

Dungeons & Dragons

Player's Handbook

Addendum

Additional rules and new class abilities

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RACES

Changeling

Changelings are subtle shapeshifters capable of disguising their appearance. Their ability to adopt other creatures' guises makes them consummate spies and criminals.

Changeling Traits

Ability Score Increase. Your Dexterity and Charisma scores increase by 1.

Size. Changelings are built much like humans, but a little leaner. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Duplicity. You gain proficiency in the Deception skill.

Shapechanger. As an action, you can polymorph into any humanoid of your size that you have seen, or back into your true form. However, your equipment does not change with you. If you die, you revert to your natural appearance.

Gith

See the Monster Manual for information on the history of the gith.

Gith Traits

Ability Score Increase. Your Intelligence score increases by 1.

Age. Gith reach adulthood in their late teens and live for about a century.

Size. Gith are taller and leaner than humans, with most a slender 6 feet in height.

Speed. Your base walking speed is 30 feet.

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

Subrace. There are two kinds of gith, githyanki and githzerai. Choose one of these subraces.

Githyanki

The brutal githyanki are trained from birth as warriors.

Ability Score Increase. Your Strength score increases by 2.

Alignment. Githyanki tend toward lawful evil. They are self-centered, violent, and arrogant, yet they remain the faithful servants of their lichqueen, Vlaakith. Renegade githyanki tend toward chaos as they have forsaken her will.

Decadent Mastery. You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge.

Martial Prodigy. You are proficient with light and medium armor. Your people are ever ready for war.

Githyanki Psionics. You know the *mage hand* cantrip. When you reach 3rd level, you can cast *jump* once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *misty step* spell once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells. You can cast all of them without components.

Githzerai

In their fortresses within Limbo, the githzerai hone their minds to a razor's edge.

Ability Score Increase. Your Wisdom score increases by 2.

Alignment. Githzerai tend toward lawful neutral. Their rigorous training in psychic abilities requires an implacable mental discipline.

Monastic Training. You gain a +1 bonus to AC while you aren't wearing medium or heavy armor and aren't using a shield. All githzerai receive basic training from monks, and the monks among them are unmatched in their defensive abilities.

Githzerai Psionics. You know the *mage hand* cantrip. When you reach 3rd level, you can cast *shield* once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *detect thoughts* spell once with this trait, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. You can cast all of them without components.

Minotaur

In the world of Krynn, the setting of the Dragonlance saga, minotaurs live in an honor-based society where strength determines power in both the gladiatorial arenas and in daily life. At home on both land and sea, the minotaurs of Krynn are ferocious sea raiders who rank as the ablest and most dangerous sailors in the world.

Arrogant Conquerors

Minotaurs embrace the notion that the weak should perish and that the strong must rule — and that they themselves are the strongest and most powerful race on Krynn. They believe their destiny is to rule the world, and that their dominion will be one of conquest and military might. To that end, all minotaurs are trained in weapons, armor, and tactics from a young age. The minotaurs' arrogance stems from a combination of strength, cunning, and intellect — three virtues they hold dear, and which they deem the foundation of their greatness. They believe that this combination of traits is what sets them apart from their rivals.

Trial by Combat

Minotaur society is built on the principle that might makes right, and that considerations of justice are unnecessary. The minotaurs are led by an emperor served by a council of eight minotaurs called the Supreme Circle. All posts within the government, including the emperor's, are won by the strongest and cleverest minotaurs, as proved by combat in the Circus. The Circus is the only means by which a minotaur can rise in society. It is a grand, annual display of single combat in which minotaurs battle each other for supremacy. Minotaur youths must prove themselves in the Circus to earn their passage to adulthood. Participation in the Circus is yet another reason why minotaurs look down on other folk. To the minotaurs, death and glory in battle are a natural process. Combat is the key to ensuring that the strong survive, and that the weak are set aside before they can undermine their superiors' grand schemes of conquest.

Honor above All

For all their cruelty, minotaurs are bound by a powerful sense of honor. Each victory brings greater honor to both individual minotaurs and their families. Defeat invokes a stain that only death can fully wash away. Honor demands that minotaurs keep their word once it is offered, and each minotaur remains faithful to friends and clan above all else. Minotaurs rarely befriend folk of other races, as they all too often encounter them only in battle. If a minotaur does strike up a friendship, it is typically with other creatures that display the minotaurs' virtues and love of battle. To such friends, a minotaur becomes an ally whose support will never waver.

Sea Reavers

In the world of Krynn, the minotaurs rule a chain of islands dominated by the isles of Mithas and Kothas. Bound by the sea on all sides, the minotaurs focused their tenacity, strength, and cunning to become some of the most skilled and ferocious mariners in the world. They range across the water in their ships, raiding and pillaging as they wish. Minotaurs sometimes engage in trade, but they much prefer to take what they want by force. After all, as the strongest of all folk, they deserve the treasures and goods that lesser creatures have gathered.

Minotaur Names

Minotaur clan names originate with a great hero whose descendants take on that name as their own, doing their best to live up to the ideals of their ancestor. On Krynn, clan names are always preceded by the prefix "es-" for minotaurs from lands controlled by the island of Mithas, or "de-" for minotaurs from areas under the sway of Kothas.

Male Names: Beliminorgath, Cinmac, Dastrun, Edder, Galdar, Ganthirogani, Hecariverani, Kyris, Tosher, Zurgas

Female Names: Ayasha, Calina, Fliara, Helati, Keeli, Kyri, Mogara, Sekra, Tariki, Telia

Clan Names: Athak, Bregan, Entragath, Kaziganthi, Lagrangli, Mascun, Orilg, Sumarr, Teskos, Zhakan

Minotaur Traits

Ability Score Increase. Your Strength score increases by 1.

Conqueror's Virtue. From a young age, you focused on one of the three virtues of strength, cunning, or intellect. Your choice of your Strength, Intelligence, or Wisdom score increases by 1.

Age. Minotaurs enter adulthood at around the age of 17 and can live up to 150 years.

Alignment. Minotaurs believe in a strict code of honor, and thus tend toward law. They are loyal to the death and make implacable enemies, even as their brutal culture and disdain for weakness push them toward evil.

Size. Minotaurs typically stand well over 6 feet tall and weigh an average of 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Horns. You are never unarmed. You are proficient with your horns, which are a melee weapon that deals 1d10 piercing damage. Your horns grant you advantage on all checks made to shove a creature, but not to avoid being shoved yourself.

Goring Rush. When you use the Dash action during your turn, you can make a melee attack with your horns as a bonus action.

Hammering Horns. When you use the Attack action during your turn to make a melee attack, you can attempt to shove a creature with your horns as a bonus action. You cannot use this shove attempt to knock a creature prone.

Labyrinthine Recall. You can perfectly recall any path you have traveled.

Sea Reaver. You gain proficiency with navigator's tools and vehicles (water).

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

Shifter

Shifters are descended from humans and lycanthropes. Although they cannot fully change to animal form, they can take on animalistic features by a process they call shifting.

Shifter Traits

Ability Score Increase. Your Dexterity score increases by 1.

Size. Shifters are about the same size as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your lycanthropic heritage grants you the ability to see in dark 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.

Shifting. On your turn, you can shift as a bonus action. Shifting lasts for 1 minute or until you end it on your turn as a bonus action. While shifting, you gain temporary hit points equal to your level + your Constitution bonus (minimum of 1). You also gain a feature that depends on your shifter subrace, described below. You must finish a short or long rest before you can shift again.

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

Subrace. Several subraces of shifter exist, each with its own animalistic features. Choose one of the options below.

Beasthide

As a beasthide shifter, you are especially tough and persistent in battle.

Ability Score Increase. Your Constitution score increases by 1.

Shifting Feature. While shifting, you gain a +1 bonus to AC.

Cliffwalk

Your cliffwalk heritage grants you the agility of a mountain goat.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you gain a climb speed of 30 feet.

Longstride

Longstride shifters are fleet and elusive.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you can use the Dash action as a bonus action.

Longtooth

As a longtooth shifter, you are a ferocious combatant.

Ability Score Increase. Your Strength score increases by 1.

Shifting Feature. While shifting, you can make a bite attack as an action. This is a melee weapon attack that uses Strength for its attack roll and damage bonus and deals 1d6 piercing damage. If this attack hits a target that is your size or smaller, the target is also grappled.

Razorclaw

As a razorclaw shifter, you make swift, slashing strikes in battle.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you can make an unarmed strike as a bonus action. You can use your Dexterity for its attack roll and damage bonus, and this attack deals slashing damage.

Wildhunt

Your wildhunt heritage makes you a consummate tracker and survivor.

Ability Score Increase. Your Wisdom score increases by 1.

Shifting Feature. While shifting, you gain advantage on all Wisdom-based checks and saving throws.

Warforged

The warforged were made as the ideal soldiers to serve in the devastating Last War. Although they are constructs, they have much in common with living creatures, including emotions and social bonds, and perhaps even souls.

Warforged Traits

Ability Score Increase. Your Strength and Constitution scores increase by 1.

Size. Warforged are generally broader and heavier than humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Composite Plating. Your construction incorporates wood and metal, granting you a +1 bonus to Armor Class.

Living Construct. Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Languages. You can speak, read, and write Common and one other language of your choice.

SUBRACES

Elf: Eladrin

Eladrin are elves native to the Feywild, a realm of unpredictability and boundless magic. As creatures of the Feywild, eladrin can be wildly unpredictable. They tend toward an alignment of chaotic neutral, mixing a love of freedom with benign self-interest. Eladrin that embrace good or evil take their beliefs to an extreme, serving as great champions of justice or terrifying villains.

The Four Seasons. Each eladrin has four distinct personality states — one for each season — that they shift between when they experience powerful emotion.

- Autumn is the season of peace and goodwill, when summer's harvest is shared with all. Eladrin adopt this personality when overcome with contentment.
- Winter is the season of dolor, when the vibrant energy of the world slumbers. It is a time of sadness and regret, entered when eladrin are overcome with sorrow.
- Spring is the season of cheerfulness and unfettered celebration, marked by merriment as winter's sorrow passes. Eladrin enter this state when overcome with joy.
- Summer is the season of boldness and aggression, a time of unfettered energy. Eladrin enter this state when overcome with fury.

You may create personality traits and flaws for each of your seasons, reflecting an eladrin's tempestuous personality. You can roll on the following tables or read them for inspiration. To add some chaos to your character, you may roll on these tables each time you change seasons.

Autumn

d4 Autumn Personality Trait

- 1 If someone is in need, you never withhold aid.
- 2 You share what you have, with little regard to your own needs.
- 3 There are no simple meals, only lavish feasts.
- 4 You stock up on fine food and drink. You hate going without such comforts.

d4 Autumn Flaw

- 1 You trust others without thought.
- 2 You give to the point that you leave yourself without necessary supplies.
- 3 Everyone is your friend, or a potential friend.
- 4 You spend excessively on creature comforts.

Spring

d4 Spring Personality Trait

- 1 Every day is the greatest day of your life.
- 2 You do everything with enthusiasm, even the most mundane chores.
- 3 You love music and song. You supply a tune yourself if no one else can.
- 4 You can't stay still.

d4 Spring Flaw

- 1 You overdrink.
- 2 Toil is for drudges. Yours should be a life of leisure.
- 3 A pretty face infatuates you in an instant, but your fancy passes with equal speed.
- 4 Anything worth doing is worth overdoing.

Winter

d4 Winter Personality Trait

- 1 The worst case is the most likely case.
- 2 You preserve what you have. Better to hunger today and have food for tomorrow.
- 3 The world is full of dangers. You never let your guard drop.
- 4 A penny spent is a penny lost forever.

d4 Winter Flaw

- 1 Everything dies eventually. Why bother building anything that is meant to last?
- 2 Nothing matters to you, and you allow others to guide your actions.
- 3 Your needs come first. In winter, all must watch out for themselves.
- 4 You speak only to point out the flaws in others' plans.

Summer

d4 Summer Personality Trait

- 1 You believe that direct confrontation is the best way to solve problems.
- 2 Overwhelming force can solve almost anything. The tougher the problem, the more force you apply.
- 3 You stand tall and strong so that others can lean on you.
- 4 You maintain an intimidating front. Better to prevent fights with a show of force than be led to harm others.

d4 Summer Flaw

- 1 You are stubborn. Let others change.
- 2 The best option is one that is swift, unexpected, and overwhelming.
- 3 Punch first. Talk later.
- 4 Your fury can carry you through anything.

Eladrin Traits

Ability Score Increase. Your Intelligence or Charisma score increases by 1 (your choice).

Fey Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a short or long rest.

Shifting Seasons. At the end of each short or long rest, you can align yourself with the magic of one season, regardless of the season that is dominating your personality. Doing so allows you to cast a certain cantrip, as shown in the Shifting Seasons Cantrips table. When you align yourself with a season's magic, you lose the cantrip associated with the previous season and gain the cantrip associated with the new season. Your spellcasting ability for these cantrips is Intelligence or Charisma, whichever is higher.

Shifting Seasons Cantrips

Season	Cantrip
Autumn	<i>Friends</i>
Winter	<i>Chill touch</i>
Spring	<i>Minor illusion</i>
Summer	<i>Fire bolt</i>

Tiefling: Abyssal Tiefling

All abyssal tieflings trace their bloodline to the demons of the Abyss. These tieflings have the following additional features.

Ability Score Increase. Your Constitution score increases by 1, instead of your Intelligence score.

Abyssal Arcana. Each time you finish a long rest, you gain the ability to cast cantrips and spells randomly determined from a short list. At 1st level, you can cast a cantrip. When you reach 3rd level, you can also cast a 1st-level spell. At 5th level, you can cast a 2nd-level spell. You can cast a spell gained from this trait only once until you complete your next long rest. You can cast a cantrip gained from this trait at will, as normal. For 1st-level spells whose effect changes if cast using a spell slot of 2nd level or higher, you cast the spell as if using a 2nd-level slot. Spells of 2nd level are cast as if using a 2nd-level slot. At the end of each long rest, you lose the cantrips and spells previously granted by this feature, even if you did not cast them. You replace those cantrips and spells by rolling for new ones on the Abyssal Arcana Spells table. Roll separately for each cantrip and spell. If you roll the same spell or cantrip you gained at the end of your previous long rest, roll again until you get a different result. This feature replaces *Infernal Legacy*.

Abyssal Arcana Spells

d6	1st Level	3rd Level	5th Level
1	<i>Dancing lights</i>	<i>Burning hands</i>	<i>Alter self</i>
2	<i>True strike</i>	<i>Charm person</i>	<i>Darkness</i>
3	<i>Light</i>	<i>Magic missile</i>	<i>Invisibility</i>
4	<i>Message</i>	<i>Cure wounds</i>	<i>Levitate</i>
5	<i>Spare the dying</i>	<i>Tasha's hideous laughter</i>	<i>Mirror image</i>
6	<i>Prestidigitation</i>	<i>Thunderwave</i>	<i>Spider climb</i>

Abyssal Fortitude. Your hit point maximum increases by half your level (minimum 1). This feature replaces *Hellish Resistance*.

Languages. You can speak, read, and write Abyssal, instead of *Infernal*.

Tiefling: Infernal Tiefling

An infernal tiefling draws upon the power of the Nine Hells and its diabolic masters. These tieflings are described as the default tiefling in the *Player's Handbook*.

CLASSES

Artificer

A gnome sits hunched over a workbench, carefully using needle and thread to wave runes into a leather satchel. The bag shudders as she completes her work, and a sudden, loud pop echoes through the room as a portal to an extra-dimensional space springs to being in the bag's Interior. She beams with pride at her newly crafted bag of holding.

A troll growls in hunger as it looms over a dwarf, who slides a long, metal tube from a holster at his belt. With a thunderous roar, a gout of flame erupts from the tube, and the troll's growls turn into shrieks of panic as it turns to flee.

An elf scrambles up the castle's wall, Baron von Hendriks' men close behind her. As she clammers over the battlements, she reaches into her satchel, pulls out three vials, mixes their contents into a small leather bag, and flings it at her pursuers. The bag bursts at their feet, trapping them in a thick, black glue as she makes her escape.

Makers of magic-infused objects, artificers are defined by their inventive nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Artificers, though, focus on creating marvelous new magical objects. Spells are often too ephemeral and temporary for their tastes. Instead, they seek to craft durable, useful items.

Cunning Inventors

Every artificer is defined by a specific craft. Artificers see mastering the basic methods of a craft as the first step to true progress, the invention of new methods and approaches. Some artificers are engineers, students of invention and warfare who craft deadly firearms that they can augment with magic. Other artificers are alchemists. Using their knowledge of magic and various exotic ingredients, they create potions and draughts to aid them on their adventures. Alchemy and engineering are the two most common areas of study for artificers, but others do exist. All artificers are united by their curiosity and inventive nature. To an artificer, magic is an evolving art with a leading edge of discovery and mastery that pushes further ahead with each passing year. Artificers value novelty and discovery. This penchant pushes them to seek a life of adventure. A hidden ruin might hold a forgotten magic item or a beautifully crafted mirror perfect for magical enhancement. Artificers win respect and renown among their kind by uncovering new lore or inventing new methods of creation.

Intense Rivalries

The artificers' drive to invent and expand their knowledge creates an intense drive to uncover new magic discoveries. An artificer who hears news of a newly discovered magic item must act fast to get it before any rivals do. Good-aligned artificers recover items on adventures or offer gold or wondrous items to those who possess items they are keen to own. Evil ones have no problem committing crimes to claim what they want. Almost every artificer has at least one rival, someone whom they seek to outdo at every turn. By the same token, artificers with similar philosophies and theories band together into loose guilds. They share their discoveries and work together to verify their theories and keep ahead of their rivals.

Creating an Artificer

When creating an artificer character, think about your character's background and drive for adventure. Does the character have a rival? What is the character's relationship with the artisan or artificer who taught the basics of the craft? Talk to your DM about the role played by artificers in the campaign, and what sort of organizations and NPCs you might have ties to.

Quick Build

You can make an artificer quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. 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 and medium armor

Weapons: Simple weapons

Tools: Thieves' tools, two other tools of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose three from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand

Equipment

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

- (a) a hand axe and a light hammer or (b) any two simple weapons
- a light crossbow and 20 bolts
- (a) scale mail or (b) studded leather armor
- thieves' tools and a dungeoneer's pack.

The Artificer

Level	Proficiency		Spells Known	— Spell Slots per Spell Level —			
	Bonus	Features		1st	2nd	3rd	4th
1st	+2	Artificer Specialist, Magic Item Analysis	—	—	—	—	—
2nd	+2	Tool Expertise, Wondrous Invention	—	—	—	—	—
3rd	+2	Artificer Specialist feature, Spellcasting	3	2	—	—	—
4th	+2	Ability Score Improvement, Infuse Magic	4	3	—	—	—
5th	+3	Superior Attunement, Wondrous Invention	4	3	—	—	—
6th	+3	Mechanical Servant	4	3	—	—	—
7th	+3	—	5	4	2	—	—
8th	+3	Ability Score Improvement	6	4	2	—	—
9th	+4	Artificer Specialist feature	6	4	2	—	—
10th	+4	Wondrous Invention	7	4	3	—	—
11th	+4	—	8	4	3	—	—
12th	+4	Ability Score Improvement	8	4	3	—	—
13th	+5	—	9	4	3	2	—
14th	+5	Artificer Specialist feature	10	4	3	2	—
15th	+5	Superior Attunement, Wondrous Invention	10	4	3	2	—
16th	+5	Ability Score Improvement	11	4	3	3	—
17th	+6	Artificer Specialist feature	11	4	3	3	—
18th	+6	Ability Score Improvement	11	4	3	3	—
19th	+6	—	12	4	3	3	1
20th	+6	Soul of Artifice, Wondrous Invention	13	4	3	3	1

Artificer Specialist. At 1st level, you choose the type of Artificer Specialist you are: Alchemist or Gunsmith, both of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 9th, 14th, and 17th level.

Magic Item Analysis. Starting at 1st level, your understanding of magic items allows you to analyze and understand their secrets. You know the artificer spells *detect magic* and *identify*, and you can cast them as rituals. You don't need to provide a material component when casting *identify* with this class feature.

Tool Expertise. Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class.

Wondrous Invention. At 2nd level, you gain the use of a magic item that you have crafted. Choose the item from the list of 2nd-level items below. Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on this item in your leisure time and to finish it when you level up. You complete

another item of your choice when you reach certain levels in this class: 5th, 10th, 15th, and 20th level. The item you choose must be on the list for your current artificer level or a lower level. These magic items are detailed in the *Dungeon Master's Guide*.

- 2nd Level: bag of holding, cap of water breathing, driftglobe, goggles of night, sending stones
- 5th Level: alchemy jug, helm of comprehending languages, lantern of revealing, ring of swimming, robe of useful items, rope of climbing, wand of magic detection, wand of secrets
- 10th Level: bag of beans, chime of opening, decanter of endless water, eyes of minute seeing, folding boat, Heward's handy haversack
- 15th Level: boots of striding and springing, bracers of archery, brooch of shielding, broom of flying, hat of disguise, slippers of spider climbing
- 20th Level: eyes of the eagle, gem of brightness, gloves of missile snaring, gloves of swimming and climbing, ring of jumping, ring of mind shielding, wings of flying

Spellcasting

As part of your study of magic, you gain the ability to cast spells at 3rd level. The spells you learn are limited in scope, primarily concerned with modifying creatures and objects or creating items.

Spell Slots

The Artificer 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 slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the artificer spell list (which appears at the end of this document). The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots on the Artificer table. Additionally, when you gain a level in this class, you can choose one of the artificer spells you know from this feature and replace it with another spell from the artificer spell list. The new spell must also be of a level for which you have spell slots on the Artificer table. Spellcasting Ability Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier.

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your artificer spells. See chapter 5, "Equipment," in the *Player's Handbook* for various arcane focus options.

Infuse Magic. Starting at 4th level, you gain the ability to channel your artificer spells into objects for later use. When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature. Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item. When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted. You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier.

Ability Score Improvement. When you reach 4th, 8th, 12th, 16th, and 18th 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.

Superior Attunement. At 5th level, your superior understanding of magic items allows you to master their use. You can now attune to up to four, rather than three, magic items at a time. At 15th level, this limit increases to five magic items.

Mechanical Servant. At 6th level, your research and mastery of your craft allow you to produce a mechanical servant. The servant is a construct that obeys your commands without hesitation and functions in combat to protect you. Though magic fuels its creation, the servant is not magical itself. You are assumed to have been working on the servant for quite some time, finally finishing it during a short or long rest after you reach 6th level. Select a Large beast with a challenge rating of 2 or less. The servant uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

- It is a construct instead of a beast.
- It can't be charmed.

- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.
- It understands the languages you can speak when you create it, but it can't speak.
- If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker.

The servant obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own. If the servant is killed, it can be returned to life via normal means, such as with the *revivify* spell. In addition, over the course of a long rest, you can repair a slain servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one week of work (eight hours each day) and 1,000gp of raw materials.

Soul of Artifice. At 20th level, your understanding of magic items is unmatched, allowing you to mingle your soul with items linked to you. You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.

Artificer Specialists.

Artificers pursue a variety of specializations. The two most common ones, alchemy and engineering, are presented here.

Alchemist

An alchemist is an expert at combining exotic reagents to produce a variety of materials, from healing draughts that can mend a wound in moments to clinging goo that slows creatures down.

Alchemist's Satchel. At 1st level, you craft an Alchemist's Satchel, a bag of reagents that you use to create a variety of concoctions. The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options, described below. After you use one of those options, the bag reclaims the materials. If you lose this satchel, you can create a new one over the course of three days of work (eight hours each day) by expending 100gp worth of leather, glass, and other raw materials.

Alchemical Formula. At 1st level, you learn three Alchemical Formula options: Alchemical Fire, Alchemical Acid, and one other option of your choice. You learn an additional formula of your choice at 3rd, 9th, 14th, and 17th levels. To use any of these options, your Alchemist's Satchel must be within reach. If an Alchemical Formula option requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

- **Alchemical Fire.** As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage. This formula's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).
- **Alchemical Acid.** As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized. This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).
- **Healing Draught.** As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula. This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).
- **Smoke Stick.** As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.
- **Swift Step Draught.** As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.
- **Tanglefoot Bag.** As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.
- **Thunderstone.** As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a

blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

Gunsmith

A master of engineering, you forge a firearm powered by a combination of science and magic.

Master Smith. When you choose this specialization at 1st level, you gain proficiency with smith's tools, and you learn the *mending* cantrip.

Thunder Cannon. At 1st level, you forge a deadly firearm using a combination of arcane magic and your knowledge of engineering and metallurgy. This firearm is called a Thunder Cannon. It is a ferocious weapon that fires leaden bullets that can punch through armor with ease. You are proficient with the Thunder Cannon. The firearm is a two-handed ranged weapon that deals 2d6 piercing damage. Its normal range is 150 feet, and its maximum range is 500 feet. Once fired, it must be reloaded as a bonus action. If you lose your Thunder Cannon, you can create a new one over the course of three days of work (eight hours each day) by expending 100gp worth of metal and other raw materials.

Arcane Magazine. At 1st level, you craft a leather bag used to carry your tools and ammunition for your Thunder Cannon. Your Arcane Magazine includes the powders, lead shot, and other materials needed to keep that weapon functioning. You can use the Arcane Magazine to produce ammunition for your gun. At the end of each long rest, you can magically produce 40 rounds of ammunition with this magazine. After each short rest, you can produce 10 rounds. If you lose your Arcane Magazine, you can create a new one as part of a long rest, using 25gp of leather and other raw materials.

Thunder Monger. At 3rd level, you learn to channel thunder energy into your Thunder Cannon. As an action, you can make a special attack with your Thunder Cannon that deals an extra 1d6 thunder damage on a hit. This extra damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).

Blast Wave. Starting at 9th level, you can channel force energy into your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you unleash force energy in a 15-foot cone from the gun. Each creature in that area must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 2d6 force damage and is pushed 10 feet away from you. This damage increases by 1d6 when you reach certain levels in this class: 13th level (3d6) and 17th level (4d6).

Piercing Round. Starting at 14th level, you can shoot lightning energy through your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you cause the gun to unleash a bolt of lightning, 5-feet wide and 30-feet long. Each creature in that area must make Dexterity saving throws with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d6 lightning damage. This damage increases to 6d6 when you reach 19th level in this class.

Explosive Round. Starting at 17th level, you can channel fiery energy into your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you launch an explosive round from the gun. The round detonates in a 30-foot radius sphere at a point within range. Each creature in that area must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d8 fire damage.

Mystic

A human clad in simple robes walks along a forest path. A gang of goblins emerges from the brush, arrows trained on him, their smiles wide at their good fortune of finding such easy prey for the legion's slave pens. Their smiles turn to shrieks of terror as the traveler grows to giant size and leaps at them, his staff now a deadly cudgel.

The militia forms in ranks to prepare for the orcs' charge. The growling brutes howl their battle cries and surge forward. To their surprise, the human rabble holds its ground and fights with surprising ferocity. Suddenly, mindless fear clings to the orcs' minds and they, despite facing a far inferior foe, turn and run, never noticing the calm half-elf standing amid the militia and directing its efforts.

Baron von Ludwig was always proud of his grand library. Little did he know that each evening, a gnome laden with blank scrolls slipped past his guards each night and dutifully copied his most heavily guarded archives. When the duke's men arrived to arrest him for dealing with demons, he never guessed that the gnome scribe traveling with them had spent more time in his keep than he had over the past year.

These heroes are all mystics, followers of a strange and mysterious form of power. Mystics shun the world to turn their eyes inward, mastering the full potential of their minds and exploring their psyches before turning to face the world. Mystics are incredibly rare, and most prefer to keep the nature of their abilities secret.

Using their inner, psychic strength, they can read minds, fade into invisibility, transform their bodies into living iron, and seize control of the physical world and bend it to their will.

Hermits and Outcasts

Mystics are loners. Most discover the secrets of their power through vague references in tomes of lore or by ingratiating themselves to a master of the power. In order to master their power, mystics must first master themselves. They spend months and years in quiet contemplation, exploring their minds and leaving nothing uncovered. During this time, they shun society and typically live as hermits at the edge of society. A mystic who studied under a master worked as a virtual slave, toiling away at mundane tasks in return for the occasional lesson or cryptic insight. When mystics finally master their power, they return to the world to broaden their horizons and practice their craft. Some mystics prefer to remain isolated, but those who become adventurers aren't content to remain on the fringe of the world.

