

ADVENTUROUS ARCHETYPES



DISCOVER NEW CLASS OPTIONS IN THIS SUPPLEMENT
FOR THE WORLD'S GREATEST ROLEPLAYING GAME

TABLE OF CONTENTS

ADVENTUROUS ARCHETYPES, VOL. 1

Archetype	Page
Primal Path: Path of the Wildfire	4
Bard College: College of Beasts	4
Divine Domain: Hunt Domain	5
Druid Circle: Circle of the Harvest	5
Martial Archetype: Dragonblood Knight	6
Monastic Tradition: Way of the Changing Tides	7
Sacred Oath: Oath of Liberty	7
Ranger Enclave: Storm Chaser	8
Roguish Archetype: Pactkeeper	9
Sorcerous Origin: Succubus Bloodline	9
Otherworldly Patron: Ghost	10
Arcane Tradition: School of Biomancy	11



CREDITS

Writer: Fiona Elliott

Designer: Fiona Elliott

Art: Public Domain

Special Thanks: Teagan and Trevor, who critiqued this and allowed me to vent at them about this project.

Contact: <https://twitter.com/WhiteMageSlave>

NaturalCrit Page:

<http://homebrewery.naturalcrit.com/share/r1OtcydAxG>

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016-2017 by Fiona Elliott and published under the Community Content Agreement for Dungeon Masters Guild.

CHANGE LOG

VER 1.2.1

Swapped out and added a lot of public domain art.

Changed author name for personal reasons. Still the same person!

Path of the Wildfire. After extensive playtesting, several revisions. You always have unarmed strike damage bonus, and adding fire to attacks begins at 6th level. Changed how much the unarmed strike damage increases and when you get the increases, and added bonuses for being unarmored.

College of Beasts. Removed the *find steed* spell. Added additional bonuses to the familiar instead. Result is less clutter for DMs to deal with.

Dragonblood Knight. Decided 10th level feature was too arbitrary, made it "proficiency in all saving throws." Removed bite weapon.

Way of the Changing Tide. Near complete and total rework to make it more different from existing monks and more like the fictional inspiration. (Only change in .1 from .0)

Oath of Liberty. Aura of Liberty now aids *escaping* being grappled or restrained, as intended. The aura aids against petrification as well.

Playtest Archetypes. Added pages for more drastic revisions to Path of the Wildfire and College of Beasts. New Path of the Wildfire has a completely different 14th level feature in which you power yourself up at the cost of your health, while the new College of Beasts is based on the Unearthed Arcana Ranger and has an EXTREMELY different 14th level feature.

VER 1.1

Added Change Log on page 3.

Path of the Wildfire. Changed wording to be more accurate. Changed various bonus damages from 1 or 3 fire damage to 1d4 fire damage. Clarified that Too Hot to Handle is gained at 14th level.

College of Beasts. Clarified that Beast Knowledge is gained at 3rd level. Removed phrase from Beast Trainer about allowing beasts to grapple, since they can just do that by default. Added phrase allowing you to command your familiar and your steed with your bonus action, the same as your companion. Clarified what level Beast Trainer is gained.

Hunt Domain. Made adjustments for clarity.

Circle of the Harvest. Separated Harvest Life into Bonus Cantrip and Harvest Life. Clarified that Bonus Cantrip and Harvest Life are gained at 2nd level.

Dragonblood Knight. Added Draconic Weapons feature at 3rd level. Instead of gaining immunity to a damage type at 3rd level if you already have that resistance, you instead gain immunity to that damage type at 18th level. Removed "Dragonborn and Dragonblood" sidebox as a result.

Way of the Changing Tides. Clarified source of the *shape water* cantrip. Clarified that Stand Against the Tide is gained at 11th level, and that Drain Liquids is gained at 17th level.

Stormchaser Enclave. Name changed from Storm Chaser to mesh with Unearthed Arcana Ranger. Weather prediction effect added to Weather Fan trait. Storm Shelter trait changed to 7th level, not 6th.

Pactkeeper. Added advantage on first melee weapon attack after using Shadow Walk.

