

MAGICAL DUNGEON ARCHETYPES

THE SECRETS OF TRUE POWER often lay guarded in passages of worked stone and deadly contraptions hidden beneath the earth. In response, many practitioners of magic create and hone techniques that allow them to better delve into these dungeons or unlocking the obscura they've already stumbled across while exploring below.



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BARD: COLLEGE OF THE PASSAGE

Many a vagabond has accepted the tutelage of old dungeon explorers, training in ramshackle facilities that emulate the deadly places students seek out and enter. Few survive the real thing.

Constantly Aware

When you join this college at 3rd level, you gain proficiency in the Perception and Investigation skills, and your proficiency bonus is doubled for any ability check you make that uses it.

Passage Sentries

Also at 3rd level, you gain the Tinker racial feature of a gnome, able to build only clockwork toys. You may spend your bonus action to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and gaining control over a device's movement for a number of rounds equal to double the result. At the end of your turn each round you control one or more devices, you choose whether a device turns (as much as 180 degrees), stops, continues moving, or goes inert.

Sentry Control

Beginning at 6th level, your control over your sentries increases dramatically. You may spend your bonus action on a turn to perceive through one of your controlled devices (gaining darkvision 120 feet while doing so), able to hear and see anything it can for 1 round as long as it is within 1 mile.

In addition, you may spend your bonus action to detonate a controlled device. All creatures within 10 feet of the exploding sentry must make a Dexterity saving throw with DC against your spell save DC, taking fire damage equal to $2d6 \times$ your proficiency bonus on a failed save, or half as much damage on a successful one.

Sentry Sight

Starting at 14th level, when you have at least one controlled sentry 10 feet or further away and within your line of sight you may expend one of your uses of Bardic Inspiration to gain blindsight 40 feet for 1 minute. In addition, when you perceive through one of your controlled devices you gain truesight.

CLERIC: LABYRINTH DIVINE DOMAIN

Mazes are somewhere in the mythos of cultures and religions all over the world, and you believe the greatest truths lay within the mystery of the labyrinth itself. With every warren and passage you navigate, your devotion and the power it grants increases, so surely there is truth—not madness, but truth—at the heart of your worship.

DOMAIN SPELLS

Level	Spell
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1st	<i>alarm, goodberry</i>
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3rd	<i>knock, rope trick</i>
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5th	<i>gaseous form, tiny hut</i>
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7th	<i>fabricate, secret chest</i>
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9th	<i>creation, passwall</i>
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Light Step

When you choose this domain at 1st level, your speed increases by 10 feet while you are unarmored or wearing light armor. Also, armor you wear does not impose disadvantage on your Dexterity (Stealth) checks.

Inspired Explorer

Also at 1st level, you have advantage on any ability checks you make that use the Survival skill, and you always know which direction is north.

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Whenever you cast a divination spell of 1st level or higher, you gain a 1d4 blessing die that you can apply to the next Intelligence or Wisdom ability check you make within the next 10 minutes. You may only possess one 1d4 bonus gained in this way at a time.

Channel Divinity: Forge Ahead

Starting at 2nd level, you can use your Channel Divinity to remove afflictions. As an action, you present your holy symbol and call out for guidance that removes the blinded, charmed, deafened, and frightened conditions, or one level of exhaustion, from all creatures you choose within 30 feet of you.

Blessed Exploration

Beginning at 6th level, the blessing die granted by your Inspired Explorer feature increases to 1d6, you are able to use it within 1 hour of casting a divination spell of 1st level or higher, and you may spend Channel Divinity to grant 1d6 Blessing Dice to a number of creatures equal to your Wisdom modifier.

Insightful Knack

At 8th level, you may spend 1 minute performing a DC 15 Wisdom (Insight) check to find something of significance such as a coded message, secret door, or hidden chest. The kind and quality of the information you intuit depends on your check and the location you are in—a GM can always decide there is nothing for you to intuit or find in the current location and provide a clue leading to a more relevant location. Once you have used this feature, you cannot do so again until you have finished a long rest.

Labyrinth

Starting at 17th level, you learn the *maze* spell and are able to cast it by expending one use of Channel Divinity.

DRUID: CIRCLE OF THE WORKED STONE

Trying to stop the workings of cults, mages, and sovereigns obsessed with carving out dungeons beneath the earth is a lost cause but mastering how to traverse them is another matter entirely.

CIRCLE SPELLS

Level	Circle Spells
3rd	<i>knock, shatter</i>
5th	<i>meld into stone, slow</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>passwall, wall of stone</i>

Bones of Stone

When you choose this circle at 2nd level, your bones become denser and increase your AC by 1. This bonus increases by 1 at 9th level and again at 18th level.

Stonecunning

Also at 2nd level, you gain an intuitive understanding of stone. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. If you already possess this feature, you have advantage on these checks.

Wall Walker

Beginning at 6th level, you gain a climb speed and are able to cling to stone or rock with only one limb (be that a claw, foot, or hand) even while using wild shape.

Deep Sight

At 10th level, while in contact with the ground you gain blindsight to a range of 20 feet. When you are underground your blindsight range increases to 40 feet.

Elemental Shape

Starting at 14th level, you are able to wild shape into an earth elemental with 100 hit points. At 15th level and every level thereafter your hit point total while in earth elemental form increases by 5 (to a maximum of 130 at 20th level).

SORCERER: OOZEMANCER BLOODLINE

Where others see forces of nature that bring nothing but destruction, you see gelatinous allies and companions. Regardless of good sense and the way it makes your skin crawl, your fondness for oozes has granted you a supernatural understanding of the creatures.