Eccentric Minds

In order to maintain the strict discipline and intense self-knowledge needed to tap into their power, mystics develop a variety of practices to keep their focus sharp. These practices are reflected in taboos and quirks, strange little behaviors that govern a mystic's actions. These quirks are oaths or behavioral tics that help keep mystics in the proper frame of mind while maintaining perfect control over their minds and bodies. While these taboos are harmless, they help cast mystics as outsiders. Few feel accepted by society, and fewer still care to become integrated with it. To mystics, the life of the mind is where they feel most at home.

Selecting Quirks

To add some texture to your mystic, consider the quirks your character has acquired. These behaviors have no game effect, but your character might become irritated or upset if forced to break them. They're a great roleplaying tool to add character to the game. You can roll on or pick from the table below, or create your own quirks. Aim to create two quirks, to give them more of a chance to come into play. Finally, consider why your character chose these behaviors. What do they say about your character's personality or background? Are they based on a specific incident or a belief?

Mystic Quirks

d20 | Quirk

- 1 - You never cut your hair.
- 2 - You refuse to wear clothes of a specific color.
- 3 - You never say your name.
- 4 - You never wear footwear.
- 5 - You always wear a mask.
- 6 - You dye your hair bright blue or green.
- 7 - You pick a new name each day.
- 8 - You never immerse yourself in water.
- 9 - You sleep on bare earth.
- 10 - You never consume alcohol.
- 11 - You wear a veil to conceal your face.
- 12 - You always wear a specific piece of clothing.
- 13 - You refuse to light fires.
- 14 - You refuse to write things down, instead using pictograms.
- 15 - You never sit on a chair, preferring to stand or sit on the floor.
- 16 - You never answer to any name but your own.
- 17 - You write down the name of each creature you slay, and name ones that are unnamed.
- 18 - You consume only water and raw vegetables.
- 19 - You spend any money you earn within 1 week of gaining it.
- 20 - You often speak to an imaginary companion, and act only with its blessing.

Creating a Mystic

When creating a mystic, consider your character's background. How did you become a mystic? What first drew you to this practice? Are you self-taught, or did you have a master? If you had a master, what is that

relationship like? Consider also why you returned to the world from your hermitage. Did you leave someone or something behind when you took up your studies? Are you driven by revenge or some other motivation?

Quick Build

You can make a mystic quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity or Constitution. Second, choose the hermit background.

Class Features

As a mystic, you gain the following class features.

Hit Points

Hit Dice: 1d8 per mystic level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, History, Insight, Medicine, Nature, Perception, and Religion

Equipment

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

- (a) a spear or (b) a mace
- (a) leather armor or (b) studded leather armor
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

Alternatively, you can ignore the equipment here and in your background, and buy 5d4 × 10 gp worth of equipment from chapter 5 in the Player's Handbook.

The Mystic

Level	Proficiency		Talents Known	Disciplines Known	Psi	
	Bonus	Features			Points	Psi Limit
1st	+2	Psionics, Mystic Order	1	1	4	2
2nd	+2	Mystical Recovery, Telepathy	1	1	6	2
3rd	+2	Mystic Order feature	2	2	14	3
4th	+2	Ability Score Improvement, Strength of Mind	2	2	17	3
5th	+3	—	2	3	27	5
6th	+3	Mystic Order feature	2	3	32	5
7th	+3	—	2	4	38	6
8th	+3	Ability Score Improvement, Potent Psionics (1d8)	2	4	44	6
9th	+4	—	2	5	57	7
10th	+4	Consumptive Power	3	5	64	7
11th	+4	Psionic Mastery (1/day)	3	5	64	7
12th	+4	Ability Score Improvement	3	6	64	7
13th	+5	Psionic Mastery (2/day)	3	6	64	7
14th	+5	Mystic Order feature, Potent Psionics (2d8)	3	6	64	7
15th	+5	Psionic Mastery (3/day)	3	7	64	7
16th	+5	Ability Score Improvement	3	7	64	7
17th	+6	Psionic Mastery (4/day)	4	7	64	7
18th	+6	—	4	8	71	7
19th	+6	Ability Score Improvement	4	8	71	7
20th	+6	Psionic Body	4	8	71	7

Psionics

As a student of psionics, you can master and use psionic talents and disciplines, the rules for which appear at the end of this document. Psionics is a special form of magic use, distinct from spellcasting.

Psionic Talents

A psionic talent is a minor psionic effect you have mastered. At 1st level, you know one psionic talent of your choice. You learn additional talents of your choice at higher levels. The Talents Known column of the Mystic table shows the total number of talents you know at each level; when that number goes up for you, choose a new talent.

Psionic Disciplines

A psionic discipline is a rigid set of mental exercises that allows a mystic to manifest psionic power. A mystic masters only a few disciplines at a time. At 1st level, you know one psionic discipline of your choice. The Disciplines Known column of the Mystic table shows the total number of disciplines you know at each level; when that number goes up for you, choose a new discipline. In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice.

Psi Points

You have an internal reservoir of energy that can be devoted to psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points. A psionic talent requires no psi points. The number of psi points you have is based on your mystic level, as shown in the Psi Points column of the Mystic table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum when you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

Psi Limit

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your mystic level, as shown in the Psi Limit column of the Mystic table. For example, as a 3rd-level mystic, you can spend no more than 3 psi points on a discipline each time you use it, no matter how many psi points you have.

Psychic Focus

You can focus psionic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit. You can have only one psychic focus benefit at a time, and using the psychic focus of one discipline doesn't limit your ability to use other disciplines.

Psionic Ability

Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

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

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

Features

Mystic Order. At 1st level, you choose a Mystic Order: the Order of the Avatar, the Order of the Awakened, the Order of the Immortal, the Order of the Nomad, the Order of the Soul Knife, or the Order of the Wu Jen, each of which is detailed at the end of the class description. Each order specializes in a specific approach to psionics. Your order gives you features when you choose it at 1st level and additional features at 3rd, 6th, and 14th level.

Mystical Recovery. Starting at 2nd level, you can draw vigor from the psi energy you use to power your psionic disciplines. Immediately after you spend psi points on a psionic discipline, you can take a bonus action to regain hit points equal to the number of psi points you spent.

Telepathy. At 2nd level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any creature you can see within 120 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

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.

Strength of Mind. Even the simplest psionic technique requires a deep understanding of how psionic energy can augment mind and body. This understanding allows you to alter your defenses to better deal with threats. Starting at 4th level, you can replace your proficiency in Wisdom saving throws whenever you finish a short or long rest. To do so, choose Strength, Dexterity, Constitution, or Charisma. You gain proficiency in saves using that ability, instead of Wisdom. This change lasts until you finish your next short or long rest.

Potent Psionics. At 8th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target. When you reach 14th level, this extra damage increases to 2d8. In addition, you add your Intelligence modifier to any damage roll you make for a psionic talent.

Consumptive Power. At 10th level, you gain the ability to sacrifice your physical durability in exchange for psionic power. When activating a psionic discipline, you can pay its psi point cost with your hit points, instead of using any psi points. Your current hit points and hit point maximum are both reduced by the number of hit points you spend. This reduction can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest. Once you use this feature, you can't use it again until you finish a long rest.

Psionic Mastery. Beginning at 11th level, your mastery of psionic energy allows you to push your mind beyond its normal limits. As an action, you gain 9 special psi points that you can spend only on disciplines that require an action or a bonus action to use. You can use all 9 points on one discipline, or you can spread them across multiple disciplines. You can't also spend your normal psi points on these disciplines; you can spend only the special points gained from this feature. When you finish a long rest, you lose any of these special points that you haven't spent. If more than one of the disciplines you activate with these points require concentration, you can concentrate on all of them. Activating one of them ends any effect you were already concentrating on, and if you begin concentrating on an effect that doesn't use these special points, the disciplines end that you're concentrating on. At 15th level, the pool of psi points you gain from this feature increases to 11. You have one use of this feature, and you regain any expended use of it with a long rest. You gain one additional use of this feature at 13th, 15th, and 17th level.

Psionic Body. At 20th level, your mastery of psionic power causes your mind to transcend the body. Your physical form is infused with psionic energy. You gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage.
- You no longer age.
- You are immune to disease, poison damage, and the poisoned condition.
- If you die, roll a d20. On a 10 or higher, you disincorporate with 0 hit points, instead of dying, and you fall unconscious. You and your gear disappear. You appear at a spot of your choice 1d3 days later on the plane of existence where you died, having gained the benefits of one long rest.

Mystic Orders

Psionics is a mysterious form of power within most D&D worlds. Secretive orders study its origins and applications, while pushing the boundaries of what psionic power can achieve. Each of these orders pursues a specific goal for psionic power. That goal shapes how the members of an order understand psionics.

Order of the Avatar

Mystics of the Order of the Avatar delve into the world of emotion, mastering their inner life to such an extent that they can manipulate and amplify the emotions of others with the same ease that an artist shapes clay. Known as Avatars, these mystics vary from tyrants to inspiring leaders who are loved by their followers. Avatars can bring out extreme emotions in the people around them. For their allies, they can lend hope, ferocity, and courage, transforming a fighting band into a deadly, unified force. For their enemies, they bring fear, disgust, and trepidation that can make even the most hardened veteran act like a shaky rookie.

Bonus Disciplines. At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Avatar disciplines.

Armor Training. At 1st level, you gain proficiency with medium armor and shields.

Avatar of Battle. Starting at 3rd level, you project an inspiring aura. While you aren't incapacitated, each ally within 30 feet of you who can see you gains a +2 bonus to initiative rolls.

Avatar of Healing. Beginning at 6th level, you project an aura of resilience. While you aren't incapacitated, each ally within 30 feet of you who can see you regains additional hit points equal to your Intelligence modifier (minimum of 0) whenever they regain hit points from a psionic discipline.

Avatar of Speed. Starting at 14th level, you project an aura of speed. While you aren't incapacitated, any ally within 30 feet of you who can see you can take the Dash action as a bonus action.

Order of the Awakened

Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By transcending the physical, the Awakened hope to attain a state of being focused on pure intellect and mental energy. The Awakened are skilled at bending minds and unleashing devastating psionic attacks, and they can read the secrets of the world through psionic energy. Awakened mystics who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns.

Bonus Disciplines. At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Awakened disciplines.

Awakened Talent. At 1st level, you gain proficiency with two of the following skills of your choice: Animal Handling, Deception, Insight, Intimidation, Investigation, Perception, and Persuasion.

Psionic Investigation. Starting at 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object within the past 24 hours. You also learn of any events that have occurred within 20 feet of the object within the past hour. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but can't use other senses. Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Psionic Surge. Starting at 6th level, you can overload your psychic focus to batter down an opponent's defenses. You can impose disadvantage on a target's saving throw against a discipline or talent you use, but at the cost of using your psychic focus. Your psychic focus immediately ends if it's active, and you can't use it until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

Spectral Form. At 14th level, you gain the ability to become a ghostly figure of psionic energy. As an action, you can transform into a transparent, ghostly version of yourself. While in this form, you have resistance to all damage, move at half speed, and can pass through objects and creatures while moving but can't willingly end your movement in their spaces. The form lasts for 10 minutes or until you use an action to end it. Once you use this feature, you can't use it again until you finish a long rest.

Order of the Immortal

The Order of the Immortal uses psionic energy to augment and modify the physical form. Followers of this order are known as Immortals. They use psionic energy to modify their bodies, strengthening them against attack and turning themselves into living weapons. Their mastery of the physical form grants them their name, for Immortals are notoriously difficult to kill.

Bonus Disciplines. At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Immortal disciplines.

Immortal Durability. Starting at 1st level, your hit point maximum increases by 1 per mystic level. In addition, while you aren't wearing armor or wielding a shield, your base AC equals 10 + your Dexterity modifier + your Constitution modifier.

Psionic Resilience. Starting at 3rd level, your psionic energy grants you extraordinary fortitude. At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier (minimum of 0) if you have at least 1 hit point.

Surge of Health. Starting at 6th level, you can draw on your psychic focus to escape death's grasp. As a reaction when you take damage, you can halve that damage against you. Your psychic focus immediately ends if it's active, and you can't use it until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

Immortal Will. Starting at 14th level, you can draw on your reserves of psionic power to survive beyond death. At the end of your turn while at 0 hit points, you can spend 5 psi points to immediately regain a number of hit points equal to your mystic level + your Constitution Modifier.

Order of the Nomad

Mystics of the Order of the Nomad keep their minds in a strange, rarified state. They seek to accumulate as much knowledge as possible, as they quest to unravel the mysteries of the multiverse and seek the underlying structure of all things. At the same time, they perceive a bizarre, living web of knowledge they call the noosphere. Nomads, as their name indicates, delight in travel, exploration, and discovery. They desire to accumulate as much knowledge as possible, and the pursuit of secrets and hidden lore can become an obsession for them.

Bonus Disciplines. At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Nomad disciplines.

Breadth of Knowledge. At 1st level, you gain the ability to extend your knowledge. When you finish a long rest, you gain two proficiencies of your choice: two tools, two skills, or one of each. You can replace one or both of these selections with languages. This benefit lasts until you finish a long rest.

Memory of One Thousand Steps. At 3rd level, you gain the ability to use psionics to recall your steps. As a reaction when you are hit by an attack, you can teleport to an unoccupied space that you occupied since the start of your last turn, and the attack misses you. Once you use this feature, you can't use it again until you finish a short or long rest.

Superior Teleportation. At 6th level, you gain a superior talent for teleportation. When you use a psionic discipline to teleport any distance, you can increase that distance by up to 10 feet.

Effortless Journey. Starting at 14th level, your mind can mystically move your body. Once on each of your turns, you can forfeit up to 30 feet of your movement to teleport the distance you forfeited. You must teleport to an unoccupied space you can see.

Order of the Soul Knife

The Order of the Soul Knife sacrifices the breadth of knowledge other mystics gain to focus on a specific psionic technique. These mystics learn to manifest a deadly weapon of pure psychic energy that they can use to cleave through foes. Soul knives vary widely in their approach to this path. Some follow it out of a desire to achieve martial perfection. Others are ruthless assassins who seek to become the perfect killer.

Martial Training. At 1st level, you gain proficiency with medium armor and martial weapons.

Soul Knife. Starting at 1st level, you gain the ability to manifest a blade of psychic energy. As a bonus action, you create scintillating knives of energy that project from both of your fists. You can't hold anything in your hands while manifesting these blades. You can dismiss them as a bonus action. For you, a soul knife is a martial melee weapon with the light and finesse properties. It deals 1d8 psychic damage on a hit. As a bonus action, you can prepare to use the blades to parry; you gain a +2 bonus to AC until the start of your next turn or until you are incapacitated.

Hone the Blade. Starting at 3rd level, you can spend psi points to augment your soul knife's attack rolls and damage. You gain a bonus to attack and damage rolls with your soul knives depending on the number of psi points spent, as shown on the table below. This bonus lasts for 10 minutes.

Psi Points | Attack and Damage Bonus

2	+1
5	+2
7	+4

Consumptive Knife. Starting at 6th level, whenever you slay an enemy creature with a soul knife attack, you immediately regain 2 psi points.

Phantom Knife. Starting at 14th level, you can make an attack that phases through most defenses. As an action, you can make one attack with your soul knife. Treat the target's AC as 10 against this attack, regardless of the target's actual AC.

Order of the Wu Jen

The Order of the Wu Jen features some of the most devoted mystics. These mystics seek to lock themselves away from the world, denying the limits of the physical world and replacing it with a reality that they create for themselves. Known as wu jens, these mystics cast their minds into the world, seize control of its fundamental principles, and rebuild it. In practical terms, wu jens excel at controlling the forces of the natural world. They can hurl objects with their minds, control the four elements, and alter reality to fit their desires.

Bonus Disciplines. At 1st level, you learn two additional psionic disciplines of your choice. They must be chosen from among the Wu Jen disciplines.

Hermit's Study. At 1st level, you gain proficiency with two of the following skills of your choice: Animal Handling, Arcana, History, Insight, Medicine, Nature, Perception, Religion, or Survival.

Elemental Attunement. Starting at 3rd level, when a creature's resistance reduces the damage dealt by a psionic discipline of yours, you can spend 1 psi point to cause that use of the discipline to ignore the creature's resistance. You can't spend this point if doing so would increase the discipline's cost above your psi limit.

Arcane Dabbler. At 6th level, you learn three wizard spells of your choice and always have them prepared. The spells must be of 1st through 3rd level. As a bonus action, you can spend psi points to create spell slots that you can use to cast these spells, as well as other spells you are capable of casting. The psi-point cost of each spell slot is detailed on the table below.

Slot lvl | Psi cost

- | | |
|----|---|
| 1. | 2 |
| 2. | 3 |
| 3. | 5 |
| 4. | 6 |
| 5. | 7 |

The spell slot remains until you use it or finish a long rest. You must observe your psi limit when spending psi points to create a spell slot. Whenever you gain a level in this class, you can replace one of the chosen wizard spells with a different wizard spell of 1st through 3rd level.

Elemental Mastery. Starting at 14th level, if you have resistance to a type of damage, you can spend 2 psi points as a reaction when you take damage of that type to ignore that damage; you gain immunity to that damage type until the end of your next turn.

Psionic Disciplines and Talents

Psionic talents and disciplines are the heart of a mystic's craft. They are the mental exercises and psionic formulae used to forge will into tangible, magical effects. Psionic disciplines were each discovered by different orders and tend to reflect their creators' specialties. However, a mystic can learn any discipline regardless of its associated order.

Using a Discipline

Each psionic discipline has several ways you can use it, all contained in its description. The discipline specifies the type of action and number of psi points it requires. It also details whether you must concentrate on its effects, how many targets it affects, what saving throws it requires, and so on. The following sections go into more detail on using a discipline. Psionic disciplines are magical and function similarly to spells.

Psychic Focus. The Psychic Focus section of a discipline describes the benefit you gain when you choose that discipline for your psychic focus.

Effect Options and Psi Points. A discipline provides different options for how to use it with your psi points. Each effect option has a name, and the psi point cost of that option appears in parentheses after its name. You must spend that number of psi points to use that option, while abiding by your psi limit. If you don't have enough psi points left, or the cost is above your psi limit, you can't use the option. Some options show a range of psi points, rather than a specific cost. To use that option, you must spend a number of points within that point range, still abiding by your psi limit. Some options let you spend additional psi points to increase a discipline's potency. Again, you must abide by your psi limit, and you must spend all the points when you first use the discipline; you can't decide to spend additional points once you see the discipline in action. Each option notes specific information about its effect, including any action required to use it and its range.

Components. Disciplines don't require the components that many spells require. Using a discipline requires no spoken words, gestures, or materials. The power of psionics comes from the mind.

Duration. An effect option in a discipline specifies how long its effect lasts.

- **Instantaneous.** If no duration is specified, the effect of the option is instantaneous.
- **Concentration.** Some options require concentration to maintain their effects. This requirement is noted with "conc." after the option's psi point cost. The "conc." notation is followed by the maximum duration of the concentration. For example, if an option says "conc., 1 min.," you can concentrate on its effect for up to 1 minute. Concentrating on a discipline follows the same rules as concentrating on a spell. This rule means you can't concentrate on a spell and a discipline at the same time, nor can you concentrate on two disciplines at the same time. See chapter 10, "Spellcasting," in the Player's Handbook for how concentration works.

Targets and Areas of Effect. Psionic disciplines use the same rules as spells for determining targets and areas of effect, as presented in chapter 10, "Spellcasting," of the Player's Handbook. Saving Throws and Attack Rolls If a discipline requires a saving throw, it specifies the type of save

and the results of a successful or failed saving throw. The DC is determined by your psionic ability. Some disciplines require you to make an attack roll to determine whether the discipline's effect hits its target. The attack roll uses your psionic ability.

Combining Psionic Effects. The effects of different psionic disciplines add together while the durations of the disciplines overlap. Likewise, different options from a psionic discipline combine if they are active at the same time. However, a specific option from a psionic discipline doesn't combine with itself if the option is used multiple times. Instead, the most potent effect — usually dependent on how many psi points were used to create the effect — applies while the durations of the effects overlap. Psionics and spells are separate effects, and therefore their benefits and drawbacks overlap. A psionic effect that reproduces a spell is an exception to this rule.

Psionic Disciplines by Order

Each psionic discipline is associated with a Mystic Order. The following lists organize the disciplines by those orders.

Avatar Disciplines

- Crown of Despair
- Crown of Disgust
- Crown of Rage
- Mantle of Command
- Mantle of Courage
- Mantle of Fear
- Mantle of Fury
- Mantle of Joy

Awakened Disciplines

- Aura Sight
- Intellect Fortress
- Mantle of Awe
- Precognition
- Psychic Assault
- Psychic
- Disruption
- Psychic Inquisition
- Psychic Phantoms
- Telepathic Contact

Immortal Disciplines

- Adaptive Body
- Bestial Form
- Brute Force
- Celerity
- Corrosive Metabolism
- Diminution
- Giant Growth
- Iron Durability
- Psionic Restoration
- Psionic Weapon

Nomad Disciplines

- Nomadic Arrow
- Nomadic Chameleon
- Nomadic Mind
- Nomadic Step
- Third Eye

Wu Jen Disciplines

- Mastery of Air
- Mastery of Fire
- Mastery of Force
- Mastery of Ice
- Mastery of Light and Darkness
- Mastery of Water
- Mastery of Weather
- Mastery of Wood and Earth

Discipline Descriptions

The psionic disciplines are presented here in alphabetical order.

Adaptive Body. *Immortal Discipline.* You can alter your body to match your surroundings, allowing you to withstand punishing environments. With greater psi energy, you can extend this protection to others.

- **Psychic Focus.** While focused on this discipline, you don't need to eat, breathe, or sleep. To gain the benefits of a long rest, you can spend 8 hours engaged in light activity, rather than sleeping during any of it.
- **Environmental Adaptation.** (2 psi). As an action, you or a creature you touch ignores the effects of extreme heat or cold (but not cold or fire damage) for the next hour.
- **Adaptive Shield.** (3 psi). When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to damage of that type — including the triggering damage — until the end of your next turn.
- **Energy Adaptation.** (5 psi; conc., 1 hr.). As an action, you can touch one creature and give it resistance to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.
- **Energy Immunity.** (7 psi; conc., 1 hr.). As an action, you can touch one creature and give it immunity to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

Aura Sight. *Awakened Discipline.* You refocus your sight to see the energy that surrounds all creatures. You perceive auras, energy signatures that can reveal key elements of a creature's nature.

- **Psychic Focus.** While focused on this discipline, you have advantage on Wisdom (Insight) checks.
- **Assess Foe.** (2 psi). As a bonus action, you analyze the aura of one creature you see. You learn its current hit point total and all its immunities, resistances, and vulnerabilities.
- **Read Moods.** (2 psi). As a bonus action, you learn a one-word summary of the emotional state of up to six creatures you can see, such as happy, confused, afraid, or violent.
- **View Aura.** (3 psi; conc., 1 hr.). As an action, you study one creature's aura. Until your concentration ends, while you can see the target, you learn if it's under the effect of any magical or psionic effects, its current hit point total, and its basic emotional state. While this effect lasts, you have advantage on Wisdom (Insight) and Charisma checks you make against it.
- **Perceive the Unseen.** (5 psi; conc., 1 min.). As a bonus action, you gain the ability to see auras even of invisible or hidden creatures. Until your concentration ends, you can see all creatures, including hidden and invisible ones, regardless of lighting conditions.

Bestial Form. *Immortal Discipline.* You transform your body, gaining traits of different beasts.

- **Psychic Focus.** While focused on this discipline, you have advantage on Wisdom (Animal Handling) checks.
- **Bestial Claws.** (1-7 psi). You manifest long claws for an instant and make a melee weapon attack against one creature within 5 feet of you. On a hit, this attack deals 1d10 slashing damage per psi point spent.
- **Bestial Transformation.** As a bonus action, you alter your physical form to gain different characteristics. When you use this ability, you can choose one or more of the following effects. Each effect has its own psi point cost. Add them together to determine the total cost. This transformation lasts for 1 hour, until you die, or until you end it as a bonus action.
 - **Amphibious.** (2 psi). You gain gills; you can breathe air and water.
 - **Climbing.** (2 psi). You grow tiny hooked claws that give you gain a climbing speed equal to your walking speed.
 - **Flight.** (5 psi). Wings sprout from your back. You gain a flying speed equal to your walking speed.
 - **Keen Senses.** (2 psi). Your eyes and ears become more sensitive. You gain advantage on Wisdom (Perception) checks.
 - **Perfect Senses.** (3 psi). You gain a keen sense of smell and an instinct to detect prey. You can see invisible creatures and objects within 10 feet of you, even if you are blinded.
 - **Swimming.** (2 psi). You gain fins and webbing between your fingers and toes; you gain a swimming speed equal to your walking speed.

- **Tough Hide (2 psi).** Your skin becomes as tough as leather; you gain a +2 bonus to AC.

Brute Force. *Immortal Discipline.* You augment your natural strength with psionic energy, granting you the ability to achieve incredible feats of might.

- **Psychic Focus.** While focused on this discipline, you have advantage on Strength (Athletics) checks.
- **Brute Strike.** (1-7 psi). As a bonus action, you gain a bonus to your next damage roll against a target you hit with a melee attack during the current turn. The bonus equals +1d6 per psi point spent, and the bonus damage is the same type as the attack. If the attack has more than one damage type, you choose which one to use for the bonus damage.
- **Knock Back.** (1-7 psi). When you hit a target with a melee attack, you can activate this ability as a reaction. The target must succeed on a Strength saving throw or be knocked 10 feet away from you per psi point spent. The target moves in a straight line. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage per psi point spent.
- **Mighty Leap.** (1-7 psi). As part of your movement, you jump in any direction up to 20 feet per psi point spent.
- **Feat of Strength.** (2 psi). As a bonus action, you gain a +5 bonus to Strength checks until the end of your next turn.

Celerity. *Immortal Discipline.* You channel psionic power into your body, honing your reflexes and agility to an incredible degree. The world seems to slow down while you continue to move as normal.

- **Psychic Focus.** While focused on this discipline, your walking speed increases by 10 feet.
- **Rapid Step.** (1-7 psi). As a bonus action, you increase your walking speed by 10 feet per psi point spent until the end of the current turn. If you have a climbing or swimming speed, this increase applies to that speed as well.
- **Agile Defense.** (2 psi). As a bonus action, you take the Dodge action.
- **Blur of Motion.** (2 psi). As an action, you cause yourself to be invisible during any of your movement during the current turn.
- **Surge of Speed.** (2 psi). As a bonus action, you gain two benefits until the end of the current turn: you don't provoke opportunity attacks, and you have a climbing speed equal to your walking speed.
- **Surge of Action.** (5 psi). As a bonus action, you can Dash or make one weapon attack.

Corrosive Metabolism. *Immortal Discipline.* Your control over your body allows you to deliver acid or poison attacks.

- **Psychic Focus.** While focused on this discipline, you have resistance to acid and poison damage.
- **Corrosive Touch.** (1-7 psi). As an action, you deliver a touch of acid to one creature within your reach. The target must make a Dexterity saving throw, taking 1d10 acid damage per psi point spent on a failed save, or half as much damage on a successful one.
- **Venom Strike.** (1-7 psi). As an action, you create a poison spray that targets one creature you can see within 30 feet of you. The target must make a Constitution saving throw. On a failed save, it takes 1d6 poison damage per psi point spent and is poisoned until the end of your next turn. On a successful save, the target takes half as much damage and isn't poisoned.
- **Acid Spray.** (2 psi). As a reaction when you take piercing or slashing damage, you cause acid to spray from your wound; each creature within 5 feet of you takes 2d6 acid damage.
- **Breath of the Black Dragon.** (5 psi). You exhale a wave of acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a Constitution saving throw, taking 6d6 acid damage on a failed save, or half as much on a successful one. You can increase the damage by 1d6 per additional psi point spent on it.
- **Breath of the Green Dragon.** (7 psi). You exhale a cloud of poison in a 90-foot cone. Each creature in the line must make a Constitution saving throw, taking 10d6 poison damage on a failed save, or half as much damage on a successful one.

Crown of Despair. *Avatar Discipline.* You have learned to harvest seeds of despair in a creature's psyche, wracking it with self-doubt and inaction.

- **Psychic Focus.** While focused on this discipline, you have advantage on Charisma (Intimidation) checks.
- **Crowned in Sorrow.** (1-7 psi). As an action, one creature you can see within 60 feet of you must make a Charisma saving throw. On a failed save, it takes 1d8 psychic damage per psi point spent, and it can't take reactions until the start of its next turn. On a successful save, it takes half as much damage.
- **Call to Inaction.** (2 psi; conc., 10 min.). If you spend 1 minute conversing with a creature, you can attempt to seed it with overwhelming ennui. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw. The save automatically succeeds if the target is immune to being charmed. On a failed save, it sits and is incapacitated until your concentration ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.
- **Visions of Despair.** (3 psi). As an action, you force one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, it takes 3d6 psychic damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, it takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on it.
- **Dolorous Mind.** (5 psi; conc., 1 min.). As an action, you choose one creature you can see within 60 feet of you. It must succeed on a Charisma saving throw, or it is incapacitated and has a speed of 0 until your concentration ends. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Crown of Disgust. *Avatar Discipline.* You cause a creature to be flooded with emotions of disgust.