Succubus Bloodline. Changed Devilishly Charming to only apply to Deception and Persuasion checks, not all Charisma checks. Clarified that Devilishly Charming is gained at 1st level, and that Enthrall Mind is gained at 18th level.

Ghost Patron. Clarified that Possessed Soul is gained at 1st level.

School of Biomancy. Changed wording of Alter Life to clarify intent. Changed the Giant Raven from a Giant Eagle to a Giant Vulture.

PATH OF THE WILDFIRE

For some barbarians, rage is an expression of their inner fire. By following the Path of the Wildfire, that inner fire becomes an outer fire, laying waste to their enemies and their surroundings in a barely controlled blaze of fury. Most barbarians who follow this path eschew weapons, armor, and shields entirely, because they burn up before they can be used against the enemy. They are often paired with people who can control fire or water to prevent the destruction of entire fields, forests, and towns when they fight.

BURNING SOUL

Starting at 3rd level, the fire burning within you enhances your body. Your unarmed strikes deal 1d4 + your strength modifier in bludgeoning damage instead of the normal damage for your unarmed strikes. The damage die increases from a d4 at higher levels. Refer to the Wildfire Damage table to see how each of your features is enhanced.

While you are raging, you gain the following benefits.

- When you use the Attack action with an unarmed strike, grapple, or shove, and you are not wearing armor or holding a weapon or shield, you can use your bonus action to make an unarmed strike.
- When you use your action to grapple a creature and succeed, it takes 1d4 fire damage from the heat of your body. It takes 2d4 if you are unarmored.

WILD FISTS

At 6th level, your body becomes blazing hot in battle. You gain resistance to fire damage. Additionally, you can choose to let the additional damage you gain from your Rage Bonus to melee weapon attacks be fire damage instead of the normal damage of the attacks. Flammable objects not being worn or carried that take this damage ignite. Nonmagical flammable weapons you are wielding in this way ignite, and are destroyed at the end of your turn after using them.

RISING HEAT

At 10th level, you can use the fire you emit from your body to propel yourself towards your targets. While raging, you can use your bonus action to use the Dash action. If you are not wearing armor, your jump distance is tripled during this movement.

PLAYING WITH FIRE

Starting at 14th level, while you are raging, you gain the following benefits.

- When a creature within 5 feet of you hits you with a melee attack, the attacker takes fire damage as if you had grappled them if you are raging and aren't incapacitated.
- You can use your bonus action to instantly destroy flammable, nonmagical armor you are wearing.
- You can choose to emit bright light out to a range of 15 ft., and dim light to an additional 15 ft. You can turn this light on or off as a bonus action.

WILDFIRE DAMAGE

Level	Damage Die
5	d6
10	d8
15	d10
20	d12



COLLEGE OF BEASTS

Bards of the College of Beasts have a fascination with other creatures, making bonds with them and learning far more about them than others even realize there is to know. These bards can often be seen in circuses, training the animals, or wandering the world, their animals their only traveling and performing companions. They often gather at festivals in order to show off their companions and exchange tips on how to raise them.

BEAST KNOWLEDGE

When you enter this college at 3rd level, you gain proficiency with the Animal Handling skill. You have advantage on Intelligence checks to recall information about beasts, and advantage on Wisdom (Survival) checks to track them.

ANIMAL COMPANION.

Also at 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. If you are proficient in Performance, the beast is as well. Its hit point maximum equals its normal maximum or four times your bard level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

BEAST TRAINER

At 6th level, you learn the *find familiar* spell, if you do not already know it, and it counts as a Bard spell for you. This familiar gains all of the bonuses that your animal companion does, including being able to take the Attack action. You can choose to make your familiar a beast instead of a celestial, fey, or fiend.

Additionally, you can teach your animal companion and your familiar certain tricks. If you have proficiency in the Acrobatics, Athletics, Performance, Sleight of Hand, or Stealth skills, your beasts are also proficient in these skills, and use your proficiency bonus for them. If you have expertise in any of these skills, your beasts may double the proficiency bonus as well.

Additionally, when you use your bonus action to command your animal companion to take an action, you can instead command your familiar to take the same actions.

SHARE SPELLS

Beginning at 14th level, when you cast a spell targeting yourself, you can also affect your beast companions with the spell if they are within 30 feet of you. You may only target one creature other than yourself with this feature at a time.



