	+3	Divine Recovery	2nd	16
8th	+3	Ability Score Improvement	2nd	18
9th	+4	—	3rd	20
10th	+4	Sainly Role Feature	3rd	22
11th	+4	—	3rd	24
12th	+4	Ability Score Improvement	3rd	26
13th	+5	—	4th	28
14th	+5	Sainly Role Feature	4th	30
15th	+5	—	4th	32
16th	+5	Ability Score Improvement	4th	34
17th	+6	—	5th	36
18th	+6	Sainly Role Feature	5th	38
19th	+6	Ability Score Improvement	5th	40
20th	+6	Divine Form	5th	42

ADVENTURERS AND HEROES

Priests are different from many other divine figures as they serve mortals before they serve their saint. They aid individuals that call for it and traverse the lands in groups that help maintain the safety of the realm. Priests are adventurers that utilize their divine power to serve as mercenaries and heroes to all who need aid.

Saints are happy with this arrangement. They do not need their priest to constantly offer prayers and devotion to them. They simply wish to see the priest uphold their ideals.

CREATING A PRIEST

As you create your Priest there are a few things to consider in relation to your character's origins: what lead you to become a priest, what saint did you choose or what saint chose you? Were you in a mercenary band or were you in a cloister somewhere and decided to strike out on your own? What lead you down the path to priesthood instead of more traditional clerical or paladin based routes?

Whatever choices you made before becoming a priest are important, but your future as a holy adventurer is lain before you. Your priesthood is still the thing that drives you so, you should be prepared to make choices and sacrifices related to your saint. It should never be forgotten, however, that as a priest, mortals come first.

QUICK BUILD

You can quickly make a Priest by following these suggestions. First make Wisdom your highest ability score. Your next highest score should be Stength. After that, choose the Soldier, Acolyte, or Outlander background.

CLASS FEATURES

As a priest, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per priest level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per priest level after 1st

PROFICIENCIES

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Warhammers, Longswords, and Morningstars.

Tools: None

Saving Throws: Wisdom, Strength

Skills: Choose three from Arcana, Athletics, History, Insight, Medicine, and Religion

EQUIPMENT

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

- (a) a simple melee weapon (b) a warhammer or (c) a longsword
- (a) a breastplate or (b) leather armor
- (a) a priest's pack or (b) an explorer's pack
- A shield, a prayer book, and 5 javelins



PRAYER CASTING

At 1st level, your saint has granted you the ability to infuse your prayers with divine power.

PREPARING AND CASTING PRAYERS

The Priest table shows the maximum level prayer you can cast as well as the number of prayer points you have available to cast prayers with. To cast a prayer of 1st level or higher, you must expend a number of prayer points equal to the prayers level or higher. The number of prayer points needed to cast a prayer indicates the energy it takes to harness the divine power needed to create the prayers effect. You regain all prayer points when you finish a long rest.

You prepare the prayers that are available for you to cast, choosing from the priest prayer list located in Chapter 7 of this book. When you do so, choose a number of prayers equal to your Wisdom + half your Priest level, rounded down (minimum of one prayer). The prayer must be of a level that you can cast.

You can change your list of prepared prayers when you finish a long rest. Preparing a new list of prayers requires time spent studying your prayer book and communing with your saint: at least 1 minute per spell level for each spell on your list.

PRAYER POINT COST

Level	Prayer Cost
1st	2 points
2nd	3 points
3rd	5 points
4th	6 points
5th	7 points

PRAYER ABILITY

Wisdom is your casting ability for your prayers. The power of your prayers comes from your devotion to your saint. You use your Wisdom modifier whenever a prayer refers to your prayer casting ability. In addition, you use your Wisdom when setting the saving throw DC for a prayer you cast and when making an attack roll.

Prayer Save DC = 8 + your proficiency bonus + your Wisdom modifier

Prayer Attack Modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a prayer as a ritual if that prayer has the ritual tag and if you have that prayer memorized.

PRAYER FOCUS

Your prayer book is your spellcasting focus for your prayers. Your prayer book can take on an appearance of your choice. The appearance will more than likely reflect either traits of your saint, traits of your character, or both.

SAINTLY ROLE

At 1st level, your saint has chosen you as the catalyst for their power and connection to the Material Plane. Your saint will grant you power that reflects its nature and what it thinks you need. The roles your saint can grant you are: the Warden, the Chanter, or the Speaker, each of which is detailed at the end of this class description.

Your choice grants you features at 1st level and again at 6th, 10th, 14th, and 18th level.

ROLE SPELLS

Each Saintly Role has a list of spells - its role prayers - that you gain at the priest levels noted in the role description. Once you gain a role spell, you always have it prepared, and it doesn't count against the number of priest prayers you can prepare each day.

If you have a role spell that doesn't appear on the priest spell list, the spell is nonetheless a priest spell for you.

FIGHTING STYLE

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

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC

DUELING

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

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

VERSATILE FIGHTER

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon with the versatile property, you can reroll the die and must use the new roll. The weapon must have the versatile property for you to gain this benefit.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DIVINE RECOVERY

At 7th level, you can recover a portion of your divine power during a short rest. Instead of expending hit dice to recover hit points, you can choose to expend hit dice to recover prayer points. Each hit dice used is worth 1 recovered prayer point.

DIVINE FORM

At 20th level, your bond with your saint has resulted in your physical form partially merging with that of your saint's spirit. If you start combat with less than 10 prayer points, then you immediately gain 10 additional prayer points. You can also make a melee attack as a bonus action if you've used your action to cast a prayer.

SAINTLY ROLES

A priest worships and dedicates their life to the spreading of their chosen saint's ideals. This dedication is done through battling foes that oppose the goals of their saint and offering aid to those who would be allies. A priest is granted their power at 1st level when a saint decides that this particular acolyte is worthy of the saint's power and recognition. The form of the power that is granted comes from both the saint's domain and what the saint believes will aid their chosen priest the most.

THE CHANTER

The Chanter is a priest of war. The priest that has been granted the powers of a chanter are most often servants of a saint of war, athleticism, sport, or command. Chanters revel in battle and seek glory for their saint and themselves. The Chanter uses their powerful chants to instill power in their allies and martial attacks to tear down foes.

CHANTER PRAYERS

Priest Level	Spells
1st	Thunderous Smite, Compelled Duel
5th	Branding Smite, Hold Person
9th	Fear, Protection from Energy
13th	Confusion, Staggering Smite
17th	Antilife Shell, Destructive Wave

BONUS PROFICIENCY

When you become a Chanter at 1st level, you gain the following bonus proficiencies: proficiency with martial melee weapons and heavy armor.

HOLY CHANT

Starting at 1st level, you gain the ability to conduct an extended chant that continuously aids nearby allies or hinders foes. The effects of a given chant are detailed in the options below.



A chant lasts for 1 minute and is considered concentration. You must have the ability to speak in order to perform a chant. A chant has a 15 foot radius, all allies within that radius that can hear the chanter gain the benefits of the chant. Beginning a chant requires an action on the turn it is begun and a bonus action on every consecutive turn until you lose concentration or the chant ends.

You can select two chants to learn when you gain this feature from the options below.

You can use your chants a number of times per long rest equal to your Wisdom modifier.

CHANT OF THE PACK

Each round this chant is active, all allies within the radius of the chant are granted advantage on attack rolls, provided they are within 10 feet of an ally. The ally they are within 10 feet of does not need to be within the chant's radius.

CHANT OF THE SERPENT

Each round this chant is active, all allies within the radius of the chant gain an additional 10 feet of movement. Additionally, all enemies have disadvantage on opportunity attacks against those affected by the chant.

CHANT OF IRON FLESH

Each round this chant is active, all allies within the radius of the chant gain resistance to bludgeoning, piercing, and slashing damage from both magical and nonmagical sources.

CHANT OF THE GUARDIAN

Each round this chant is active, all allies within the radius of the chant gain 1d4 temporary hit points. The temporary hit points are added on the Priest's turn. The priest rerolls the temporary hit points gained each round.

The total number of temporary hit points that can be accumulated is 20.

The temporary hit points are lost 1 minute after the chant ends.

This chant's hit point dice per round and maximum temporary hit points gained increases to 1d6 and 25 at 10th level and 1d8 and 35 at 15th level.

DIVINE STRIKE

At 6th 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 radiant damage to the target.

IMPROVED HOLY CHANT

At 10th level you can learn one of the following additional chants or select one of the chants you didn't select when you gained the Holy Chant feature. Additionally, the radius of your chant increases to 30 feet.

CHANT OF SALVATION

Each round this chant is active, all allies within the radius of the chant gain advantage on a saving throw of the priest's choice. The priest can choose to change the saving throw type on their turn on each consecutive round using a free action.

CHANT OF THE SAVAGE

Each round this chant is active, all allies within the radius of the chant can add an additional 1d10 radiant damage to any damage they roll, once per turn.

EXTRA ATTACK

Upon reaching 14th level, you gain access to an additional attack on your turn. Anytime you take the attack action on your turn, you can attack three times instead of twice.

HOLY VIGOR

Upon reaching 18th level, your frequent battles have granted you increased resilience. You are resistant to all bludgeoning, piercing, and slashing damage. This includes magical bludgeoning, piercing, and slashing damage.

THE SPEAKER

The Speaker is a priest of mercy and diplomacy. The saint of a speaker is often characterized by their commitment to peace and kindness. The priest of such a saint often reflects these ideals and strives to resolve situations without battle and to ease the pain and suffering of others whenever they can.

SPEAKER PRAYERS

Priest Level Spells

1st	Charm Person, Heroism
5th	Calm Emotions, Suggestion
9th	Sending, Speak with Dead
13th	Compulsion, Wounding Gaze
17th	Dominate Person, Modify Memory

BONUS PROFICIENCY

When you become a Speaker at 1st level, you gain the following bonus proficiencies: Persuasion, Performance, and Deception.

PEACEKEEPER

Starting at 1st level, you specialize in the calming and manipulation of foes to reduce their will to fight. As a reaction on your turn, you can invoke disadvantage on an enemies attack roll, provided the enemy is within 30 feet of you and can hear you.

You can use this feature a number of times equal to your Wisdom modifier per short or long rest.

DIVINE STRIKE

At 6th level, you gain the ability to infuse your weapon strikes with psionic energy. Once on each of your turn when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target.

IMPROVED PEACEKEEPER

At 10th level, your ability to ease the mind of enemies and allies alike has improved. Any enemy subjected to an enchantment by you has disadvantage on their saving throw.

SONG OF REQUITAL

At 14th level, you gain the ability to speak an old prayer of peace. This prayer can be spoken as a bonus action on your turn. All enemies within 30 feet of you must make a Wisdom saving throw against your prayer save DC or lose their will to fight. On a failed save, a target can no longer use their reaction to attack and can only make one weapon attack on their turn until the end of your next turn.

You can use this ability a number of times equal to your Wisdom modifier per long rest.

DIVINE EMISSARY

At 18th level, your presence is angelic and awe inspiring. You have advantage on all Persuasion and Deception checks. You also know if you hear a lie. You do not know what information is being hidden, but you can tell whether the nature of the lie is an omission or a fabrication.

THE WARDEN

The Warden is a forrester that has been infused with divine power. The Warden Priest is often times a servant of a saint bound to a greater nature deity. The Warden is a guardian of nature and strives to preserve the balance between the wild, the divine, and civilization.

WARDEN PRAYERS

Priest Level Spells

1st	Deer's Grace, Entangle
5th	Pass Without a Trace, Spike Growth
9th	Speak with Plants, Plant Growth
13th	Conjure Woodland Beings, Grasping Vine
17th	Call the Stars, Commune with Nature

BONUS PROFICIENCY

When you become a Warden at 1st level, you gain the following bonus proficiencies: Herbalism Kits, Survival, and Nature. When you gain this feature, notes and information appear in your Prayer Book that allows you to use your Prayer Book as an Herbalism Kit.

HOLY FORESTER

Starting at 1st level, your connection with nature has allowed you to take time to merge with it. When taking a long rest, you can attune with the environment around you. While resting, you become aware of all creatures within a 150 foot radius around you and can determine their creature type. You cannot be surprised when resting in this way.

You can also perform a faster version of this merging with nature and take in some of its restorative properties. You can recover a number of hit points equal to $1d10 +$ your Priest level. You can perform this ability once per long rest.

DIVINE STRIKE

At 6th level, you gain the ability to infuse your weapon strikes with fire, cold, or lightning. 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, cold, or lightning damage to the target.

I AM THE FOREST

At 10th level, you are in tune with nature at all times. As a bonus action, you can merge with the environment around you, provided the terrain is natural, and reappear at a spot up to 40 feet away that you can see.

RENEWAL

Upon reaching 14th level, you can tap into the renewing essence of nature. When you fall to 0 hit points, you can make a Wisdom saving throw against half of the damage dealt that reduced you to 0 hit points. On a successful save, you drop to 1 hit point instead.

You can use this feature once per short or long rest.

NATURE TOUCHED

At 18th level, you are resistant to poison damage, immune to disease, and are no longer affected by the negative effects of old age. You also age more slowly. Every five years for you is equivalent to one year aged.





THE WITCH HUNTER

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Mage Hunter
2nd	+2	Arcane Awareness
3rd	+2	Hunter's Path
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Magic Resistance
7th	+3	Evasion
8th	+3	Ability Score Improvement
9th	+4	Hunter's Path Feature
10th	+4	Ability Score Improvement
11th	+4	—
12th	+4	Ability Score Improvement
13th	+5	Hunter's Path Feature
14th	+5	—
15th	+5	Greater Magic Resistance
16th	+5	Ability Score Improvement
17th	+6	Hunter's Path Feature
18th	+6	—
19th	+6	Ability Score Improvement
20th	+6	Arcane Slayer

WITCH HUNTER

Eyes scanning the muck and rot, an elf in studded leather traverses a fetid bog seeking signs of passage. His companion, a lithe human in a long cloak carefully examines a small doll covered in mud. She glances ahead, looking for signs of the lost child or the witch that haunts the swamp.

A dwarf lurks through the dark city streets. He seeks the coven that has been kidnapping folk in the area. He spots his mark and blinks forward catching the witch of the city unaware. She attempts to cast a spell, but finds herself unable to speak. The threat to the city ends in an instant.