- **Psychic Focus.** While you are focused on this discipline, the area in a 5-foot radius around you is difficult terrain for any enemy that isn't immune to being frightened.

- **Eye of Horror.** (1-7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Charisma saving throw. On a failed save, it takes 1d6 psychic damage per psi point spent and can't move closer to you until the end of its next turn. On a successful save, it takes half as much damage.
- **Wall of Repulsion.** (3 psi; conc., 10 min.). As an action, you create an invisible, insubstantial wall of energy within 60 feet of you that is up to 30 feet long, 10 feet high, and 1 foot thick. The wall lasts until your concentration ends. Any creature attempting to move through it must make a Wisdom saving throw. On a failed save, a creature can't move through the wall until the start of its next turn. On a successful save, the creature can pass through it. A creature must make this save whenever it attempts to pass through the wall, whether willingly or unwillingly.
- **Visions of Disgust.** (5 psi; conc., 1 min.). You cause a creature to regard all other beings as horrid, alien entities. As an action, choose one creature you can see within 60 feet of you. The target must make a Wisdom saving throw. On a failed save, it takes 5d6 psychic damage, and until your concentration ends, it takes 1d6 psychic damage per creature within 5 feet of it at the end of each of its turns. On a successful save, the target takes only half the initial damage and suffers none of the other effects.
- **World of Horror.** (7 psi; conc., 1 min.). As an action, choose up to six creatures within 60 feet of you. Each target must make a Charisma saving throw. On a failed save, a target takes 8d6 psychic damage, and it is frightened until your concentration ends. On a successful save, a target takes half as much damage. While frightened by this effect, a target's speed is reduced to 0, and the target can use its action, and any bonus action it might have, only to make melee attacks. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Crown of Rage. *Avatar Discipline.* You place a mote of pure fury within a creature's mind, causing its bloodlust to overcome its senses and for it to act as you wish it to.

- **Psychic Focus.** While you are focused on this discipline, any enemy within 5 feet of you that makes a melee attack roll against creatures other than you does so with disadvantage.
- **Primal Fury.** (1-7 psi). As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw or take 1d6 psychic damage per psi point spent on this ability and immediately use its reaction to move its speed in a straight line toward its nearest enemy. The save automatically succeeds if the target is immune to being charmed.
- **Fighting Words.** (2 psi; conc., 10 min.). If you spend 1 minute conversing with a creature, you can attempt to leave a simmering violence in its mind. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw to resist feeling violent urges against one creature you describe to it or name. The save automatically succeeds if the target is immune to being charmed. On a failed save, the target attacks the chosen creature if it sees that creature before your concentration ends, using weapons or spells against a creature it was already hostile toward or unarmed strikes against an ally or a creature it was neutral toward. Once the fight starts, it continues to attack for 5 rounds before this effect ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage from any creature other than the one it has been incited against. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.
- **Mindless Courage.** (2 psi). You cause a creature's bloodlust to overcome its sense of preservation. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until the end of your next turn, it can't willingly move unless its movement brings it closer to its nearest enemy that it can see. The save automatically succeeds if the target is immune to being charmed.
- **Punishing Fury.** (5 psi; conc., 1 min.). You cause a creature's rage to grow so hot that it attacks without heeding its own safety. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until your concentration ends, any creature within 5 feet of it can use a reaction to make a melee attack against it whenever the target makes a melee attack. The save automatically succeeds if the target is immune to being charmed.

Diminution. *Immortal Discipline.* You manipulate the matter that composes your body, drastically reducing your size without surrendering any of your might.

- **Psychic Focus.** While focused on this discipline, you have advantage on Dexterity (Stealth) checks.
- **Miniature Form.** (2 psi; conc., 10 min.). As a bonus action, you become Tiny until your concentration ends. While this size, you gain a +5 bonus to Dexterity (Stealth) checks and can move through gaps up to 6 inches across without squeezing.
- **Toppling Shift.** (2 psi). As a bonus action, you shift to an incredibly small size and then suddenly return to normal, sending an opponent flying backward. Choose one creature you can see within 5 feet of you. It must succeed on a Strength saving throw or be knocked prone.
- **Sudden Shift.** (5 psi). As a reaction when you are hit by an attack, you shift down to minute size to avoid the attack. The attack misses, and you move up to 5 feet without provoking opportunity attacks before returning to normal size.
- **Microscopic Form.** (7 psi; conc., 10 min.). As a bonus action, you become smaller than Tiny until your concentration ends. While this size, you gain a +10 bonus to Dexterity (Stealth) checks and a +5 bonus to AC, you can move through gaps up to 1 inch across without squeezing, and you can't make weapon attacks.

Giant Growth. *Immortal Discipline.* You infuse yourself with psionic energy to grow to tremendous size, bolstering your strength and durability.

- **Psychic Focus.** While focused on this discipline, your reach increases by 5 feet.
- **Ogre Form.** (2 psi; conc., 1 min.). As a bonus action, you gain 10 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an extra 1d4 bludgeoning damage on a hit, and your reach increases by 5 feet. If you're smaller than Large, you also become Large for the duration.

- **Giant Form.** (7 psi; conc., 1 min.). As a bonus action, you gain 30 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an extra 2d6 bludgeoning damage on a hit, and your reach increases by 10 feet. If you're smaller than Huge, you also become Huge for the duration.

Intellect Fortress. *Awakened Discipline.* You forge an indomitable wall of psionic energy around your mind — one that allows you to launch counterattacks against your opponents.

- **Psychic Focus.** While focused on this discipline, you gain resistance to psychic damage.
- **Psychic Backlash.** (2 psi). As a reaction, you can impose disadvantage on an attack roll against you if you can see the attacker. If the attack still hits you, the attacker takes 2d10 psychic damage.
- **Psychic Parry.** (1-7 psi). As a reaction when you make an Intelligence, a Wisdom, or a Charisma saving throw, you gain a +1 bonus to that saving throw for each psi point you spend on this ability. You can use this ability after rolling the die but before suffering the results.
- **Psychic Redoubt.** (5 psi; conc., 10 min.). As an action, you create a field of protective psychic energy. Choose any number of creatures within 30 feet of you. Until your concentration ends, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

Iron Durability. *Immortal Discipline.* You transform your body to become a living metal, allowing you to shrug off attacks that would cripple weaker creatures.

- **Psychic Focus.** While focused on this discipline, you gain a +1 bonus to AC.
- **Iron Hide.** (1-7 psi). As a reaction when you are hit by an attack, you gain a +1 bonus to AC for each psi point you spend on this ability. The bonus lasts until the end of your next turn. This bonus applies against the triggering attack.
- **Steel Hide.** (2 psi). As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.
- **Iron Resistance.** (7 psi; conc., 1 hr.). As an action, you gain resistance to bludgeoning, piercing, or slashing damage (your choice), which lasts until your concentration ends.

Mantle of Awe. *Awakened Discipline.* You learn to use psionic energy to manipulate others with a subtle combination of psi and your own, natural charm.

- **Psychic Focus.** While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your Intelligence modifier (minimum of +1).
- **Charming Presence.** (1-7 psi). As an action, you exert an aura of sympathetic power. Roll 2d8 per psi point spent on this ability; the total is how many hit points worth of creatures this option can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximums, ignoring incapacitated creatures, creatures immune to being charmed, and creatures engaged in combat. Starting with the creature that has the lowest hit point maximum, each creature affected by this option is charmed by you for 10 minutes, regarding you as a friendly acquaintance. Subtract each creature's hit point maximum from the total before moving on to the next creature. A creature's hit point maximum must be equal to or less than the remaining total for that creature to be affected.
- **Center of Attention.** (2 psi; conc., 1 min.). As an action, you exert an aura of power that grabs a creature's attention. Choose one creature you can see within 60 feet of you. It must make a Charisma saving throw. On a failed save, the creature is so thoroughly distracted by you that all other creatures are invisible to it until your concentration ends. This effect ends if the creature can no longer see or hear you or if it takes damage.
- **Invoke Awe.** (7 psi; conc., 10 min.). As an action, you exert an aura that inspires awe in others. Choose up to 5 creatures you can see within 60 feet of you. Each target must succeed on an Intelligence saving throw or be charmed by you until your concentration ends. While charmed, the target obeys all your verbal commands to the best of its ability and without doing anything obviously self-destructive. The charmed target will attack only creatures that it has seen attack you since it was charmed or that it was already hostile toward. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Mantle of Command. *Avatar Discipline.* You exert an aura of trust and authority, enhancing the coordination among your allies.

- **Psychic Focus.** While focused on this discipline, when you end your turn and didn't move during it, you can use your reaction to allow one ally you can see within 30 feet of you to move up to half their speed, following a path of your choice. To move in this way, the ally mustn't be incapacitated.
- **Coordinated Movement.** (2 psi). As a bonus action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to move up to half their speed, following a path of your choice.
- **Commander's Sight.** (2 psi; conc., 1 rnd.). As an action, choose one creature you can see within 60 feet of you. Until the start of your next turn, your allies have advantage on attack rolls against that target.
- **Command to Strike.** (3 psi). As an action, choose one ally you can see within 60 feet of you. That ally can use their reaction to immediately take the Attack action. You choose the targets.
- **Strategic Mind.** (5 psi; conc., 1 min.). As an action, you exert an aura of trust and command that unites your allies into a cohesive unit. Until your concentration ends, any ally within 60 feet of you on their turn can, as a bonus action, take the Dash or Disengage action or roll a d4 and add the number rolled to each attack roll they make that turn.
- **Overwhelming Attack.** (7 psi). As an action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to take the Attack action. You choose the targets of the attacks.

Mantle of Courage. *Avatar Discipline.* You focus your mind on courage, radiating confidence and bravado to your allies.

- **Psychic Focus.** While focused on this discipline, you and allies within 10 feet of you who can see you have advantage on saving throws against being frightened.
- **Incite Courage.** (2 psi). As a bonus action, choose up to six creatures you can see within 60 feet of you. If any of those creatures is frightened, that condition ends on that creature.
- **Aura of Victory.** (1-7 psi; conc., 10 min.). As a bonus action, you project psionic energy until your concentration ends. The energy fortifies you and your allies when your enemies are felled; whenever an enemy you can see is reduced to 0 hit points, you and each of your allies within 30 feet of you gain temporary hit points equal to double the psi points spent to activate this effect.
- **Pillar of Confidence.** (6 psi; conc., 1 rnd.). As an action, you and up to five creatures you can see within 60 feet of you each gain one extra action to use on your individual turns. The action goes away if not used before the end of your next turn. the action can be used only to make one weapon attack or to take the Dash or Disengage action.

Mantle of Fear. *Avatar Discipline.* You tap into a well of primal fear and turn yourself into a beacon of terror to your enemies.

- **Psychic Focus.** While focused on this discipline, you have advantage on Charisma (Intimidation) checks.
- **Incite Fear.** (2 psi; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or become frightened of you until your concentration ends. Whenever the frightened target ends its turn in a location where it can't see you, it can repeat the saving throw, ending the effect on itself on a success.
- **Unsettling Aura.** (3 psi; conc., 1 hr.). As a bonus action, you cloak yourself in unsettling psychic energy. Until your concentration ends, any enemy within 60 feet of you that can see you must spend 1 extra foot of movement for every foot it moves toward you. A creature ignores this effect if immune to being frightened.
- **Incite Panic.** (5 psi; conc., 1 min.). As an action, choose up to eight creatures you can see within 90 feet of you that can see you. At the start of each of a target's turns before your concentration ends, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and you roll a die. If you roll an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn. This effect ends on a target if it succeeds on three saving throws against it.

Mantle of Fury. *Avatar Discipline.* You allow the primal fury lurking deep within your mind to burst forth, catching you and your allies in an implacable bloodthirst.

- **Psychic Focus.** While focused on this discipline in combat, you and any ally who starts their turn within 10 feet of you gains a 5-foot increase to their walking speed during that turn.
- **Incite Fury.** (2 psi; conc., 1 min.). As a bonus action, choose up to three allies you can see within 60 feet of you (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when rolling damage for a melee weapon attack and add the number rolled to the damage roll.
- **Mindless Charge.** (2 psi). As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target can immediately use its reaction to move up to its speed in a straight line toward its nearest enemy.
- **Aura of Bloodletting.** (3 psi; conc., 1 min.). As a bonus action, you unleash an aura of rage. Until your concentration ends, you and any creature within 60 feet of you has advantage on melee attack rolls.
- **Overwhelming Fury.** (5 psi; conc., 1 min.). As an action, you flood rage into one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw, or it can use its actions only to make melee attacks until your concentration ends. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mantle of Joy. *Avatar Discipline.* You tap into the joy within you, radiating it outward in soothing, psychic energy that brings hope and comfort to creatures around you.

- **Psychic Focus.** While focused on this discipline, you have advantage on Charisma (Persuasion) checks.
- **Soothing Presence.** (1-7 psi). As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target gains 3 temporary hit points per psi point spent on this effect.
- **Comforting Aura.** (2 psi; conc., 1 min.). As a bonus action, choose up to three allies you can see (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when making a saving throw and add the number rolled to the total.
- **Aura of Jubilation.** (3 psi; conc., 1 min.). As a bonus action, you radiate a distracting mirth until your concentration ends. Each creature within 60 feet of you that can see you suffers disadvantage on any checks using the Perception and Investigation skills.
- **Beacon of Recovery.** (5 psi). As a bonus action, you and up to five allies you can see within 60 feet of you can immediately make saving throws against every effect they're suffering that allows a save at the start or end of their turns.

Mastery of Air. *Wu Jen Discipline.* You become one with the power of elemental air.

- **Psychic Focus.** While focused on this discipline, you take no falling damage, and you ignore difficult terrain when walking.
- **Wind Step.** (1-7 psi). As part of your move on your turn, you can fly up to 20 feet for each psi point spent. If you end this flight in the air, you fall unless something else holds you aloft.

- **Wind Stream.** (1-7 psi). As an action, you create a line of focused air that is 30 feet long and 5 feet wide. Each creature in that area must make a Strength saving throw, taking 1d8 bludgeoning damage per psi point spent and being knocked prone on a failed save, or half as much damage on a successful one.
- **Cloak of Air.** (3 psi; conc., 10 min.). As a bonus action, you seize control of the air around you to create a protective veil. Until your concentration ends, attack rolls against you have disadvantage, and when a creature you can see misses you with a melee attack, you can use your reaction to force the creature to repeat the attack roll against itself.
- **Wind Form.** (5 psi; conc., 10 min.). As a bonus action, you gain a flying speed of 60 feet, which lasts until your concentration ends.
- **Misty Form.** (6 psi; conc., 1 min.). As an action, your body becomes like a misty cloud until your concentration ends. In this form, you gain resistance to bludgeoning, piercing, and slashing damage, and you can't take actions other than the Dash action. You can pass through openings that are no more than 1 inch wide without squeezing.
- **Animate Air.** (7 psi; conc., 1 hr.). As an action, you cause an air elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

Mastery of Fire. *Wu Jen Discipline.* You align your mind with the energy of elemental fire.

- **Psychic Focus.** While focused on this discipline, you gain resistance to fire damage, and you gain a +2 bonus to rolls for fire damage.
- **Combustion.** (1-7 psi; conc., 1 min.). As an action, choose one creature or object you can see within 120 feet of you. The target must make a Constitution saving throw. On a failed save, the target takes 1d10 fire damage per psi point spent, and it catches on fire, taking 1d6 fire damage at the end of each of its turns until your concentration ends or until it or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage and doesn't catch on fire.
- **Rolling Flame.** (3 psi; conc., 1 min.). As an action, you create fire in a 20-foot-by-20-foot cube within 5 feet of you. The fire lasts until your concentration ends. Any creature in that area when you use this ability and any creature that ends its turn there takes 5 fire damage.
- **Detonation.** (5 psi). As an action, you create a fiery explosion at a point you can see within 120 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw, taking 7d6 fire damage and being knocked prone on a failed save, or half as much damage on a successful one.
- **Fire Form.** (5 psi; conc., 1 min.). As a bonus action, you become wreathed in flames until your concentration ends. Any creature that ends its turn within 5 feet of you takes 3d6 fire damage.
- **Animate Fire.** (7 psi; conc., 1 hr.). As an action, you cause a fire elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

Mastery of Force. *Wu Jen Discipline.* As a student of psionic power, you perceive the potential energy that flows through all things. You reach out with your mind, transforming the potential into the actual. Objects and creatures move at your command.

- **Psychic Focus.** While focused on this discipline, you have advantage on Strength checks.
- **Push.** (1-7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Strength saving throw. On a failed save, it takes 1d8 force damage per psi point spent and is pushed up to 5 feet per point spent in a straight line away from you. On a successful save, it takes half as much damage.
- **Move.** (2-7 psi). Choose one object you can see within 60 feet of you that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and its maximum weight depends on the psi points spent on this ability, as shown below. As an action, you move the object up to 60 feet, and you must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a DC 10 Dexterity saving throw or take damage as listed on the table below.

<u>Psi Spent</u>	<u>Maximum Weight</u>	<u>Bludgeoning Damage</u>
2	25 lbs.	2d6
3	50 lbs.	4d6
5	250 lbs.	6d6
6	500 lbs.	7d6
7	1,000 lbs.	8d6

- **Inertial Armor.** (2 psi). As an action, you sheathe yourself in an intangible field of magical force. For 8 hours, your base AC is 14 + your Dexterity modifier, and you gain resistance to force damage. This effect ends if you are wearing or don armor.
- **Telekinetic Barrier.** (3 psi; conc., 10 min.). As an action, you create a transparent wall of telekinetic energy, at least one portion of which must be within 60 feet of you. The wall is 40 feet long, 10 feet high, and 1 inch thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has an AC of 10 and 10 hit points.
- **Grasp.** (3 psi; conc., 1 min.). You attempt to grasp a creature in telekinetic energy and hold it captive. As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Strength saving throw or be grappled by you until your concentration ends or until the target leaves your reach, which is 60 feet for this grapple. The grappled target can escape by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your psionic ability plus your proficiency bonus. When a target attempts to escape in this way, you can spend psi points to boost your check, abiding by your psi limit. You gain a +1 bonus per psi point spent. While a target is grappled in this manner, you create one of the following effects as an action:

- **Crush. (1-7 psi).** The target takes 1d6 bludgeoning damage per psi point spent.
- **Move. (1-7 psi).** You move the target up to 5 feet per psi point spent. You can move it in the air and hold it there. It falls if the grapple ends.

Mastery of Ice. *Wu Jen Discipline.* You master the power of ice, shaping it to meet your demands.

- **Psychic Focus.** While focused on this discipline, you have resistance to cold damage.
- **Ice Spike. (1-7 psi).** As an action, you hurl a mote of ice at one creature you can see within 120 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 cold damage per psi point spent and has its speed halved until the start of your next turn. On a successful save, the target takes half as much damage.
- **Ice Sheet. (2 psi).** As an action, choose a point on the ground you can see within 60 feet of you. The ground in a 20-foot radius centered on that point becomes covered in ice for 10 minutes. It is difficult terrain, and any creature that moves more than 10 feet on it must succeed on a Dexterity saving throw or fall prone. If the surface is sloped, a creature that falls prone in the area immediately slides to the bottom of the slope.
- **Frozen Sanctuary. (3 psi).** As a bonus action, you sheathe yourself with icy resilience. You gain 20 temporary hit points.
- **Frozen Rain. (5 psi; conc., 1 min.).** As an action, choose a point you can see within 120 feet of you. The air in a 20-foot-radius sphere centered on that point becomes deathly cold and saturated with moisture. Each creature in that area must make a Constitution saving throw. On a failed save, a target takes 6d6 cold damage, and its speed is reduced to 0 until your concentration ends. On a successful save, a target takes half as much damage. As an action, a target that has its speed reduced can end the effect early if it succeeds on a Strength (Athletics) check with a DC equal to this effect's save DC. You can increase this effect's damage by 1d6 per each additional psi point spent on it.
- **Ice Barrier. (6 psi; conc., 10 min.).** As an action, you create a wall of ice, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has AC 12 and 30 hit points. A creature that damages the wall with a melee attack takes cold damage equal to the damage the creature dealt to the wall.

Mastery of Light and Darkness. *Wu Jen Discipline.* You claim dominion over light and darkness with your mind.

- **Psychic Focus.** While focused on this discipline, natural and magical darkness within 30 feet of you has no effect on your vision.
- **Darkness. (1-7 psi).** As an action, you create an area of magical darkness, which foils darkvision. Choose a spot you can see within 60 feet of you. Magical darkness radiates from that point in a sphere with a 10-foot radius per psi point spent on this ability. The light produced by spells of 2nd level or less is suppressed in this area.
- **Light. (2 psi; conc., 1 min.).** As an action, an object you touch radiates light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until your concentration ends. Alternatively, a creature you touch radiates light in the same manner if it fails a Dexterity saving throw. While lit in this manner, it can't hide, and attack rolls against it gain advantage.
- **Shadow Beasts. (3 psi; conc., 1 min.).** As an action, you cause two shadows to appear in unoccupied spaces you can see within 60 feet of you. The shadows last until your concentration ends, and they obey your verbal commands. In combat, roll for their initiative, and choose their behavior during their turns. When this effect ends, the shadows disappear. See the Monster Manual for their stat block.
- **Radiant Beam. (5 psi; conc., 1 min.).** As an action, you project a beam of light at one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it takes 6d6 radiant damage and is blinded until your concentration ends. On a successful save, it takes half as much damage. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can increase this effect's damage by 1d6 per each additional psi point spent on it.

Mastery of Water. *Wu Jen Discipline.* Your mind becomes one with elemental water, attuning your thoughts to its ebb and flow.

- **Psychic Focus.** While focused on this discipline, you have a swimming speed equal to your walking speed, and you can breathe underwater.
- **Desiccate. (1-7 psi).** As an action, choose one creature you can see within 60 feet of you. The target must make a Constitution saving throw, taking 1d10 necrotic damage per psi point spent on this ability, or half as much damage on a successful one.
- **Watery Grasp. (2 psi).** As an action, you unleash a wave that surges forth and then retreats to you like the rising tide. You create a wave in a 20-foot-by-20-foot square. At least some portion of the square's border must be within 5 feet of you. Any creature in that square must make a Strength saving throw. On a failed save, a target takes 2d6 bludgeoning damage, is knocked prone, and is pulled up to 10 feet closer to you. On a successful save, a target takes half as much damage. You can increase this ability's damage by 1d6 per additional psi point spent on it.
- **Water Whip. (3 psi).** As an action, you unleash a jet of water in a line that is 60 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, you can move each target that fails its saving throw to any unoccupied space touching the line. You can increase this ability's damage by 1d6 per additional psi point spent on it.
- **Water Breathing. (5 psi).** As an action, you grant yourself and up to ten willing creatures you can see within 60 feet of you the ability to breathe underwater for the next 24 hours.
- **Water Sphere. (6 psi; conc., 1 min.).** As an action, you cause a sphere of water to form around a creature. Choose one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it becomes trapped in the sphere of water until your concentration ends. While the target is trapped, its speed is halved, it suffers disadvantage on attack rolls, and it can't see anything more

than 10 feet away from it. However, attack rolls against it also suffer disadvantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one.

- **Animate Water.** (7 psi; conc., 1 hr.). As an action, you cause a water elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

Mastery of Weather. *Wu Jen Discipline.* Your mind reaches into the sky, reshaping the stuff of storms to serve your needs.

- **Psychic Focus.** While focused on this discipline, you have resistance to lightning and thunder damage.
- **Cloud Steps.** (1-7 psi; conc., 10 min.). As an action, you conjure forth clouds to create a solid, translucent staircase that lasts until your concentration ends. The stairs form a spiral that fills a 10-foot-by-10-foot area and reaches upward 20 feet per psi point spent.
- **Hungry Lightning.** (1-7 psi). As an action, you lash out at one creature you can see within 60 feet of you with tendrils of lightning. The target must make a Dexterity saving throw, with disadvantage if it's wearing heavy armor. The target takes 1d8 lightning damage per psi point spent on a failed save, or half as much damage on a successful one.
- **Wall of Clouds.** (2 psi; conc., 10 min.). As an action, you create a wall of clouds, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Creatures can pass through it without hindrance, but the wall blocks vision.
- **Whirlwind.** (2 psi). As an action, choose a point you can see within 60 feet of you. Winds howl in a 20-foot-radius sphere centered on that point. Each creature in the sphere must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be moved to an unoccupied space of your choice in the sphere. Any loose object in the sphere is moved to an unoccupied space of your choice within it if the object weighs no more than 100 pounds.
- **Lightning Leap.** (5 psi). As an action, you let loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much Damage on a successful one. You can then teleport to an unoccupied space touched by the line. You can increase this ability's damage by 1d6 per additional psi point spent on it.
- **Wall of Thunder.** (6 psi; conc., 10 min.). As an action, you create a wall of thunder, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Every foot moved through the wall costs 1 extra foot of movement. When a creature moves into the wall's space for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw, or it takes 6d6 thunder damage, is pushed in a straight line up to 30 feet away from the wall, and is knocked prone.
- **Thunder Clap.** (7 psi). As an action, choose a point you can see within 60 feet of you. Thunder energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make Constitution saving throw. On a failed save, a target takes 8d6 thunder damage, and it is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

Mastery of Wood and Earth. *Wu Jen Discipline.* You attune your mind to seize control of wood and earth.

- **Psychic Focus.** While focused on this discipline, you have a +1 bonus to AC.
- **Animate Weapon.** (1-7 psi). As an action, your mind seizes control of a one-handed melee weapon you're holding. The weapon flies toward one creature you can see within 30 feet of you and makes a one-handed melee weapon attack against it, using your discipline attack modifier for the attack and damage rolls. On a hit, the weapon deals its normal damage, plus an extra 1d10 force damage per psi point spent on this ability. The weapon returns to your grasp after it attacks.
- **Warp Weapon.** (2 psi). As an action, choose one nonmagical weapon held by one creature you can see within 60 feet of you. That creature must succeed on a Strength saving throw, or the chosen weapon can't be used to attack until the end of your next turn.
- **Warp Armor.** (3 psi). As an action, choose a nonmagical suit of armor worn by one creature you can see within 60 feet of you. That creature must succeed on a Constitution saving throw, or the creature's AC becomes 10 + its Dexterity modifier until the end of your next turn.
- **Wall of Wood.** (3 psi; conc., 1 hr.). As an action, you create a wall of wood at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 5-foot wide section of the wall has AC 12 and 100 hit points. Breaking one section creates a 5-foot by 5-foot hole in it, but the wall otherwise remains intact.
- **Armored Form.** (6 psi; conc., 1 min.). As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage, which lasts until your concentration ends.
- **Animate Earth.** (7 psi; conc., 1 hr.). As an action, you cause an earth elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

Nomadic Arrow. *Nomad Discipline.* You imbue a ranged weapon with a strange semblance of sentience, allowing it to unerringly find its mark.

- **Psychic Focus.** While you are focused on this discipline, any attack roll you make for a ranged weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can't benefit from advantage.
- **Speed Dart.** (1-7 psi). As a bonus action, you imbue one ranged weapon you hold with psionic power. The next attack you make with it that hits before the end of the current turn deals an extra 1d10 psychic damage per psi point spent.
- **Seeking Missile.** (2 psi). As a reaction when you miss with a ranged weapon attack, you can repeat the attack roll against the same target.

- **Faithful Archer.** (5 psi; conc., 1 min.). As a bonus action, you imbue a ranged weapon with a limited sentience. Until your concentration ends, you can make an extra attack with the weapon at the start of each of your turns (no action required). If it is a thrown weapon, it returns to your grasp each time you make any attack with it.

Nomadic Chameleon. *Nomad Discipline.* You create a screen of psychic power that distorts your appearance, allowing you to blend into the background or even turn invisible.

- **Psychic Focus.** While focused on this discipline, you have advantage on Dexterity (Stealth) checks.
- **Chameleon. (2 psi).** As an action, you can attempt to hide even if you fail to meet the requirements needed to do so. At the end of the current turn, you remain hidden only if you then meet the normal requirements for hiding.
- **Step from Sight. (3 psi; conc., 1 min.).** As a bonus action, cloak yourself from sight. You can target one additional creature for every additional psi point you spend on this ability. The added targets must be visible to you and within 60 feet of you. Each target turns invisible and remains so until your concentration ends or until immediately after it targets, damages, or otherwise affects any creature with an attack, a spell, or another Ability.
- **Enduring Invisibility. (7 psi; conc., 1 min.).** As a bonus action, you turn invisible and remain so until your concentration ends.