Chimatuluka

At 1st level, you master the conjuration of a strange fungus called chimatuluka. Oozes crave chimatuluka and when adjacent to or hit with as much as a handful, mindlessly consume it for a number of rounds equal to half your proficiency bonus (completely ignoring creatures attacking it). By spending 10 minutes focusing your magical energies, you create a number of handfuls of chimatuluka equal to your proficiency bonus + Charisma modifier.

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one of the normal forms for your familiar or use a handful of chimatuluka as a spell component to choose a gray ooze. Oozes you summon move extremely quickly, increasing their speed to 25 feet. Each time an ooze is summoned it must be fed chimatuluka, and after 1 hour and every hour afterward you must feed a summoned ooze one chimatuluka or roll 1d20. If the result is less than your sorcerer level the ooze consumes itself and dissolves into nothingness but otherwise it attacks the nearest living creature.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Ooze Within

Also at 1st level, your body changes to become more ooze-like. Whenever you suffer a critical hit or take extra damage such as from a rogue's Sneak Attack or a hobgoblin's Martial Advantage, roll 1d20. If the result is equal to or less than your sorcerer level, you ignore the extra damage dealt by the attack.

Ooze Minions

Beginning at 6th level, you may use three handfuls of chimatuluka to summon a gelatinous cube or ochre jelly with *find familiar*.

Ooze Without

Starting at 14th level, when you are reduced to half your maximum hit points, your viscous blood coalesces into a black ooze that attacks creatures hostile to you. This ooze acts on your initiative, and dissipates at the end of your turn if it cannot sense any hostile creatures, or after 1 hour passes, whichever is sooner.

You must complete a long rest before you can create another black ooze.

Ooze Form

At 18th level, you can use your action to magically assume the shape of an ooze. This functions as a druid's Wild Shape feature (using your sorcerer level as your druid level), but you can only transform into creatures of the ooze type. Additionally, by expending 1 sorcery point per two spell levels (minimum 1 sorcery point) you are still able to take the Cast a Spell action while in ooze form. You can use this feature twice, and you regain all expended uses when you finish a long rest.

WARLOCK: THE ENIGMATIC EYE PATRON

The mysteries of the world are there for anyone to discover—if they are willing to do what must be done to truly see. You are witness to the unknown and what you have glimpsed has empowered you, awakening a thirst to behold more of what lay beyond the veil of reality.

ENIGMATIC EYE EXPANDED SPELLS

Spell Level	Spells
1st	<i>identify, speak with animals</i>
2nd	<i>detect thoughts, find traps</i>
3rd	<i>bestow curse, clairvoyance</i>
4th	<i>arcane eye, divination</i>
5th	<i>legend lore, telepathic bond</i>

Occult Eye

Starting at 1st level, you gain a mystic eye in the middle of your forehead; this may be a physical eye, an arcane tattoo, or any other eye-like mark. The eye sees through your body and equipment and only ever closes when you fall asleep (if flanking is in effect, you are immune to flanking). You gain proficiency in the Perception

and Investigation skills; your proficiency bonus is doubled for any ability check you make that uses them.

Closed Eye

Beginning at 6th level, you may spend a bonus action and expend a spell slot of an equal level spell level to imbue your mystic eye with a spell that requires concentration. The eye closes and the Occult Eye feature ceases to grant any benefits as it concentrates on the spell. While your eye concentrates on a spell, you are able to cast a second spell that requires concentration. After a number of rounds equal to your proficiency bonus, your third eye opens and the spell it was concentrating on is lost.

Superior Sight

At 10th level, you gain the Devil's Sight eldritch invocation. If you already possess Devil's Sight or acquire it later, you gain blindsight 30 feet instead.

All-Seeing Eye

Starting at 14th level, you can cast *true seeing* at will without expending a spell slot.



WIZARD: SCHOOL OF THE INSIDE OUT

Since the dawn of time, mages and priests have pursued ancient secrets revealing the fabric of reality, suffering eternally for their hubris. Fortunately, you have come across a scrap of their knowledge, and you have used it to unlock a path to forbidden arcana otherwise shrouded in mystery.

Mystical Understanding

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell into your spellbook varies depending on the individual spell. By spending 1 minute evaluating the inscription of a spell, you may roll 1d8; if you roll an 8, your mystical understanding of it reduces its costs and inscription time by half. Once you use this feature, you cannot use it again on the same spell for 24 hours.

Disorient Senses

Starting at 2nd level, you learn the secrets of what lies behind the veil of reality. As an action, you pull away the curtain of existence to disturb a single creature within 30 feet. If the target can see you, it must succeed on an Intelligence saving throw against your wizard spell save DC or be disoriented for a number of rounds equal to your proficiency bonus. A disoriented creature loses any types of vision other than regular vision (a creature without regular vision is blinded). Attack rolls against the creature have advantage, and the creature's attack rolls and ability checks have disadvantage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a short rest.

Inverted Psyche

At 6th level, you gain resistance to psychic damage. In addition, you can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Occult Secrets

Beginning at 10th level, you gain advantage on Intelligence saving throws, Intelligence (Arcana) checks, and Intelligence (Religion) checks.

Otherverse Disjunction

Starting at 14th level, you can use this feature to instantly transport a creature within 30 feet to a place both within and outside of reality. The creature makes an Intelligence saving throw against your spell save DC or disappears and shudders across the underpinning matrix of existence for a number of rounds equal to your proficiency bonus. At the end of its next turn and every turn afterward, the target makes another Intelligence saving throw. On a success the creature returns to the space it previously occupied (or the nearest unoccupied space) and is disoriented for 1d4 rounds (as above). If the target is not an aberration, it takes 3d10 psychic damage at the end of each round as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a long rest. 