The mad warlock thrashes against his foe, but finds his arms pinned. Acid splashes in his eyes and any hope of striking with a spell fades from his mind. The gnome in the shadows fires a final bolt and approaches her prey; another villainous mage slain.

Wherever they come from and whatever their motives, Witch Hunters seek to destroy the threat of mages from the world. Whether by using magic and turning it against their arcane foes or implementing a combination of complex strikes and poisons to disable enemies, witch hunters are the perfect counter to any spellcasting threat and, indeed, are capable against all threats.



MASTERS OF THEIR CRAFT

Witch Hunters ascend beyond the skills of the normal warrior or rogue. They have many of the skills of each, but have focused their talents in on the dangerous task of slaying spellcasters. They are masters of detecting arcane fluctuations and tracking evil mages in the wilds or the city.

When it comes to combat, Witch Hunters must use cunning and wit to overcome their foes. A witch hunter would rather stay hidden and slay an enemy caster before they even knew they were there. Witch hunters also have a knack for avoiding and counteracting the spells of their enemies, even if they are seen. In addition, a witch hunter is also well aware of the threats of non-casting combatants and has skill enough to be a force against even the biggest brutes.

MOTIVES BEYOND MORALITY

Witch Hunters are a strange breed. It takes special training and time to become a master of slaying spellcasters. Most people regard witch hunters as morally good individuals due to their dedication to slaying dangerous mages, but often this isn't the case. Many Witch Hunters slay their foes due to some past wrong or from a hatred of magic. They don't discriminate against mages based on purity of soul, but rather on power. To a witch hunter, any mage is a potential threat. A Witch Hunter with a vendetta of vengeance will slay any witch, warlock, or wizard that gets in their way, and will kill just about anything that would dare to impede progress towards their goal.

As adventurers, Witch Hunters have a reputation for traveling alone, but may join with a group if they feel it will benefit them. Many witch hunters are mercenaries that use their special skills to turn a profit. One thing is for certain, however, anywhere a dark mage lurks; a witch hunter will follow.

CREATING A WITCH HUNTER

As you create your Witch Hunter character, consider your character's relationship with magic. Do you hate all magic and magic users, or just the evil ones? Do you have a personal vendetta against any particular type of spellcasters? Wizards? Warlocks? Sorcerers? Hags? What drives your character towards slaying spellcasters?

What lead you to the life of a Witch Hunter? Did you have a bad experience with magic? Did it seem like the right thing to do? Perhaps you lost a close friend to an evil arcanist. Or maybe you met someone that taught you the dangers of magic.

QUICK BUILD

You can make a Witch Hunter quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Wisdom your next-highest ability score. Second, choose the Sage or Outlander background.

CLASS FEATURES

As a witch hunter, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per witch hunter level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per witch hunter level after 1st

PROFICIENCIES

Armor: Light Armor

Weapons: Simple Weapons, Crossbows, Shortswords, Longswords, Rapiers

Tools: Poisoner's Kit

Saving Throws: Dexterity, Wisdom

Skills: Choose three from Athletics, Arcana, Acrobatics, Investigation, Insight, Perception, Stealth, and Survival

EQUIPMENT

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

- (a) any simple weapon, (b) a longsword, (c) a rapier, or (d) two shortswords
- (a) a heavy crossbow with 20 bolts, (b) a light crossbow with 20 bolts, or (c) a hand crossbow with 20 bolts
- (a) a burglar's pack, or (b) a dungeoneer's pack
- Poisoner's kit, leather armor, a dagger

FIGHTING STYLE

At 1st level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a fighting style more than once, even if you later get to choose again.

CROSSBOW HUNTER

You gain a +2 bonus to ranged attack rolls when you are using a crossbow. You also ignore the loading property of crossbows.

DUELING

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

TWO-WEAPON FIGHTING

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

MAGE HUNTER

When you become a Witch Hunter at 1st level, you have undergone training to better your abilities at tracking and slaying spellcasters.

You have advantage on all Wisdom (Survival) checks to track a creature or individual that can cast spells or has innate magic of any kind. You also have advantage on Intelligence (History) checks to gather information on a creature or individual that can cast spells.

Once per combat round, you can deal an extra 1d8 of damage to a creature that can cast spells or has innate magical abilities.

ARCANE AWARENESS

At 2nd level, your mastery of finding the arcane and eradicating it has improved. You can detect magic as if under the effect of the detect magic spell at all times.

This ability is a talent of the Witch Hunter and is not considered a magical effect.

HUNTER'S PATH

At 3rd level, you choose a path that you wish to follow as a Witch Hunter. You can choose between the Countercaster or the Spell Slayer, both of which are detailed at the end of the class description. Your path grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

When you reach 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MAGIC RESISTANCE

Beginning at 6th level, you have become a master of determining the best way to avoid being injured by magic. You can add your proficiency bonus to all saving throws against spells regardless of the save type.

If you already have proficiency in a save you are making, you add the proficiency bonus again.

At 15th level, you have revised your knowledge further and have advantage on all saving throws against spells.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a fireball or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ARCANE SLAYER

At 20th level, you have mastered the ability of slaying spellcasters and innately magical creatures.

When you attack a spellcaster or other innately magical creature, you can choose to make a slaying strike. When the attack hits, the target must make a Constitution saving throw of a DC equal to 8 + your Wisdom modifier + your proficiency bonus. If it fails it is reduced to 0 hit points. If it succeeds, it takes 10d10 force damage.

You can use this feature twice per long rest.

HUNTER'S PATH

Two paths exist for the Witch Hunter. These two paths reflect which way your Witch Hunter believes is the best way to overcome spellcasters. Each is unique in its own way, but both serve the ultimate purpose of locking down the casters that would normally be the ones controlling the battlefield.

COUNTERCASTER

The Countercaster has taken the fighting fire with fire approach to slaying spellcasters. The Countercaster has studied the arcane arts and learned spells from various schools that best allow them to slay other casters.

SPELLCASTING

When you take this path at 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spell casting and Chapter 7 of this book for your spell list.

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

Spellcasting Focus. You choose one of your weapons or an important item to serve as your spellcasting focus.

The Spells Known Column of the Witch Hunter Spellcasting table shows when you learn more spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the Witch Hunter spell list. The new spell must be of a level for which you have spell slots.

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

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELL TURNER

Starting at 9th level, you can turn some of the damage of a spell back at a foe. Anytime you are hit with a ranged spell attack, roll 2d10. The damage you take is reduced by the value rolled and the caster takes the reduced damage themselves as you divert some arcane energy back at them. You can use this feature a number of times equal to your Wisdom modifier per short or long rest.

SPELL ABSORBER

At 13th level, you can absorb damaging arcane energy. As a reaction, you absorb the energy of a damaging spell that is cast at you. You take the damage from the spell, but recover a spell slot equal to the base level spell slot of the spell that was cast.

If the spell is of a higher level than you can cast or at a level for which you already have maximum spell slots, then you recover a random spell slot of your DM's choice, or if you already have maximum spell slots, hit points equal to 5 + the spell's level.

ARCANE THIEF

At 17th level, you learn how to steal the knowledge of how to cast a spell. As a reaction, you attempt to disrupt a caster as they are casting a spell. The caster must make a Wisdom saving throw versus your spell save DC or they lose the spell.

COUNTERCASTER SPELLCASTING

Witch Hunter Level	Spells Known	1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	12	4	3	3	1
18th	12	4	3	3	2
18th	13	4	3	3	2
20th	14	4	3	3	2

Even if the target doesn't fail, you still gain the knowledge of how to cast the spell. If the spell is of a slot you can cast at, then you can cast the spell on your turn without using a spell slot. The spell remains in your memory for 1 minute or until it is cast.

You can use this feature a number of times equal to your Wisdom modifier per long rest.

SPELL SLAYER

The Spell Slayer focuses on the use of specific strikes of both melee and ranged attacks to debilitate and weaken enemy mages.

SPECIALIZED STRIKES

When you choose this path at 3rd level, you gain access to special attacks known as Specialized Strikes. You can use these strikes a number of times equal to your Dexterity modifier per short or long rest.

You must declare your intent to use a specialized strike before you roll to hit with an attack. Should the attack miss, you do not lose a use of your specialized strikes.

Saving Throws. Some of your strikes require an enemy to make a saving throw to resist the strike's effect. The saving throw DC is calculated as follows:

Specialized Strike Save DC = 8 + your proficiency bonus + your Dexterity modifier

SPECIALIZED STRIKES LIST

The strikes are presented in alphabetical order. You gain access to the following strikes when you choose this path at 3rd level.

Blinding Strike You target the eyes of a creature with a melee or ranged attack. If the attack hits, the target must make a Constitution saving throw against your Specialized Strike save DC or be blinded until the end of their next turn. Spellcasters affected by this strike can no longer cast spells at creatures that require the spellcaster to be able to see them.

Discombobulating Strike You target the head of a creature with a melee or ranged attack. If the attack hits, the target takes an extra 2d8 of damage. If the target is a spellcaster that is currently concentrating on a spell, then they must make their Concentration check at disadvantage. The extra 2d8 of damage is not halved when determining the Concentration check's DC.

Pinning Strike You target the legs of an enemy with a melee or ranged attack. This strike has no effect on creatures with hover speed or on a target that is currently flying more than 10 feet above the ground.

If the attack hits, the target must make a Strength saving throw or have their speed reduced to 0 until the end of their next turn.

IMPROVED SPECIALIZED STRIKES

Upon reaching 9th level, you have honed your abilities even further and should you start combat with no more uses of your specialized strikes, you gain two uses. In addition, you gain access to the following improved Specialized Strikes:

Crippling Strike You target the arms of a creature with a melee or ranged attack. If the attack hits, the target must make a Constitution saving throw or lose most of the functionality of their arms until the end of their next turn.

All attacks made by a creature that has been crippled are at disadvantage and spellcasters cannot perform somatic components of spells while crippled.

Interrupting Strike As a reaction, you target an enemy that is currently casting a spell with a melee or ranged attack. If the attack hits, the target must make a Concentration Check versus your Specialized Strike Save DC or lose focus on the spell. The spell slot is still expended, but the spell fizzles out.

EXTRA ATTACK (2)

Beginning at 13th level, you can attack three times, instead of twice, whenever you take the Attack action on your turn.

ANTIMAGIC AURA

Upon reaching 17th level, your understanding of the art of magic dispersion has reached such a point that you give off an antimagic aura. You can activate or deactivate this field as an action on your turn. When this antimagic aura is active, you and anything in a 10 foot radius around you is considered to be in an antimagic field. Magic cannot be activated in this field, including magic items, and no magic can penetrate the field.

This field does tax your energy, so keeping it up for longer than 1 minute per long rest generates one point of exhaustion for every minute passed the initial minute that it is maintained.



CHAPTER 3: SUBCLASSES

BARD

COLLEGE OF CONDUCTING

Bards of the College of Conducting are orchestrators of grand symphonies. They are natural leaders that guide and shape others through the waving of their hands and eloquence of their words.

These bards gather together at concert halls and exchange notes about what makes the best song and how to best control an ensemble. When not exchanging notes, they travel the world seeking out performances and inspiration in all things. A battle can become the raging drums and the dance of the birds can become a ravishing flute solo.

COLLEGE OF CONDUCTING FEATURES

Bard Level	Feature
3rd	Your Solo is Now, Fermata
6th	Rearrange the Measures
14th	Controlled Symphony

YOUR SOLO IS NOW

When you join the College of Conducting at 3rd level, instead of your inspiration dice granting someone a bonus to a roll, it can be used for one of the following effects that you dictate when you give the inspiration:

- The target of the inspiration gains 20 ft of additional movement speed until the end of their next turn
- The target is granted one extra weapon attack when they take the attack action on their turn. The inspiration fades when the attack is used or after 10 minutes
- The target's armor class is increased by 3 until the end of their next turn

FERMATA

Also at 3rd level, you can adjust the notes on the page and force an instrument to play when it otherwise shouldn't.

During combat, you can use your reaction to expend one use of your Bardic Inspiration, and grant a creature within 60 feet of you an extra reaction.

For example, if the fighter has already used their attack of opportunity but another creature begins to flee from them, you can give the fighter a reaction that they could use to attack.

REARRANGE THE MEASURES

At 6th level, you have learned how to make a story and song unfold the way you want it to. At the start of a round of combat, you can expend a bardic inspiration dice to exchange the places of a number of creatures on the initiative order up to your Charisma modifier.

For instance, if you have five allied creatures in the order: A, B, C, D, E and you have a Charisma modifier of +4, switching A and C (C,B,A,D,E) counts as one change and then changing C from their new position with E (E,B,A,D,C) brings the total to two changes. Your Charisma modifier is +4 so you could still exchange two more creatures if you wanted to.

At the end of the combat round this ability was used in, the initiative order returns to its initial state.

This ability can only be used to exchange the places of allied creatures

CONTROLLED SYMPHONY

Upon reaching 14th level, your mastery of arrangement and conducting is impeccable.

You gain a permanent extra reaction and your **Fermata** ability no longer requires the expense of a bardic inspiration dice.

FIGHTER

REAYER

The Reaver is an invoker of blood magic to achieve dark arcane effects that aid them in battle. They tap into powers used by blood mages and direct these powers towards martial purposes.

REAYER FEATURES

Fighter Level	Feature
3rd	Invoking, Hungering Curse
7th	Grasp of the Starved
10th	Vitality of the Fallen
15th	Agonizing Aura
18th	Blood Syphon

INVOKING

When you reach 3rd level, you augment your martial abilities by invoking blood magic. Invoking is the act of drawing power from blood to achieve an arcane effect. The more you use your blood, the more powerful it becomes, and the more significant spells you can channel.

See chapter 10 of the PHB for the general rules of spellcasting and Chapter 7 of this book for the blood mage spell list.

CANTRIPS

At 1st level, you know two cantrips of your choice from the blood mage spell list. You learn additional blood mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Reaver Invoking table.

Casting cantrips does not cause any hit point loss as you are able to create the effects of these minor spells without blood leaving your body.

BLOOD DICE

When you cast a reaver spell, in place of material components and an arcane focus, you use your own blood and life force to manifest effects. This subclass uses a system of Blood Dice to simulate the utilization of blood in magic. The more potent the spell, the more blood is needed, and the more damage is taken to cast the spell. The number of Blood Dice available to you is indicated in the Reaver Invoking table.