HUNT DOMAIN

Gods of the Hunt, such as Artemis, Cernunnos, Odin, and Neith, value the ability to track down and end lives. Many teach that one should respect the targets of their hunt, and to give thanks to nature and the killed creature. Other, darker gods teach about the thrill of the hunt, and to delight in the fear of the hunted. Many deities of Nature and War also have access to the Hunt domain.

HUNT DOMAIN SPELLS

Cleric Level Spells

1st	<i>hunter's mark, ensnaring strike</i>
3rd	<i>locate animals or plants, pass without trace</i>
5th	<i>conjure animals, conjure barrage</i>
7th	<i>locate creature, freedom of movement</i>
9th	<i>commune with nature, conjure volley</i>

BLESSING OF THE HUNTER

At 1st level, you become proficient in your choice of two of the following skills: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, or Survival.

Your proficiency bonus is doubled for any ability check that you make that uses either of those skills.

CHANNEL DIVINITY: KILLER INSTINCT

Starting at 2nd level, you can use your Channel Divinity to end a hunt as quickly as possible.

When you would deal slashing or piercing damage, you can use your Channel Divinity to deal maximum damage instead of rolling.

CHANNEL DIVINITY: INSTILL FEAR

Starting at 6th level, whenever you deal damage to a creature, you can use your Channel Divinity to instill the fear of your god into them so you can start your hunt anew.

As a bonus action, you present your holy symbol, and one creature of your choice that is within 60 feet of you that you have damaged this turn must make a Wisdom saving throw, provided that the creature can see or hear you. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

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

Creatures that are immune to being frightened are immune to Instill Fear.

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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.



INSTILL TERROR

At 17th level, you can target as many creatures within 60 feet as you have damaged this turn, instead of one, when you use Instill Fear.

CIRCLE OF THE HARVEST

Druids of the Circle of the Harvest celebrate the natural cycle of life and death. Everything must consume something else to survive, and they feel they are no different. As such, they seek to be the ones to consume. They can often be found in farming or hunting communities, aiding others who also wish to survive.

BONUS CANTRIP

When you choose this circle at 2nd level, you gain one necromancy cantrip of your choice from any spelllist. The cantrip counts as a druid cantrip for you.

HARVEST LIFE

Starting at 2nd level, you learn to harvest the life of other creatures. Once per turn, whenever you reduce a creature within 5 feet of you to 0 hit points, you regain hit points equal to your Wisdom Modifier, or equal to the creature's hit point total, whichever is lower.

CIRCLE SPELLS

Your mystical connection to life and death infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain circle spells connected to the Circle of the Harvest.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spelllist, the spell is nonetheless a druid spell for you.

HARVEST

Druid Level Circle Spells

3rd	<i>gentle repose, protection from poison</i>
5th	<i>vampiric touch, plant growth</i>
7th	<i>blight, death ward</i>
9th	<i>hold monster, insect plague</i>

REAPING STRIKE

Starting at 6th level, when you damage a creature with a melee weapon attack, you can expend one of your spell slots to deal necrotic damage to the target, in addition to the weapon's damage. This damage is 2d8 for a 1st-level slot, and an additional 1d8 damage for each level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a beast or a plant.

ASPECT OF THE REAPER

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an Avatar of Death, as summoned by the Skull card of the Deck of Many Things. The Avatar has 100 hit points.

For the Avatar's stat block, see the Dungeon Master's Guide or the System Reference Document.



RETURN TO THE EARTH

Beginning at 14th level, when you make a death saving throw, all of the life energy you've accumulated until now explodes outwards in a burst. The ground in a 30 ft. radius around your body becomes difficult terrain due to a sudden explosion of plant growth. Undead within this radius take radiant damage equal to 4d8 + your Wisdom modifier each, and living creatures within this radius are healed for 4d8 + your Wisdom modifier in hit points each. In addition, you automatically stabilize when this happens.

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

DRAGONBLOOD KNIGHT

Those of draconic blood do not always discover it before they set out on their adventures. While those who discover it early may become involved in the magical arts, there are those whose dragon blood is only awakened by rigorous combat. These people, who use their draconic bodies to gain an edge over their more fragile opponents, are most often called Dragonblood Knights.