Nomadic Mind. *Nomad Discipline.* You dispatch part of your psyche into the noosphere, the collective vista of minds and knowledge possessed by living things.

- **Psychic Focus.** Whenever you focus on this discipline, you choose one skill or tool and have proficiency with it until your focus ends. Alternatively, you gain the ability to read and write one language of your choice until your focus ends.
- **Wandering Mind. (2-6 psi; conc., 10 min.).** You enter a deep contemplation. If you concentrate for this option's full duration, you then gain proficiency with up to three of the following skills (one skill for every 2 psi points spent): Animal Handling, Arcana, History, Medicine, Nature, Performance, Religion, and Survival. The benefit lasts for 1 hour, no concentration required.
- **Find Creature. (2 psi; conc., 1 hr.).** You cast your mind about for information about a specific creature. If you concentrate for this option's full duration, you then gain a general understanding of the creature's current location. You learn the region, city, town, village, or district where it is, pinpointing an area between 1 and 3 miles on a side (DM's choice). If the creature is on another plane of existence, you instead learn which plane.
- **Item Lore. (3 psi; conc., 1 hr.).** You carefully study an item. If you concentrate for this option's full duration while remaining within 5 feet of the item, you then gain the benefits of an *identify* spell cast on that item.
- **Psychic Speech. (5 psi).** As an action, you attune your mind to the psychic imprint of all language. For 1 hour, you gain the ability to understand any language you hear or attempt to read. In addition, when you speak, all creatures that can understand a language understand what you say, regardless of what language you use.
- **Wandering Eye. (6 psi; conc., 1 hr.).** As an action, you create a psychic sensor within 60 feet of you. The sensor lasts until your concentration ends. The sensor is invisible and hovers in the air. You mentally receive visual information from it, which has normal vision and darkvision with a range of 60 feet. The sensor can look in all directions. As an action, you can move the sensor up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.
- **Phasing Eye. (7 psi; conc., 1 hr.).** As Wandering Eye above, except the eye can move through solid objects but can't end its movement in one. If it does so, the effect immediately ends.

Nomadic Step. *Nomad Discipline.* You exert your mind on the area around you, twisting the intraplanar pathways you perceive to allow instantaneous travel.

- **Psychic Focus.** After you teleport on your turn while focused on this discipline, your walking speed increases by 10 feet until the end of the turn, as you are propelled by the magic of your teleportation. You can receive this increase only once per turn.
- **Step of a Dozen Paces. (1-7 psi).** If you haven't moved yet on your turn, you take a bonus action to teleport up to 20 feet per psi point spent to an unoccupied space you can see, and your speed is reduced to 0 until the end of the turn.
- **Nomadic Anchor. (1 psi).** As an action, you create an invisible, intangible teleportation anchor in a 5-foot cube you can see within 120 feet of you. For the next 8 hours, whenever you use this psionic discipline to teleport, you can instead teleport to the anchor, even if you can't see it, but it must be within range of the teleportation ability.
- **Defensive Step. (2 psi).** When you are hit by an attack, you can use your reaction to gain a +4 bonus to AC against that attack, possibly turning it into a miss. You then teleport up to 10 feet to an unoccupied space you can see.
- **There and Back Again. (2 psi).** As a bonus action, you teleport up to 20 feet to an unoccupied space you can see and then move up to half your speed. At the end of your turn, you can teleport back to the spot you occupied before teleporting, unless it is now occupied or on a different plane of existence.
- **Transposition. (3 psi).** If you haven't moved yet on your turn, choose an ally you can see within 60 feet of you. As a bonus action, you and that creature teleport, swapping places, and your speed is reduced to 0 until the end of the turn. This ability fails and is wasted if either of you can't fit in the destination space.
- **Baleful Transposition. (5 psi).** As an action, choose one creature you can see within 120 feet of you. That creature must make a Wisdom saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can't fit in the destination space.

- **Phantom Caravan.** (6 psi). As an action, you and up to six willing creatures of your choice that you can see within 60 feet of you teleport up to 1 mile to a spot you can see. If there isn't an open space for all the targets to occupy at the arrival point, this ability fails and is wasted.
- **Nomad's Gate.** (7 psi; conc., 1 hr.). As an action, you create a 5-foot cube of dim, gray light within 5 feet of you. You create an identical cube at any point of your choice within 1 mile that you have viewed within the past 24 hours. Until your concentration ends, anyone entering one of the cubes immediately teleports to the other one, appearing in an unoccupied space next to it. The teleportation fails if there is no space for the creature to appear in.

Precognition. *Awakened Discipline.* By analyzing information around you, from subtle hints to seemingly disconnected facts, you learn to weave a string of probabilities in an instant that gives you extraordinary insights.

- **Psychic Focus.** While focused on this discipline, you have advantage on initiative rolls.
- **Precognitive Hunch.** (2 psi; conc., 1 min.). As a bonus action, you open yourself to receive momentary insights that improve your odds of success; until your concentration ends, whenever you make an attack roll, a saving throw, or an ability check, you roll a d4 and add it to the total.
- **All-Around Sight.** (3 psi). In response to an attack hitting you, you use your reaction to impose disadvantage on that attack roll, possibly causing it to miss.
- **Danger Sense.** (5 psi; conc., 8 hr.). As an action, you create a psychic model of reality in your mind and set it to show you a few seconds into the future. Until your concentration ends, you can't be surprised, attack rolls against you can't gain advantage, and you gain a +10 bonus to initiative.
- **Victory Before Battle.** (7 psi). When you roll initiative, you can use this ability to grant yourself and up to five creatures of your choice within 60 feet of you a +10 bonus to initiative.

Psionic Restoration. *Immortal Discipline.* You wield psionic energy to cure wounds and restore health to yourself and others.

- **Psychic Focus.** While focused on this discipline, you can use a bonus action to touch a creature that has 0 hit points and stabilize it.
- **Mend Wounds.** (1-7 psi). As an action, you can spend psi points to restore hit points to one creature you touch. The creature regains 1d8 hit points per psi point spent.
- **Restore Health.** (3 psi). As an action, you touch one creature and remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned. Alternatively, you remove one disease from the creature.
- **Restore Life.** (5 psi). As an action, you touch one creature that has died within the last minute. The creature returns to life with 1 hit point. This ability can't return to life a creature that has died of old age, nor can it restore a creature missing any vital body parts.
- **Restore Vigor.** (7 psi). As an action, you can touch one creature and choose one of the following: remove any reductions to one of its ability scores, remove one effect that reduces its hit point maximum, or reduce its exhaustion level by one.

Psionic Weapon. *Immortal Discipline.* You have learned how to channel psionic energy into your attacks, lending them devastating power.

- **Psychic Focus.** Whenever you focus on this discipline, choose one weapon you're holding or your unarmed strike. When you attack with it while focused on this discipline, its damage is psychic and magical, rather than its normal damage type. Until you reach 6th level as a mystic, you don't add your Strength or Dexterity modifier to the psychic attack's damage rolls.
- **Ethereal Weapon.** (1 psi). As a bonus action, you temporarily transform one weapon you're holding or your unarmed strike into pure psionic energy. The next attack you make with it before the end of your turn ignores the target's armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw against this discipline. On a failed save, the target takes the attack's normal damage and suffers its additional effects. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit.
- **Lethal Strike.** (1-7 psi). As a bonus action, you imbue a weapon you're holding or your unarmed strike with psychic energy. The next time you hit with it before the end of your turn, it deals an extra 1d10 psychic damage per psi point spent.
- **Augmented Weapon.** (5 psi; conc., 10 min.). As a bonus action, touch one simple or martial weapon. Until your concentration ends, that weapon becomes a magic weapon with a +3 bonus to its attack and damage rolls.

Psychic Assault. *Awakened Discipline.* You wield your mind like a weapon, unleashing salvos of psionic energy.

- **Psychic Focus.** While focused on this discipline, you gain a +2 bonus to damage rolls with psionic talents that deal psychic damage.
- **Psionic Blast.** (1-7 psi). As an action, choose one creature you can see within 60 feet of you. The target takes 1d8 psychic damage per psi point spent on this ability.
- **Ego Whip.** (3 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 3d8 psychic damage, and it is filled with self-doubt, leaving it able to use its action on its next turn only to take the Dodge, Disengage, or Hide action. On a successful saving throw, it takes half as much damage.
- **Id Insinuation.** (5 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 5d8 psychic damage, and it goes into a fury, as its id runs rampant. On its next turn, it can use its action only to take the Dodge or Attack action. On a successful save, it takes half as much damage.
- **Psychic Blast.** (6 psi). As an action, you unleash devastating psychic energy in a 60-foot cone. Each creature in that area must make an Intelligence saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one. You can increase the damage by 2d8 if you spend 1 more psi point on this ability.

- **Psychic Crush.** (7 psi). As an action, you create a 20-foot cube of psychic energy within 120 feet of you. Each creature in that area must make an Intelligence saving throw. On a failed save, a target takes 8d8 psychic damage and is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

Psychic Disruption. *Awakened Discipline.* You create psychic static that disrupts other creatures' ability to think clearly.

- **Psychic Focus.** While focused on this discipline, you have advantage on Charisma (Deception) checks.
- **Distracting Haze.** (1-7 psi; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and can't see anything more than 10 feet from it until your concentration ends. On a successful save, it takes half as much damage.
- **Daze.** (3 psi). As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, the target is incapacitated until the end of your next turn or until it takes any damage.
- **Mind Storm.** (5 psi). As an action, choose a point you can see within 60 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a target takes 6d8 psychic damage and suffers disadvantage on all saving throws until the end of your next turn. On a successful save, a creature takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on this ability.

Psychic Inquisition. *Awakened Discipline.* You reach into a creature's mind to uncover information or plant ideas within it.

- **Psychic Focus.** While focused on this discipline, you know when a creature communicating with you via telepathy is lying.
- **Hammer of Inquisition.** (1-7psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and suffers disadvantage on its next Wisdom saving throw before the end of your next turn. On a successful save, it takes half as much damage.
- **Forceful Query.** (2 psi). As an action, you ask a question of one creature that can see and hear you within 30 feet of you. The question must be phrased so that it can be answered with a yes or no, otherwise this ability fails. The target must succeed on a Wisdom saving throw, or it replies with a truthful answer. A creature is immune to this ability if it is immune to being charmed.
- **Ransack Mind.** (5 psi; conc., 1 hr.). While you concentrate on this ability, you probe one creature's mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you learn information from it based on the number of saving throws it fails. With one failed saving throw, you learn its key memories from the past 12 hours. With two failed saving throws, you learn its key memories from the past 24 hours. With three failed saving throws, you learn its key memories from the past 48 hours.
- **Phantom Idea.** (6 psi; conc., 1 hr.). While you concentrate on this ability, you probe one creature's mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you plant a memory or an idea in it, which lasts for a number of hours based on the number of saving throws it fails. You choose whether the idea or memory is trivial (such as "I had porridge for breakfast" or "Ale is the worst") or personality-defining ("I failed to save my village from orc marauders and am therefore a coward" or "Magic is a scourge, so I renounce it"). With one failed saving throw, the idea or memory lasts for the next 4 hours. With two failed saving throws, it lasts for 24 hours. With three failed saving throws, it lasts for 48 hours.

Psychic Phantoms. *Awakened Discipline.* Your power reaches into a creature's mind and causes it false perceptions.

- **Psychic Focus.** While focused on this discipline, you have advantage on Charisma (Deception) checks.
- **Distracting Figment.** (1-7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and thinks it perceives a threatening creature just out of its sight; until the end of your next turn, it can't use reactions, and melee attack rolls against it have advantage. On a successful save, it takes half as much damage.
- **Phantom Foe.** (3 psi; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it perceives a horrid creature adjacent to it until your concentration ends. During this time, the target can't take reactions, and it takes 1d8 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can increase the damage by 1d8 for each additional psi point spent on the ability.
- **Phantom Betrayal.** (5 psi; conc., 1 min.). As an action, you plant delusional paranoia in a creature's mind. Choose one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or until your concentration ends, it must target its allies with attacks and other damaging effects. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.
- **Phantom Riches.** (7 psi; conc., 1 min.). As an action, you plant the phantom of a greatly desired object in a creature's mind. Choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, you gain partial control over the target's behavior until your concentration ends; the target moves as you wish on each of its turns, as it thinks it pursues the phantom object it desires. If it hasn't taken damage since its last turn, it can use its action only to admire the object you created in its perception. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Telepathic Contact. *Awakened Discipline.* By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

- **Psychic Focus.** While focused on this discipline, you gain the ability to use your Telepathy class feature with up to six creatures at once. If you don't have that feature from the mystic class, you instead gain it while focused on this discipline.

- **Exacting Query.** (2 psi). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target truthfully answers one question you ask it via telepathy. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.
- **Occluded Mind.** (2 psi). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target believes one statement of your choice for the next 5 minutes that you communicate to it via telepathy. The statement can be up to ten words long, and it must describe you or a creature or an object the target can see. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.
- **Broken Will.** (5 psi). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, you choose the target's movement and action on its next turn. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.
- **Psychic Grip.** (6 psi; conc., 1 min.). As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or it is paralyzed until your concentration ends. At the end of each of its turns, it can repeat the saving throw. On a success, this effect ends. On a failure, you can use your reaction to force the target to move up to half its speed, even though it's paralyzed.
- **Psychic Domination.** (7 psi; conc., 1 min.). As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or you choose the creature's actions and movement on its turns until your concentration ends. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

Third Eye. *Nomad Discipline.* You create a third, psychic eye in your mind, which you cast out into the world. It channels thoughts and knowledge back to you, greatly enhancing your senses.

- **Psychic Focus.** While focused on this discipline, you have darkvision with a range of 60 feet. If you already have darkvision with that range or greater, increase its range by 10 feet.
- **Tremorsense.** (2 psi; conc., 1 min.). As a bonus action, you gain tremorsense with a radius of 30 feet, which lasts until your concentration ends.
- **Unwavering Eye.** (2 psi). As a bonus action, you gain advantage on Wisdom checks for 1 minute.
- **Piercing Sight.** (3 psi; conc., 1 min.). As a bonus action, you gain the ability to see through objects that are up to 1 foot thick within 30 feet of you. This sight lasts until your concentration ends.
- **Truesight.** (5 psi; conc., 1 min.). As a bonus action, you gain truesight with a radius of 30 feet, which lasts until your concentration ends.

Psionic Talents

Psionic talents are minor abilities that require psionic aptitude but don't drain a mystic's reservoir of psionic power. Talents are similar to disciplines and use the same rules, but with three important exceptions:

- You can never use your psychic focus on a talent.
- Talents don't require you to spend psi points to use them.
- Talents aren't linked to Mystic Orders. The talents are presented below in alphabetical order.

Beacon. *Psionic Talent.* As a bonus action, you cause bright light to radiate from your body in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. The light lasts for 1 hour, and you can extinguish it earlier as a bonus action.

Blade Meld. *Psionic Talent.* As a bonus action, a one-handed melee weapon you hold becomes one with your hand. For the next minute, you can't let go of the weapon nor can it be forced from your grasp.

Blind Spot. *Psionic Talent.* As an action, you erase your image from the mind of one creature you can see within 120 feet of you; the target must succeed on a Wisdom saving throw, or you are invisible to it until the end of your next turn.

Delusion. *Psionic Talent.* As an action, you plant a false belief in the mind of one creature that you can see within 60 feet of you. You can create a sound or an image. Only the target of this talent perceives the sound or image you create. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar, a musical instrument, or any other sound you pick. It lasts for 1 minute. If you create an object, it must fit within a 5-foot cube and can't move or be reflective. The image can't create any effect that influences a sense other than sight. The image lasts for 1 minute, and it disappears if the creature touches it.

Energy Beam. *Psionic Talent.* As an action, you target one creature you can see within 90 feet of you. The target must succeed on a Dexterity saving throw or take 1d8 acid, cold, fire, lightning, or thunder damage (your choice). The talent's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Light Step. *Psionic Talent.* As a bonus action, you alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the first time you stand up this turn, you do so without expending any of your movement if your speed is greater than 0.

Mind Meld. *Psionic Talent.* As a bonus action, you can communicate telepathically with one willing creature you can see within 120 feet of you. The target must have an Intelligence of at least 2, otherwise this talent fails and the action is wasted. This communication can occur until the end of the

current turn. You don't need to share a language with the target for it to understand your telepathic utterances, and it understands you even if it lacks a language. You also gain access to one memory of the target's choice, gaining perfect recall of one thing it saw or did.

Mind Slam. *Psionic Talent.* As an action, you target one creature you can see within 60 feet of you. The target must succeed on a Constitution saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, it is knocked prone. The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Mind Thrust. *Psionic Talent.* As an action, you target one creature you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d10 psychic damage. The talent's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Mystic Charm. *Psionic Talent.* As an action, you beguile one humanoid you can see within 120 feet of you. The target must succeed on a Charisma saving throw or be charmed by you until the end of your next turn.

Mystic Hand. *Psionic Talent.* You can use your action to manipulate or move one object within 30 feet of you. The object can't weigh more than 10 pounds, and you can't affect an object being worn or carried by another creature. If the object is loose, you can move it up to 30 feet in any direction. This talent allows you to open an unlocked door, pour out a beer stein, and so on. The object falls to the ground at the end of your turn if you leave it suspended in midair.

Psychic Hammer. *Psionic Talent.* As an action, you try to grasp one creature you can see within 120 feet of you, with a hand crafted from telekinetic energy. The target must succeed on a Strength saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, you can move it up to 10 feet in a straight line in a direction of your choice. You can't lift the target off the ground unless it is already airborne or underwater. The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SUBCLASSES

Barbarian

Barbarian: Path of the Ancestral Guardian

Some barbarians hail from cultures that revere their ancestors. These tribes teach that the warriors of the past linger in the world as mighty spirits, who can guide and protect the living. When a barbarian who follows this path rages, the barbarian contacts the spirit world and calls on these guardian spirits for aid in a time of need. Barbarians who draw on their ancestral guardians can better fight to protect their tribes and their allies. In order to cement ties to their ancestral guardians, barbarians who follow this path cover themselves in elaborate tattoos that celebrate their ancestors' deeds. These tattoos tell sagas of victories against terrible monsters and other fearsome rivals.

Ancestral Protectors. Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. These warriors distract a foe you strike and hinder its attempts to harm your companions. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors. Until the start of your next turn or until your rage ends, that target has disadvantage on any attack roll that doesn't target you, and creatures other than you have resistance to the damage of the target's attacks.

Spirit Shield. Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection for your allies. If you are raging and a creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d8. When you reach certain levels in this class, you can reduce the damage by more: by 3d8 at 10th level and by 4d8 at 14th level.

Consult the Spirits. At 10th level, you gain the ability to consult with your ancestral spirits and use them to scout far-off areas. When you do so, you cast the clairvoyance spell, without needing a spell slot. Rather than creating a spherical sensor, the spell invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for the spell. After you cast the spell in this way, you can't do so again until you finish a short or long rest.

Vengeful Ancestors. At 14th level, your ancestral spirits grow powerful enough to strike foes that dare to harm those you protect. When you use your Spirit Shield to protect a creature damaged by an attack, the attacker takes the same amount of damage that your Spirit Shield prevents.

Barbarian: Path of the Storm Herald

Typical barbarians harbor a fury that dwells within. Their rage grants them superior strength, durability, and speed. Barbarians who follow the Path of the Storm Herald learn instead to transform their rage into a mantle of primal magic that swirls around them. When in a fury, a barbarian of this path taps into nature to create powerful, magical effects. Storm heralds are typically elite champions who train alongside druids, rangers, and others sworn to protect the natural realm. Other storm heralds hone their craft in elite lodges founded in regions wracked by storms, in the frozen reaches at the world's end, or deep in the hottest deserts.

Storm of Fury. When you select this path at 3rd level, choose one of the following options: desert, sea, or tundra. The environment you choose shapes the nature of the storm you conjure when you rage. While raging, you emanate an aura in a 10-foot radius. The effects of this aura depend on your chosen environment.

- **Desert.** Any enemy that ends its turn in your aura takes fire damage equal to 2 + your barbarian level divided by 4.
- **Sea.** At the end of each of your turns, you can choose a creature in your aura, other than yourself. The target must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier. The target takes 2d6 lightning damage on a failed save, and half as much damage on a successful one. This damage increases to 3d6 at 10th level and to 4d6 at 15th level.
- **Tundra.** Any enemy that ends its turn in your aura takes cold damage equal to 2 + your barbarian level divided by 4.

Storm Soul. At 6th level, your link to the power of the storm grants you additional abilities based on the environment you chose at 3rd level.

- **Desert.** You gain resistance to fire damage and don't suffer the effects of extreme heat.
- **Sea.** You gain resistance to lightning damage and can breathe underwater.
- **Tundra.** You gain resistance to cold damage and don't suffer the effects of extreme cold.

Shield of the Storm. At 10th level, you learn to use your mastery of the storm to protect your allies. While you are raging, allies within your aura gain the benefits of your Storm Soul feature.

Raging Storm. At 14th level, the power of the storm you channel grows mightier.

- **Desert.** The ground around you becomes like shifting sand. Any enemy that attempts to move more than 5 feet per turn on the ground while in your aura must make a Strength saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature's speed drops to 0 until the start of its next turn.
- **Sea.** Roaring winds tear through the area around you. Any creature in your aura that you hit with an attack must make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.
- **Tundra.** The air around you coldly slows your foes. The area within your aura is difficult terrain for your enemies.

Barbarian: Path of the Zealot

Some deities inspire their followers to pitch themselves into a ferocious battle fury. These barbarians are zealots — warriors who channel their rage into powerful displays of divine power. A variety of gods across the worlds of D&D inspire their followers to embrace this path. Tempus from the Forgotten Realms and Hextor and Erythnul of Greyhawk are all prime examples. In general, the gods who inspire zealots are deities of combat, destruction, and violence. Not all are evil, but few are good.

Divine Fury. Starting when you choose this path at 3rd level, you can channel divine fury when you start to rage. If you do so, you become cloaked in an aura of divine power until the rage ends. At the end of each of your turns for that duration, each creature within 5 feet of you takes damage equal to 1d6 + half your barbarian level. The damage is necrotic or radiant; you choose the type of damage when you gain this feature.

Warrior of the Gods. At 3rd level, your soul is marked for endless battle. If a spell would have the sole effect of restoring you to life (but not undeath), the caster does not need material components to cast the spell on you.

Zealous Focus. At 6th level, the divine power that fuels your rage can shield you from harm. If you fail a saving throw while raging, you can instead succeed on that saving throw as a reaction. However, doing so immediately ends your rage, and you can't rage again until you finish a short or long rest.

Zealous Presence. At 10th level, you learn to channel divine power to inspire zealotry in others. As an action, you howl in fury and unleash a battle cry infused with divine energy. Every ally within 60 feet of you gains advantage on attack rolls and saving throws until the start of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

Rage Beyond Death. Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows. While raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends.

Bard

Bard: College of Glamour

The College of Glamour is open to those bards who mastered their craft in the vibrant, deadly realm of the Feywild. Tutored by satyrs, eladrin, and other fey, these bards learn to use their magic to delight and captivate others. The bards of this college are regarded with a mixture of awe and fear. Their performances are the stuff of legend. The bards of this college are so eloquent that a speech or song that one of them performs can cause captors to release the bard unharmed and can lull a furious dragon into complacency. The same magic that allows them to quell beasts can also bend minds. Villainous bards of this college can leech off a community for weeks, abusing their magic to turn their hosts into thralls.

Mantle of Inspiration. When you join the College of Glamour at 3rd level, you gain the ability to weave a song of fey magic that entralls your allies with vigor and speed. As a bonus action, you can expend a use of Bardic Inspiration to grant yourself a wondrous, otherworldly appearance. When you do so, choose a number of allies you can see and who can see you within 60 feet of you, up to a number of them equal to your Charisma modifier (minimum of one). Each target gains 2d6 temporary hit points. When a target gains these temporary hit points, it can also use its reaction to move up to its speed toward you, without provoking opportunity attacks. It must take the shortest, safest path to you. The number of temporary hit points increases when you reach certain levels in this class, increasing to 2d8 at 5th level, 2d10 at 10th level, and 2d12 at 15th level.

Enthralling Performance. Starting at 3rd level, you can charge your performance with seductive fey magic. If you perform for at least 10 minutes, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number of them equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on

your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its save against this effect, the target has no hint that you tried to charm it. Once you use this feature, you can't use it again until you finish a short or long rest.

Mantle of Majesty. At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you take on an appearance of unearthly beauty for 1 minute. During this time, you can cast *command* as a bonus action on each of your turns, without using a spell slot. This effect lasts for 1 minute, and any creature charmed by you automatically fails its saving throw against the spell. Once you use this feature, you can't use it again until you finish a long rest.

Unbreakable Majesty. At 14th level, you gain an otherworldly aspect to your appearance that makes you look more fierce and lovely. In addition, through this feature, you can cast *sanctuary* on yourself. If a creature fails its saving throw against the spell, you also gain advantage on all Charisma checks against the creature for 1 minute, and it has disadvantage on any saving throw it makes against your spells on your next turn. Once you cast *sanctuary* using this feature, you can't do so again until you finish a short or long rest.

Bard: College of Swords

Bards of the College of Swords are called blades, and they entertain through daring feats of weapon prowess. Blades perform stunts such as sword swallowing, knife throwing and juggling, and mock combats. Though they use their weapons to entertain, they are also highly trained and skilled warriors in their own right. Their talent with weapons inspires many blades to lead double lives. One blade might use a circus troupe as cover for nefarious deeds such as assassination, robbery, and blackmail. Other blades strike at the wicked, bringing justice to bear against the cruel and powerful. Most troupes are happy to accept a blade's talent for the excitement it adds to a performance, but few entertainers fully trust them. Blades who abandon lives as entertainers have often run into trouble that makes maintaining their secret activities impossible. A blade caught stealing or engaging in vigilante justice is too great a liability for most troupes. With their weapon skills and magic, these blades either take up work as enforcers for thieves' guilds or strike out on their own as adventurers.

Bonus Proficiencies. When you join the College of Blades at 3rd level, you gain proficiency with medium armor and scimitars. If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.

Fighting Style. At 3rd level, you adopt a 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 something in the game lets you choose again.

- **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.

Blade Flourish. At 3rd level, you learn to conduct impressive displays of martial prowess and speed. As an action, you can make one melee weapon attack, and your walking speed increases by 10 feet until the end of the current turn. Whenever you use this action, you can also use one of the following Blade Flourish options as part of it.

- **Defensive Flourish.** You spin your weapon in circles, creating a hypnotic display. You can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to your AC until the start of your next turn.
- **Slashing Flourish.** If the attack hits its target, you can expend one of your uses of Bardic Inspiration to cause the weapon to damage each creature of your choice, other than the target, that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.
- **Mobile Flourish.** If the attack hits its target, you can expend one of your uses of Bardic Inspiration to push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on the Bardic Inspiration die. You can then immediately use your reaction to move up to your speed to an unoccupied space within 5 feet of the target.

Cunning Flourish. Beginning at 6th level, you can attack twice, instead of once, whenever you use the Blade Flourish action on your turn. You can, nevertheless, still use only one Blade Flourish option when you take that action.

Master's Flourish. Starting at 14th level, whenever you use a Blade Flourish option, you can roll a d6 and use it instead of expending a Bardic Inspiration die.

Bard: College of Whispers

Most folk are happy to welcome a bard into their midst. Bards of the College of Whispers use this to their advantage. They appear to be like any other bard, sharing news, singing songs, and telling tales to the audiences they gather. In truth, the College of Whispers teaches its students that they are wolves among sheep. These bards use their knowledge and magic to uncover secrets and turn them against others through extortion and threats. Many other bards hate the College of Whispers, viewing it as a parasite that uses the bards' reputation to acquire wealth and power. For this reason, these bards rarely reveal their true nature unless they must. They typically claim to follow some other college, or keep their true nature secret in order to better infiltrate and exploit royal courts and other settings of power.

Venomous Blades. When you join the College of Whispers at 3rd level, you gain the ability to magically make your weapon attacks toxic for a moment. When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an additional 2d6 poison damage to that target. You can do so only once per round on your turn. The additional damage increases when you reach certain levels in this class, increasing to 2d8 at 5th level, 2d10 at 10th level, and 2d12 at 15th level.