Whenever you cast a spell, you expend a number of Blood Dice equal to the spell's level. After casting the spell and declaring its effects, you roll the blood dice you expended to cast the spell and take that number of hit points in damage. If you are a 5th level reaver and cast a 1st level spell, you would take 1d4 points of damage. If you are a 19th level reaver and cast a 4th level spell, you take 4d8 points of damage. Any ability or spell that calls for the expense of blood dice, also requires that you take damage when you expend them.

You can cast lower level spells at higher levels that you have available to you at the expense of extra blood dice. For example, if you are an 18th level reaver and wish to cast *fireball*, a 3rd level spell, at 4th level, you would simply expend four blood dice, instead of three.

As your blood grows more potent, the number of blood dice you have access to as well as their magnitude increase to show your growing power as indicated in the reaver table.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the blood mage spell list.

The Spells Known column of the reaver table shows when you learn more blood mage spells of your choice. Each of these spells must be of a level that you can cast at, as noted in the Maximum Spell Level column of the Blood Mage table. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class you can choose one of the blood mage spells you know and replace it with another spell from the blood mage spell list, which also must be of a level that you can cast.

INVOKING ABILITY

Constitution is your spellcasting ability for your blood mage spells, since the power of your magic relies on your physical blood and might within it. You can use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a blood mage spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Constitution modifier

RITUAL CASTING

You can cast a blood mage spell as a ritual if that spell has the ritual tag and you have the spell prepared. This does not expend your spellcasting dice but you still take the damage you would normally take when casting the spell.

SPELLCASTING FOCUS

As a reaver, you do not use a traditional arcane focus or material components. Any spells that require material components that you wish to cast are replaced by the blood that you use to cast. Similarly, you do not use an arcane focus to cast, you use the innate power in blood or the power infused into your blood to cast your spells.

REAYER INVOKING

Fighter Level	Cantrips Known	Spells Known	Blood Dice	Maximum Spell Level
3rd	1	2	2d4	1st
4th	1	3	3d4	1st
5th	1	4	4d4	1st
6th	2	4	5d4	1st
7th	2	5	6d6	2nd
8th	2	5	7d6	2nd
9th	2	5	8d6	2nd
10th	3	6	9d6	2nd
11th	3	7	10d6	2nd
12th	3	7	10d6	2nd
13th	3	8	11d6	3rd
14th	3	8	11d8	3rd
15th	3	8	12d8	3rd
16th	3	9	12d8	3rd
17th	3	9	13d8	3rd
18th	3	10	13d8	3rd
18th	3	11	14d8	4th
20th	3	12	15d8	4th

REGARDING CONCENTRATION

In normal spellcasting rules, taking damage when concentrating on a spell requires a concentration check. In the case of the reaver, you take damage every time you cast a spell. For the purposes of concentration, when casting a spell or using other reaver abilities that inflict damage on yourself, the damage you take as a result of these actions does not result in a concentration check being made.

Damage from other creatures or forces that are not self-inflicted require concentration checks as normal.

HUNGERING CURSE

At 3rd level, you learn how to harness blood to place curses. As a bonus action, expend 1 blood dice and choose one creature you can see within 30 feet of you. The target is cursed for 1 minute or until you or the target dies. Until the curse ends you gain the following benefits:



- Any resistances the cursed target had to your attacks are negated
- The cursed target has disadvantage on attack rolls against you
- You have advantage on saves from any effects the cursed target attempts to inflict on you
- The cursed target must make a Wisdom save against your spell save DC if they attempt to target a creature other than you. If they fail the save, they must attack you, or move as close as they can towards you.
- If the cursed target dies, you recover a number of hit points equal to your level plus your Constitution modifier

GRASP OF THE STARVED

Upon reaching 7th level, you have learned to channel your blood into an abyssal form. As a bonus action, You can expend 2 blood dice to create a claw of blood that launches from your arm towards an enemy within 40 feet of you.

The target of the claw must make a Strength saving throw against your spell save DC or take 2d10 necrotic damage and be pulled to a space adjacent to you. On a successful save, the target takes half as much damage and is not pulled.

VITALITY OF THE FALLEN

At 10th level, you can use your reaction to absorb the life force of fallen foes or allies. If a creature dies within 20 feet of you, you can use your reaction to absorb the last remnant of their life. When you use your reaction in this way, you recover a number of hit points equal to 1d10 + your Constitution modifier.

AGONIZING AURA

Beginning at 15th level, you can use an action to expend 2 blood dice and create an agonizing aura of frozen blood shards in a 10 foot radius around you. Any creature that starts their turn or enters within 10 feet of you on their turn must make a Dexterity saving throw against your spell save DC or take 2d10 points of necrotic damage.

At the end of each of your turns, you must expend one blood dice to maintain the aura. If you do not have enough blood dice to pay this maintenance cost, the aura drops.

BLOOD SYPHON

At 18th level, you have become a master of channeling your life into damaging others. You can expend a blood dice as a bonus action to channel power into your weapon. The next time you take the attack action and hit, your weapon deals an additional 3d12 necrotic damage.

MONK

WAY OF THE DRAINED ONE

True enlightenment comes at the expense of one's physical form. Monks of the Way of the Drained One sap their bodies of fluids and organs to make way for spirit. They learn spiritual arts that allow them to live without that which all others need to live. Through meditation and focus, they achieve tranquility.

WAY OF THE DRAINED ONE FEATURES

Monk Level	Feature
3rd	Vacuous Form
6th	Eyes of the Spirit Touched
11th	The Mind is the Body
17th	Transcendence

VACUOUS FORM

Starting when you choose this tradition at 3rd level, you have begun the process of emptying your body of life giving organs and fluids.

As a bonus action, you can expend 1 ki point, and focus on expanding the empty space in your body. While focusing in this way, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. This focus lasts for 1 minute.

Additionally, you no longer need to breathe, eat, or sleep. You must still spend at least four hours performing light activity a day to gain the benefits of a long rest.

EYES OF THE SPIRIT TOUCHED

At 6th level, your sight has become one with the world of spirits. You gain truesight out to 60 feet.

Additionally, you can cast the *Arcane Eye* and *Scrying* spells once per long rest without material components. Wisdom is your spellcasting modifier for these spells.

THE MIND IS THE BODY

Beginning at 11th level, death has become an abstract thought. Your mortal form can perish, but your spirit is invulnerable.

When you are reduced to 0 hp, you do not fall unconscious. You continue to accumulate death saves and failures as normal, but your spirit allows your body to keep fighting.

Should you accumulate three death save failures, your body falls to the ground dead, but your spiritual form can continue fighting for 1d4 rounds before it passes into the border ethereal, its energy exhausted. Spells that protect against or target undead affect you when you are in this state.

After your spirit passes into the border ethereal, your spirit can either pass on into death where it can no longer be resurrected barring a *wish* spell or wait until someone casts resurrection magic on your body to return to it.

TRANSCENDENCE

At 17th level, your body has been completely drained of that which all other mortals need to survive. Your form has become a vacuous space for spiritual energy.

You can cast the *Etherealness* spell at will with the added effect of your body going with you into the border ethereal. You can use this ability a number of times equal to your Wisdom modifier. You recover all expended uses at the end of a long rest.

Additionally, you can no longer die of old age.

PALADIN

OATH OF KARMA

Karma, every culture, nation, and religious doctrine knows of and has a name for this force. Some call it justice, fate, luck, or destiny. Some deny its existence before it inevitably finds them. The only truth in all of these stories is that Karma is real. No matter what you believe, it will find you and deal out your due.

OATH OF KARMA FEATURES

Paladin Level	Feature
3rd	Channel Divinity
7th	Aura of Judgement
15th	Eye of the Needle
20th	Weigh the Heart

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF KARMA SPELLS

Paladin Level	Spells
3rd	charm person, zephyr strike(XGTE)
5th	detect thoughts, enhance ability
9th	clairvoyance, life transference(XGTE)
13th	banishment, divination
17th	dawn(XGTE), scrying

CHANNEL DIVINITY

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

Three Folds Law. As an action you imbue your entire body with Karmic energy, using your Channel Divinity. For 12 seconds, you triple all healing effects given to allies and triple all damage dealt to enemies.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

Turn the Unjust. As an action, you channel your karmic energy to strike fear into the unjust, using your Channel Divinity. You select a number of creatures up to your Charisma modifier that you can see or hear within 30 feet of you. The selected creatures must then make a Wisdom saving throw. If a creature fails its saving throw, it is turned for 1 minute.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF JUDGEMENT

Starting at 7th level, you and friendly creatures within 10 feet of you gain advantage on attack rolls against foes that you have judged worthy of facing karmic justice.

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

EYE OF THE NEEDLE

Beginning at 15th level, you are always under the effect of the detect evil and good spell.

WEIGH THE HEART

At 20th level, you can assume the form of karma incarnate, taking on an appearance you choose. For example, you may radiate blue light, you might become a lightless void, or you may express duality in all ways through your physical appearance.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you gain a karma dice equal to a d20 that can be added or subtracted from any roll of yours or a creature within 30 feet of you
- Whenever you cast a paladin spell that has a casting time of 1 action, you can cast it using a bonus action instead
- Enemy creatures within 10 feet of you have disadvantage on saving throws
- Allied creatures within 10 feet of you have advantage on saving throws

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





WARLOCK

THE PSIONIC

You have made a pact with a powerful psionic creature whose goals and beliefs fall within the ideals of control and focus. These beings strive to expand their own minds and powers all while utilizing you for their own ends. Even if your goals are aligned, these creatures seek only to enhance themselves. Entities like these include such creatures as Mind Killers, Elder Brains, and other Psionics with the might to expand their willpower beyond themselves.

PSIONIC FEATURES

Warlock Level	Feature
1st	Psionic Burst
6th	Wall of Will
10th	Resilient Mind
14th	Hungering Thoughts

EXPANDED SPELL LIST

The Psionic lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

PSIONIC EXPANDED SPELLS

Spell Level Spells

1st	<i>Dissonant Whispers, Hideous Laughter</i>
2nd	<i>Calm Emotions, Zone of Truth</i>
3rd	<i>Sending, Bestow Curse</i>
4th	<i>Compulsion, Confusion</i>
5th	<i>Awaken, Geas</i>

PSIONIC BURST

Starting at 1st level, your patron grants you the power to release a burst of psionic energy from your mind. As an action, you can release a psychic surge that forces all creatures within a 10-foot cube originating from you to make an Intelligence saving throw against your warlock spell save DC. The creatures that fail their saving throws take 2d8 psychic damage and are stunned until the end of your next turn.

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

WALL OF WILL

At 6th level, your patron bestows upon you the ability to ward yourself against attacks. When you are the subject of any area of effect spell, you can use your reaction to create a wall of psionic energy that lessens the effect of whatever threat is assaulting you. You and any creatures within 5 feet of you gain advantage on your saving throws against the effect.

RESILIENT MIND

Beginning at 10th level, your mind has become a fortress. You are immune to being frightened, charmed, or stunned by psionic means.

You also gain resistance to psychic damage.

HUNGERING THOUGHTS

Starting at 14th level, your patron shows their true nature and their great hunger for minds. As an action, choose a creature that you can see within 60 feet of you. It must make an Intelligence saving throw against your warlock spell save DC. On a failed save, the creature's Intelligence is reduced by 2d10 and it takes 7d10 psychic damage as you and your patron ravage and devour the creature's mind.

When this ability is used, the warlock can make an Intelligence check with a DC equal to the creature's challenge rating. On a success, the warlock can ask the DM three questions about information in the creature's mind, and the DM must answer fully and truthfully.

A creature can have their mind restored from this ravaged state via a greater restoration or wish spell.

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

THE RIFTMASTER

Your patron is a lord of time, a master of the sand that forms fate. This being's motivations are often inscrutable as they know the truth of how the world works and where it is going. This being may strive to ensure a certain sequence of events unfolds in a desired way or to make sure you survive until you reach your appointed time. Beings of this sort include Syl, Chronos, Amaunator, Labela Enoreth, Chronopsis, and other outer beings of time.

RIFTMASTER FEATURES

Warlock Level Feature	
1st	Clockwork Mind, Fate Decrees You Act
6th	Déjà Vu
10th	Time in a Bottle
14th	Behold the Timescape

EXPANDED SPELL LIST

The Riftmaster lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

RIFTMASTER EXPANDED SPELLS

Spell Level	Spells
1st	Alarm, Shield
2nd	Augury, Knock
3rd	Catnap, Wall of Sand
4th	Death Ward, Divination
5th	Legend Lore, Modify Memory

CLOCKWORK MIND

Your patron is one of natural progressions and the order of time. You can use your Intelligence instead of Charisma for any warlock abilities that call for Charisma, including spellcasting.

FATE DECREES YOU ACT

Starting at 1st level, your patron has granted you the power to subtly manipulate time. When initiative is rolled, you can rearrange the positioning in the initiative order of a number of creatures equal to your Intelligence or Charisma modifier.

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

DÉJÀ VU

At 6th level, you can call on your patron to gain a small level of foresight. When you make an ability check or saving throw, you can use this feature to add a d10 to your roll. You can add the d10 after seeing the initial roll but before any of the roll's results are declared.

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

TIME IN A BOTTLE

Starting at 10th level, your patron has seen your fate and has chosen to grant you access to small glimpses of your future. You can use this feature to gain advantage on any saving throw you are forced to make or to impose disadvantage on an enemy attacking you.

You can use this feature a number of times equal to your Intelligence or Charisma modifier per short or long rest.

BEHOLD THE TIMESCAPE

At 14th level, your patron grants you the ability to access the Timescape. When you hit a creature with an attack, you can use this feature to transport the target to the Timescape. The creature disappears and hurtles through the rifts of time.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target can age, it returns aged forward a number of years equal to the age it was when it was thrown into the timescape and suffers from any of the positive or ill effects of being aged in such a way.

The target also takes 7d10 psychic damage after being forced to watch its life unfold and end in the blink of an eye.

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

ELDRITCH INVOCATIONS

The following invocations are added to the Warlock Eldritch Invocations list.

THE DARK DREAM

You experience dark dreams of your own potential doom and gain 1 luck point each day to try and avoid potential ill fates.

FATEWEAVER

You can cast *Bless* at will, without expending a spell slot or material components.