DRACONIC ANCESTRY

At 3rd level, your draconic blood has been awakened by your experiences in battle. Choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Reference the Dragonborn Draconic Ancestry table for the purposes of this class.

Additionally, you can speak, read, and write Draconic.

DRACONIC RESILIENCE

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 3rd level, parts of your skin are now covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 10 + your Dexterity modifier + your Constitution modifier. You can still wield a shield and gain this benefit.

Additionally, you gain resistance to the damage type associated with your draconic ancestry. At 18th level, you gain immunity to it instead.

DRACONIC WEAPONS

Additionally at 3rd level, you gain retractable claws that allow you to fight with the ferocity of a dragon should your weapons fail you.

Your claws are natural weapons, with which you can make melee weapon attacks. They use your Strength modifier for the attack and damage rolls, and have a reach of 5 ft. Your claws deal 1d6 slashing damage on a hit. Extending or retracting these weapons requires no action.

BREATH WEAPON

Beginning at 7th level, you can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 3d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

If you already have the breath weapon feature, such as from your race, you gain an additional use of it per rest.

DRAGONHEART

Starting at 10th level, the power of your dragon ancestors strengthens both your body and soul. You gain proficiency in all saving throws.

DRAGON WINGS

At 15th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRACONIC PRESENCE

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus.

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



Way of the Changing Tides

Monks of the Way of the Changing Tides learn to channel their own life energy into the water around them, allowing them to manipulate it as an extension of their body. They teach that water is at the core of all truly living things, and thus mortals should take many life lessons from it. Their monasteries are often found on peninsulas, remote islands, or even on large ships, so that they may study the sea as much as they can.

Elemental Attunement

When you take this archetype at 3rd level, you gain the *shape water* cantrip (from the Elemental Evil Player's Guide, or Xanathar's Guide to Everything).

Tidal Whips

When you take this archetype at 3rd level, you can form whips of water and strike enemies with them.

By spending 1 or more ki points as a bonus action, you extend the reach of your unarmed strikes by 10 ft. for 1 minute by forming two whips of water to act as your limbs. You maintain concentration on this effect, like a spell; when your concentration ends, the water falls to the ground. You can also attempt to perform other melee attacks at this range, such as grappling an opponent or shoving them. If you have a target grappled while channeling your Tidal Whips, you can use your movement to move them anywhere within your reach while standing still, spending 2 ft. for every 1 ft. the target moves as normal.

You can spend a total number of ki points on this feature up to half of your monk level (rounded down). Based on the number of ki points you spend, you can increase the range of your whips, increase the number of your whips (for the purpose of holding creatures and objects), or count as a number of sizes larger than you really are for the sake of lifting, carrying, pushing, pulling, or grappling creatures and objects. You increase the range of your whips by 5 ft. for each ki point spent; the other benefits are listed on the Tidal Whips table. You spend ki points individually for each benefit, including the range, up to your maximum.

Tidal Whips

Ki Points (Beyond 1)	Total Whips	Size Increase
1	3	Large
3	4	--
5	5	Huge
7	6	--
9	8	Gargantuan

One With the Tides

At 6th level, you gain a swim speed equal to your base walking speed, and you can breathe underwater if you could not already do so. While you are swimming, standing in, or otherwise currently touching a body of water, each ki point you spend on your Tidal Whips counts twice towards the benefits you gain, up to your normal maximum.

Riptide

Starting at 11th level, when a hostile creature misses you with an attack while inside the reach of your Tidal Whips, you can use your reaction to force them to make a Strength saving throw against your ki save DC. On a failure, you push them 15 ft. in a direction of your choice, and they are knocked prone.

Bloody Tide

Beginning at 17th level, while you are grappling Medium or smaller creature with your tidal whips, you can spend a number of ki points as an action to attempt to crush them with water pressure. The creatures must all make a Constitution saving throw against your ki save DC. On a failure, they take 2d10 bludgeoning damage from the pressure of the water for each ki point you spent.

If you spent ki to increase your effective size with your tidal whips, you can also crush creatures of the size you chose and smaller.