Venomous Words. At 3rd level, you learn to infuse innocent-seeming words with an insidious magic. A creature that hears you speak can become plunged into fear and paranoia. If you speak to a humanoid alone for at least 10 minutes, you can attempt to seed paranoia and fear into its mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spell save DC or be frightened for the next hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged. While frightened in this way, the target is paranoid and tries to avoid the company of others, including its allies. The target seeks out what it considers the safest, most secret place available to it and hides there. If the target succeeds on its save, the target has no hint that you tried to frighten it. Once you use this feature, you can't use it again until you finish a short rest or long rest.

Mantle of Whispers. At 6th level, you gain the ability to adopt a creature's persona. When you slay a creature with an attack or a spell or a creature dies within 5 feet of you, you can magically capture its shadow using your reaction. You can capture only the shadow of a creature that is your creature type, such as humanoid, and your size (you can capture a Small or Medium shadow if you're Small), and you can have only one shadow captured at a time. After you capture a creature's shadow, you can use your magic to weave it into a disguise that allows you to take on its appearance and gain access to its surface memories. As an action, you take on the creature's appearance for 1 hour or until you end this effect as a bonus action. During that hour, you gain access to all information that the creature would freely share with a casual acquaintance. Information includes general details on its background and personal life, but does not include secrets. The information is enough that you can pass yourself off as the creature by drawing on its memories. Another creature can see through this disguise by making a Wisdom (Insight) check opposed by your Charisma (Deception) check, though you gain a +5 bonus to your check. The disguise and the knowledge it grants disappears when this ability's duration ends.

Shadow Lore. At 14th level, you gain the ability to weave dark magic into your words and tap into a creature's deepest fears. As an action, you magically whisper a phrase that only one creature of your choice within 30 feet of you can hear. The target must make a Wisdom saving throw against your spell save DC. It automatically succeeds if it doesn't share a language with you or if it can't hear you. On a successful saving throw, your whisper sounds like unintelligible mumbling and has no effect. If the target fails its saving throw, it is charmed by you for the next 8 hours or until you or your allies attack or damage it. It interprets the whispers as a description of its most mortifying secret. While you gain no knowledge of this secret, the target is convinced you know it. While charmed in this way, the creature obeys your commands for fear that you will reveal its secret. It won't risk its life for you or fight for you, unless it was already inclined to do so. It grants you favors and gifts it would offer to a close friend. When the effect ends, the creature has no understanding of why it held you in such fear. Once you use this feature, you can't use it again until you finish a long rest.

Cleric

Cleric: Forge Domain

The gods of the forge are patrons of artisans who work with metal, from a humble blacksmith who keeps a village in horseshoes and plow blades to the mighty elf artisan whose diamond-tipped arrows of mithral have felled demon lords. The gods of the forge teach that, with patience and hard work, even the most intractable metal can transform from a lump of ore to a beautifully wrought object. Clerics of these deities quest to search for objects lost to the forces of darkness, liberate mines overrun by orcs, and uncover rare and wondrous materials necessary to create potent magic items. Followers of these gods take great pride in their work, and they are willing to craft and use heavy armor and powerful weapons to protect them. Deities of this domain include Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.

Forge Domain Spells

Level | Spells

- 1st - searing smite, shield

- 3rd - heat metal, magic weapon
- 5th - elemental weapon, protection from energy
- 7th - fabricate, wall of fire
- 9th - animate objects, creation

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

Blessing of the Forge. At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon. Once you use this feature, you can't use it again until you finish a long rest.

Channel Divinity: Artisan's Blessing. Starting at 2nd level, you can use your Channel Divinity to create simple items. Starting at the beginning of a short rest, you conduct a ritual to your deity that grants you the ability to craft a finished item that is at least part metal. The item is completed at the end of the rest. The object can be worth no more than 100 gp, and as part of this ritual you must expend metals, such as coins or other finished items, with a value equal to the item you want to make. The item can be an exact duplicate of a nonmagical item, such as a copy of a key, if you possess the original during your short rest.

Soul of the Forge. Starting at 6th level, your mastery of the forge grants you a number of special abilities:

- You gain a +1 bonus to AC while you are wearing medium or heavy armor.
- You gain resistance to fire damage.
- When you hit a construct with an attack, you deal additional force damage to it equal to your cleric level.

Divine Strike. At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the forge. 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 damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Saint of Forge and Fire. At 17th level, your affinity for fire and metal becomes more powerful due to your deity's blessing. You gain immunity to fire damage, and while you're wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Cleric: Grave Domain

Gods of the grave watch over the line between life and death. To these deities, death and the afterlife are a foundational part of the multiverse's workings. To resist death, or to desecrate the dead's rest, is an abomination. Deities of the grave include Kelemvor, Wee Jas, the ancestral spirits of the Undying Court, Hades, Anubis, and Osiris. These deities teach their followers to respect the dead and pay them due homage. Followers of these deities seek to put restless spirits to rest, destroy the undead wherever they find them, and ease the suffering of dying creatures. Their magic also allows them to stave off a creature's death, though they refuse to use such magic to extend a creature's lifespan beyond its mortal limits.

Grave Domain Spells

Level | Spells

- 1st - bane, false life
- 3rd - gentle repose, ray of enfeeblement
- 5th - revivify, vampiric touch
- 7th - blight, death ward
- 9th - antilife shell, raise dead

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

Circle of Mortality. At 1st level, you gain the ability to manipulate the line between life and death. When you cast a spell that restores hit points to a living creature currently at 0, treat any dice rolled to determine the spell's healing as having rolled their maximum result. In addition, if you have the *spare the dying* cantrip, you can cast it as a bonus action.

Eyes of the Grave. Starting at 1st level, you gain an innate sense of creatures whose existence is an insult to the natural cycle of life. If you spend 1 minute in uninterrupted contemplation, you can determine the presence and nature of undead creatures in the area. This detection extends up to 1 mile in all directions. You learn the number of undead and their distance and direction from you. In addition, you learn the creature type of the undead in that area that has the highest challenge rating. Once you use this feature, you can't use it again until you finish a long rest.

Channel Divinity: Path to the Grave. Starting at 2nd level, you can use your Channel Divinity to mark another creature's life force for termination. As an action, you touch a creature. The next time that creature takes damage from a spell or an attack from you or an ally, it is vulnerable to that spell or attack's damage. If the source of damage has multiple damage types, the creature is vulnerable to all of them. The vulnerability applies only to the first time that source inflicts damage, and then ends. If the creature has resistance or is immune to the damage, it instead loses its resistance or immunity against that spell or attack when it first applies damage.

Sentinel at Death's Door. Starting at 6th level, you gain the ability to impede death's progress. As a reaction when you or an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled. Once you use this feature, you can't use it again until you finish a short or long rest.

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

Keeper of Souls. At 17th level, you gain the ability to manipulate the boundary between life and death. When an enemy you can see dies within 30 feet of you, you or one ally of your choice that is within 30 feet of you regains hit points equal to the enemy's number of Hit Dice. You can use this feature as long as you aren't incapacitated, but no more than once per round.

Cleric: Protection Domain

The protection domain is the purview of deities who charge their followers to shield the weak from the strong. The gods' faithful dwell in villages and towns on the borderlands, where they help bolster defenses and seek out evils to defeat. These gods believe that a strong shield and a suit of armor is the best defense against evil, second only to a stout mace on hand to respond to any attacks in kind. Deities who grant this domain include Helm, Ilmater, Torm, Tyr, Heironeous, St. Cuthbert, Paladine, Dol Dorn, the Silver Flame, Bahamut, Yondalla, Athena, and Odin.

Protection Domain Spells

Level | Spells

- 1st - compelled duel, protection from evil and good
- 3rd - aid, protection from poison
- 5th - protection from energy, slow
- 7th - guardian of faith, Otiluke's resilient sphere
- 9th - antilife shell, wall of force

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

Shield of the Faithful. Starting at 1st level, you gain the ability to hinder attacks intended for others. When a creature 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. To do so, you must be able to see both the attacker and the target. You interpose an arm, a shield, or some other part of yourself to try to throw the attack off target.

Channel Divinity: Radiant Defense. Starting at 2nd level, you can use your Channel Divinity to cloak your allies in radiant armor. As an action, you channel blessed energy into an ally that you can see within 30 feet of you. The first time that ally is hit by an attack within the next minute, the attacker takes radiant damage equal to 2d10 + your cleric level.

Blessed Healer. Beginning at 6th level, the healing spells you cast on others can heal you as well. When you cast a spell with a spell slot and it restores hit points to any creature other than you this turn, you regain hit points equal to 2 + the spell's level.

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

Indomitable Defense. At 17th level, you gain resistance to two damage types of your choice, choosing from bludgeoning, necrotic, piercing, radiant, and slashing. Whenever you finish a short or long rest, you can change the damage types you chose. As an action, you can temporarily give up this resistance and transfer it to one creature you touch. The creature keeps the resistance until the end of your next short or long rest or until you transfer it back to yourself as a bonus action.

Druid

Druid: Circle of Dreams

Druids who are members of the Circle of Dreams hail from regions that have strong ties to the Feywild. The druids' guardianship of the natural world makes for a natural alliance between them and good-aligned fey. These druids seek to fill the world with merriment and light. Their magic mends wounds and brings joy to downcast hearts, and the realms they protect are gleaming, fruitful places.

Balm of the Summer Court. At 2nd level, you become imbued with the blessings of the Summer Court. You are a font of energy that lends relief to weary feet and respite from injuries. You have a pool of fey energy represented by a number of d6s equal to your druid level. As a bonus action, you can choose an ally you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent, and its speed increases by 5 feet per die spent. The speed increase lasts for 1 minute. You regain the expended dice when you finish a long rest.

Hearth of Moonlight and Shadow. At 6th level, home is wherever you set up camp. During a short or long rest, you can invoke the shadowy power of the Gloaming Court to ward your campsite from intruders. At the start of the rest, you create an area with a 30-foot radius. Within this area, you and your allies gain a +5 bonus to Wisdom (Perception) checks to detect creatures, and any light from open flames (campfire, torches, and the like) is not visible outside the area. These effects end when the rest finishes or when you leave the area.

Hidden Paths. At 10th level, you can use the hidden, unpredictable magical pathways that some fey use to traverse space in a blink of an eye. On your turn, you can teleport up to 30 feet to a spot you can see. Each foot of this teleportation costs 1 foot of your movement. You can also use this feature to teleport someone else. As an action, you can teleport a willing ally you touch up to 30 feet to a point you can see. Once you use either option — teleporting yourself or an ally — you can't use that option again until 1d4 rounds have passed.

Purifying Light. At 14th level, the favor of the Summer Court allows you to end spells that hamper you and your allies. When you cast a spell with a spell slot and it restores hit points to you or an ally this turn, you can simultaneously target the healed creature with dispel magic, using a spell slot with a level equal to the slot used to cast the healing spell. You can use this feature three times, and you regain expended uses of it when you finish a long rest. If the healing spell targets more than one creature, you can use this feature on more than one at the same time, expending one use of it per creature.

Druid: Circle of the Shepherd

Druids of the Circle of the Shepherd commune with the spirits of nature, especially the spirits of beasts and the fey, and call to those spirits for aid. These druids recognize that all living things play a role in the natural world, yet they focus on protecting animals and fey creatures that have difficulty defending themselves. Shepherds, as they are known, see such creatures as their charges. They ward off monsters that threaten them, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on rare animal habitats and on sites sacred to the fey. Many of these druids are happiest far from cities and towns, content to spend their days in the company of animals and the fey creatures of the wilds. Members of this circle become adventurers to oppose forces that threaten their charges or to seek knowledge and power that will help them safeguard their charges better. Wherever these druids go, the spirits of the wilderness are with them.

Speech of the Woods. At 2nd level, you gain the ability to converse with beasts and many fey. You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you any special friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

Spirit Totem. Starting at 2nd level, you gain the ability to call forth nature spirits and use them to influence the world around you. As a bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents. As a bonus action, you can move the spirit up to 60 feet to a point you can see. The spirit persists for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest. The effect of the spirit's aura depends on the type of spirit you summon from the options below.

- **Bear Spirit.** The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit appears gains temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.
- **Hawk Spirit.** The hawk spirit is a consummate hunter, marking your enemies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll.
- **Unicorn Spirit.** The unicorn spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell with a spell slot that restores hit points to anyone inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

Mighty Summoner. At 6th level, you gain the ability to conjure forth powerful beasts and fey. Any beast or fey summoned or created by your spells gains two benefits:

- The creature appears with more hit points than normal: 2 extra hit points per Hit Die it has.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

Guardian Spirit. Beginning at 10th level, your Spirit Totem safeguards the beasts and fey that you call forth with your magic. When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

Faithful Summons. Starting at 14th level, the nature spirits you commune with protect you when you are the most defenseless. If you are reduced to 0 hit points or are incapacitated against your will, you can immediately gain the benefits of *conjure animals* as if it were cast with a 9th-level spell slot. It summons four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required). Once you use this feature, you can't use it again until you finish a long rest.

Druid: Circle of Twilight

The Circle of Twilight seeks to exterminate undead creatures and preserve the natural cycle of life and death that rules over the cosmos. Their magic allows them to manipulate the boundary between life and death, sending their foes to their final rest while keeping their allies from that fate. These druids seek out lands that have been tainted by undeath. Such places are grim and foreboding. Once vibrant forests become gloomy, haunted places devoid of animals and filled with plants dying a slow, lingering death. The Circle of Twilight goes to such places to banish undeath and restore life.

Harvest's Scythe. Starting at 2nd level, you learn to unravel and harvest the life energy of other creatures. You can augment your spells to drain the life force from creatures. You have a pool of energy represented by a number of d10s equal to your druid level. When you roll damage for a spell, you can increase that damage by spending dice from the pool. You can spend a number of dice equal to half your druid level or less. Roll the spent dice and add them to the damage as necrotic damage. If you kill one or more hostile creatures with a spell augmented in this way, you or an ally of your choice that you can see within 30 feet of you regains 2 hit points per die spent to increase the spell's damage, or 5 hit points per die if at least one of the slain creatures was undead. You regain the expended dice when you finish a long rest.

Speech Beyond the Grave. At 6th level, you gain the ability to reach beyond death's veil in search of knowledge. Using this feature, you can cast *Speak with Dead* without material components, and you understand what the target of this casting says. It can understand your questions, even if you don't share a language or it is not intelligent enough to speak. Once you use this feature, you can't use it again until you finish a short or long rest.

Watcher at the Threshold. At 10th level, you gain resistance to necrotic and radiant damage. In addition, while you aren't incapacitated, any ally within 30 feet of you has advantage on death saving throws.

Paths of the Dead. At 14th level, your mastery of death allows you to tread the paths used by ghosts and other spirits. Using this feature, you can cast *Etherealness*. Once the spell ends, you can't cast it with this feature again until you finish a short or long rest.

Fighter

Fighter: Arcane Archer

An Arcane Archer studies a unique elven method of archery that weaves magic into attacks to produce supernatural effects. Among elves, Arcane Archers are some of their most elite warriors. These archers stand watch over the fringes of elven domains, keeping a keen eye out for trespassers and using magic-infused arrows to defeat monsters and invaders before they can reach elven settlements. Over the centuries, the methods of these elf archers have been learned by members of other races who can also balance arcane aptitude with archery.

Magic Arrow. When you choose this archetype at 3rd level, you gain the ability to infuse arrows with magic. Whenever you fire a nonmagical arrow from a shortbow or longbow, you can make it a magic arrow, with a +1 bonus to the attack and damage rolls. The magic fades from the arrow immediately after it hits or misses its target.

Arcane Shot. At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn two Arcane Shot options of your choice (see the "Arcane Shot Options" section below). Once per turn when you fire a magic arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest. You gain an additional Arcane Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

Arcane Archer's Lore. At 3rd level, you learn magical theory or some of the secrets of nature — typical for practitioners of this elven martial tradition. You gain proficiency in either the Arcana or the Nature skill.

Curving Shot. At 7th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with a magic arrow and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

Ever-Ready Shot. Starting at 15th level, your magical archery is ever available to you when you need it most. If you roll initiative and have no uses of Arcane Shot remaining, you regain one use of it.

Arcane Shot Options. The Arcane Shot feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic. If an option requires a saving throw, your Arcane Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

- **Banishing Arrow.** You use abjuration magic to try to temporarily banish your target to a harmless location in the Feywild. If the arrow hits a creature, the target must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied. After you reach 18th level in this class, a target also takes 2d6 force damage when the arrow hits it.
- **Brute Bane Arrow.** You weave necromantic magic into your arrow. If the arrow hits a creature, the target takes an extra 2d6 necrotic damage, and it must make a Constitution saving throw. On a failed save, the damage of the target's attacks is halved until the start of your next turn. The necrotic damage increases to 4d6 when you reach 18th level in this class.
- **Bursting Arrow.** You imbue your arrow with a blast of force energy drawn from the school of evocation. If the arrow hits a creature, the target and each creature within 10 feet of it also take 2d6 force damage each. The force damage increases to 4d6 when you reach 18th level in this class.
- **Grasping Arrow.** When this arrow strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. If the arrow hits a creature, the target takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again. The poison and slashing damage both increase to 4d6 when you reach 18th level in this class.
- **Mind-Scrambling Arrow.** Your enchantment magic causes this arrow to temporarily beguile its target. Choose one of your allies within 30 feet of the target. If the arrow hits a creature, the target takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or it can't attack the chosen ally or include that ally in a harmful area of effect until the start of your next turn. This effect ends early if the chosen ally deals any damage to the target. The psychic damage increases to 4d6 when you reach 18th level in this class.
- **Piercing Arrow.** You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow fires forward in a line that is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a target takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage. The piercing damage increases to 2d6 when you reach 18th level in this class.
- **Seeking Arrow.** Using divination magic, you grant your arrow the ability to seek out your target, allowing the arrow to curve and twist its path in search of its prey. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location. The force damage increases to 2d6 when you reach 18th level in this class.
- **Shadow Arrow.** You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. If the arrow hits a creature, the target takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn. The psychic damage increases to 4d6 when you reach 18th level in this class.

Fighter: Cavalier

The archetypal Cavalier excels at mounted combat. Usually born among the nobility and raised at court, a Cavalier is equally at home leading a cavalry charge or exchanging repartee at a state dinner. Cavaliers also learn how to guard those in their charge from harm, often serving as the protectors of their superiors and of the weak. Drawn to right wrongs or earn prestige, many of these fighters leave their lives of comfort to embark on glorious adventure.

Bonus Proficiency. When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

Born to the Saddle. Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Combat Superiority. At 3rd level, you gain a set of combat abilities, referred to as maneuvers, which are fueled by special dice called superiority dice.

- **Superiority Dice.** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.
- **Maneuvers.** You spend your superiority dice on your maneuvers. You can use more than one maneuver per turn, but no more than one maneuver per attack. You know the following maneuvers:

- **Control Mount.** When you make a Wisdom (Animal Handling) check to influence a creature that you or an ally is riding, you can expend one superiority die, roll it, and add the number rolled to the check. You can do this before or after rolling the d20, but before applying the results of the check.
- **Precision Attack.** When you make a weapon attack against a creature, you can expend one superiority die, roll it, and add it to the attack roll. You can use this ability before or after rolling the d20, but before any of the effects of the attack are applied.
- **Trip Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. Roll the die, and add it to the attack's damage roll. If the target is Large or smaller, it must also succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.
- **Warding Maneuver.** If you or a creature within 5 feet of you is hit by an attack, you can expend one superiority die as a reaction if you're wielding a weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

Ferocious Charger. At 7th level, you gain additional benefits when you use your Trip Attack maneuver. You can expend up to two superiority dice on it, adding both dice to the damage roll. When you spend two dice in this way, the target has disadvantage on its Strength saving throw to avoid being knocked prone.

Improved Combat Superiority. At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Relentless. Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

Fighter: Knight

The Knight is a colossus on the battlefield who can shrug off attacks and protect allies from harm. Knights fight from the saddle when they can, and in combat they are expected to seek out and lock down the mightiest of the enemy's forces. On adventures, they are the armored bulwark that strives to keep the rest of the party safe.

Born to the Saddle. Starting at 3rd level, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed. In addition, you have advantage on saving throws made to avoid falling off your mount. If you fall off it, you can automatically land on your feet if you aren't Incapacitated and you fall less than 10 feet.

Implacable Mark. At 3rd level, you excel at foiling attacks and protecting your allies by menacing your foes. When you hit a creature with a melee weapon attack, the target is marked by you until the end of your next turn. A creature ignores this effect if the creature can't be frightened. The marked target has disadvantage on any attack roll against a creature other than you or someone else who marked it. If a target marked by you is within 5 feet of you on its turn and it moves at least 1 foot or makes an attack that suffers disadvantage from this feature, you can make one melee weapon attack against it using your reaction. This attack roll has advantage, and if it hits, the attack's weapon deals extra damage to the target equal to your fighter level. You can make this special attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn. You can make this attack three times, and you regain all expended uses of it when you finish a short or long rest.

Noble Cavalry. At 7th level, you gain proficiency in two of the following skills of your choice: Animal Handling, History, Insight, Persuasion, or Religion. Alternatively, you learn one language of your choice.

Hold the Line. At 10th level, you master the ability to harass and slow your enemies. As a reaction when a creature moves at least 1 foot within 5 feet of you, you can make one melee weapon attack against that creature. If you hit, the attack's weapon deals extra damage to the target equal to half your fighter level, and the target's speed is reduced to 0 until the end of this turn.

Rapid Strike. Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

Defender's Blade. At 18th level, you respond to danger with extraordinary vigilance. You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn. In addition, you gain a +1 bonus to AC while wearing heavy armor.

Fighter: Monster Hunter

As an archetypal Monster Hunter, you are an expert at defeating super natural threats. Typically mentored by an older, experienced Monster Hunter, you learn to overcome a variety of unnatural defenses and attacks, including those of undead, lycanthropes, and other creatures of horror.

Bonus Proficiencies. When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Insight, Investigation, Nature, or Perception. You can gain proficiency with a tool of your choice in place of one skill choice.

Combat Superiority. When you choose this archetype at 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- When you damage a creature with a weapon attack, you can expend one superiority die to add it to the damage roll. You can use this ability after rolling damage. If the attack causes the target to make a Constitution saving throw to maintain concentration, it has disadvantage on that save.
- When you make an Intelligence, a Wisdom, or a Charisma saving throw, you can expend one superiority die to add it to the roll. You can use this feature only before you learn if the save succeeded or failed.
- When you make a Wisdom (Perception) check to detect a hidden creature or object, or a Wisdom (Insight) check to determine if someone is lying to you, you can expend one superiority die to add it to the roll. You can use this feature after seeing the total but before learning if you succeeded or failed.

Hunter's Mysticism. At 3rd level, your study of the supernatural gives you a limited ability to use magic. You can cast *detect magic* as a ritual. You can cast *protection from evil and good*, but you cannot cast it again with this feature until you finish a long rest. Wisdom is your spellcasting ability for these spells. In addition, you gain the ability to speak one of the following languages of your choice: Abyssal, Celestial, or Infernal.

Monster Slayer. At 7th level, whenever you expend superiority dice to add to a damage roll, you can expend up to two dice instead of just one, adding both to the roll. Both dice are expended as normal. If the target of your attack is an aberration, a fey, a fiend, or an undead, you deal maximum damage with both dice, instead of rolling them.

Improved Combat Superiority. At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Relentless. Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

Fighter: Samurai

The Samurai is a fighter who draws on an implacable fighting spirit to overcome enemies. A Samurai's willpower is nearly unbreakable, and the enemies in a Samurai's path have two choices: yield or die fighting.

Fighting Spirit. Starting at 3rd level, the might of your willpower can shield you and help you strike true. As a bonus action on your turn, you can give yourself two benefits: advantage on all attack rolls and resistance to bludgeoning, piercing, and slashing damage. These benefits last until the end of your next turn. You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

Elegant Courtier. Starting at 7th level, your discipline and attention to detail allow you to excel in social situations that require strict adherence to etiquette. You can add your Wisdom modifier to any Charisma check you make to persuade or please a noble or anyone else of high social station. You also gain proficiency in the History, Insight, or Persuasion skill (choose one). Alternatively, you learn one language of your choice.

Unbreakable Will. At 10th level, your superior willpower allows you to shrug off mind-assaulting effects. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you gain proficiency in Intelligence or Charisma saving throws (choose one).

Rapid Strike. Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

Strength Before Death. Starting at 18th level, your fighting spirit can delay the grasp of death. If you take damage that would reduce you to 0 hit points, you can delay that damage and immediately take a bonus turn, interrupting the current turn. You don't take the damage until the bonus turn ends. It is possible to do things, such as gaining resistance, that change how much of that damage you take. Once you use this feature, you can't use it again until you finish a long rest.

Fighter: Sharpshooter

The Sharpshooter is a master of ranged combat. An excellent sniper and eagle-eyed scout, this fighter is a perilous foe who can defeat an entire war band so long as they are kept at range.

Steady Aim. Beginning when you choose this archetype at 3rd level, your aim becomes deadly. As a bonus action on your turn, you can take careful aim at a creature you can see that is within range of a ranged weapon you're wielding. Until the end of this turn, your ranged attacks with that weapon gain two benefits against the target:

- The attacks ignore half and three-quarters cover.
- On each hit, the weapon deals additional damage to the target equal to 2 + half your fighter level. You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

Careful Eyes. Starting at 7th level, you excel at picking out hidden enemies and other threats. You can take the Search action as a bonus action. You also gain proficiency in the Perception, Investigation, or Survival skill (choose one).

Close-Quarters Shooting. At 10th level, you learn to handle yourself in close combat. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on your roll. In addition, if you hit a creature within 5 feet of you with a ranged attack on your turn, that creature can't take reactions until the end of this turn.

Rapid Strike. Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

Snap Shot. Starting at 18th level, you are ever ready to spring into action. If you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.

Monk

Monk: Way of the Drunken Master

The Way of the Drunken Master teaches its students to move with the jerky, unpredictable movements of a drunkard. A drunken master sways, tottering on unsteady feet, to present what seems like an incompetent combatant but proves frustrating to engage. The drunken master's erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats. Cunning warriors can see through the drunken master's apparent incompetence to recognize the masterful technique employed.

Drunken Technique. When you choose this tradition at 3rd level, you gain proficiency in the Performance skill if you don't already have it; your martial arts technique mixes martial training with the precision of a dancer and the antics of a jester. You also learn how to twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 feet until the end of the current turn.

Tipsy Sway. At 6th level, your swaying in combat becomes maddeningly unpredictable. As a reaction when an enemy misses you with a melee attack roll, you can cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you. Once you use this feature, you can't use it again until you finish a short or long rest.

Drunkard's Luck. Starting at 11th level, you always seem to get a lucky bounce at just the right moment to save you from doom. When you make a saving throw, you can spend 1 ki point to give yourself advantage on that roll. You must decide to use this feature before rolling.

Intoxicated Frenzy. At 17th level, you gain the ability to make an overwhelming number of attacks against a group of enemies. When you use your Flurry of Blows, you can make up to three additional attacks with it (up to a total of five attacks), provided that each Flurry of Blows attack targets a different creature this turn.

Monk: Way of the Kensai

Monks of the Way of Kensai train relentlessly with their weapons, to the point that the weapon becomes like an extension of the body. A kensei sees a weapon in much the same way a painter regards a brush or a writer sees parchment, ink, and quill. A sword or bow is a tool used to express the beauty and elegance of the martial arts. That such mastery makes a kensei a peerless warrior is but a side effect of intense devotion, practice, and study.

Path of the Kensai. When you choose this tradition at 3rd level, your special martial arts training leads you to master the use of certain weapons. You gain the following benefits:

- Choose two types of weapons to be your kensei weapons: one melee weapon and one ranged weapon. Each of these weapons can be any simple or martial weapon that lacks the heavy and special properties. The longbow is also a valid choice. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you. Many of this tradition's features work only with your kensei weapons. When you reach 6th, 11th, and 17th level in this class, you can choose another type of weapon — melee or ranged — to be a kensei weapon for you, following the criteria above.
- If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.
- You can use a bonus action on your turn to make your ranged attacks with a kensei weapon more deadly. When you do so, any target you hit with a ranged attack using a kensei weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.

One with the Blade. At 6th level, you extend your ki into your kensei weapons, granting you the following benefits.

- **Magic Kensei Weapons.** Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

- **Precise Strike.** When you hit a target with a kensei weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

Sharpen the Blade. At 11th level, you gain the ability to augment your weapons further with your ki. As a bonus action, you can expend up to 3 ki points to grant one kensei weapon you touch a bonus to attack and damage rolls when you attack with it. The bonus equals the number of ki points you spent. This bonus lasts for 1 minute or until you use this feature again.