WIZARD

SCHOOL OF ANIMANCY

The school of animancy emphasizes magic that harnesses the power of souls to manipulate, create, and shape life. Some view this school as taboo due to its obsession with manipulating the spark that makes a person who they are.

SCHOOL OF ANIMANCY FEATURES

Wizard Level Feature

2nd	Animancy Savant, Distribution of Essence
6th	Animancer's Memory
10th	Soulbottle
14th	Undying Fragment

ANIMANCY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an animancy spell into your spellbook is halved.

DISTRIBUTION OF ESSENCE

At 2nd level, you gain the ability to redistribute the soul energy and life of foes you've defeated. Once per turn, when you kill a creature, you can take the total damage dealt for the killing blow and redistribute that number of hit points as healing energy to yourself and allies within 30 feet of you.

ANIMANCER'S MEMORY

Beginning at 6th level, you can select a single Animancy spell of 3rd level or lower to fully memorize at the start of the day.

You can cast this memorized spell once on the day you've chosen to memorize it without expending a spell slot.

Once you use your memorized spell in this way, you must finish a long rest before you can cast it or a newly selected spell again without expending a spell slot.

SOULBOTTLE

Upon Reaching 10th level, you have placed a fragment of your soul in a special flask that you keep on your person.

When you take enough damage to be reduced to 0 hit points, the Soulbottle shatters and returns your soul fragment to you. Instead of falling unconscious, you recover a number of hit points equal to your Wizard level and can keep fighting.

After you've used this ability, you need to take a long rest to rebuild your soulbottle.

UNDYING FRAGMENT

At 14th level, you've connected the glass of the soulbottle to your mind. You can control when the soulbottle shatters.

You can shatter it as a bonus action while still conscious to recover a number of hit points equal to your Wizard level plus your Intelligence modifier.

You can shatter it as described in the Soulbottle ability.

You can choose not to shatter it when reduced to 0 hp and fall unconscious as normal. If you die with an intact soulbottle, you can be restored to life without resurrection magic if someone shatters your soulbottle.

SPELLSWORD

Most Wizards spend their days inside poring over old tomes and scrolls. The spellsword may have spent some days in a library, but their method of learning is based in the field. They learn the ways of martial combat and combine it with their potent arcane skills. While not as martially adept or tough as the eldritch knight, the more powerful spells in their arsenal fill the gaps. A spellsword at their best is a terrifying foe and a valuable ally.

SPELLSWORD FEATURES

Wizard Level Feature

2nd	Knight of the Arcane, Channeling Restoration
6th	Extra Attack
10th	Abjure Strikes
14th	War Mage

KNIGHT OF THE ARCANE

When you select this school at 2nd level, you gain proficiencies from your martial training. You gain proficiency with light armor, medium armor, shields, simple weapons, and martial weapons.

Additionally, you can use your Intelligence in place of your Strength or Dexterity when making weapon attacks, and your weapon can act as an arcane focus for your spells.

CHANNELING RESTORATION

Also at 2nd level, you can use a bonus action on your turn to expend a spell slot and recover a number of hit points equal to two times the slot level plus your Intelligence modifier.

You can use this feature once per short or long rest. The number of uses increases to two at 5th level, three at 10th level, and four at 15th level.

EXTRA ATTACK

Beginning at 6th level, you can attack twice instead of once, whenever you take the Attack action on your turn.

ABJURE STRIKES

Upon Reaching 10th level, you can cast the *Shield* spell without expending a spell slot a number of times equal to your Intelligence modifier.

WAR MAGE

At 14th level, when you use your action to cast a wizard spell, you can make one weapon attack as a bonus action.





CHAPTER 4: BACKGROUNDS

DIVINE WARDEN

The gods chose you to watch over a holy site. Perhaps it was a sacred grove or a temple. You dutifully served and maintained stalwart watch. Your path has been solitary, but in your guardianship, you have learned and found peace in service. In the end, you were called away from your duty. Perhaps your sacred grove began to die and you now seek the means to cure it, or maybe your temple has been infiltrated by evil-doers and you must gather the power needed to remove them.

Skill Proficiencies: Athletics and Religion

Languages: Celestial

Equipment: A holy symbol, vestments, a set of ceremonial robes, a prayer book, and a pouch containing 15 gp

FEATURE: HOLY PRESENCE

Other holy folk can recognize your devotion and commitment to divinity. When visiting towns or other holy sites, you will be welcomed into parishes and temples as well as given lodging and food enough for a modest living. Only you will be provided with these services.

Other devotees of your deity will recognize you as a leader and will be inclined to listen to you and follow you, if you command it.

SUGGESTED CHARACTERISTICS

Respected by other holy folk, Divine Wardens have a reputation to uphold as stoic and pure guardians. They defend the meek while also having a disregard for them if their god deems it so. The Divine Warden's ideals and personality tend to be beyond the ken of normal people and are based in the abstract ideals of divinity.

d8 Personality Trait

- 1 I idolize my god and constantly look to their example
- 2 I can see omens and signs everywhere in the world. My deity is always speaking to me.
- 3 I am stoic and focused. Nothing can shake me from my goals
- 4 Faiths that are different from my own are often frivolous and should focus more on faith over possessions
- 5 I quote sacred texts and gospel in almost every situation I find myself in
- 6 My enemies should fear me but I always give them a chance to surrender
- 7 Nothing can shake my optimistic attitude
- 8 I have questioned my faith in the past and will never do so again

d6 Ideal

- 1 **Tradition.** The ancient traditions and sacred sites must be maintained at all costs (Lawful)
- 2 **Power.** I follow my god and they grant me power. One day I hope to be their mightiest champion (Any)
- 3 **Faith.** I know my deity will guide me down the correct path. I just need to follow their signs.(Lawful)
- 4 **Change.** My path is to bring change to the world and improve the lives of the downtrodden. (Chaotic)
- 5 **Honesty.** Only through truth can we find the best world (Any)
- 6 **Beauty** The world is a beautiful place and must be preserved. (Any)



d6 Bond

- 1 I would die to maintain the holy site that I serve as a guardian of
- 2 Everything I do is for my god
- 3 Everything I do is for the common people
- 4 The artifacts of my faith are sacred and I will protect them
- 5 I owe my life to my mentor. They brought me into the faith
- 6 I will root out the corruption of those that would defile my holy site

d6 Flaw

- 1 I judge others harshly and myself even more severely
- 2 My blind devotion can lead me astray
- 3 I am distrustful of strangers and their intentions
- 4 I put too much faith in those that would wish me ill intent
- 5 I am inflexible in my thinking
- 6 When I commit to a goal, I become obsessed and can think of nothing else

RETIRED ADVENTURER

Your days of adventuring are long since over. You've already gone on your trials, you've saved your home. Now, it is time to enjoy a bit of rest and recreation. Of course, that's never how it goes is it? You really did mean to stop adventuring but you've gotten dragged back into the fray. People know your name and trust you to be the hero they need again. You're not so sure you can be that hero. Your skills and your gear have gotten rusty. You've forgotten the spells and legendary incantations you once knew. Nevertheless, you're dragged back into the adventuring life. Maybe next time you retire it will be for real.

THE PAST RECALLED

When creating a character with the Retired Adventurer background, consider what type of adventures your character went on in the past and why exactly they left the adventuring life. You can use these decisions to inform what choices you make when selecting your skill and tool proficiencies as well as languages for your background.

Skill Proficiencies: two of your choice

Tool Proficiencies: one of your choice

Languages: one of your choice

Equipment: A memento from a past adventure, a set of common clothes, a flask for booze, a deck of cards, and a pouch containing 20 gp

FEATURE: REPUTATION OF HEROICS

The world has heard of your exploits from your time as an adventurer. Different towns and people regard you differently. Some welcome you as a returning hero while others may shun your presence. Regardless, having a reputation can get you places. You find it easier to gain audience with lords and people are more likely to lend you lodging if they've heard of you. People also give particular credence to your warnings if they are related to monsters or evil threats.

SUGGESTED CHARACTERISTICS

Already having seen the world, retired adventurers have dealt with countless battles and people that have often left them jaded and with a "seen it, done it" mentality. For a retired adventurer, the ideals they hold are a result of their time adventuring and not of some childhood fantasy. They tend to be realistic and pragmatic.

d8 Personality Trait

- 1 I'm tired and wish I could just go back to the tavern
- 2 There is nothing like the good old days. Adventuring these days is so much worse
- 3 I'm haunted by the loss of the family that I used to adventure with
- 4 I accumulated a lot of wealth in my adventuring days but lost it all. I still long for the life of luxury
- 5 I refuse to refer to others by their real names. Nicknames are the only way
- 6 I'm not a bad person. I've just killed a lot of people
- 7 I'm a natural leader and should be in charge of these whippersnappers
- 8 We'll all be dead sooner or later, I suppose this is the best way to go

d6 Ideal

- 1 **Wealth.** I need money and then after that, more money
- 2 **Honor.** I have a good name to uphold and prove
- 3 **Aspiration.** Maybe the world can be a better place with a little help
- 4 **Independence.** Living in a city is boring. I need to get back out in the world
- 5 **Redemption.** I did some bad stuff, I need to prove that I can redeem myself
- 6 **Friendship.** I miss my company of the past and want to find it again

d6 Bond

- 1 I still drink with my old adventuring party
- 2 I always hold onto a memento of a friend that I lost in the old days
- 3 I still fight for the common people
- 4 I owe a life debt to an old man that saved my life when I was younger
- 5 The local smith was once my best friend, and I still try to do right by them
- 6 If anything happened to my favorite tavern, well, I'm not sure what I'd do

d6 Flaw

- 1 I can be overconfident in my abilities
- 2 I am often jaded and weary of my new adventures.
- 3 I question everything younger adventurers say and am slow to trust
- 4 I am constantly on the lookout for traps, even when there is no risk of encountering one
- 5 I am self-sacrificial to a point of absurdity
- 6 I don't trust the capabilities of those younger than me

VILLAGE HEALER

You were a village healer. You served as a sage to a town and lived in the outskirts or in the nearby forest. Villagers came to you seeking herbal remedies to ailments as well as love charms and lucky tokens. You know that belief is a powerful tool and helped the people that paid you visits for small fees.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Herbalism Kit

Languages: Sylvan

Equipment: An Herbalism kit, common clothes, an herb pouch, a set of reading bones, a pouch containing 10 gp

FEATURE: MANY AN AILMENT

In your time treating the villagers that have come to visit you, you've developed an affinity for healing and curing diseases. When you encounter a diseased individual, you can tell if the disease is natural or magically induced as well as a general idea of what it would take to cure them.

If the disease is natural, you can use your herbalism kit to create a basic tonic that will, if not cure, ease the symptoms and suffering of the diseased.

SUGGESTED CHARACTERISTICS

Having driven off countless witch hunts and saved hundreds of folk, the village healers have a perspective that most others don't. The same people they cure one day may have been whipped up into a frenzy and be threatening them the next. This separation from civilization while also seeing all aspects of it, grant the Village Healer a viewpoint of the importance of survival, the dangers of fear, and the fragility of society.

d8 Personality Trait

- 1 I am always calm, even in the face of catastrophe
- 2 I love my herbs and love talking about them
- 3 I always give a few too many details
- 4 I place no stock in so called nobles
- 5 I enjoy my solitude and get overwhelmed in crowded spaces
- 6 I feel empathy for all who suffer
- 7 I like to share my wisdom and wit with others
- 8 I speak more slowly when interacting with those who are less educated

d6 Ideal

- 1 **Healing.** I will heal anybody in need of help
- 2 **Defense.** I always have an escape plan
- 3 **Prosperity.** I refuse to let others be left behind
- 4 **Wealth.** I use my abilities to enrich my own pockets
- 5 **Wild.** Civilization will collapse and I will welcome it
- 6 **Power.** I will unlock the secrets of the multiverse and use them

d6 Bond

- 1 I am devoted to the village I serve
- 2 I learned herbalism from a kind fey that I now owe a debt to
- 3 I have a child that I sent away to keep safe
- 4 I cannot imagine a world without my home forest
- 5 I share close ties with a small network of healers
- 6 I refuse to get close to or value anything overly much

d6 Flaw

- 1 I think villagers are fools I can exploit
- 2 I refuse to aid those that I dislike
- 3 Nobody cares about me, I'm just a service
- 4 I can't trust anybody, I've been turned on too many times
- 5 Civilization is completely evil and should be avoided
- 6 Friendship is a pointless luxury that ends in heartbreak





CHAPTER 5: EQUIPMENT

Every adventurer needs the proper tools of the trade to succeed at their quest. A good adventurer is well provisioned and well stocked. The Player's Handbook presents a wide array of great equipment that adventurers should invest in. Contained within these pages are the expanded sets of equipment for the classes featured in this book as well as new equipment to further prepare adventurers for the trials and tribulations they will face in their future. Additionally, there are a new set of guidelines for taking that dragon hide you harvested and turning it into a new set of armor.

STARTING WEALTH BY CLASS

See page 143 of the PHB for more details on starting wealth and starting equipment.

STARTING WEALTH BY CLASS

Class	Proficiencies Gained
Artificer	6d4 x 10 gp
Blood Mage	3d4 x 10 gp
Dragonknight	5d4 x 10 gp
Mind Wraith	4d4 x 10 gp
Priest	5d4 x 10 gp
Witch Hunter	5d4 x 10 gp

CREATING NEW ARMOR

The creatures in the world of Dungeons and Dragons often have tough hides and are described as having natural armor in the Monster Manual. This implies that their skin and scales are protective enough to ward off weapon attacks to some degree. As a player, you may be inclined to skin these monsters and get their hides turned into armor.

The trouble is, working with these materials is often difficult and it takes the hiring of a talented smith or leather worker to turn these skins and scales into a suit of armor.

ACQUIRING A HIDE

The first step in crafting armor from the skin and scales of fallen foes is getting the skin and scales. In order to successfully skin a creature, you must succeed on a Survival check with a DC equal to the creature's Armor Class that you're trying to skin. On a successful check, you recover the materials needed to make a set of armor. If you have a merciful DM, a failed but almost successful check can still result in being able to get a set of armor at an increased price of crafting.

FINDING THE RIGHT SMITH

Some hides can be manipulated by just about any smith but some require a master craftsman. This area is less up to you as a player and more up to the DM on what they think the skill level needed would be for a smith to work with the hide you have.

If you have a legendary hide that nobody has ever worked before, you might be going on an epic quest to find a legendary reclusive smith in the mountains. If you have a less special hide, your smith may just be two towns over.