OATH OF LIBERTY

The Oath of Liberty is sworn by those paladins who hold one's freedom as sacred above all other things. These paladins often seek out injustices to right, slaves to free, curses to break, and new experiences. They care little for laws that oppress the people, and can often be found among members of revolutions, but they can be found supporting governments that support the freedom of their people. Their views often put them at odds with paladins who swear the Oath of the Crown.

TENETS OF LIBERTY

The Oath of Liberty holds different meaning to everyone who swears it, but they follow the same general principles.

Life. Life is sacred, and should not be taken for granted by others who would grind it into the dust.

Liberty. Those who have their lives have a duty to live it according to their own will. Those who would force their decisions upon others are vile.

Justice. People should be held responsible for their own actions, especially if they harm others. However, even when punishing others, you should grant them a choice on how to repent.

Happiness. Everyone deserves a chance to pursue their own happiness, so long as it does not come at the expense of others' freedom.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF LIBERTY SPELLS

Paladin Level Spells

3rd	<i>heroism, protection from evil and good</i>
5th	<i>knock, misty step</i>
9th	<i>fly, remove curse</i>
13th	<i>freedom of movement, dimension door</i>
17th	<i>dispel evil and good, passwall</i>

CHANNEL DIVINITY

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

Rescue Victim. As an action, you release a creature from their bonds. Choose a creature within 30 feet of you that you can see. You can choose to remove one of the following conditions from it: charm, grappled, restrained, paralyzed, or stunned. If the creature is being held by an object or living thing, such as manacles or plants, it is forced to let go of the creature.

Vow of Freedom. Choose one creature within 10 feet of you. For one minute, that creature has disadvantage on attacks against you, and you have advantage on saving throws against effects created by that creature.

AURA OF LIBERTY

Starting at 7th level, you and friendly creatures within 10 feet of you have advantage on saving throws and ability checks to prevent or escape being grappled, petrified, or restrained.

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

UNSTOPPABLE FORCE

Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.

AVATAR OF FREEDOM

At 20th level, you can assume the form of an angel of liberty. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Wings sprout from your back, granting you a flight speed of 60 feet.
- You have the effects of Freedom of Movement applied to you.
- You have advantage on saving throws against being charmed, and allies within 30 feet of you have advantage on saving throws against being charmed, paralyzed, or stunned.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.



STORMCHASER ENCLAVE

The Stormchaser Enclave is for those rangers who seek the beauty of nature within the destruction it can perform. As you observe more and more storms, you are able to emulate their power, and unleash storms of your own upon foes.

WEATHER FAN

After you choose this archetype at 3rd level, whenever you make an ability check related to weather knowledge, you are considered proficient, and you may use double your proficiency bonus on that check. You can cast the *druidcraft* cantrip, but only gain the weather prediction effect.

WEATHER CHANNEL

Also at 3rd level, you have spent a lot of time contemplating storms and their power, and you have learned how to channel this power into your own fighting abilities.

As a bonus action, you may begin channeling storm energy into your weapons, which deal an extra 1d4 cold, lightning, or thunder damage (your choice when you begin channeling) on a hit. You can cease channeling as a bonus action as well. Channeling ceases if the weapons leave your hands.

STORM SHELTER

At 7th level, you learn magic to better examine the effects of a storm up close. As an action, you can create a pocket of safety from the world around you. In a 20-ft radius sphere centered on you, strong wind does not blow, and precipitation does not fall. These effects go around the sphere instead. This does not affect magical wind and precipitation, such as from spells. You can end this effect as a bonus action.

STORM'S WRATH

At 11th level, you learn to channel even more power into your weapon to make powerful attacks. Select one of these options when you reach 11th level; that becomes the only Storm's Wrath you can use.

Outburst. As an action, you cause every creature within 5 feet of you to make a Constitution saving throw. On a failure, roll damage as if you had made a melee weapon attack on each of them and succeeded, and they are also pushed 10 feet away from you. On a success, they take half damage, and are not pushed.

Downburst. As an action, you cause every creature within 10 feet of a point that you choose within range of your ranged weapon attack to make a Dexterity saving throw. On a failure, roll damage as if you had made a ranged weapon attack on each of them and succeeded, and they are also knocked prone. On a success, they take half-damage, and are not knocked prone.