Unerring Accuracy. At 17th level, your mastery of weapons grants you extraordinary accuracy. If you make an attack roll with a monk weapon and miss, you can reroll it. You can use this feature only once on each of your turns.

Monk: Way of Tranquility

Monks of the Way of Tranquility see violence as a last resort. They use diplomacy, mercy, and understanding to resolve conflicts. If pushed, though, they are capable warriors who can bring an end to the unjust or cruel folk who refuse to listen to reason. When adventuring, these monks make excellent diplomats. They are also skilled in the healing arts, and can preserve their allies in the face of daunting foes.

Path of Tranquility. When you choose this tradition at 3rd level, you can become an island of calm in even the most chaotic of situations. With this feature, you can cast the sanctuary spell on yourself, no material component required, and it lasts up to 8 hours. Its saving throw DC equals 8 + your proficiency bonus + your Wisdom modifier. A creature that succeeds on the save is immune to this effect for 1 hour. Once you cast the spell in this way, you can't do so again for 1 minute.

Healing Hands. Your mystical touch can heal wounds. Starting at 3rd level, you have a pool of magical healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your monk level × 10. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in the pool. Instead of healing the creature, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Healing Hands, expending hit points separately for each one. When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature. This feature has no effect on undead and constructs.

Emissary of Peace. At 6th level, you gain the ability to defuse violent situations. Whenever you make a Charisma check to calm violent emotions or to counsel peace, you have advantage on the roll. You must make this entreaty in good faith; it doesn't apply if proficiency in the Deception or Intimidation skill applies to your check. You also gain proficiency in the Performance or Persuasion skill (choose one).

Douse the Flames of War. At 11th level, you gain the ability to temporarily extinguish a creature's violent impulses. As an action, you can touch a creature, and it must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Wisdom modifier. The target automatically succeeds if it's missing any of its hit points. If the target fails the save, it can't attack for 1 minute. During that time, it also can't cast spells that deal damage or that force someone to make a saving throw. This effect ends if the target is attacked, takes damage, or is forced to make a saving throw or if the target witnesses any of those things happening to its allies.

Anger of a Gentle Soul. At 17th level, you gain the ability to visit vengeance on someone who fells others. If you see a creature reduce another creature to 0 hit points, you can use your reaction to grant yourself a bonus to all damage rolls against the aggressor until the end of your next turn. The bonus equals your monk level. Once you use this ability, you can't use it again until you finish a short or long rest.

Paladin

Paladin: Oath of Conquest

The Oath of Conquest calls to paladins who seek glory in battle and the subjugation of their enemies. It isn't enough for these paladins to establish order. They must crush the forces of chaos. Sometimes called knight tyrants or iron mongers, those who swear this oath gather into grim orders that serve gods or philosophies of war and well-ordered might. Some of these paladins go so far as to consort with the powers of the Nine Hells, valuing the rule of law over the balm of mercy. The archdevil Bel, warlord of Avernus, counts many of these paladins — called hell knights — as his most ardent supporters. Hell knights cover their armor with trophies taken from fallen enemies, a grim warning to any who dare oppose them and the decrees of their lords. These knights are often most fiercely resisted by other paladins of this oath, who believe that the hell knights have wandered too far into darkness.

Tenets of Conquest. A paladin who takes this oath has the tenets of conquest seared on the upper arm. A hell knight's oath appears in Infernal runes, a brutal reminder of vows to the Lords of Hell.

- **Douse the Flame of Hope.** It is not enough to merely defeat an enemy in battle. Your victory must be so overwhelming that your enemies' will to fight is shattered forever. A blade can end a life. Fear can end an empire.
- **Rule with an Iron Fist.** Once you have conquered, tolerate no dissent. Your word is law. Those who obey it shall be favored. Those who defy it shall be punished as an example to all who might follow.
- **Strength Above All.** You shall rule until a stronger one arises. Then you must grow mightier and meet the challenge, or fall to your own ruin.

Oath Spells. You gain oath spells at the paladin levels listed.

- 3rd - armor of Agathys, command
- 5th - hold person, spiritual weapon
- 9th - bestow curse, fear
- 13th - dominate beast, stoneskin
- 17th - cloudkill, dominate person

Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

- **Conquering Presence.** You can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Guided Strike.** You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Aura of Conquest. Starting at 7th level, you constantly emanate a menacing aura while you're not incapacitated. The aura includes your space, extends 10 feet from you in every direction, and is blocked by total cover. If a creature is frightened of you, its speed is reduced to 0 while in the aura, and that creature takes psychic damage equal to half your paladin level if it starts its turn there. At 18th level, the range of this aura increases to 30 feet.

Scornful Rebuke. Starting at 15th level, those who dare to strike you are psychically punished for their audacity. Whenever a creature hits you with an attack, that creature takes psychic damage equal to your Charisma modifier (minimum of 0) if you're not incapacitated.

Invincible Conqueror. At 20th level, you gain the ability to harness extraordinary martial prowess. As an action, you can magically become an avatar of conquest, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20. Once you use this feature, you can't use it again until you finish a long rest.

Paladin: Oath of Redemption

The Oath of Redemption sets a paladin on a difficult path, one that requires a holy warrior to use violence only as a last resort. Paladins who dedicate themselves to this oath believe that any person can be redeemed and that the path of benevolence and justice is one that anyone can walk. These paladins face evil creatures in the hope of turning them to the light, and the paladins slay them only when such a deed will clearly save other lives. Paladins who follow this path are known as redeemers. While redeemers are idealists, they are no fools. Redeemers know that undead, demons, devils, and other supernatural threats can be inherently evil. Against such foes, the paladins bring the full wrath of their weapons and spells to bear. Yet the redeemers still pray that, one day, even creatures of wickedness will invite their own redemption.

Tenets of Redemption. The tenets of the Oath of Redemption hold a paladin to a high standard of peace and justice.

- **Peace.** Violence is a weapon of last resort. Diplomacy and understanding are the paths to long-lasting peace.
- **Innocence.** All people begin life in an innocent state, and it is their environment or the influence of dark forces that drives them to evil. By setting the proper example, and working to heal the wounds of a deeply flawed world, you can set anyone on a righteous path.
- **Patience.** Change takes time. Those who have walked the path of the wicked must be given reminders to keep them honest and true. Once you have planted the seed of righteousness in a creature, you must work day after day to allow it to survive and then flourish.
- **Wisdom.** Your heart and mind must stay clear, for eventually you will be forced to admit defeat. While every creature can be redeemed, some are so far along the path of evil that you have no choice but to end their lives for the greater good. Any such action must be carefully weighed and the consequences fully understood, but once you have made the decision, follow through with it knowing your path is just.

Oath Spells. You gain oath spells at the paladin levels listed.

- 3rd - shield, sleep
- 5th - hold person, ray of enfeeblement
- 9th - counterspell, hypnotic pattern
- 13th - Otiluke's resilient sphere, stonework
- 17th - hold monster, wall of force

Armor of Peace. Starting at 3rd level, your commitment to peace allows you to walk into the most dangerous situations unarmored. While you aren't wearing armor or wielding a shield, your base AC is 16 + your Dexterity modifier.

Warrior of Reconciliation. At 3rd level, you forswear the weapons of war in favor of simple tools. While wielding a simple weapon that deals bludgeoning damage, you gain a special benefit if you reduce a creature to 0 hit points with that weapon and decide to spare the creature's life. Instead of falling unconscious, the creature is charmed by you for 1 minute. During that time, the charmed creature is peaceful and docile, refusing to move or to take actions or reactions, unless you command it to. You can't order the creature to attack, force someone to make a saving throw, or cause damage to itself or others. This charmed effect ends early if you are incapacitated or if you or your companions attack the creature, deal damage to it, or force it to make a saving throw. When the effect ends, the creature falls unconscious if it still has 0 hit points.

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

- **Emissary of Peace.** You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to the next Charisma (Persuasion) check you make within the next minute.
- **Rebuke the Violent.** You can use your Channel Divinity to rebuke those who use violence. As a reaction when an enemy within 10 feet of you deals damage with a melee attack against one creature other than you, you force that attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Aura of the Guardian. Starting at 7th level, you can shield your allies from harm at the cost of your own health. As a reaction when an ally within 10 feet of you takes damage, you instead magically take that damage. This feature doesn't transfer any other effects that might accompany the damage.

Protective Spirit. Starting at 15th level, a holy presence mends your wounds in combat. You regain hit points equal to 1d6 + half your paladin level if you end your turn in combat with fewer than half of your hit points remaining and you aren't incapacitated.

Emissary of Redemption. At 20th level, you become an avatar of peace, which gives you two benefits:

- You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects).
- Whenever a creature damages you, it takes damage equal to half the amount it dealt to you. If you attack a creature, deal damage to it, or force it to make a saving throw, neither benefit works against that creature until you finish a long rest.

Paladin: Oath of Treachery

The Oath of Treachery is the path followed by paladins who have forsworn other oaths or who care only for their own power and survival. Commonly known as blackguards, these profane warriors are faithful only to themselves. Anyone desperate enough to follow one of these paladins does so because, while deceitful, these paladins command great power. Those who follow them without falling prey to their treachery hope to indulge in wanton violence and accumulate great treasure. Many of these paladins pay homage to demon lords, especially Grazz't and Orcus. Even the Lords of Hell are loath to ally with these champions of chaos, but sometimes Baalzebul and Glasya find a kindred spirit in a blackguard's penchant for double dealing and treachery.

Tenets of Treachery. A paladin who embraces the Oath of Treachery owes allegiance to no one. There are no tenets of this oath, for it lacks any substance. Those who are unfortunate enough to have close contact with blackguards have observed that a blackguard's overwhelming concern is power and safety, especially if both can be obtained at the expense of others.

Oath Spells. You gain oath spells at the paladin levels listed.

- 3rd - charm person, expeditious retreat
- 5th - invisibility, mirror image
- 9th - gaseous form, haste
- 13th - confusion, greater invisibility
- 17th - dominate person, passwall

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

- **Conjure Duplicate.** As an action, you create a visual illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space of your choice that you can see within 30 feet of you. The illusion looks exactly like you; it is silent; it is your size, is insubstantial, and doesn't occupy its space; and it is unaffected by attacks and damage. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but the illusion must remain within

120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how uncanny the illusion is.

- **Poison Strike.** You can use your Channel Divinity to make a weapon deadlier. As a bonus action, you touch one weapon or piece of ammunition and conjure a special poison on it. The poison lasts for 1 minute. The next time you hit a target with an attack using that weapon or ammunition, the target takes poison damage immediately after the attack. The poison damage equals 2d10 + your paladin level, or 20 + your paladin level if you had advantage on the attack roll.

Aura of Treachery. Starting at 7th level, you emanate an aura of discord, which gives you the following benefits.

- **Cull the Herd.** You have advantage on melee attack rolls against any creature that has one or more of its allies within 5 feet of it.
- **Treacherous Strike.** If a creature within 5 feet of you misses you with a melee attack, you can use your reaction to force the attacker to reroll that attack against a creature of your choice that is also within 5 feet of the attacker. The ability fails and is wasted if the attacker is immune to being charmed. You can use this ability three times. You regain expended uses of it when you finish a short or long rest.

Blackguard's Escape. At 15th level, you have the ability to slip away from your foes. Immediately after you are hit by an attack, you can use your reaction to turn invisible and teleport up to 60 feet to a spot you can see. You remain invisible until the end of your next turn or until you attack, deal damage, or force a creature to make a saving throw. Once you use this feature, you must finish a short or long rest before you can use it again.

Icon of Deceit. At 20th level, you gain the ability to emanate feelings of treachery. As an action, you can magically become an avatar of deceit, gaining the following benefits for 1 minute:

- You are invisible.
- If a creature damages you on its turn, it must succeed on a Wisdom saving throw (DC equal to your spell save DC) or you control its next action, provided that you aren't incapacitated when it takes the action. A creature automatically succeeds on the save if the creature is immune to being charmed.
- If you have advantage on an attack roll, you gain a bonus to its damage roll equal to your paladin level. Once you use this feature, you can't use it again until you finish a long rest.

Ranger

Ranger: Deep Stalker

Adventurers descending into the depths on desperate quests or in response to the promise of vast riches quickly come face to face with the evil that festers beneath the earth. Though many such characters are only too happy to escape back to the surface world again, rangers with the Deep Stalker archetype welcome each foray into the world below, striving to uncover and defeat the threats of the Underdark before those threats can reach the surface. Many Deep Stalkers are elves, as those folk know all too well the threat posed by the drow. Deep Stalkers scout for new passages into the Underdark, carefully mapping them and working to ensure they remain watched at all times. They venture into the depths on long, dangerous patrols, disappearing for months at a time. Many of them never return. Deep Stalkers master spells useful in navigating the Underdark, and their combat tactics focus on ambush, surprise, and stealth. They fight alone or in small groups in hostile territory, relying on clever tactics to carry the day.

Underdark Scout. At 3rd level, you master the art of the ambush. On your first turn during combat, you gain a +10 bonus to your speed. If you use the attack action on that turn, you can make one additional attack. You gain an additional benefit on all turns after your first turn. At the end of each such turn, you can attempt to hide as a bonus action if you meet the normal requirements for hiding. Deep Stalkers often use this ability to make ranged attacks, move beyond the scope of their foes' darkvision, and then hide.

Deep Stalker Magic. From 3rd level, you have darkvision with a range of 90 feet. You also gain access to additional spells at 3rd, 5th, 9th, 13th, and 15th level. You are always able to cast these spells, and they do not count against your number of ranger spells known.

Ranger Level	Spells
3	disguise self
5	rope trick
9	glyph of warding
13	greater invisibility
17	seeming

Iron Mind. At 7th level, you gain proficiency in Wisdom saving throws.

Stalker's Flurry. Starting at 11th level, you have the ability to ensure that your attacks count. If you miss with an attack during your turn, you can immediately make an additional attack. You can gain one additional attack during your turn with this ability.

Stalker's Dodge. At 15th level, you master the ability to disrupt an opponent's attacks. If a creature attacks you and does not have advantage on the attack roll, you can use your reaction to grant it disadvantage on the attack roll. You must use this ability before you know the result of the attack.

Ranger: Horizon Walker

Rangers of the Horizon Conclave guard the world against threats that originate from other planes. They seek out planar portals and keep watch over them, venturing to the outer and inner planes as needed to defeat threats.

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

Ranger Level	Spells
3	protection from evil and good
5	alter self
9	protection from energy
13	banishment
17	teleportation circle

Planar Warrior. At 3rd level, you learn to draw on the energy of the planes to augment your attacks. As a bonus action, choose one creature you can see within 30 feet of you. Until the end of this turn, your attacks against that creature ignore its damage resistances, and the next time you hit it on this turn, it takes an additional 1d6 force damage.

Portal Lore. At 3rd level, you gain the ability to detect the presence of planar portals. As an action, you detect the distance and direction to any planar portals within 1,000 feet of you. You also sense which plane of existence each portal leads to. However, if magic obscures any details of a portal, this feature doesn't reveal them. Once you use this feature, you can't use it again until you finish a short or long rest. Alternatively, you can use the feature again if you expend a spell slot of 2nd level or higher. See the "Planar Travel" section in chapter 2 of the *Dungeon Master's Guide* for examples of planar portals.

Ethereal Step. At 7th level, you learn to step through the Ethereal Plane. As a bonus action on your turn, you can cast the *etherealness* spell with this feature, but the spell ends at the end of the current turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Distant Strike. At 11th level, you gain the ability to step between the planes in a blink of an eye. When you use the Attack action, you can teleport up to 10 feet before each attack. You must be able to see the destination of the teleportation. If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

Spectral Defense. At 15th level, your ability to move between planes becomes even more finely tuned. As a reaction when you take damage, you can halve that damage against you. For a moment, you slip into the planar boundary to lessen the harm.

Ranger: Monster Slayer

Rangers of the Slayer Conclave seek out vampires, dragons, evil fey, fiends, and other powerful magical threats. Trained in a variety of arcane and divine techniques to overcome such monsters, slayers are experts at unearthing and defeating mighty foes.

Slayer's Mysticism. You learn an additional spell when you reach certain levels in this class, as shown in the Slayer Spells table. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

- 3rd protection from evil and good
- 5th zone of truth
- 9th magic circle
- 13th banishment
- 17th planar binding

Slayer's Eye. Starting at 3rd level, you gain the ability to study and unravel a creature's defenses. As a bonus action, choose one creature you can see within 120 feet of you. You immediately learn the target's vulnerabilities, immunities, and resistances. You also learn any special effects triggered when the target takes damage, such as fire damage halting its regeneration. In addition, the first time each turn you hit the target with a weapon attack, the target takes an extra 1d6 damage from the weapon. This benefit lasts until you target a different creature with this feature or until you finish a short or long rest.

Supernatural Defense. At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Eye forces you to make a saving throw, add 1d6 to your roll.

Relentless Slayer. At 11th level, you gain the ability to foil your foe's ability to escape. Your study of folklore and arcane knowledge gives you a key insight to keep your prey cornered. If the target of your Slayer's Eye attempts to teleport, change its shape, travel to another plane of existence, or

turn gaseous, you can use your reaction to make a Wisdom check contested by a Wisdom check made by the target. To use this ability, you must be able to see the target and need to be within 30 feet of it. If you succeed, you foil its attempt, causing it to waste the action, bonus action, or reaction it used.

Slayer's Counter. At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Slayer's Eye forces you to make a saving throw, you can use your reaction to make one weapon attack against it. You make this attack immediately before making the saving throw. If the attack hits, your save automatically succeeds, in addition to the attack's normal effects.

Ranger: Primeval Guardian

Rangers of the Primeval Guardian Conclave follow an ancient tradition rooted in powerful druidic magic. These rangers learn to become one with nature, allowing them to channel the aspects of various beasts and plants in order to overcome their foes. These rangers dwell in the elder forests of the world. They venture out only rarely, as they consider it their sacred duty to protect the druidic groves and ancient trees that saw the earliest days of the world.

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

Ranger Level | Spells

3	entangle
5	enhance ability
9	conjure animals
13	giant insect
17	insect plague

Guardian Soul. Starting at 3rd level, you gain the ability to temporarily grow and take on the appearance of a treelike person, covered with leaves and bark. As a bonus action, you assume this guardian form, which lasts until you end it as a bonus action or until you are incapacitated. You undergo the following changes while in your guardian form:

- Your size becomes Large, unless you were larger.
- Any speed you have becomes 5 feet, unless the speed was lower.
- Your reach increases by 5 feet.
- You gain a number of temporary hit points at the start of each of your turns. The number equals half your ranger level. When the form ends, you lose any temporary hit points you have from it.

Piercing Thorns. At 3rd level, your command of primal magic allows you to enhance your attacks with thorns. Once during each of your turns, you can deal an additional 1d6 piercing damage to one creature you hit with a weapon attack.

Ancient Fortitude. At 7th level, you gain the endurance of the ancient forests. Your hit point maximum and current hit points increase by 2 per ranger level when you assume your guardian form. This increase lasts until you leave the form; your hit point maximum then returns to normal, but your current hit points remain the same, unless they must decrease to abide by your hit point maximum.

Rooted Defense. At 11th level, you gain the ability to twist and turn the ground beneath you. While you are in your guardian form, the ground within 30 feet of you is difficult terrain for your enemies.

Guardian Aura. Starting at 15th level, your guardian form emanates a magical aura that fortifies your injured allies. When any ally starts their turn within 30 feet of your guardian form, that ally regains a number of hit points equal to half your ranger level. This aura has no effect on a creature that has half or more of its hit points, and it has no effect on undead and constructs.

Rogue

Rogue: Inquisitive

As an archetypal Inquisitive, you excel at rooting out secrets and unraveling mysteries. You rely on your sharp eye for details, but also on your finely honed ability to read the words and deeds of other creatures to determine their true intent. You excel at defeating creatures that hide among and prey upon ordinary folk, and your mastery of lore and your sharp eye make you well equipped to expose and end hidden evils.

Ear for Deceit. When you choose this archetype at 3rd level, you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to sense if a creature is lying, you use the total of your check or 8 + your Wisdom modifier, whichever is higher. If you are proficient in Insight, you add your proficiency bonus to the fixed result. If you chose Insight as a skill augmented by your Expertise feature, add double your proficiency bonus.

Eye for Detail. Starting at 3rd level, you can use the bonus action granted by your Cunning Action feature to make a Wisdom (Perception) check to spot a hidden creature or object, to make an Intelligence (Investigation) check to uncover and decipher clues, or to use Insightful Fighting (see below).

Insightful Fighting. At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As an action (or as a bonus action using Eye for Detail), you make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, opposed by the target's Charisma (Deception) check. If you succeed, you can use Sneak Attack against that creature even if you do not have advantage against it or if no enemy of the target is within 5 feet of it. You can use Sneak Attack in this way even if you have disadvantage against the target. This benefit lasts for 1 minute or until you successfully use Insightful Fighting against a different target.

Steady Eye. At 9th level, you gain advantage on any Wisdom (Perception) check made on your turn to find a hidden creature or object if you do not move during that turn. If you use this ability before moving, you cannot move or ready movement during your turn.

Unerring Eye. At 13th level, you gain the ability to detect magical deception. As an action, you sense the presence within 30 feet of you of illusions, shapechanger creatures not in their true form, and other magic designed to deceive the senses. Though you determine that an effect is attempting to trick you, you gain no special insight into what is hidden or its true nature.

Eye for Weakness. At 17th level, you learn to exploit a creature's weaknesses by carefully studying its tactics and movement. While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 2d6.

Rogue: Scout

You are skilled in woodcraft and stealth, allowing you to range ahead of your companions during expeditions. Rogues who embrace this archetype are at home in the wilderness and among barbarians and fighters, as they serve as the eyes and ears of war bands across the world. Compared to other rogues, you are skilled at surviving in the wilds.

Survivalist. When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Skirmisher. Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Superior Mobility. At 9th level, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

Ambush Master. Starting at 13th level, you excel at leading ambushes. If any of your foes are surprised, you can use a bonus action on your turn in the first round of the combat to grant each ally who can see you a +5 bonus to initiative that lasts until the combat ends. If the initiative bonus would increase an ally's initiative above yours, the ally's initiative instead equals your initiative. Each of the allies also receives a 10-foot increase to speed that lasts until the end of the ally's next turn.

Sudden Strike. Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but only if the attack is the only one you make against the target this turn.

Sorcerer

Sorcerer: Favored Soul

Sometimes the spark of magic that fuels a sorcerer comes from a divine source that glimmers within the soul. Having such a favored soul, your innate magic might come from a distant but powerful familial connection to a divine being. Perhaps your ancestor was an angel, transformed into a mortal and sent to fight in a god's name. Or your birth might align with an ancient prophecy, marking you as a servant of the gods or a chosen vessel of celestial magic. Favored souls, with their natural magnetism and strong personalities, are often seen as threats by traditional religious hierarchies. As outsiders who command celestial power, these sorcerers can undermine the existing order and claim a direct tie to the divine. In some cultures, only those who can claim the power of a favored soul may command religious power. In these lands, ecclesiastical positions are dominated by a few bloodlines and preserved over generations.

Divine Magic. Your link to the divine allows you to learn spells normally associated with the cleric class. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list, in addition to the sorcerer spell

list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you. You also learn the cure wounds spell, which doesn't count against your number of sorcerer spells known.

Favored by the Gods. Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

Empowered Healing. Starting at 6th level, the celestial energy coursing through you can empower your healing magic. Whenever you roll dice to determine the number of hit points a sorcerer spell of yours restores, you can spend 1 sorcery point to reroll any number of those dice once.

Angelic Form. At 14th level, your divine essence causes you to undergo a minor physical transformation. Your appearance takes on an otherworldly version of one of the following qualities (your choice): beautiful, youthful, kind, or imposing. In addition, as a bonus action, you can manifest a pair of spectral wings from your back. The wings last until you're incapacitated or you dismiss them as a bonus action. While the wings are present, you have a flying speed of 30 feet.

Unearthly Recovery. At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum. Once you use this feature, you can't use it again until you finish a long rest.

Sorcerer: Phoenix Sorcery

Your power draws from the immortal flame that fuels the legendary phoenix. You or your ancestors perhaps rendered a phoenix a great service, or you were born in its presence. Whatever the cause, a shard of the phoenix's power dwells within you. That power is a mixed blessing. Like the mythical creature, you can invoke fiery energy and gain the ability to cheat death itself. This power comes at a cost. The fire within you seethes, demanding to be unleashed. You sometimes find yourself absentmindedly feeding fires. You can't bear to allow a fire to sputter out. You feel most comfortable while holding a lit torch or sitting in front of a campfire. More importantly, this gift comes with no special protection from fire. You are as vulnerable as any other creature to fiery magic, including your own. Phoenix sorcerers can use their powers to pull themselves back from the brink of death, and all too often their own, rash nature or reliance on destructive magic is what puts them there in the first place. Such sorcerers are wanderers by necessity. The volatile nature of their magic makes other folk nervous. If a fire breaks out in town, a phoenix sorcerer had best flee, whether guilty or not. Fire is a dangerous force, and phoenix sorcerers have a reputation (deserved or not) for reckless behavior, confident that the essence of the phoenix can save them.

Ignite. At 1st level, you gain the ability to start fires with a touch. As an action, you can magically ignite a flammable object you touch with your hand — an object such as a torch, a piece of tinder, or the hem of drapes.

Mantle of Flame. Starting at 1st level, you can unleash the phoenix fire that blazes within you. As a bonus action, you magically wreath yourself in swirling fire, as your eyes glow like hot coals. For 1 minute, you gain the following benefits:

- You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- Any creature takes fire damage equal to your Charisma modifier if it hits you with a melee attack from within 5 feet of you or if it touches you.
- Whenever you roll fire damage on your turn, the roll gains a bonus to equal to your Charisma modifier. Once you use this feature, you can't use it again until you finish a long rest.

Phoenix Spark. Starting at 6th level, the fiery energy within you grows restless and vengeful. In the face of defeat, it surges outward to preserve you in a fiery roar. If you are reduced to 0 hit points, you can use your reaction to draw on the spark of the phoenix. You are instead reduced to 1 hit point, and each creature within 10 feet of you takes fire damage equal to half your sorcerer level + your Charisma modifier. If you use this feature while under the effects of your Mantle of Flame, this feature instead deals fire damage equal to your sorcerer level + double your Charisma modifier, and your Mantle of Flame immediately ends. Once you use this feature, you can't use it again until you finish a long rest.

Nourishing Fire. Starting at 14th level, your fire spells soothe and restore you. When you expend a spell slot to cast a spell that includes a fire damage roll, you regain hit points equal to the slot's level + your Charisma modifier.

Form of the Phoenix. At 18th level, you finally master the spark of fire that dances within you. While under the effect of your Mantle of Flame feature, you gain additional benefits:

- You have a flying speed of 40 feet and can hover.
- You have resistance to all damage.
- If you use your Phoenix Spark, that feature deals an extra 20 fire damage to each creature.

Sorcerer: Sea Sorcery

The power of water is the strength of flexibility, resilience, and a relentless nature. Water parts to allow a ship to sail over it or a diver to plunge into it, but their passing leaves no mark. Water flowing down a mountain reaches the sea. It might bend and turn across valleys and down hillsides, but it slowly and steadily returns to the waves. Those whose souls are touched by the power of elemental water command a similar power. Your heritage ties to powerful creatures of the sea, such as nereids, the lords of the merfolk, and elemental powers. Like a river, you feel the call of the ocean. The call is ever present in your heart, and you are never completely at peace until you are near the sea.

Soul of the Sea. At 1st level, your tie to the sea grants you the ability to breathe underwater, and you have a swim speed equal to your walking speed.

Curse of the Sea. When you choose this origin at 1st level, you learn the secret of infusing your spells with a watery curse. When you hit a creature with a cantrip's attack or when a creature fails a saving throw against your cantrip, you can curse the target until the end of your next turn or until you curse a different creature with this feature. Once per turn when you cast a spell, you can trigger the curse if that spell deals cold or lightning damage to the cursed target or forces it to move. Doing so subjects the target to the appropriate additional effect below, and then the curse ends if the spell isn't a cantrip (you choose the effect to use if more than one effect applies):

- **Cold Damage.** If the affected target takes cold damage from your spell, the target's speed is also reduced by 15 feet until the end of your next turn. If the spell already reduces the target's speed, use whichever reduction is greater.
- **Lightning Damage.** If the affected target takes lightning damage from your spell, the target takes additional lightning damage equal to your Charisma modifier.
- **Forced Movement.** If the target is moved by your spell, increase the distance it is moved by 15 feet.