THE CRAFTING COST

To work with mighty skin and scales requires time and payment for that time. When you ask a smith to work the hide for you, they may charge a cost or send you on an adventure. DMs can refer to the cost table when determining what to charge for a particular set of armor.

In addition to choosing the right smith and paying the gold cost, you must decide what form your armor takes. Is it light, medium, or heavy? The form the armor takes decides some of its properties and its base AC.

An ancient dragon hide may have an AC of 22, but if you want your armor to be light, flexible, and easy to move in, some scales will have to be chipped away.

COST AND AC AFTER CRAFTING

Starting Hide AC	Cost to Work	Light	Medium	Heavy
25	2400 gp	20	22	25
24	2200 gp	19	21	24
23	2000 gp	18	20	23
22	1800 gp	17	19	22
21	1600 gp	16	18	21
20	1400 gp	15	17	20
19	1200 gp	14	16	19
18	1000 gp	13	15	18
17	150 gp	13	15	17
16	65 gp	13	14	16
15	40 gp	12	13	15
14	25 gp	12	12	14
13	10 gp	11	12	13

ARMOR PROPERTIES

Armor Type	Properties
Light	Can add Dexterity modifier to Armor Class
Medium	Can add a maximum of 2 from your Dexterity Modifier to your armor class
Heavy	Requires Str 15, Disadvantage on Stealth Checks

ARMOR AND SHIELDS

MEDIUM ARMOR

All medium armor featured here functions in the same way as the medium armor found in the Player's Handbook.

Brigandine This armor is made of a series of strips of metal plates covered with a layer of leather or cloth and riveted in place. Brigandine is a prelude to coats of plate but is very protective and fairly easy to move in.

Bone Armor Crafted from the bones and chitinous plates of dead creatures, this bone armor rattles against itself with ghostly hollow echoes.

SHIELDS

A shield is not one size fits all. Some are towering bulwarks while others are more suitable for parrying attacks. The standard shield found in the Players Handbook can be imagined as a normal kite or round shield. The following two new shield options introduce more variability to the world of shields.

Buckler. A small disc of metal or wood, a buckler covers the entirety of the hand and a bit of the forearm. Sometimes described as a parrying shield, bucklers are ideal for redirecting attacks. A buckler increases your Armor Class by 1 and allows you to perform the *Parry* action.

Parry. As a reaction, add 2 to your AC against a melee attack that would hit you. To do so, you must be able to see the attacker.

Tower Shield. A large rectangle of wood with metal bands, the tower shield covers most of your body and gives you a great deal of protection. A tower shield increases your Armor Class by 3. The tower shield with its size is unwieldy and causes disadvantage on stealth checks.

FIREARMS

SMALL FIREARMS

Small firearms are reasonably easy to conceal and less difficult to handle and fire than their larger counterparts. They can also be dual wielded!

Flintlock Pistol. A simple, effective, and easy to use pistol that can fire one shot before needing to be reloaded

Turret Pistol. This pistol has four barrels that are each loaded separately and can be rotated to fire more shots before needing to be reloaded.

Clockwork Pistol. An elegant pistol that utilizes a series of clockwork gears and a magazine to load rounds quickly and fire continuously.

MEDIUM FIREARMS

Long rifles with more explosive recoil pack a bigger punch but are tougher to handle and almost impossible to conceal.

Flintlock Musket. Similar to its pistol counterpart, the flintlock musket is easy to handle, can only fire one shot, and is slow to reload.

Turret Rifle. The larger frame of this rifle allows it to have five barrels instead of four when compared with its pistol counterpart. The same principles beyond the extra barrel apply.

Clockwork Rifle. Similar to its pistol counterpart, the clockwork mechanisms afford a quick fire rate and reload rate. Unlike the pistol, the rifle can handle a large magazine of up to eight rounds.

LARGE FIREARMS

A gaping maw of a barrel and heavy as sin, large firearms pack a huge punch but can't be concealed or handled easily.

Blunderbuss. Load it with lead, point it in a direction, and hope it doesn't explode in your hands.

FIREARM PROPERTIES

Firearms have special properties related to their use as shown in the Firearms table.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Ammunition. The ammunition of a firearm is destroyed upon use. Firearms use bullets as their ammunition. Bullets can be purchased or crafted by an artificer if they have the material components required and a space to forge. Ten bullets can be crafted with 1lb of tinkering supplies and a successful DC 10 tinkering check.

Reload. Firearms must be reloaded after a certain number of shots. The number of shots that can be fired before needing to reload is noted in parentheses in the firearms table. Reloading firearms takes an action.

Misfire. Firearms are volatile and prone to misfire. In a firearm's properties section there is a misfire number. If that number is rolled the gun misfires and breaks. A character must then take an action to repair the gun.

The player must succeed on a DC 14 tinkering check to repair their gun.

Scatter. Certain weapons have the Scatter property. This means that the gun fires in a cone. The range of this cone is based on the gun's range. An attack must be made against each creature within the cone's area of effect.

After determining what creatures are hit, the weapons damage dice are rolled once for all targets in the cone that were hit.

ARTIFICER EQUIPMENT

Artificer's have access to the following specialized equipment.

Artificer's Pack (45gp) Includes a backpack, a bedroll, tinker's tools, a hammer, 10 pitons, 5 days of rations, 5 candles, 2 flasks of oil, Tinkering Supplies (10lbs), 10 sheets of parchment, and a mess kit.

Tinkering Supplies (1 gp per pound) This equipment can be used for any variety of tinkering projects instead of purchasing specific materials. This bag of materials is similar to an arcane focus and can be used to substitute specific material components in projects. When you purchase these materials you buy them in a set number of pounds. The DM will decide how many pounds of material you expend on any given project.



ARMOR

Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Medium Armor</i>					
Bone Armor	35 gp	13 + Dex modifier (max 2)	—	Disadvantage	20 lb.
Brigandine	300 gp	14 + Dex modifier (max 2)	—	—	40 lb.
<i>Shields</i>					
Buckler	20 gp	+1	—	—	3 lb.
Tower Shield	75 gp	+3	Str 13	Disadvantage	12 lb.

FIREARMS

Name	Cost	Damage	Weight	Properties
<i>Small Firearms</i>				
Flintlock Pistol	150 gp	1d8 piercing	5 lb.	Ammunition (range 75/200), Reload (1 shot), misfire 1, 2, and 3
Turret Pistol	200 gp	1d8 piercing	6 lb.	Ammunition (range 100/200), Reload (4 shots), misfire 1 and 2
Clockwork Pistol	250 gp	1d10 piercing	4 lb.	Ammunition (range 150/350), Reload (6 shots), misfire 1
<i>Medium Firearms</i>				
Flintlock Musket	200 gp	1d12 piercing	15 lb.	Ammunition (range 150/450), Reload (1 shot), misfire 1, 2, and 3
Turret Rifle	300 gp	2d6 piercing	17 lb.	Ammunition (range 200/500), Reload (5 shots), misfire 1 and 2
Clockwork Rifle	325 gp	2d8 piercing	14 lb.	Ammunition (range 300/800), Reload (8 shots), misfire 1
<i>Large Firearms</i>				
Blunderbuss	300 gp	2d8 piercing	25 lb.	Ammunition (range 15/30), Reload (1 shot), Scatter, misfire 1, 2, and 3
<i>Ammunition</i>				
Bullets (10)	3 gp	—	2 lb.	—
Blunderbuss Shot (5)	5 gp	—	5 lb.	—



CHAPTER 6: CUSTOMIZATION OPTIONS

Characters are defined by their Race, Class, and Background. These traits form the basis for a character, but other additions can be made to grant more customization and control when creating a hero for an adventure. You can discover new abilities through multiclassing which expands your options as a player. You can also further focus a character's skill set and specialty by pursuing specific feats. These options being available are all at the discretion of the DM, but should your DM allow them, an explanation on Multiclassing with the new classes found within this book is presented here as well as a selection of new feats, and lastly, a whole new way to run combat to enhance the excitement and drama of battles.

MULTICLASSING

Multiclassing is the act of taking levels in multiple classes to gain access to a wider range of abilities at the expense of expertise in a given area. For more detailed rules on multiclassing see page 163 of the PHB.

PREREQUISITES

In order to multiclass in a given class, you must meet the prerequisite ability score requirements for your current class and the class you wish to multiclass into. These prerequisites can be seen in the Multiclassing Prerequisites table.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Artificer	Dexterity 13
Blood Mage	Constitution 13
Dragonknight	Strength or Dexterity 13 and Wisdom 13
Mind Wraith	Intelligence 13
Priest	Wisdom 13
Witch Hunter	Dexterity 13 and Wisdom 13

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of the class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Artificer	Light armor, medium armor, firearms, one skill from the class's skill list
Blood Mage	—
Dragonknight	Light armor, medium armor, shields, simple weapons, martial weapons
Mind Wraith	Light armor, simple weapons
Priest	Light armor, medium armor, shields
Witch Hunter	Simple Weapons, Crossbows, one skill from the class's skill list

CLASS FEATURES

Certain classes grant specialized features that can seemingly clash or meld with abilities from other classes.

INVOKING

Invoking from the blood mage and reaver subclass is adapted for multiclassing in a similar way to Pact Magic. If you have both the Spellcasting class feature and the Invoking class feature from the blood mage class or reaver subclass, you can use your blood dice from the blood mage class or reaver subclass to cast spells from your spellcasting class and can use your spell slots from the spellcasting class to cast the blood mage spells you know.

Invoking is separate from spellcasting and is not used when determining your total number of spell slots when multiclassing as described on page 164 of the PHB.

PSION POINTS

Psion points that are gained from the mind wraith class can be used for psionic spells. These special psionic spells are separate from normal casting. When multiclassing from mind wraith into another class or from another class into mind wraith, keep psion points and mind wraith spells separate from other spellcasting classes. You cannot use spell slots from a spellcasting class to cast mind wraith spells and you cannot use psion points to cast spells you obtain from a spellcasting class.

Psion points are separate from spellcasting and are not used when determining your total number of spell slots when multiclassing as described on page 164 of the PHB.

PRAYER POINTS

Prayer points are a resource gained by priests. Prayer points are an alternative to spell slots. You can use spell slots you gain from a Spellcasting class to cast prayers from the priest class and use prayer points to cast spells from a Spellcasting class.

Prayer points are separate from spellcasting and are not used when determining your total number of spell slots when multiclassing as described on page 164 of the PHB.

COUNTERCASTER

The countercaster is a witch hunter subclass. It functions in an identical way to the Arcane Trickster and Eldritch Knight as described on page 164 of the PHB.



FEATS

These feats provide new ways to create interesting and unique characters that are also fun to play.

BLADE DANCER

Prerequisite: Proficiency with the longsword, spear, trident, or quarterstaff

You have learned to flow like water through a battlefield. Every battle is a dance and you are the one that leads. You gain the following benefits:

- The longsword, spear, trident, and quarterstaff all gain the *finesse* property when wielded by you
- After hitting a foe with an attack using a *finesse* weapon, you gain an extra 10 feet of movement until the end of your turn.
- If you hit a creature with an attack, you can take the disengage action as a bonus action

WHIP MASTER

Prerequisite: Proficiency with the whip

Thanks to your extensive training with the whip, you gain the following benefits:

- Your damage die for the whip increases to 1d6
- Your reach with the whip increases to 15ft
- You can grapple foes with your whip from a distance as though you were grappling them normally when next to them. You can choose to use your Strength or Dexterity when grappling with the whip
- An enemy grappled by you with the whip can be pulled 15 feet closer to you as a bonus action on your turn

MODERN KNIGHT

You have studied firearms and their properties in order to utilize them effectively in combat. You gain the following benefits.

- Increase your Dexterity by 1, to a maximum of 20
- You gain proficiency with firearms

SHARPSHOOTER REVISED

The Sharpshooter feat has been expanded upon. When you take the Sharpshooter feat in the PHB, you gain the following additional benefits:

- All sharpshooter benefits apply to thrown weapons

FAR TOUCHED

Your time near magic and magic items has put you more in touch with the Far Realm and grants the following benefits:

- Your Intelligence, Wisdom, or Charisma score increases by 1, to a maximum of 20
- The number of items you can attune to increases by 1

(You can take this feat multiple times)

POISONER

You have taken the time to study the fine art of poison crafting. Your exposure to various toxins has hardened your system against them. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20
- You gain resistance to poison damage
- You gain proficiency with the poisoner's kit and can craft a potion of poison and a potion of poison resistance every three days at no cost to you

DIVINE STUDIES

You have gained faith and focused on understanding and devoting yourself to the divine. You gain the following benefits:

- Access to use of Channel Divinity: Turn Undead once per day. Wisdom is your ability modifier for this feature
- You learn a cantrip from the cleric spell list. Wisdom is your spellcasting ability modifier for this spell.
- You learn one 1st-level cleric spell. You can cast this spell at its lowest level, and you must finish a long rest before you can cast it in this way again. Wisdom is your spellcasting ability modifier for this spell.





COMBAT REVITALIZED

FOREWORD

Combat in Dungeons and Dragons currently uses a system where any attack must beat a specific armor class, and on a successful hit, deals a base amount of damage no matter where the strike hits. The only official martial class that truly goes beyond this normal base damage for attacks is the Battle Master archetype for the fighter which uses combat superiority dice to add status effects and a level of targeting to attacks. Obviously this ability is specialized in such a way for a specific class, so the goal of this ruleset will be to allow martial characters to perform attacks that carry more weight than just hit point damage, but do not step on the toes of the Battle Master's abilities.

COMBAT EXPERTISE

The Combat Expertise system uses targeting of body parts to dictate an effect, damage, and difficulty to hit. Characters have Endurance Points to balance the number of times these abilities can be used. Endurance points grant more freedom and creativity in combat while still remaining balanced and fair when compared to other class abilities.

ENDURANCE POINTS

Each player (including casters) gain a number of Endurance points equal to their Dexterity or their Strength modifier; whichever is higher.

A player can choose to expend one of these points to make a targeted attack. If an Endurance Point is expended and an attack misses, the point is not recovered. The expending of Endurance Points is a free action.

Endurance points are recovered at the end of a long rest, but a player can choose to recover a number of points during a short rest by expending hit dice to recover points instead of healing. Each hit dice expended in this way equals one endurance point recovered. A player can only recover points up to their maximum points allowed based on their Strength or Dexterity modifier.

The expending of Endurance Points must be stated before an attack is made or the player cannot use the targeted attack desired.

TARGETED ATTACKS

Endurance Points are expended to make targeted attacks. Depending on the area targeted will dictate the effect of the attack and the difficulty to hit. Any attack still deals the base damage of the weapon, but also carries the extra effect described below.

Some attacks will require a target to make a Combat Expertise Saving Throw. Your Combat Expertise Save DC is equal to:

Combat Expertise Save DC = 8 + your Strength/Dexterity Modifier + your proficiency bonus.

In the following section your Combat Expertise Save DC will simply be referred to as your CE save.

HEAD

The head of a creature can be targeted for the effect of blinding it. A creature targeted by this attack must make a Constitution saving throw against your CE Save DC or be blinded until the end of their next turn. Creatures without eyes or that are already blind are unaffected by the blindness.

This attack also deals an extra dice of damage based on the weapons normal damage. For example, a longsword with a base damage die of 1d8 would deal one additional d8 of damage with this attack.

ARMS

When you target the arms of an enemy, a target must make a Strength save against your CE Save DC or drop one object of your choice from their hand. This object could be a grappled target, a weapon, or some other item.

If a weapon is dropped, the target loses their ability to make opportunity attacks with that weapon until it is recovered. If they wish to recover their weapon, they must use either one of their attacks on their turn or half of their movement to recover the item.

LEGS

A leg attack is used to trip or knock an enemy prone. The target of this attack must be huge or smaller. If they are huge or smaller, they make a Dexterity saving throw against your CE Save DC or are knocked Prone.

TORSO

A creature that is huge or smaller can have their torso targeted and have the push effect applied to them. The target must make a Strength Saving throw against your CE Save DC or be pushed 10ft away from the direction the attack came from. If this knocks a creature over an edge, they fall, unless they make a Dexterity Save of a DC dictated by the DM. This dexterity save to keep themselves from falling requires a reaction. If the creature has already expended their reaction, they simply fall. Additionally, a pushed creature is subject to opportunity attacks, if a creature that can perform such an attack is in range.

WINGS

The wings of a creature can be targeted to knock a target from the sky. The target must make a Dexterity Saving Throw against your CE Save DC or be knocked 30ft lower in the air. If this drop in altitude forces a creature to the ground they fall prone and take 3d6 bludgeoning damage. Creatures with the hover movement type are not knocked prone when they hit the ground and do not take the damage from falling.

INCREASE IN ARMOR CLASS

Making a targeted attack against certain body parts causes a target's armor class to increase due to the difficulty to hit a smaller or moving target.

Torso: No effect on AC

Head: targeting the head increases a foe's AC by 5

Wings: targeting the wings increases a foe's AC by 4

Legs/Arms: targeting the legs or arms increases a foe's AC by 3





CHAPTER 7: SPELLS

This chapter describes a range of new spells for Dungeons and Dragons. The chapter begins with complete spell lists for the new classes featured in this book as well as addendums for classes contained within the Player's Handbook. The spells within this section are then split into three categories: Animancy, Battle Magic, and Priest Prayers. The new branches of magic have been separated into these sections so if you as a DM or your DM doesn't allow one of these new branches of magic, it is easy to omit.

BLOOD MAGE SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Chill Touch
Clarity (Animancy)
Eldritch Blast
Infestation
Mage Hand
Magic Stone
Soul Whip (Animancy)
Spare the Dying
Thaumaturgy
Toll the Dead
Vicious Mockery

1ST LEVEL

Armor of Agathys
Bane
Catapult
Cause Fear
Command
Conjure Weapon (Battle Magic)
Consume Essence (Animancy)
Dissonant Whispers
Facsimilie (Animancy)
Feather Fall
Hex
Horrid Past (Animancy)
Ice Knife
Inflict Wounds
Interrogate Soul (Animancy)
Mage Armor
Ray of Sickness
Riposte (Battle Magic)
Sanctuary
Shield
Soul Trap (Animancy)
Tasha's Hideous Laughter

Witch Bolt

2ND LEVEL

Blindness/Deafness
Blur
Cloud of Daggers
Crown of Madness
Darkness
Detect Thoughts
Devour Soul (Animancy)
Enthrall
Heat Metal
Hold Person
Lesser Restoration
Mind Spike
Misty Step
Necrotic Boon (Battle Magic)
Phantasmal Force
Shadow Blade

3RD LEVEL

Attrition (Animancy)
Animate Dead
Bestow Curse
Counterspell
Create Food and Water
Dispel Magic
Fireball
Flame Cloak (Battle Magic)
Hunger of Hadar
Life Transference
Magic Circle
Psychic Boon (Battle Magic)
Remove Curse
Revivify
Soul Rend (Animancy)
Tongues
Vampiric Touch

4TH LEVEL

Arcane Eye

Animancy is spirit magic dedicated to manipulating souls to achieve arcane effects. This is a new school of magic separate from the original eight.

Battle magic focuses on channeling the arcane to gain greater martial prowess and effectiveness in battle. The spells added in this school are not separate from the original schools of magic and are new spells contained within the original schools.

Priest Prayers are the new spells created for the Priest class featured in this book and are only accessible by Priests or through feats that allow selection from any spell list.

Banishment
Blight
Charm Monster
Death Ward
Dimension Door
Ice Storm
Necrotic Wreath (Battle Magic)
Phantasmal Killer
Puppet Master (Animancy)
Shadow of Moil
Vitriolic Sphere

5TH LEVEL

Antilife Shell
Bigby's Hand
Cone of Cold
Contagion
Creation
Danse Macabre
Destructive Wave
Dream
Geas
Greater Restoration
Hold Monster
Ignite Soul (Animancy)
Imbue Life (Animancy)
Journey (Animancy)
Telekinesis
Teleportation Circle
Wall of Force

6TH LEVEL

Chain Lightning
Circle of Death
Contingency
Create Homunculus
Create Undead
Disintegrate
Extract Soul (Animancy)
Eyebite

Harm
Magic Jar
Soul Cage
Transfer Soul (Animancy)
True Seeing

7TH LEVEL

Crown of Stars
Divide Soul (Animancy)
Finger of Death
Forcecage
Plane Shift
Prismatic Spray
Ravage Soul (Animancy)
Regenerate
Simulacrum

8TH LEVEL

Abi-Dalzim's Horrid Wilting
Antipathy/Sympathy
Clone
Dominate Monster
Earthquake
Feeblemind
Forge Soul (Animancy)
Maddening Darkness
Mass Extract Soul (Animancy)
Maze

9TH LEVEL

Astral Projection
Foresight
Gate
Imprisonment
Invulnerability
Meteor Swarm
Power Word Kill
Prismatic Wall
Psychic Scream
Rebirth (Animancy)

PRIEST SPELLS

1ST LEVEL

Command
Bless
Cure Wounds
Dazzle Strike (Battle Magic)
Divine Favor
Divine Guardian (Priest Prayer)
Guiding Bolt
Healing Word
Lightning Boon (Battle Magic)
Riposte (Battle Magic)
Sainly Favor (Priest Prayer)
Sanctuary
Shield of Faith

2ND LEVEL

Aid
Armor of Faith (Priest Prayer)
Blitz Burst (Battle Magic)
Blur
Darkvision
Detect Thoughts
Lightning Whip (Battle Magic)
Prayer of Healing
Sainly Smite (Priest Prayer)
Thunder Boon (Battle Magic)
Zone of Truth

3RD LEVEL

Angel's Pride (Priest Prayer)
Beacon of Hope
Blinding Shield (Battle Magic)
Create Food and Water
Crusader's Mantle
Daylight
Force (Priest Prayer)
Force Boon (Battle Magic)
Glyph of Warding
Magic Circle
Mass Healing Word
Revivify

4TH LEVEL

Arcane Wall (Battle Magic)
Banishment
Death Ward

Divination
Guardian of Faith
Private Sanctum
Sainly Aid (Priest Prayer)
Stone Fracture (Battle Magic)
Thunder Wreath (Battle Magic)

5TH LEVEL

Dream
Geas
Ignite Soul (Animancy)
Journey (Animancy)
Mass Cure Wounds
Planar Binding
Reincarnate
Sigil of Defense (Priest Prayer)

COUNTERCASTER SPELLS

1ST LEVEL

Alarm
Bane
Conjure Weapon (Battle Magic)
Dazzle Strike (Battle Magic)
Fire Boon (Battle Magic)
Hex
Riposte (Battle Magic)
Sanctuary
Tasha's Hideous Laughter

2ND LEVEL

Blitz Burst (Battle Magic)
Cannon (Battle Magic)
Hold Person
Lesser Restoration
Moon Beam
See Invisibility
Silence

3RD LEVEL

Attrition (Animancy)
Bestow Curse
Blinding Shield (Battle Magic)
Counterspell
Dispel Magic
Force Boon (Battle Magic)
Magic Circle

Remove Curse

4TH LEVEL

Arcane Wall (Battle Magic)
Banishment
Confusion
Dimension Door
Locate Creature
Resilient Sphere

BARD SPELLS

CANTRIPS (0 LEVEL)

Clarity (Animancy)
Soul Whip (Animancy)

1ST LEVEL

Conjure Weapon (Battle Magic)
Consume Essence (Animancy)
Dazzle Strike (Battle Magic)

Facsimilie (Animancy)
Horrid Past (Animancy)
Ice Boon (Battle Magic)
Riposte (Battle Magic)

2ND LEVEL

Blitz Burst (Battle Magic)
Cannon (Battle Magic)
Lightning Whip (Battle Magic)
Thunder Boon (Battle Magic)

3RD LEVEL

Attrition (Animancy)
Force Boon (Battle Magic)
Flame Wreath (Battle Magic)
Lightning Wreath (Battle Magic)
Psychic Boon (Battle Magic)
Soul Rend (Animancy)

4TH LEVEL

Puppet Master (Animancy)

5TH LEVEL

Journey (Animancy)

7TH LEVEL

Divide Soul (Animancy)
Ravage Soul (Animancy)

8TH LEVEL

Forge Soul (Animancy)

9TH LEVEL

Rebirth (Animancy)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Clarity (Animancy)

1ST LEVEL

Consume Essence (Animancy)
Dazzle Strike (Battle Magic)
Ice Boon (Battle Magic)
Lightning Boon (Battle Magic)
Riposte (Battle Magic)

2ND LEVEL

Cannon (Battle Magic)
Lightning Whip (Battle Magic)
Necrotic Boon (Battle Magic)
Thunder Boon (Battle Magic)

3RD LEVEL

Attrition (Animancy)
Blinding Shield (Battle Magic)
Flame Wreath (Battle Magic)
Lightning Wreath (Battle Magic)
Soul Rend (Animancy)

4TH LEVEL

Arcane Wall (Battle Magic)
Necrotic Wreath (Battle Magic)
Stone Fracture (Battle Magic)

5TH LEVEL

Ignite Soul (Animancy)
Journey (Animancy)

7TH LEVEL

Ravage Soul (Animancy)

9TH LEVEL

Rebirth (Animancy)

DRUID SPELLS

1ST LEVEL

Fire Boon (Battle Magic)
Ice Boon (Battle Magic)
Lightning Boon (Battle Magic)

2ND LEVEL

Lightning Whip (Battle Magic)
Necrotic Boon (Battle Magic)
Thunder Boon (Battle Magic)

3RD LEVEL

Attrition (Animancy)
Flame Wreath (Battle Magic)
Lightning Wreath (Battle Magic)

4TH LEVEL

Necrotic Wreath (Battle Magic)
Stone Fracture (Battle Magic)

5TH LEVEL

Ignite Soul (Animancy)
Journey (Animancy)

6TH LEVEL

Transfer Soul (Animancy)

9TH LEVEL

Rebirth (Animancy)

PALADIN SPELLS

1ST LEVEL

Conjure Weapon (Battle Magic)
Dazzle Strike (Battle Magic)
Fire Boon (Battle Magic)
Ice Boon (Battle Magic)
Lightning Boon (Battle Magic)
Riposte (Battle Magic)

2ND LEVEL

Blitz Burst (Battle Magic)
Cannon (Battle Magic)
Lightning Whip (Battle Magic)
Thunder Boon (Battle Magic)

3RD LEVEL

Attrition (Animancy)
Blinding Shield (Battle Magic)
Force Boon (Battle Magic)
Flame Wreath (Battle Magic)

4TH LEVEL

Arcane Wall (Battle Magic)
Thunder Wreath (Battle Magic)
Stone Fracture (Battle Magic)

5TH LEVEL

Journey (Animancy)

RANGER SPELLS

1ST LEVEL

Dazzle Strike (Battle Magic)
Fire Boon (Battle Magic)
Ice Boon (Battle Magic)
Lightning Boon (Battle Magic)
Riposte (Battle Magic)

2ND LEVEL

Blitz Burst (Battle Magic)
Cannon (Battle Magic)
Necrotic Boon (Battle Magic)
Thunder Boon (Battle Magic)

3RD LEVEL

Force Boon (Battle Magic)
Flame Wreath (Battle Magic)
Lightning Wreath (Battle Magic)

4TH LEVEL

Necrotic Wreath (Battle Magic)
Stone Fracture (Battle Magic)
Thunder Wreath (Battle Magic)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Clarity (Animancy)
Soul Whip (Animancy)

1ST LEVEL

Conjure Weapon (Battle Magic)
Consume Essence (Animancy)

Facsimilie (Animancy)
Fire Boon (Battle Magic)
Horrid Past (Animancy)
Ice Boon (Battle Magic)
Interrogate Soul (Animancy)
Lightning Boon (Battle Magic)
Soul Trap (Animancy)

2ND LEVEL

Devour Soul (Animancy)
Lightning Whip (Battle Magic)
Necrotic Boon (Battle Magic)
Thunder Boon (Battle Magic)

3RD LEVEL

Attrition (Animancy)
Force Boon (Battle Magic)
Flame Wreath (Battle Magic)
Lightning Wreath (Battle Magic)
Soul Rend (Animancy)

4TH LEVEL

Necrotic Wreath (Battle Magic)
Puppet Master (Animancy)

5TH LEVEL

Ignite Soul (Animancy)
Imbue Life (Animancy)
Journey (Animancy)