Watery Defense. At 6th level, you gain resistance to fire damage. You also gain the ability to defend yourself by momentarily assuming a watery form. As a reaction when you are hit by an attack and take bludgeoning, piercing, or slashing damage from it, you can reduce that damage by an amount equal to your sorcerer level plus your Charisma score, and then you can move up to 30 feet without provoking opportunity attacks. Once you use this special reaction, you can't use it again until you finish a short or long rest.

Shifting Form. Starting at 14th level, you gain the ability to enter a liquid state while moving. When you move on your turn, you take only half damage from opportunity attacks, and you can move through any enemy's space but can't willingly end your move there. On your turn, you can move through any space that is at least 3 inches in diameter and do so without squeezing. When you stop moving, the regular squeezing rules apply if you're in a space one size smaller than you. You can't willingly stop in a space smaller than that, and if you're forced to do so, you immediately flow to the nearest space that can fit you, back along the path of your movement.

Water Soul. Starting at 18th level, your being is altered by the power of the sea. You gain the following benefits:

- You no longer need to eat, drink, or sleep.
- A critical hit against you becomes a normal hit.
- You have resistance to bludgeoning, piercing, and slashing damage.

Sorcerer: Shadow

Your innate magic comes from the Shadowfell. You might trace your lineage to an entity from that place, or perhaps you were exposed to its fell energy and transformed in some fundamental manner. The power of shadow magic casts a strange pall over your physical presence. The spark of life that sustains you is muffled, as if it struggles to remain viable against the dark energy that imbues your soul.

Eyes of the Dark. From 1st level, you have darkvision with a range of 60 feet. You can cast *darkness* by spending 1 sorcery point. You can see through any *darkness* spell you cast using this ability.

Strength of the Grave. Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. Whenever damage reduces you to 0 hit points, you can make a Constitution saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You cannot use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

Hound of Ill Omen. At 6th level, you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to summon a hound of ill omen to target one creature you can see. The hound uses a dire wolf's statistics with the following changes:

- The hound is size Medium.
- It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.
- At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound. The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound makes opportunity attacks, but only

against its target. Additionally, the target has disadvantage on all saving throws against your spells while the hound is within 5 feet of it. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

Shadow Walk. At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

Shadow Form. At 18th level, you can spend 3 sorcery points to transform yourself into a shadow form as a bonus action. In this form, you have resistance to all damage except force damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object. You remain in this form for 1 minute.

Sorcerer: Stone Sorcery

Your magic springs from a mystical link between your soul and the magic of elemental earth. You might trace a distant ancestor to the Plane of Earth, or your family might have earned a mighty boon in return for a service to the dao lords. Whatever your past, the magic of elemental earth is yours to command. Your link to earth magic grants you extraordinary resilience, and stone sorcerers have a natural affinity for combat. A steel blade feels like a natural extension of your body, and sorcerers with this origin have a knack for wielding both shields and weapons. In combat your place is amid the fray. You rely on your elemental nature to shield you from harm and your magic and metal weapons to overwhelm your foes.

Bonus Proficiencies. At 1st level, you gain proficiency with shields, simple weapons, and martial weapons.

Metal Magic. Your affinity for metal gives you the option to learn some non-sorcerer spells that focus on weapon attacks. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Spell Level | Spells

1. compelled duel, searing smite, thunderous smite, wrathful smite
2. branding smite, magic weapon
3. blinding smite, elemental weapon
4. staggering smite

Stone's Durability. At 1st level, your connection to stone gives you extra fortitude. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class. As an action, you can gain a base AC of 13 + your Constitution modifier if you aren't wearing armor, and your skin assumes a stony appearance. This effect lasts until you end it as a bonus action, you are incapacitated, or you don armor other than a shield.

Stone Aegis. Starting at 6th level, your command of earth magic grows stronger, allowing you to harness it for your allies' protection. As a bonus action, you can grant an aegis to one allied creature you can see within 60 feet of you. The aegis is a dim, gray aura of earth magic that protects the target. Any bludgeoning, piercing, or slashing damage the target takes is reduced by 2 + your sorcerer level divided by 4. This effect lasts for 1 minute, until you use it again, or until you are incapacitated. In addition, when a creature you can see within 60 feet of you hits the protected target with a melee attack, you can use your reaction to teleport to an unoccupied space you can see within 5 feet of the attacker. You can teleport only if you and the attacker are on the same surface. You can then make one melee weapon attack against the attacker. If that attack hits, it deals an extra 1d10 force damage. This extra damage increases to 2d10 at 11th level and 3d10 at 17th level.

Stone's Edge. Starting at 14th level, your mastery of earth magic allows you to add the force of elemental earth to your spells. When you cast a spell that deals damage, choose one creature damaged by that spell on the round you cast it. That creature takes extra force damage equal to half your sorcerer level. This feature can be used only once per casting of a spell.

Earth Master's Aegis. Beginning at 18th level, when you use your Stone's Aegis to protect an ally, you can choose up to three creatures to gain its benefits.

Warlock

Warlock: The Hexblade

You have made your pact with a powerful, sentient magic weapon carved from the stuff of the Shadowfell. The mighty sword Blackrazor is the most notable of these weapons, several of which have spread across the multiverse over the ages. These weapons grow stronger as they consume the life essence of their victims. The strongest of them can use their ties to the Shadowfell to offer power to mortals who serve them. The Raven Queen forged the first of these weapons. They, along with the hexblade warlocks, are another tool she can use to manipulate events in the Material Plane to her inscrutable ends.

Expanded Spell List. The Hexblade 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.

Spell Level | Spells

1. shield, wrathful smite
2. branding smite, magic weapon
3. blink, elemental weapon
4. phantasmal killer, staggering smite
5. cone of cold, destructive wave

Hex Warrior. At 1st level, you gain proficiency with medium armor, shields, and martial weapons. In addition, when attacking with a melee weapon that you are proficient with and that lacks the two-handed property, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Hexblade's Curse. Starting at 1st level, you gain the ability to place a baleful curse on an enemy. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier. You can't use this feature again until you finish a short or long rest.

Shadow Hound. Starting at 6th level, your shadow can split from you and transform into a hound of pure darkness. Most of the time, your shadow hound masquerades as your normal shadow. As a bonus action, you can command it to magically slip into the shadow of a creature you can see within 60 feet of you. While the shadow hound is merged in this manner, the target can't gain the benefits of half cover or three-quarters cover against your attack rolls, and you know the distance and direction to the target even if it is hidden. The hound can't be seen by anyone but you and those with truesight, and it is unaffected by light. The target has a vague feeling of dread while the hound is present. As a bonus action, you can command your shadow hound to return to you. It also automatically returns to you if you and the target are on different planes of existence, if you're incapacitated, or if dispel magic, remove curse, or similar magic is used on the target.

Armor of Hexes. At 10th level, your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, roll a d6. On a 4 or higher, the attack instead misses you.

Master of Hexes. Starting at 14th level, you can use your Hexblade's Curse again without resting, but when you apply it to a new target, the curse immediately ends on the previous target.

Warlock: The Raven Queen

Your patron is the Raven Queen, a mysterious being who rules the Shadowfell from a palace of ice deep within that dread realm. The Raven Queen watches over the world, anticipating each creature's death and ensuring that it meets its end at the prescribed time and place. As the ruler of the Shadowfell, she dwells in a decayed, dark reflection of the world. Her ability to reach into the world is limited. Thus, she turns to mortal warlocks to serve her will. Warlocks sworn to the Raven Queen receive visions and whispers from her in their dreams, sending them on quests and warning them of impending dangers. The Raven Queen's followers are expected to serve her will in the world. She concerns herself with ensuring that those fated to die pass from the world as expected, and bids her agents to defeat those who seek to cheat death through undeath or other imitations of immortality. She hates intelligent undead and expects her followers to strike them down, whereas mindless undead such as skeletons and zombies are little more than stumbling automatons in her eyes.

Expanded Spell List. The Raven Queen 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.

Spell Level | Spells

1. false life, sanctuary
2. silence, spiritual weapon
3. feign death, speak with dead
4. ice storm, locate creature
5. commune, cone of cold

Sentinel Raven. Starting at 1st level, you gain the service of a spirit sent by the Raven Queen to watch over you. The spirit assumes the form and game statistics of a raven, and it always obeys your commands, which you can give telepathically while it is within 100 feet of you. While the raven is perched on your shoulder, you gain darkvision with a range of 30 feet and a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks. The bonus equals your Charisma modifier. While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect; only you can cast spells on it; it can't take damage; and it is incapacitated. You can see through the raven's eyes and hear what it hears.

while it is within 100 feet of you. In combat, you roll initiative for the raven and control how it acts. If it is slain by a creature, you gain advantage on all attack rolls against the killer for the next 24 hours. The raven doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action. The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles. At the end of a short or long rest, you can call the raven back to you — no matter where it is or whether it died — and it reappears within 5 feet of you.

Soul of the Raven. At 6th level, you gain the ability to merge with your raven spirit. As a bonus action when your raven is perched on your shoulder, your body merges with your raven's form. While merged, you become Tiny, you replace your speed with the raven's, and you can use your action only to Dash, Disengage, Dodge, Help, Hide, or Search. During this time, you gain the benefits of your raven being perched on your shoulder. As an action, you and the raven return to normal.

Raven's Shield. At 10th level, the Raven Queen grants you a protective blessing. You gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

Queen's Right Hand. Starting at 14th level, you can channel the Raven Queen's power to slay a creature. You can cast *finger of death*. After you cast the spell with this feature, you can't do so again until you finish a long rest.

Warlock: The Seeker

Your patron is an inscrutable being who travels the Astral Plane in search of knowledge and secrets. In return for your patron's gifts, you wander the world seeking lore that you can share with the Seeker. Your patron could be any deity or other powerful entity dedicated to knowledge or forgotten lore. Celestian is an ideal patron for a Greyhawk campaign, and was the inspiration for this concept. In the Forgotten Realms, your patron might be Azuth or Oghma. Aureon makes an excellent patron in Eberron, while in Krynn and the Dragonlance campaign setting, Gilean is a good match for the Seeker's role.

Expanded Spell List. The Seeker 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.

Spell Level | Spells

1. feather fall, jump
2. levitate, locate object
3. clairvoyance, sending
4. arcane eye, locate creature
5. legend lore, passwall

Shielding Aurora. Starting at 1st level, you can invoke the Seeker's power to protect you from harm. As a bonus action, you create a whirling aura of brilliant energy that swirls around you. Until the end of your next turn, you gain resistance to all damage, and if a hostile creature ends its turn within 10 feet of you, it takes radiant damage equal to your warlock level + your Charisma modifier. Once you use this feature, you can't use it again until you finish a short or long rest.

Astral Refuge. At 6th level, you gain the ability to step into an astral refuge. As an action, you disappear from the world for a brief moment and enter the Astral Plane, taking advantage of its timeless nature. While in your astral refuge, you can take two actions to cast spells that target only you. After using those two actions, you return to the space you occupied and your turn ends.

Far Wanderer. At 10th level, you no longer need to breathe, and you gain resistance to fire damage and cold damage.

Astral Sequestration. Starting at 14th level, you gain the ability to sequester yourself and your allies on the Astral Plane. By performing a special ritual over the course of 5 minutes, you shift yourself and up to ten willing creatures you can see to the Astral Plane. You and those creatures gain the benefits of a short rest while sequestered on the Astral Plane. You then return to the spaces you all occupied when you used this ability, with no time having passed in the world. During this short rest, you and the creatures you sequester can make use of any options available during a rest that affect only you and the creatures you sequester. Once you use this ability, you cannot use it again until you complete a long rest.

Warlock: The Celestial

Your patron is a powerful being of the Upper Planes. You have bound yourself to an ancient empyrean, solar, ki-rin, or unicorn or to another entity that resides in the planes of everlasting bliss. Your pact with that being allows you to experience the barest touch of the holy light that illuminates the multiverse. Being connected to such power can cause changes in your behavior and beliefs. You might find yourself driven to annihilate the undead, to defeat fiends, and to protect the innocent. At times, your heart might also be filled with a longing for the celestial realm of your patron, a desire to wander that paradise for the rest of your days. But you know that your mission is among mortals for now and that your pact binds you to bring light to the dark places of the world.

Expanded Spell List. The Celestial 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.

Spell Level | Spells

1. burning hands, cure wounds
2. flaming sphere, lesser restoration
3. daylight, revivify
4. guardian of faith, wall of fire
5. flame strike, greater restoration

Bonus Cantrips. At 1st level, you learn the *sacred flame* and *light* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

Healing Light. At 1st level, you gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your warlock level. As a bonus action, you can touch a creature and heal it, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total. Your pool regains all expended dice when you finish a long rest.

Radiant Soul. Starting at 6th level, your link to the Celestial allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you add your Charisma modifier to that damage against one target of your choice.

Celestial Resilience. Starting at 10th level, you gain temporary hit points whenever you finish a short or long rest. These temporary hit points equal your warlock level + your Charisma modifier. Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your warlock level + your Charisma modifier.

Searing Vengeance. Starting at 14th level, the radiant energy you channel allows you to overcome grievous injuries. When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of radiant energy. You regain hit points equal to half your hit point maximum, and then you stand up, if you so choose. Each creature of your choice that is within 30 feet of you takes radiant damage equal to 2d8 + your Charisma modifier, and it is blinded until the end of the current turn. Once you use this feature, you can't use it again until you finish a long rest.

Wizard

Wizard: Lore Mastery

Lore Mastery is an arcane tradition fixated on understanding the underlying mechanics of magic. It is the most academic of all arcane traditions. The promise of uncovering new knowledge or proving (or discrediting) a theory of magic is usually required to rouse its practitioners from their laboratories, academies, and archives to pursue a life of adventure. Known as savants, followers of this tradition are a bookish lot who see beauty and mystery in the application of magic. The results of a spell are less interesting to them than the process that creates it. Some savants take a haughty attitude toward those who follow a tradition focused on a single school of magic, seeing them as provincial and lacking the sophistication needed to master true magic. Other savants are generous teachers, countering ignorance and deception with deep knowledge and good humor.

Lore Master. Starting at 2nd level, you become a compendium of knowledge on a vast array of topics. Your proficiency bonus is doubled for any ability check you make that uses the Arcana, History, Nature, or Religion skill if you are proficient in that skill. In addition, your analytical abilities are so well-honed that your initiative in combat can be driven by mental agility, rather than physical agility. When you roll initiative, it is either an Intelligence check or a Dexterity check for you (your choice).

Spell Secrets. At 2nd level, you master the first in a series of arcane secrets uncovered by your extensive studies. When you cast a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with one other type from that list (you can change only one damage type per casting of a spell). You replace one energy type for another by altering the spell's formula as you cast it. When you cast a spell with a spell slot and the spell requires a saving throw, you can change the saving throw from one ability score to another of your choice. Once you change a saving throw in this way, you can't do so again until you finish a short or long rest.

Alchemical Casting. At 6th level, you learn to augment spells in a variety of ways. When you cast a spell with a spell slot, you can expend one additional spell slot to augment its effects for this casting, mixing the raw stuff of magic into your spell to amplify it. The effect depends on the spell slot you expend. An additional 1st-level spell slot can increase the spell's raw force. If you roll damage for the spell when you cast it, increase the damage against every target by 2d10 force damage. If the spell can deal damage on more than one turn, it deals this extra force damage only on the turn you cast the spell. An additional 2nd-level spell slot can increase the spell's range. If the spell's range is at least 30 feet, it becomes 1 mile. An additional 3rd-level spell slot can increase the spell's potency. Increase the spell's save DC by 2.

Prodigious Memory. At 10th level, you have attained a greater mastery of spell preparation. As a bonus action, you can replace one spell you have prepared with another spell from your spellbook. You can't use this feature again until you finish a short or long rest.

Master of Magic. At 14th level, your knowledge of magic allows you to duplicate almost any spell. As a bonus action, you can call to mind the ability to cast one spell of your choice from any class's spell list. The spell must be of a level for which you have spell slots, you mustn't have it prepared, and you follow the normal rules for casting it, including expending a spell slot. If the spell isn't a wizard spell, it counts as a wizard spell when you cast it. The ability to cast the spell vanishes from your mind when you cast it or when the current turn ends. You can't use this feature again until you finish a long rest.

Wizard: Theurgy

A number of deities claim arcane magic as their domain, for magic is as much a part of the fabric of the cosmos as wind, fire, lightning, and all other primal forces. Just as there are deities of the sea and gods of warfare, the arcane arts feature their own divine patrons. Such deities often have clerics, but many gods of magic bid their followers to take up the study of wizardry. These religious magic-users follow the arcane tradition of Theurgy, and are commonly known as theurgists. Such spellcasters are as dedicated and scholarly as any other wizard, but they blend their arcane study with religious devotion.

Divine Inspiration. When you choose this tradition at 2nd level, choose a domain from your chosen deity's list of eligible domains (see appendix B, "Gods of the Multiverse," in the Player's Handbook for examples). The Knowledge and Light domains are especially appropriate choices for a theurgist.

Arcane Initiate. Beginning when you select this tradition at 2nd level, whenever you gain a wizard level, you can replace one of the wizard spells you add to your spellbook with a cleric domain spell for your chosen domain. The spell must be of a level for which you have spell slots. If you add all of your domain spells to your spellbook, you can subsequently add any spell from the cleric spell list instead. The spell must still be of a level for which you have spell slots. Any cleric spell you gain from this feature is considered a wizard spell for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.

Channel Arcana. At 2nd level, you gain the ability to channel arcane energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Divine Arcana and the Channel Divinity option granted at 2nd level by your chosen domain. You employ that Channel Divinity option by using your Channel Arcana ability. When you use your Channel Arcana, you choose which effect to create. You must then finish a short or long rest to use your Channel Arcana again. Some Channel Arcana effects require saving throws. When you use such an effect, the save DC equals your wizard spell save DC. Beginning at 6th level, you can use your Channel Arcana twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses. If you gain additional Channel Divinity options from your domain, you can employ them by using your Channel Arcana feature.

- **Channel Arcana: Divine Arcana.** As a bonus action, you speak a prayer to control the flow of magic around you. The next spell you cast gains a +2 bonus to any attack roll you make for it or to its saving throw DC, as appropriate.

Arcane Acolyte. At 6th level, you gain your chosen domain's 1st-level benefits. However, you do not gain any weapon or armor proficiencies from the domain.

Arcane Priest. At 10th level, you gain your chosen domain's 6th-level benefits. Your faith and your understanding of magic allow you to delve into your god's secrets.

Arcane High Priest. At 14th level, you gain your chosen domain's 17th-level benefits. Your academic nature and understanding of magic and doctrine allow you to master this ability sooner than a cleric of your domain.

Wizard: War Magic

A variety of arcane colleges specialize in training wizards for war. The tradition of War Magic blends principles of evocation and abjuration. It teaches techniques that empower a caster's spells, while also providing methods for a wizard to bolster their own defenses. Followers of this tradition are known as war mages. They see their magic as both a weapon and armor, a resource superior to any flimsy piece of steel. War mages strike fast in battle, using their spells to seize tactical control of a situation. Their spells strike hard, while their defensive skills foil their opponents' attempts to counterattack.

Arcane Deflection. At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or fail a Constitution saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

Tactical Wit. Starting at 2nd level, your ability to quickly assess tactical situations allows you to act quickly in battle. You gain a bonus to your initiative rolls equal to your Intelligence modifier.

Power Surge. Starting at 6th level, you can empower your spells that unleash harm on groups of foes. When you force multiple creatures to make saving throws against the damage of one of your spells, you can increase the spell's damage by rolling two more of its damage dice. This increase occurs only on the turn you cast the spell. Once you use this feature, you can't use it again until you finish a short or long rest.

Durable Magic. Beginning at 10th level, the magic you channel helps ward off harm. While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.

Deflecting Shroud. At 14th level, your Arcane Deflection becomes infused with deadly magic. When you use your Arcane Deflection feature, magical energy arcs from you; each creature of your choice within 10 feet of you takes force damage equal to half your wizard level.

FEATS

Acrobat

You become more nimble, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.

Alchemist

You have studied the secrets of alchemy and are an expert in its practice, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with alchemist's supplies. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can identify one potion within 5 feet of you, as if you had tasted it. You must see the liquid for this benefit to work.
- Over the course of any short rest, you can temporarily improve the potency of one potion of healing of any rarity. To use this benefit, you must have alchemist's supplies with you, and the potion must be within reach. If the potion is drunk no more than 1 hour after the short rest ends, the creature drinking the potion can forgo the potion's die roll and regains the maximum number of hit points that the potion can restore.

Animal Handler

You master the techniques needed to train and handle animals. You gain the following benefits.

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Animal Handling skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can use a bonus action on your turn to command one friendly beast within 60 feet of you that can hear you and that isn't currently following the command of someone else. You decide now what action the beast will take and where it will move during its next turn, or you issue a general command that lasts for 1 minute, such as to guard a particular area.

Arcanist

You study the arcane arts, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Arcana skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *prestidigitation* and *detect magic* spells. You can cast *detect magic* once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Barbed Hide

Prerequisite: Tiefling

One of your ancestors was a barbed devil or other spiky fiend. Barbs protrude from your head. You gain the following benefits:

- Increase your Constitution or Charisma score by 1, up to a maximum of 20.
- As a bonus action, you can cause small barbs to protrude all over your body or cause them to retract. At the start of each of your turns while the barbs are out, you deal 1d6 piercing damage to any creature grappling you or any creature grappled by you.
- You gain proficiency in the Intimidation skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.

Blade Mastery

You master the shortsword, longsword, scimitar, rapier, and greatsword. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- On your turn, you can use your reaction to assume a parrying stance, provided you have the weapon in hand. Doing so grants you a +1 bonus to your AC until the start of your next turn or until you're not holding the weapon.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.

Bountiful Luck

Prerequisite: Halfling

Whenever an ally you can see within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to let the ally reroll the die. The ally must use the new roll.

Brawny

You become stronger, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency in the Athletics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You count as if you were one size larger for the purpose of determining your carrying capacity.

Burglar

You pride yourself on your quickness and your close study of certain clandestine activities. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with thieves' tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.

Critter Friend

Prerequisite: Gnome (forest)

Your friendship with animals mystically deepens. You gain the following benefits:

- You gain proficiency in the Animal Handling skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.
- You learn the *speak with animals* spell and can cast it at will, without expending a spell slot. You also learn the *animal friendship* spell, and you can cast it once with this feat, without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Diplomat

You master the arts of diplomacy, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Persuasion skill. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.
- If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

Dragon Fear

Prerequisite: Dragonborn

When angered, you radiate menace. You gain the following benefits:

- Increase your Strength or Charisma score by 1, up to a maximum of 20.
- Instead of exhaling destructive energy, you can roar and expend a use of your breath weapon to force each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds if it can't hear or see you. On a failed save, a target becomes frightened for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.

Dragon Hide

Prerequisite: Dragonborn

You inherited the might and majesty of your dragon ancestors. You gain the following benefits:

- Increase your Strength or Charisma score by 1, up to a maximum of 20.
- You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- Your scales harden; you gain a +1 bonus to AC while you aren't wearing armor.

Dragon Wings

Prerequisite: Dragonborn

You sprout draconic wings. With your wings, you have a flying speed of 20 feet if you aren't wearing heavy armor and aren't exceeding your carrying capacity.

Drow High Magic

Prerequisite: Elf (drow)

You learn more of the spells typical for your people. You learn *detect magic* and can cast it at will, without expending a spell slot. You also learn *levitate* and *dispel magic*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

Dwarf Resilience

Prerequisite: Dwarf

You have the blood of dwarf heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

Elven Accuracy

Prerequisite: Elf or half-elf

You have uncanny aim. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll, you can reroll one of the dice once.

Empathic

You possess keen insight into how other people think and feel. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Insight skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can use your action to try to get uncanny insight about one humanoid you can see within 30 feet of you. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If your check succeeds, you have advantage on attack rolls and ability checks against the target until the end of your next turn.

Everybody's Friend

Prerequisite: Half-elf

You develop your magnetic personality to ease your way through the world. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- You gain proficiency in the Deception and Persuasion skills. If you're already proficient in either skill, your proficiency bonus is doubled for any check you make with that skill.

Fade Away

Prerequisite: Gnome

You can draw on your magical heritage to escape danger. You gain the following benefits:

- Increase your Intelligence score by 1, up to a maximum of 20.
- When you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

Fell Handed

You master the handaxe, battleaxe, greataxe, warhammer, and maul. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll you make with the weapon, the target takes bludgeoning damage equal to your Strength modifier (minimum of 0) if the attack misses but the higher of the two d20 rolls would have hit.
- If you use the Help action to aid an ally's melee attack while you're wielding the weapon, you knock the target's shield aside momentarily. In addition to the ally gaining advantage on the attack roll, the ally gains a +2 bonus to the roll if the target is using a shield.

Fey Teleportation

Prerequisite: Elf (high)

Drawing on your fey ancestry, you have learned how to teleport. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *misty step* spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a short or long rest. Intelligence is your spellcasting ability for this spell.

Flail Mastery

The flail is a tricky weapon to use, but you have spent countless hours mastering it. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a flail.
- As a bonus action on your turn, you can prepare yourself to extend your flail to sweep over targets' shields. Until the end of this turn, your attack rolls with a flail gain a +2 bonus against any target using a shield.
- When you hit with an opportunity attack using a flail, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

Flames of Phlegethos

Prerequisite: Tiefling

You learn to call on hellfire to serve your commands. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you roll fire damage for a spell you cast, you can reroll any roll of 1 on the fire damage dice, but you must use the new roll, even if it is another 1.
- Whenever you cast a spell that deals fire damage, you can cause flames to wreath you until the end of your next turn. The flames don't harm you or your possessions, and they shed bright light out to 30 feet and dim light for an additional 30 feet. While the flames are present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 fire damage.

Gourmand

You have mastered a variety of special recipes, allowing you to prepare exotic dishes with useful effects. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency with cook's utensils. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can inspect a drink or plate of food within 5 feet of you and determine whether it is poisoned, provided that you can see and smell it.
- During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, cook's utensils, and other supplies on hand. The meal serves up to six people, and each person who eats it regains two additional Hit Dice at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.

Grudge-Bearer

Prerequisite: Dwarf

You have a deep hatred for a particular kind of creature. Choose your foes, a type of creature to bear the burden of your wrath: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose two races of humanoid (such as gnolls and orcs). You gain the following benefits:

- Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.
- During the first round of any combat against your chosen foes, your attack rolls against any of them have advantage.
- When any of your chosen foes makes an opportunity attack against you, it makes the attack roll with disadvantage.
- Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check to recall information about your chosen foes, you add double your proficiency bonus to the check, even if you're not normally proficient.

Historian

Your study of history rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.

Human Determination

Prerequisite: Human

You are filled with a determination that can draw the unreachable within your reach. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you make an attack roll, an ability check, or a saving throw, you can do so with advantage. Once you use this ability, you can't use it again until you finish a short or long rest.

Infernal Constitution

Prerequisite: Tiefling

Fiendish blood runs strong in you. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.

- You have resistance to cold and poison damage.
- You have advantage on saving throws against being poisoned.

Investigator

You have an eye for detail and can pick out the smallest clues. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can take the Search action as a bonus action.

Master of Disguise

You have honed your ability to shape your personality and to read the personalities of others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with the disguise kit. If you are already proficient with it, you add double your proficiency bonus to checks you make with it.
- If you spend 1 hour observing a creature, you can then spend 8 hours crafting a disguise you can quickly don to mimic that creature. Making the disguise requires a disguise kit. You must make checks as normal to disguise yourself, but you can assume the disguise as an action.

Medic

You master the physician's arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

Menacing

You become fearsome to others, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

Naturalist

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *druidcraft* and *detect poison and disease* spells. You can cast *detect poison and disease* once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Orcish Aggression

Prerequisite: Half-orc

As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Orcish Fury

Prerequisite: Half-orc

Your fury burns tirelessly. You gain the following benefits:

- Increase your Strength or Constitution score by 1, up to a maximum of 20.
- When you hit with an attack made with a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.
- Immediately after you use your Relentless Endurance trait, you can use your reaction to make one weapon attack.

Perceptive

You hone your senses until they become razor sharp. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

Performer

You master performance so that you can command any stage. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- While performing, you can try to distract one humanoid you can see who can see and hear you. Make a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.

Prodigy

Prerequisite: Half-elf or human

You have a knack for learning new things. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.

Quick-Fingered

Your nimble fingers and agility let you perform sleight of hand. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Sleight of Hand skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- As a bonus action, you can make a Dexterity (Sleight of Hand) check to plant something on someone else, conceal an object on a creature, lift a purse, or take something from a pocket.

Second Chance

Prerequisite: Halfling

Fortune favors you. You gain the following benefits:

- Increase your Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.
- When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll. Once you use this ability, you can't do so again until you finish a short or long rest.