6TH LEVEL

Extract Soul (Animancy)
Transfer Soul (Animancy)

7TH LEVEL

Divide Soul (Animancy)
Ravage Soul (Animancy)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Clarity (Animancy)
Soul Whip (Animancy)

1ST LEVEL

Conjure Weapon (Battle Magic)
Consume Essence (Animancy)
Dazzle Strike (Battle Magic)

Facsimilie (Animancy)
Fire Boon (Battle Magic)
Horrid Past (Animancy)
Ice Boon (Battle Magic)
Interrogate Soul (Animancy)
Lightning Boon (Battle Magic)
Riposte (Battle Magic)
Soul Trap (Animancy)

2ND LEVEL

Blitz Burst (Battle Magic)
Cannon (Battle Magic)
Devour Soul (Animancy)
Lightning Whip (Battle Magic)
Necrotic Boon (Battle Magic)
Thunder Boon (Battle Magic)

3RD LEVEL

Attrition (Animancy)
Force Boon (Battle Magic)
Flame Cloak (Battle Magic)
Lightning Wreath (Battle Magic)
Soul Rend (Animancy)

4TH LEVEL

Necrotic Wreath (Battle Magic)
Puppet Master (Animancy)

5TH LEVEL

Ignite Soul (Animancy)
Imbue Life (Animancy)
Journey (Animancy)

6TH LEVEL

Extract Soul (Animancy)

7TH LEVEL

Divide Soul (Animancy)
Ravage Soul (Animancy)

8TH LEVEL

Forge Soul (Animancy)
Mass Extract Soul (Animancy)

9TH LEVEL

Rebirth (Animancy)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Clarity (Animancy)
Soul Whip (Animancy)

1ST LEVEL

Conjure Weapon (Battle Magic)
Consume Essence (Animancy)
Dazzle Strike (Battle Magic)
Facsimilie (Animancy)
Fire Boon (Battle Magic)
Horrid Past (Animancy)
Ice Boon (Battle Magic)
Interrogate Soul (Animancy)

Lightning Boon (Battle Magic)
Riposte (Battle Magic)
Soul Trap (Animancy)

2ND LEVEL

Blitz Burst (Battle Magic)
Cannon (Battle Magic)
Devour Soul (Animancy)
Lightning Whip (Battle Magic)
Necrotic Boon (Battle Magic)
Thunder Boon (Battle Magic)

3RD LEVEL

Attrition (Animancy)

Blinding Shield (Battle Magic)
Force Boon (Battle Magic)
Flame Wreath (Battle Magic)
Lightning Wreath (Battle Magic)
Soul Rend (Animancy)

4TH LEVEL

Arcane Wall (Battle Magic)
Necrotic Wreath (Battle Magic)
Puppet Master (Animancy)

5TH LEVEL

Ignite Soul (Animancy)
Imbue Life (Animancy)

Journey (Animancy)

6TH LEVEL

Extract Soul (Animancy)
Transfer Soul (Animancy)

7TH LEVEL

Divide Soul (Animancy)
Ravage Soul (Animancy)

8TH LEVEL

Forge Soul (Animancy)
Mass Extract Soul (Animancy)

9TH LEVEL

Rebirth (Animancy)



ANIMANCY

The following section contains spell descriptions for Animancy spells.

CAPTURED SOULS

Certain animancy spells call for a captured soul as a material component. This material component, similar to components that have a gold piece cost, cannot be replaced with an arcane focus or component pouch. You need to have a captured soul to cast these spells. Several animancy spells allow for the capturing of souls, which gives you the means to gather this component.

ATTRITION

3rd-level animancy

Casting Time: 1 action

Range: 120 feet

Components: S, V, M (a silver chain with at least 4 links)

Duration: Concentration, up to 1 minute

You wrap a chain around another creature's soul and begin to tighten it. A creature must make a Constitution saving throw or have the chain set in place.

When the chain is first put in place, nothing happens, but at the start of the creature's turn, each round after the chain was initially put in place, the affected creature takes one level of exhaustion. These levels of exhaustion continue to build up as each round passes.

A creature affected by this spell can repeat their saving throw at the end of their turn every round after the spell was initially put in place. A successful save ends the effects of the spell, however, once the spell is broken, any levels of exhaustion a creature accumulated during the spell's duration, remain in place.

CLARITY

Animancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, V

Duration: Instantaneous

You read the soul of a target. A creature targeted by this spell must make a Constitution saving throw against your spell save DC or have an ability score of your choice revealed to you.

The number of ability scores revealed to you increases to 2 when you reach 5th level, 3 at 11th level, and 4 at 17th level.

CONSUME ESSENCE

1st-level animancy

Casting Time: 1 reaction

Range: 30 feet

Components: S, V

Duration: Instantaneous

You capture the energy and dwindling life from a soul leaving a body. When a creature dies, you can consume the final fragments of life to recover 1d8 + your spellcasting ability modifier in hit points.

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

DEVOUR SOUL

2nd-level animancy

Casting Time: 1 action

Range: touch

Components: S, V, M (A captured soul)

Duration: Instantaneous

You consume a soul that you have captured to recover vitality for yourself or allies. When you do this, you gain a pool of hit points equal to 2d8 + your spellcasting ability modifier in hit points. These hit points can be distributed to any creature you can see within 30 feet of you.

At Higher Levels. When you cast this spell at 3rd level or higher, the number of hit points in the pool increases by 1d8 for each level above 2nd.

DIVIDE SOUL

7th-level animancy (ritual)

Casting Time: 1 minute

Range: self

Components: S, V, M (a porcelain doll of your likeness worth at least 50gp)

Duration: Until dispelled

You divide your soul into two pieces and place one within a small doll. You can only have your soul split once at any given time.

The doll's statistics are the same as yours except its size is tiny, has only 20 hit point, and its armor class is 11 plus your Dexterity modifier. When the doll is reduced to 0 hit points it is destroyed.

As an action, you can decide which part of your soul is awake, the one in your body or the one in the doll. When the doll is awake, your mind is in the doll's body and you can act as normal except in the doll's body. While the doll is awake, your body falls catatonic. If the soul in your body is active, the doll appears as a normal doll.

Should your body die when this spell is active, the spell ends and the doll fragment returns to your body and restores you to life with 20 hit points.

Should the doll be destroyed, the soul fragment within returns to your body and the spell ends.

EXTRACT SOUL

6th-level animancy

Casting Time: 1 action

Range: 60 feet

Components: S, V, M (A Jar worth 20 gp to capture a soul)

Duration: Instantaneous

You attempt to forcibly rip a soul from a creature's body. A creature targeted by this spell must succeed on a Constitution saving throw. On a failed save, the target takes 6d10 + 40 psychic damage. If this damage reduces the creature to 0 hit points, you capture their soul. See the *soul trap* spell for more details on what this means.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d10 for each slot level above 6th.

FACSIMILIE

1st-level animancy

Casting Time: 1 action

Range: touch

Components: S, V, M (a drop of water)

Duration: 8 hours

You place a tiny fragment of your soul in the corpse of a humanoid creature or the body of a large or smaller beast. The creature becomes an undead servant with the statistics of a zombie except the creature has only 5 hit points.

You can give the creature basic commands as a bonus action including: move, attack, help, dodge, etc. The creature can only act on one command per turn.

FORGE SOUL

8th-level animancy

Casting Time: 8 hours

Range: self

Components: S, V, M (a humanoid corpse)

Duration: Instantaneous

You take parts of your soul and begin the arduous process of reinforcing it to create new life. Through this process, you permanently remove a piece of your soul and expand it. This new soul is then placed within a humanoid corpse which reanimates the body.

The reanimated corpse knows everything you know and thinks like you. It also possesses all of the abilities you possess and has the same statistics.

For all intents and purposes, this creature is alive. Effects that Dispel Magic cannot cause it to die. It recovers hit points and spell slots as normal.

This new life is friendly towards you and your allies since it has your memories. It will generally follow you and your commands but is free to make decisions as it wishes. This creature is essentially a second you, so treat it how you would want to be treated or it might turn against you.

The only thing this creature can't do is cast the spell that created it.

The process of splitting your soul to create new life is exhausting and you take a point of exhaustion after casting this spell. Additionally, casting this spell permanently weakens your soul. The first time you cast this spell you take no ill effects other than exhaustion. For every time after the first, your hit point maximum is permanently reduced by 2d12.

HORRID PAST

1st-level animancy

Casting Time: 1 action

Range: 60 feet

Components: S, V

Duration: Concentration, up to 1 minute

You force a creature to see all of the horrible moments that its soul has ever experienced over the course of a few moments.

The target must make a Wisdom saving throw. On a failed save, the target is blinded by the visions and frightened of all creatures within 30 feet of it.

These visions continue for 1 minute or until concentration is broken.

IGNITE SOUL

5th-level animancy

Casting Time: 1 action

Range: self (20 foot radius sphere)

Components: S, V

Duration: Instantaneous

You ignite your own soul for a moment and release the energy from this ignition in a 20 foot radius sphere centered on you. All creatures within the radius must make a Dexterity saving throw. On a failed save, a creature takes 8d8 fire damage, or half as much on a successful save.

At Higher Levels. When you cast this spell using a slot of 6th level or higher, the damage increases by 1d8 for each slot above 5th.

IMBUE LIFE

5th-level animancy

Casting Time: 1 action

Range: 60 feet

Components: S, V, M (a captured soul)

Duration: 10 minutes

You harvest one of your captured souls and use it to grant yourself and allies a temporary shield of soul energy.

When you harvest a soul in this way, you can grant creatures of your choice within 30 feet of you 3d8 temporary hit points.

The hit points remain until they are removed through damage or when the spell ends.

At Higher Levels. When you cast this spell using a slot of 6th level or higher, the number of temporary hit points granted increase by 1d8 for each slot level above 5th.

INTERROGATE SOUL

1st-level animancy

Casting Time: 1 action

Range: touch

Components: S, V, M (a captured soul)

Duration: Instantaneous

You violently reach into the memories of a captured soul and pry out the answer to one question of your choosing. If the creature you captured the soul from is of a higher CR than your level, you must make a spellcasting ability check with a DC equal to the creature's CR to pry the information from the soul.

When a soul is interrogated in this way, it cannot help but give up the answer to the question if it knows the answer.

This interrogation ravages the soul and releases it into the afterlife.

JOURNEY

5th-level animancy

Casting Time: 1 action

Range: Self

Components: S, V

Duration: Instantaneous

You delve into the past lives of your own soul for answers to a question about a historical object, site, or story. If the location is something a person of reasonable renown would have known about at the time, your soul is able to respond with a brief description and answer to your question. If the location, object, or story was a secret to most people, then you gather a far more limited description and answer.

For example, if you find an ancient ruin and cast this spell to ask what the purpose of the ruin was, your soul(DM) may respond with, "This was once my home, it was a place called Tshar Telana. It was the home of many elves. We worked with arcane artifacts and discovered how to harness magic." This response is coming from one of your soul's past lives.

MASS EXTRACT SOUL

8th-level animancy

Casting Time: 1 action

Range: Self (40-foot cone)

Components: S, V, M (10 jars, each worth at least 20 gp)

Duration: Instantaneous

You release a wave of soul tearing energy. A creature caught in the cone of this spell must succeed on a Constitution saving throw. On a failed save, the target takes 10d10 psychic damage. Any creatures that are reduced to 0 hit points by this spell have their souls captured. See the *soul trap* spell for more details on what this means.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the damage increases by 2d10.

PUPPET MASTER

4th-level animancy

Casting Time: 1 action

Range: 60 feet

Components: S, V, M (a ball of silk twine)

Duration: Concentration, up to 1 minute

You place strings of control on a target's soul and tether them. At the start of a tethered creature's turn they must make a Wisdom saving throw. On a failed save, you can issue a command to the tethered creature that they must follow. On a successful save, the strings remain but the creature can act normally for that turn.

If you issue a command that would directly harm the creature, the spell ends. For example, telling a creature to jump off a cliff would end the spell, but telling them to stand at the edge would not.

The command can take several forms including telling the creature to move somewhere, attack a certain creature, do nothing, or help someone. The command can only force the creature to perform one command. For instance, you can command a creature to move towards one of its allies, but you can't also force it to make an attack. That command will have to wait until the next turn.

RAVAGE SOUL

7th-level animancy

Casting Time: 1 action

Range: 60 feet

Components: S, V

Duration: Instantaneous

Spectral purple tendrils rise from the earth and attempt to rip a creature's soul apart. A creature must make a Constitution saving throw or take 16d10 psychic damage, or half as much on a successful save.

REBIRTH

9th-level animancy

Casting Time: 1 action

Range: 30 feet

Components: S, V

Duration: Instantaneous

You cleanse a soul of its past. Every event, every memory, every moment of growth is lost. The soul becomes a blank slate that can be molded and shaped.

A creature targeted by Rebirth must make a Constitution saving throw against your spell save DC or have their soul reborn.

A creature who's soul is reborn loses all memories, loses all understanding of casting spells, and forgets all of their goals and ideals.

They become a shell of what they once were, confused and lost in a world they can't remember.

SOUL REND

3rd-level animancy

Casting Time: 1 action

Range: Self (50 foot-line)

Components: S, V

Duration: Instantaneous

You conjure a beam of soul energy in a line 50 feet long and 10 feet wide that rips down a line of foes in a direction you choose. All creatures in the line must make a Dexterity saving throw. A creature takes 5d10 psychic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

SOUL TRAP

1st-level animancy

Casting Time: 1 reaction

Range: 40 feet

Components: S, V, M (a small vessel such as a jar or vial worth at least 10gp)

Duration: Until dispelled

When a humanoid creature dies, you can capture the soul leaving the soul in a small jar. The dying creature must make a Constitution saving throw against your spell save DC or have their soul caught in a jar.

A soul that has been captured in this way does not return to its body if resurrection magic is cast on it, barring true resurrection or a wish spell. This captured soul can be utilized in several other animancy spells that require the material component *a captured soul*.

SOUL WHIP

Animancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: S, V

Duration: Instantaneous

You conjure forth an arc of soul energy from your body and lash it at a foe. Make a ranged spell attack against the target. On a hit, the target takes 1d10 psychic damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

TRANSFER SOUL

6th-level animancy (ritual)

Casting Time: 1 hour

Range: touch

Components: S, V, M (gemstones worth 300gp)

Duration: 3 hours

You transfer your soul, a captured soul, or an ally's soul into a new body. Taking a corpse or empty shell such as a golem body, you move a creature's soul into the new form.

The creature's original body (if it had one) falls to the ground dead and the body of what the soul was being transferred into animates.

The Intelligence, Wisdom, and Charisma scores of the creature being transferred remain the same and they adopt all other statistics of the body they were transferred into.

Any abilities they knew in their old body remain in their memory, but it is up to the DM if their new body would allow them to perform these abilities.

Should a creature be reduced to 0 hit points while in this form, they make death saves and die as normal.

At the end of this spell's duration, the creature's soul returns to their original body and reanimates it.

If this spell is cast over the course of 24 hours instead of 1 hour, the soul transfer becomes permanent.

BATTLE MAGIC

The following section contains descriptions for Battle Magic spells.

ARCANE WALL

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: S, V, M (a shield)

Duration: Concentration, up to 1 minute

You touch your shield and call forth a huge wall of translucent shielding arcane energy.

The wall is facing whatever direction you are facing. It rises 15 feet in the air and goes ten feet to your right and 10 feet to your left. The wall moves with you.

No projectiles (physical or arcane) can pass through the wall. The wall gives cover from area of effect spells.

The wall is solid and creatures cannot pass through it.

BLINDING SHIELD

3rd-level necromancy

Casting Time: 1 bonus action

Range: Touch

Components: S, V, M (a shield)

Duration: Concentration, up to 1 minute

You touch your hand to your shield and infuse it with blinding light.

Any creature that enters within 10 feet of you must make a Constitution saving throw or be blinded until they leave the radius.

A creature that starts their turn in the radius of the blinding light must make the saving throw if they are not already blind.

The blindness fades when a creature leaves the radius of the light.

All ranged attacks are at disadvantage against you while blinding shield is active.

BLITZ BURST

2nd-level conjuration

Casting Time: 1 action

Range: 40 feet

Components: S, V

Duration: Concentration, up to 1 minute

You harness the kinetic energy of an attack to launch yourself across the battlefield. Make a weapon attack roll against an enemy you can reach. On a hit, deal normal damage and then teleport up to 40 feet to a location you can see.

This teleportation does not provoke attacks of opportunity.

After teleporting, you can immediately make a second attack roll against a creature you can reach. On a hit, you deal normal weapon damage.

CANNON

2nd-level evocation

Casting Time: 1 bonus action

Range: touch

Components: S, V

Duration: Concentration, up to 1 minute

You touch a weapon and infuse it with beads of force energy. The weapon's reach increases to 60 feet. When you make an attack, a ball of force energy launches out at a foe.

The ball of force deals the normal damage of the weapon except the damage type is force.

CONJURE WEAPON

1st-level conjuration

Casting Time: 1 bonus action

Range: Touch

Components: S, V

Duration: 1 minute

You manifest a weapon from the ether. The weapon takes a form of your choosing but must be of a weapon type that you have proficiency with.

The weapon deals the normal damage of the weapon as listed in the weapons table of the PHB except the damage type is force.

DAZZLE STRIKE

1st-level enchantment

Casting Time: 1 bonus action

Range: Touch

Components: S,V

Duration: Concentration, up to 1 minute

You infuse your weapon with radiant energy. Upon hitting a creature, the energy is released in a dazzling burst of multicolored light. A creature hit by this weapon must make a Wisdom saving throw or be stunned until the end of their next turn.

After hitting a creature, the spell fades from the weapon.

FIRE BOON

1st-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: S, V

Duration: Concentration, up to 1 minute

You touch your hand to a weapon and infuse it with flames. Strikes with this weapon now deal an extra 1d6 fire damage.

At Higher Levels. For every two levels this spell is cast above first, the damage increases by 1d6 and the number of weapons that can be granted this boon increases by 1 for every two levels above 1st.

FORCE BOON

3rd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: S, V

Duration: Concentration, up to 1 minute

You touch your hand to a weapon and infuse it with force. Strikes with this weapon now deal an extra 1d8 force damage.

At Higher Levels. For every two levels this spell is cast above third, the damage increases by 1d8 and the number of weapons that can be granted this boon increases by 1 for every two levels above 3rd.

FLAME WREATH

3rd-level abjuration

Casting Time: 1 action

Range: self

Components: S, V

Duration: Concentration, up to 1 minute

You conjure a wreath of flame that surrounds your body. Any creature that enters a space adjacent to you or starts their turn adjacent to you takes 1d10 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for every two levels above 3rd.

ICE BOON

1st-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: S, V

Duration: Concentration, up to 1 minute

You touch your hand to a weapon and infuse it with biting frost. Strikes with this weapon now deal an extra 1d6 cold damage.

At Higher Levels. For every two levels this spell is cast above first, the damage increases by 1d6 and the number of weapons that can be granted this boon increases by 1 for every two levels above 1st.

LIGHTNING BOON

1st-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: S, V

Duration: Concentration, up to 1 minute

You touch your hand to a weapon and infuse it with arcing lightning. Strikes with this weapon now deal an extra 1d6 lightning damage.

At Higher Levels. For every two levels this spell is cast above first, the damage increases by 1d6 and the number of weapons that can be granted this boon increases by 1 for every two levels above 1st.

LIGHTNING WREATH

3rd-level abjuration

Casting Time: 1 action

Range: self

Components: S, V

Duration: Concentration, up to 1 minute

You conjure a wreath of lightning that surrounds your body. Any creature that enters a space adjacent to you or starts their turn adjacent to you takes 1d10 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for every two levels above 3rd.

LIGHTNING WHIP

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, V

Duration: 1 minute

You conjure a whip of lightning into your offhand. For the duration, you can make a lightning whip attack as a bonus action on your turn using a spell attack roll. On a hit, the whip deals 1d12 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for every two slot levels above 2nd.

NECROTIC BOON

2nd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: S, V

Duration: Concentration, up to 1 minute

You touch your hand to a weapon and infuse it with necrosis. Strikes with this weapon now deal an extra 1d6 necrotic damage.

Additionally, damage dealt by this weapon permanently decreases the hit point maximum of a creature that is hit by the weapon by an amount equal to the damage dealt.

At Higher Levels. For every two levels this spell is cast above 2nd, the damage increases by 1d6 and the number of weapons that can be granted this boon increases by 1 for every two levels above 2nd.

NECROTIC WREATH

4th-level abjuration

Casting Time: 1 action

Range: self

Components: S, V

Duration: Concentration, up to 1 minute

You conjure a wreath of flame that surrounds your body. Any creature that enters a space adjacent to you or starts their turn adjacent to you takes 1d10 necrotic damage.

Additionally, damage dealt by this wreath permanently decreases the hit point maximum of a creature that is affected by it by an amount equal to the damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for every two levels above 4th.

PSYCHIC BOON

3rd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: S, V

Duration: Concentration, up to 1 minute

You touch your hand to a weapon and infuse it with psionic energy. Strikes with this weapon now deal an extra 1d8 psychic damage.

At Higher Levels. For every two levels this spell is cast above 3rd, the damage increases by 1d8 and the number of weapons that can be granted this boon increases by 1 for every two levels above 3rd.

RIPOSTE

1st-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: S, V

Duration: Instantaneous

After being hit by an attack, you can use your reaction to release a burst of reactive energy. The creature that hit you must make a Dexterity saving throw. It takes 5d4 force damage on a failed save, or half as much on a success.

At Higher Levels. When you cast this spell using a slot of 2nd level or higher, the damage increases by 3d4 for each level above 1st.

STONE FRACTURE

4th-level evocation

Casting Time: 1 action

Range: Touch

Components: S, V

Duration: Instantaneous

You plunge your weapon into the ground and call on the earth elementals below the surface to release a burst of energy. All creatures within a 15 foot radius around you must make a Strength saving throw as pillars of stone and rock burst out around you. On a failed save, a creature is knocked prone and takes 6d10 bludgeoning damage, or takes half as much damage and is not knocked prone on a successful save.

At Higher Levels. When you cast this spell using a slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

THUNDER BOON

2nd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: S, V

Duration: Concentration, up to 1 minute

You touch your hand to a weapon and infuse it with booming thunder. Strikes with this weapon now deal an extra 1d6 thunder damage.

Additionally, a creature hit by this weapon is pushed back 5 feet from the direction the strike came from.

At Higher Levels. For every two levels this spell is cast above 2nd, the damage increases by 1d6 and the number of weapons that can be granted this boon increases by 1 for every two levels above 2nd.

THUNDER WREATH

4th-level abjuration

Casting Time: 1 action

Range: self

Components: S, V

Duration: Concentration, up to 1 minute

You conjure a wreath of roaring thunder that surrounds your body. Any creature that enters a space adjacent to you or starts their turn adjacent to you takes 1d10 thunder damage.

Additionally, a creature that enters this wreath is deafened until they leave the wreath's radius.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for every two levels above 4th.

PRAYER LIST

This section contains the prayers that can be selected as a Priest.

ANGEL'S PRIDE

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

You speak a prayer and bestow a set of golden wings upon a creature within 30 feet of you. These wings have a flying speed equal to the creature's movement speed.

You can expend a number of prayer points to extend the flying speed or increase the number of creatures targeted. To extend the flying speed by an hour, you must expend one additional prayer point or you can expend an extra prayer point for each additional creature you wish to target with this spell.

ARMOR OF FAITH

2nd-level abjuration

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Concentration, up to 10 minutes

You target a creature in range that you can see, the creature is wreathed in beautiful golden plate armor for the duration or until concentration is lost.

The armor is equivalent to plate armor and grants an armor class of 18. Anybody who is given this armor is automatically proficient with it and despite weighing nothing, it does impose disadvantage on stealth checks due to the glow the armor gives off.

At Higher Levels. When you use this prayer at 3rd level or higher, each level above 2nd increases the number of creatures that can be targeted by one.

CALL THE STARS

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

You call three pieces of starlight down targets of your choice within range that you can see. Each target must make a Dexterity saving throw versus your prayer save DC. On a failed save, a target takes 10d6 + 15 radiant damage from each star fragment or half as much on a successful save. A creature can only be targeted by one beam of starlight at a time.

DEER'S GRACE

1st-level transmutation

Casting Time: 1 action

Range: self

Components: V

Duration: Concentration, up to 1 hour

You gain the speed and grace of a deer in a forest. For the prayer's duration, your speed is increased by 20 feet and you are not hindered by non-magical difficult terrain.

DIVINE GUARDIAN

1st-level conjuration

Casting Time: 1 reaction

Range: self

Components: V

Duration: Instantaneous

When an attack against you hits, as a reaction, you summon an aspect of your saint to defend you from the attack. The guardian presence can absorb up to 10 hit points of damage. After being hit, the presence disperses and vanishes.

If the damage surpasses the number of hit points that the presence possesses, the excess damage carries over to you.

At Higher Levels. When this prayer is cast at a level of 2nd level or higher, the number of hit points that the guardian can absorb is increased by 5 for every level above 1st.

FORCE

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You launch a ball of golden energy that explodes in a ball of force. All creatures within a 10 foot radius of the targeted point must make a Strength saving throw versus your prayer save DC. On a failed save, a creature takes 5d10 force damage and is pushed 20 feet from the point of the force sphere and is knocked prone or takes half as much damage on a successful save and is not pushed back or knocked prone.

At Higher Levels. For every level above 3rd, the damage increases by 2d10 force damage.

SAINTLY AID

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 hour

You call forth an avatar of your saint in an open space within 30 feet of you. For the duration or until it is defeated, the avatar will help you in any way it can. The avatar takes a form that your saint chooses. The avatar can be controlled by either the player or the DM (DM's discretion). A stat block for the saintly avatar can be found on the following page.

SAINTLY FAVOR

1st-level abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Your saint guides the subject of this prayer. The target gains advantage on a particular type of skill or saving throw that you dictate.

SAINTLY SMITE

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You make a ranged prayer attack roll with a divine whip against a creature within 60 feet of you. On a hit, the target takes 6d6 radiant damage and is blinded until the end of your next turn.

At Higher Levels. The whip damage increases by 2d6 for every level above 2nd.



SAINTLY AVATAR

Medium Celestial, Alignment matches Saint's

Armor Class 18 (Natural Armor)

Hit Points 95 (13d8+40)

Speed 30 ft. fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	16 (+3)	20 (+5)	16 (+3)

Saving Throws Con +5, Wis +7, Cha +6

Damage Immunities psychic

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons, radiant

Senses truesight 120 ft. passive Perception 15

Languages all, telepathy 120 ft.

Challenge N/A

Innate Spellcasting. The Saintly Avatar's spellcasting ability is Wisdom (Spell Save DC 16). It can innately cast the following spells requiring only verbal components.

At Will: Detect Thoughts, Detect Magic, Detect Evil and Good

3/day each: bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield

1/day each: dream, greater restoration, scrying

Actions

Multiattack. The Saintly Avatar can make two saintly strikes as an action.

Saintly Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 15 (2d8 + 5)

SIGIL OF DEFENSE

5th-level abjuration

Casting Time: 1 action

Range: self

Components: V

Duration: Concentration, up to 1 minute

A large divine ward with a radius of 15 feet appears underneath you and follows you anywhere you move.

Any allied creatures within the radius are immune to the blinded, charmed, deafened, frightened, petrified, and poisoned conditions.

Any allied creature under the effect of one of the above effects is freed from the status when they enter the radius of the sigil.

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ADVENTURE AWAITS

You've come to the end. Having journeyed through this book, I hope you have found everything you need for your next campaign. Amongst the classes and races, I dream that inspiration has struck you just as it struck me.

Now, I must thank you. Your purchase of this book has helped fund my life and my own DMing endeavors. You have personally helped me make things like this book. Without you, none of this would be possible.

I love to hear feedback on my work, and if you have any comments regarding what you've found in this book, please leave those comments in the discussion section of this book's purchase page on the DM's guild.

If you have any ideas that you'd like to see me create, I would love to hear them and can potentially add them to this book or bring them to life in a sequel down the road.

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<https://www.dmsguild.com/browse.php?author=Matthew%20Baker>

Once again, I thank you. I truly hope that you have gotten as much joy poring over these pages as I did when I wrote them. I hope that you have discovered a wonderful new character and have maybe even been inspired to create something new yourself. I hope you've found something in these pages that you can use in your own game.

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