Silver-Tongued

You develop your conversational skill to better deceive others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

Spear Mastery

Though the spear is a simple weapon to learn, it rewards you for the time you have taken to master it. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a spear.
- When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- You can set your spear to receive a charge. As a bonus action, choose a creature you can see that is at least 20 feet away from you. If that creature moves within your spear's reach on its next turn, you can make a melee attack against it with your spear as a reaction. If the attack hits, the target takes an extra 1d8 piercing damage, or an extra 1d10 piercing damage if you wield the spear with two hands. You can't use this ability if the creature used the Disengage action before moving.
- As a bonus action on your turn, you can increase your reach with a spear by 5 feet for the rest of your turn.

Squat Nimbleness

Prerequisite: Dwarf, gnome, or halfling

You are uncommonly nimble for your race. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill. If you're already proficient in the skill, your proficiency bonus is doubled for any check you make with it.

Stealthy

You know how best to hide. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Stealth skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

Survivalist

You master wilderness lore, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *alarm* spell. You can cast it once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Theologian

Your extensive study of religion rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Religion skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *thaumaturgy* and *detect evil and good* spells. You can cast *detect evil and good* once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Wonder Maker

Prerequisite: Gnome (rock)

You master the tinker techniques of your people. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you make a check using your proficiency with tinker's tools, you add double your proficiency bonus to the check.
- When you make a device with your Tinker trait, you have the following additional options for what you make:
 - Alarm. This device senses when a creature moves to within 15 feet of it without speaking aloud a password chosen when you create it. One round after a creature moves into range, the alarm makes a shrill ringing that lasts for 1 minute and can be heard from up to 300 feet away.
 - Calculator. This device makes doing sums easy.
 - Lifter. This device can be used as a block and tackle, allowing its user to hoist five times the weight the user can normally lift.
 - Timekeeper. This pocket watch keeps accurate time.
 - Weather Sensor. When used as an action, this device predicts weather conditions in a 1-mile radius over the next 4 hours, showing one symbol (clouds, sun/moon, rain, or snow) for each hour.

Wood Elf Magic

Prerequisite: Elf (wood)

You learn the magic of the primeval woods. You learn one druid cantrip of your choice. You also learn *longstrider* and *pass without trace*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

SPELLS

Spell Lists

The following lists indicate which classes get the spells in this document, and the full spell list of the new Artificer class.

Artificer

- 1st Level
 - Alarm
 - Cure wounds
 - Disguise self
 - Expeditious retreat
 - False life
 - Jump
 - Longstrider
 - Sanctuary
 - Shield of faith
- 2nd Level
 - Aid
 - Alter self
 - Arcane lock
 - Blur
 - Continual flame
 - Darkvision
 - Enhance ability
 - Enlarge/reduce
 - Invisibility
 - Lesser restoration
 - Levitate
 - Magic weapon
 - Protection from poison
 - Rope trick
 - See invisibility
 - Spider climb
- 3rd Level
 - Blink
 - Fly
 - Gaseous form
 - Glyph of warding
 - Haste
 - Protection from energy
 - Revivify
 - Water breathing
 - Water walk
- 4th Level
 - Arcane eye
 - Death ward

- Fabricate
- Freedom of movement
- Leomund's secret chest
- Mordenkainen's faithful hound
- Mordenkainen's private sanctum
- Otiluke's resilient sphere
- Stone shape
- Stoneskin

Bard

- 1st Level
 - Guiding hand (divination, ritual)
 - Puppet (enchantment)
 - Sense emotion (divination)
 - Sudden awakening (enchantment)
 - Unearthly chorus (illusion)

Cleric

- Cantrips (0 Level)
 - Hand of radiance (evocation)
 - Toll the dead (necromancy)
 - Virtue (abjuration)
- 1st Level
 - Ceremony (conjuration, ritual)
 - Guiding hand (divination, ritual)

Druid

- Cantrips (0 Level)
 - Infestation (conjuration)
 - Primal savagery (transmutation)
- 1st Level
 - Guiding hand (divination, ritual)
 - Snare (abjuration)
 - Wild cunning (transmutation)

Paladin

- 1st Level
 - Ceremony (conjuration, ritual)

Ranger

- 1st Level
 - Snare (abjuration)
 - Sudden awakening (enchantment)
 - Wild cunning (transmutation)
 - Zephyr strike (transmutation)

Sorcerer

- Cantrips (0 Level)
 - Infestation (conjuration)
- 1st Level
 - Chaos bolt (evocation)
 - Sudden awakening (enchantment)
- 3rd Level
 - Conjure lesser demon (conjuration)

- 4th Level
 - Conjure bargura (conjuration)
 - Conjure shadow demon (conjuration)
- 5th Level
 - Conjure Vrock (conjuration)
- 7th Level
 - Conjure hezrou (conjuration)

Warlock

- Cantrips (0 Level)
 - Infestation (conjuration)
 - Toll the dead (necromancy)
- 1st Level
 - Cause fear (necromancy)
 - Healing elixir (conjuration)
 - Puppet (enchantment)
 - Sense emotion (divination)

Wizard

- Cantrips (0 Level)
 - Infestation (conjuration)
 - Toll the dead (necromancy)
- 1st Level
 - Cause fear (necromancy)
 - Guiding hand (divination, ritual)
 - Healing elixir (conjuration)
 - Puppet (enchantment)
 - Sense emotion (divination)
 - Snare (abjuration)
 - Sudden awakening (enchantment)
- 3rd Level
 - Conjure lesser demon (conjuration)
- 4th Level
 - Conjure bargura (conjuration)
 - Conjure shadow demon (conjuration)
- 5th Level
 - Conjure Vrock (conjuration)
- 7th Level
 - Conjure hezrou (conjuration)

Spell Descriptions

The spells are presented in alphabetical order.

Cause Fear

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. The target must succeed on a Wisdom saving throw or become frightened for the duration. A target with 25 hit points or fewer makes the saving throw with disadvantage. The spell has no effect on constructs or undead.

Ceremony

1st-level evocation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (25 gp worth of powdered silver)

Duration: Instantaneous (see text)

You perform one of several religious ceremonies. When you cast the spell, choose one of the following ceremonies, the target of which must be within 10 feet of you throughout the casting.

- *Atonement.* You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a success, you restore the target to its original alignment.
- *Bless Water.* You touch one vial of water and cause it to become holy water.
- *Coming of Age.* You touch one humanoid old enough to be a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this ceremony just once.
- *Dedication.* You touch one humanoid who would willingly convert to your religion or who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this ceremony just once.
- *Funeral Rite.* You bless one corpse within 5 feet of you. For the next 24 hours, the target can't become undead by any means short of a *wish* spell.
- *Investiture.* You touch one willing humanoid. Choose one 1st-level spell you have prepared and expend a spell slot and any material components as if you were casting that spell. The spell has no effect. Instead, the target can cast this spell once without having to expend a spell slot or use material components. If the target doesn't cast the spell within 1 hour, the invested spell is lost.
- *Marriage.* You touch adult humanoids willing to be bonded together in marriage. For the next 24 hours, each target gains a +2 bonus to AC and saving throws while they are within 30 feet of each other. A creature can benefit from this ceremony just once.

Chaos Bolt

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 damage. Choose one of the d8s. The number it rolled determines the type of damage, as shown below.

1. Acid
2. Cold
3. Fire
4. Force
5. Lightning
6. Poison
7. Psychic
8. Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by this mass of chaotic energy.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes extra damage of the type rolled. The extra damage equals 1d6 for each slot level above 1st.

Conjure Bargura

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Up to 10 minutes

You summon a bargura that appears in an unoccupied space you can see within range. The bargura disappears when it drops to 0 hit points or when the spell ends. The bargura is hostile to all non-demons. Roll initiative for the bargura, which has its own turns. At the start of its turn, it moves toward and attacks the nearest non-demon it can perceive. If two or more creatures are equally near, it picks one at random. If it cannot see any potential enemies, the bargura moves in a random direction in search of foes. As part of casting the spell, you can scribe a circle on the ground using the blood of an intelligent humanoid slain within the past 24 hours. The circle is large enough to encompass your space. The summoned bargura cannot cross the circle or target anyone in it while the spell lasts.

Conjure Hezrou

7th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (food worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

You summon a hezrou that appears in an unoccupied space you can see within range. The hezrou disappears when it drops to 0 hit points or when the spell ends. The hezrou's attitude depends on the value of the food used as a material component for this spell. Roll initiative for the hezrou, which has its own turns. At the start of the hezrou's turn, the DM makes a secret Charisma check on your behalf, with a bonus equal to the food's value divided by 20. The check DC starts at 10 and increases by 2 each round. You can issue orders to the hezrou and have it obey you as long as you succeed on the Charisma check. If the check fails, the spell no longer requires concentration and the demon is no longer under your control. The hezrou then focuses on devouring any corpses it can see. If there are no such meals at hand, it attacks the nearest creatures and eats anything it kills. If its hit points are reduced to below half its hit point maximum, it returns to the Abyss. As part of casting the spell, you can scribe a circle on the ground using the blood of an intelligent humanoid slain within the past 24 hours. The circle is large enough to encompass your space. The summoned hezrou cannot cross the circle or target anyone in it while the spell lasts.

Conjure Lesser Demon

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood from an intelligent humanoid killed within the past 24 hours)

Duration: Concentration, up to 1 hour

You summon up to a total of eight manes or dretches that appear in unoccupied spaces you can see within range. A mane or dretch disappears when it drops to 0 hit points or when the spell ends. The demons are hostile to all creatures. Roll initiative for the summoned demons as a group, which has its own turns. The demons attack the nearest non-demons to the best of their ability. As part of casting the spell, you can scribe a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. The summoned demons cannot cross the circle or target anyone in it while the spell lasts. Using the material component in this manner consumes it.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you summon sixteen demons. If you cast it using a spell slot of 8th or 9th level, you summon thirty-two demons.

Conjure Shadow Demon

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood from an intelligent humanoid killed within the past 24 hours)

Duration: Concentration, up to 1 hour

You summon a shadow demon that appears in an unoccupied space you can see within range. The shadow demon disappears when it drops to 0 hit points or when the spell ends. Roll initiative for the shadow demon, which has its own turns. You can issue orders to the shadow demon, and it obeys you as long as it can attack a creature on each of its turns and does not start its turn in an area of bright light. If either of these conditions is not met, the shadow demon immediately makes a Charisma check contested by your Charisma check. If you fail the check, the spell no longer requires concentration and the demon is no longer under your control. The demon automatically succeeds on the check if it is more than 100 feet away from you. As part of casting the spell, you can scribe a circle on the ground using the blood of an intelligent humanoid slain within the past 24 hours. The circle is large enough to encompass your space. The summoned shadow demon cannot cross the circle or target anyone in it while the spell lasts.

Conjure Vrock

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a gem worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

You summon a vrock that appears in an unoccupied space you can see within range. The vrock disappears when it drops to 0 hit points or when the spell ends. The vrock's attitude depends on the value of the gem used as a material component for this spell. Roll initiative for the vrock, which has its own turns. At the start of the vrock's turn, the DM makes a secret Charisma check on your behalf, with a bonus equal to the gem's value divided by 20. The check DC starts at 10 and increases by 2 each round. You can issue orders to the vrock and have it obey you as long as you succeed on the Charisma check. If the check fails, the spell no longer requires concentration and the vrock is no longer under your control. The vrock takes no actions on its next turn and uses its telepathy to tell any creature it can see that it will fight in exchange for treasure. The creature that gives the vrock the most expensive gem can command it for the next 1d6 rounds. At the end of that time, it offers the bargain again. If no one offers the vrock treasure before its next turn begins, it attacks the nearest creatures for 1d6 rounds before returning to the Abyss. As part of casting the spell, you can scribe a circle on the ground using the blood of an intelligent humanoid slain within the past 24 hours. The circle is large enough to encompass your space. The summoned vrock cannot cross the circle or target anyone in it while the spell lasts.

Guiding Hand

1st-level divination (ritual)

Casting Time: 1 minute

Range: 5 feet

Components: V, S

Duration: Concentration, up to 8 hours

You create a Tiny incorporeal hand of shimmering light in an unoccupied space you can see within range. The hand exists for the duration, but it disappears if you teleport or you travel to a different plane of existence. When the hand appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the hand, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you. If you don't move toward the hand, it remains in place until you do and beckons for you to follow once every 1d4 minutes.

Hand of Radiance

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: Instantaneous

You raise your hand, and burning radiance erupts from it. Each creature of your choice that you can see within 5 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Healing Elixir

1st-level conjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (alchemist's supplies)

Duration: 24 hours

You create a healing elixir in a simple vial that appears in your hand. The elixir retains its potency for the duration or until it's consumed, at which point the vial vanishes. As an action, a creature can drink the elixir or administer it to another creature. The drinker regains 2d4 + 2 hit points.

Infestation

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a living flea)

Duration: Instantaneous

You cause mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw or take 1d6 piercing damage. If the target takes any of that damage, the target moves 5 feet in a random direction. Roll a d8 for the direction: 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; or 8, northwest. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Primal Savagery

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Your teeth or fingernails lengthen and sharpen. You choose which. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 piercing or slashing damage (your choice). After you make the attack, your teeth or fingernails return to normal. The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Puppet

1st-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

Your gesture forces one humanoid you can see within range to make a Constitution saving throw. On a failed save, the target must move up to its speed in a direction you choose. In addition, you can cause the target to drop whatever it is holding. This spell has no effect on a humanoid that is immune to being charmed.

Sense Emotion

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You attune your senses to pick up the emotions of others for the duration. When you cast the spell, and as your action on each turn until the spell ends, you can focus your senses on one humanoid you can see within 30 feet of you. You instantly learn the target's prevailing emotion, whether it's love, anger, pain, fear, calm, or something else. If the target isn't actually humanoid or it is immune to being charmed, you sense that it is calm.

Snare

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (30 feet of cord or rope, which is consumed by the spell)

Duration: Until dispelled or triggered

While you cast this spell, you use the cord or rope to create a circle with a 5-foot radius on a flat surface within your reach. When you finish casting, the cord or rope disappears to become a magical trap. The trap is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. The trap triggers when a Small creature or larger moves into the area protected by the spell. The triggering creature must succeed on a Dexterity saving throw or fall prone and be hoisted into the air until it hangs upside down 3 feet above the protected surface, where it is restrained. The restrained creature can make a Dexterity saving throw with disadvantage at the end of each of its turns and ends the restrained effect on a success. Alternatively, another creature that can reach the restrained creature can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect also ends.

Sudden Awakening

1st-level enchantment

Casting Time: 1 bonus action

Range: 10 feet

Components: V

Duration: Instantaneous

Each sleeping creature you choose within range awakens, and then each prone creature within range can stand up without expending any Movement.

Toll the Dead

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Unearthly Chorus

1st-level illusion

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Music of a style you choose fills the air around you in a 30-foot radius. The music spreads around corners and can be heard from up to 100 feet away. The music moves with you, centered on you for the duration. Until the spell ends, you make Charisma (Performance) checks with advantage. In addition, you can use a bonus action on each of your turns to beguile one creature you choose within 30 feet of you that can see you and hear the music. The creature must make a Charisma saving throw. If you or your companions are attacking it, the creature automatically succeeds on the saving throw. On a failure, the creature becomes friendly to you for as long as it can hear the music and for 1 hour thereafter. You make Charisma (Deception) checks and Charisma (Persuasion) checks against creatures made friendly by this spell with advantage.

Virtue

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You touch one creature, imbuing it with vitality. If the target has at least 1 hit point, it gains a number of temporary hit points equal to 1d4 + your spellcasting ability modifier. The temporary hit points are lost when the spell ends.

Wild Cunning

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call out to the spirits of nature to aid you. When you cast this spell, choose one of the following effects:

- If there are any tracks on the ground within range, you know where they are, and you make Wisdom (Survival) checks to follow these tracks with advantage for 1 hour or until you cast this spell again.
- If there is edible forage within range, you know it and where to find it.
- If there is clean drinking water within range, you know it and where to find it.
- If there is suitable shelter for you and your companions within range, you know it and where to find it.
- Send the spirits to bring back wood for a fire and to set up a campsite in the area using your supplies. The spirits build the fire in a circle of stones, put up tents, unroll bedrolls, and put out any rations and water for consumption.
- Have the spirits instantly break down a campsite, which includes putting out a fire, taking down tents, packing up bags, and burying any rubbish.

Zephyr Strike

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You move like the wind. For the duration, your movement doesn't provoke opportunity attacks. In addition, the first time you make a weapon attack on your turn before the spell ends, you make the attack roll with advantage, and your speed increases by 30 feet until the end of that turn.

APPENDIX A: EXTRA ELDRITCH INVOCATION OPTIONS

Aspect of the Moon

Prerequisite: Pact of the Tome feature

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

Cloak of Flies

Prerequisite: 5th level

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura includes your space, extends 5 feet from you in every direction, and is blocked by total cover. It lasts until you're incapacitated or you dismiss it with a bonus action. The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage). Once you use this invocation, you can't use it again until you finish a short or long rest.

Eldritch Smite

Prerequisite: 5th level, Pact of the Blade feature

Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot. If the target takes any of this damage, you can knock the target prone if it is Huge or smaller.

Frost Lance

Prerequisite: *eldritch blast* cantrip

Once on each of your turns when you hit a creature with your eldritch blast, you can reduce that creature's speed by 10 feet until the end of your next turn.

Ghostly Gaze

Prerequisite: 7th level

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts until the end of the current turn. During that time, you perceive objects as ghostly, transparent images. Once you use this invocation, you can't use it again until you finish a short or long rest.

Gift of the Depths

Prerequisite: 5th level

You can breathe underwater, and you gain a swimming speed equal to your walking speed. You can also cast *water breathing* without expending a spell slot. Once you cast it using this invocation, you can't do so again until you finish a long rest.

Gift of the Ever-Living Ones

Prerequisite: Pact of the Chain feature

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

Grasp of Hadar

Prerequisite: *eldritch blast* cantrip

Once on each of your turns when you hit a creature with your *eldritch blast* cantrip, you can move that creature in a straight line 10 feet closer to yourself.

Improved Pact Weapon

Prerequisite: Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells. In addition, the weapon counts as a magic weapon with a +1 bonus to its attack and damage rolls, unless it is already a magic weapon that you transformed into your pact weapon.

Kiss of Mephistopheles

Prerequisite: 5th level, *eldritch blast* cantrip

When you hit a creature with your eldritch blast, you can cast *fireball* as a bonus action using a warlock spell slot. The spell must be centered on the creature you hit with *eldritch blast*.

Maddening Hex

Prerequisite: 5th level

As a bonus action, you cause a psychic disturbance around the target cursed by your *hex* spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. When you do so, you deal psychic damage to the target and each creature of your choice within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 0 damage).

Relentless Hex

Prerequisite: 7th level

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your *hex* spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

Shroud of Shadow

Prerequisite: 15th level

You can cast *invisibility* at will, without expending a spell slot.

Tomb of Levistus

Prerequisite: 5th level

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. You also gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects all end when the ice melts. Once you use this invocation, you can't use it again until you finish a short or long rest.

Trickster's Escape

Prerequisite: 7th level

You can cast *freedom of movement* once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

APPENDIX B: EXTRA PACT BOON OPTION

Pact of the Star Chain

At 3rd level, a character dedicated to the Seeker can select this option instead of one of the warlock's existing Pact Boon options. The Seeker grants you a chain forged from starlight, decorated with seven gleaming motes of brightness. While the chain is on your person, you know the *augury* spell and can cast it as a ritual. The spell doesn't count against your number of spells known. Additionally, you can invoke the Seeker's power to gain advantage on an Intelligence check while you carry this item. Once you use this ability, you cannot use it again until you complete a short or long rest. If you lose your Star Chain, you can perform a 1-hour ceremony to receive a replacement from the Seeker. The ceremony can be performed during a short or long rest, and it destroys the previous chain. The chain disappears in a flash of light when you die. The exact form of this item might be different depending on your patron.

APPENDIX C: EXTRA FIGHTING STYLE OPTIONS (FOR FIGHTERS, PALADINS, AND RANGERS)

Close Quarters Shooter

You are trained in making ranged attacks at close quarters. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

Mariner

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

Tunnel Fighter

You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

APPENDIX D: GUIDELINES FOR CHANGING CLASS FEATURES

Barbarian

- Though the barbarian's Rage class feature grants the class a significant increase in defensive strength, be aware of how other class features interact with Rage to boost the character's offensive potency. For example, the primary drawback of Reckless Attack is largely offset by the damage resistance provided by Rage, and the berserker's Frenzy feature gives the barbarian a lot of attack power for at least one combat.
- Note that Fast Movement serves three important purposes: getting the barbarian to the front line of a battle quickly, preventing the barbarian's rage from ending because an enemy is not nearby, and encouraging the barbarian to stay out of heavy armor.
- The 10th-level features of both Primal Paths speaks more to the interaction pillar of the game than to combat; be wary of replacing or altering them to add combat potency.
- The 6th-level benefit of the Path of the Totem Warrior generally speaks to the exploration pillar of the game, so think twice before changing it, for the same reason as above.

Bard

- Bards have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- Bards know a limited number of spells, which is a restriction on their versatility that should be modified with care when making changes to the class. Bards of the College of Lore receive an expansion of their number of spells known as a full class feature.
- Font of Inspiration, gained at 5th level, helps encourage the bard to continue along the class's path for at least five more levels in order to make better use of Bardic Inspiration. Be wary of developing similar mechanics for other classes, because a feature that hands out a true increase to a numerical result (instead of advantage and disadvantage) should be rare.

Cleric

- Clerics have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- A cleric domain has a strong, defining class feature that fundamentally affects the way that character plays. The 1st-level feature in a domain, whether the domain is one you're creating or one you're modifying, should be something that really makes clerics of that domain stand out.
- Domain spells were typically chosen to expand the cleric's options, while the base spell list of the cleric was kept relatively short. Look to other 'classes' spell lists when searching for spells to add to a new domain. For instance, the Light domain offers a number of spells that aren't on the cleric's list.

Druid

- Druids have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- Wild Shape is used largely for exploration purposes by Circle of the Land druids. For Circle of the Moon druids, Wild Shape offers significant defensive advantages, making such characters very durable.
- As with cleric domain spells, Circle of the Land druids' circle spells are frequently drawn from the spell lists of other classes to increase those characters' versatility.

Fighter

- Fighters gain most of their combat prowess from three characteristics of the class: being able to make up to four attacks per round; using Action Surge to grant quick bursts of combat potency; and having the highest number of Ability Score Improvement features, which allows fighters to strengthen their attacks and saving throws, or, if the DM allows it, select feats.
- The fighter archetypes are largely meant to be different flavors of the base class, in which most of the fighter's combat strength lies. The Champion gains some versatility and a better chance of scoring critical hits. The Battle Master specializes in maneuvers that aren't available to other fighters. The Eldritch Knight's ability to cast spells sets that archetype apart, while being limited enough so that the character still feels like a fighter.
- Note that the 7th-level features for the Champion and the Battle Master lean heavily on the exploration and interaction pillars of the game; the Eldritch Knight gains spells, which contribute to the fighter's competence in the exploration and interaction pillars, and so its 7th-level feature is geared to blending spells and attacks.

Monk

- The monk is one of the most complex classes, with the highest number of unique class features. Be wary of replacing a single feature with more than one new feature, since the class already has a lot of capability.

- The monk's Martial Arts feature was carefully worded to prevent unintended combinations; this is why the feature does not treat unarmed strikes as a finesse weapon, since that could have unforeseen consequences in future material about finesse weapons that is appropriate for, say, a rapier or a dagger but not an unarmed strike.
- Ki points have some subtle guidelines in how they are expended; features that cost 1 ki point usually focus on utility, or are the equivalent of a single unarmed strike. Features that cost 2 ki points should be on par with a 1st-level spell, while a feature that costs 3 ki points should be on par with a 2nd-level spell. Examine the elemental disciplines of the Way of the Four Elements monk for further examples of how to match ki points to spell levels.

Paladin

- Paladins have a spellcasting progression that is half as vigorous as the normal progression. The Spellcasting feature can be tinkered with a bit, but it still needs to be a significant portion of what the class can do.
- Paladins derive a large amount of their combat potency from the Divine Smite class feature. Since the paladin can wait until after determining if an attack hits (or is a critical hit) to use the smite, the character is capable of intense bursts of damage. Be wary of tinkering with this feature, because it is fundamental to the paladin's combat strength.
- Many of the paladin's class features are defensive in nature, protecting both the paladin and his or her allies from harm. Swapping out defensive class features for offensive ones starts to alter the feel of the paladin, perhaps in ways you did not intend.

Ranger

- Rangers have a spellcasting progression that is half as vigorous as the normal progression. The Spellcasting feature can be tinkered with a bit, but it still needs to be a significant portion of what the class can do.
- Much of the ranger's extra potency in combat comes from spells such as *hunter's mark* and from the class features granted by the ranger archetypes. The 3rd-level feature in each archetype usually either provides a raw increase in combat power, or grants the ranger greater combat versatility.
- Favored Enemy was intentionally designed to provide no combat bonus, because the ranger's strength in combat should not rely solely on the discretion of the Dungeon Master or the circumstances of the adventure. Although the Hunter archetype's 3rd-level ability does rely somewhat on the nature of the foes being fought, Favored Enemy is generally useful in the interaction and exploration pillars of the game.

Rogue

- Rogues rely chiefly on two features for both the class's feel and its strength in combat: Sneak Attack and Cunning Action. These are fundamental to the rogue, and Uncanny Dodge at 5th level is almost their equal in importance to the class. Leave these features as is, unless you have a powerful reason for changing anything.
- The class features granted by the roguish archetypes at 3rd level should fundamentally alter the way the class plays, just as the cleric's Divine Domain features do.
- Rogues are the masters of skills, and the class already pushes the boundaries of what we (and our playtesters) consider to be acceptable in terms of game balance. Giving them more skill potency could push rogues over the line.

Sorcerer

- Sorcerers have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- Like bards, sorcerers have a limitation on the number of spells they can choose from, which is a major restriction on the class.
- The sorcerer does not get many metamagic choices. When you create a new metamagic option, be sure that it is useful enough that a sorcerer could justify using one of his or her precious choices on it.
- Sorcery points and Flexible Casting were intentionally designed so that a sorcerer who does nothing but convert spell slots to sorcery points in order to cast higher-level spells does so at the cost of overall output. Be cautious when altering this balance.

Warlock

- Warlocks have a unique spellcasting method, and they rely on being able to cast a smaller number of spells more frequently. Remember that a warlock automatically increases the spell slot level of spells he or she casts, meaning that even lower-level spells gain potency when cast by a warlock.
- The warlock spell list was carefully cultivated to avoid including spells that might become annoying if cast too often at the table. If you want to grant a warlock access to a new spell, but are concerned that its frequent casting could be disruptive to the game, consider creating an eldritch invocation that enables the use of the same magic on a more limited basis (by requiring a rest between uses, for instance).
- Warlocks derive a lot of their combat potency from the *eldritch blast* cantrip, and already have a lot of invocations to choose from to increase that reliance. Be wary of creating new invocations that make *eldritch blast* even more powerful.

Wizard

- Wizards have the full spellcasting progression; any changes to the Spellcasting feature will have a big impact on the class.
- Wizards have the longest spell list and the broadest selection of spells to choose from each day, thanks to their spellbooks. Anything that further increases their versatility in this respect should be approached with caution.
- The Arcane Traditions serve three purposes, which you should consider when creating new ones: encouraging the casting of certain kinds of spells, providing utility that is unique to specialists of a particular kind of magic and that cannot be found within spells, and subtly altering the play style of the wizard without fundamentally drawing the thrust of the class away from spellcasting.

Changelog

- 5/17/17 - Removed Storm Sorcerer and Swashbuckler, which were published officially in the Sword Coast Adventurer's Guide. Added Changelog and Disclaimer sections. Updated Table of Contents to reflect these changes.
- 6/4/17 - Added Feats section including feats from most of the UA material. Updated Table of Contents to reflect this change.
- 6/14/17 - Made headers more uniform. Added Races section with minotaurs, changelings, shifters, and warforged. Updated the Druid's Circle of the Shepherd subclass and added the Fighter: Cavalier subclass.
- 6/21/17 - Updated Paladin: Oath of Conquest and Warlock: Celestial (formerly Undying Light). Updated Appendix A. Updated Table of Contents to reflect the changes from this and the last updates. Regretted having to use the word "update" so much.
- 9/23/17 - Changed margins from 1 inch to 0.5 inches to save paper for those printing the Compendium out. Added Eladrin subrace and Gith race/subraces. Added subheaders to the Subclass section. Updated Table of Contents to reflect these changes.

Disclaimer

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