ENDURE STORMS

Starting at 15th level, your body has become inured to the worst effects of storms. You do not have disadvantage on perception checks as a result of the weather. You have resistance to cold, lightning, and thunder damage. When you are subjected to an effect that allows you to make a saving throw to take only half damage, and the effect deals cold, lightning, or thunder damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

PACTKEEPER

Warlocks aren't the only ones who make deals in exchange for power. Rogues are very willing to sell their souls, if the price is right, and they gain many powers in return. Rogues in particular like to make pacts with a Shadow Patron, a creature of immense power that dwells in the darkest places of the multiverse.

Your patron may be an ancient shadow dragon from the Shadowfell, or a powerful fey monarch who lives in the Underdark, or another dark creature so reclusive that those who live in the light can't even recall their name.

SHADOW INVOCATIONS

When you select this archetype at 3rd level, you may select two invocations from the list of Eldritch Invocations (see the Warlock class). You cannot select an invocation you do not qualify for (for instance, ones that require warlock spell slots when you have no levels in warlock).

You gain one additional invocation at 9th, 13th, and 17th levels. Whenever you gain a level in this class, you may choose to trade one invocation for another you do not already know.

If an ability granted by this feature requires a Save DC, it is 8 + your Charisma modifier + your proficiency bonus. Your spellcasting ability for this class is Charisma.

FRIEND OF THE SHADOWS

Also at 3rd level, your patron grants you the use of their shadows for protection. You gain Darkvision, out to a range of 60 feet. You can attempt to use the Hide action even when you are only lightly obscured by dim light. Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

SHADOW SNEAK

Starting at 9th level, you have advantage on Dexterity (Stealth) checks if you don't leave dim light or darkness during your turn.

SHADOW WALK

At 13th 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 that you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

SHADOW'S EMBRACE

At 17th level, when you hit a creature with an attack, you can use this feature to command the shadows to swallow your target. The creature disappears and is enveloped completely by darkness.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not undead, it takes 13d10 necrotic damage as it reels from its horrific experience.

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

SUCCUBUS BLOODLINE

Your innate magic comes from fiendish magic that mingled with your blood or that of your ancestors. Sorcerers with this origin are often descended directly from a powerful mage who managed to procreate with a succubus or incubus and survive, or have made a pact with such a creature to gain their abilities in exchange for something the fiend wants. Whatever the origin, sorcerers with this bloodline are often intensely attractive in body and personality, and tend to cast magic that matches their image.

DEVILISHLY CHARMING

At 1st level, you can speak, read, and write either Infernal or Abyssal (your choice). Additionally, whenever you make a Deception or Persuasion check when interacting with humanoids, your proficiency bonus is doubled if it applies to the check.

FIENDISH RESILIENCE

As magic flows through your body, it causes physical traits of your fiendish ancestor to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, the power of your magic can sometimes negate blows. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

DRAINING KISS

Starting at 6th level, you gain the magical kiss your ancestor is famous for. As an action, you spend 3 sorcery points and kiss a creature charmed by you or a willing creature. The creature must make a Constitution saving throw against your spell save DC, taking 5d10 + your Charisma modifier psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Whenever you make a draining kiss, your fiendish ancestry is empowered. Choose one damage type from cold, fire, lightning, or poison; you have resistance to that damage type for one hour. If you make another draining kiss before the hour is up, this effect immediately ends, as it is replaced by a new resistance of your choice (even if you choose the same one again).

FOUL FLIGHT

At 14th level, you gain the ability to sprout a pair of fiendish wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

ENTHRALL MIND

Beginning at 18th level, as an action, you can force one humanoid that you can see within 30 feet of you to make a Wisdom saving throw against your spell save DC. On a failure, it is charmed by you until *remove curse* is cast on it, the charmed condition is removed from it, or until you use this feature again. On a success, or if the effect ends for it, the creature is immune to your Enthrall Mind for 24 hours.

The target obeys your spoken commands. You have a telepathic bond with the target, and you can communicate with them and give them orders even if you aren't on the same plane of existence. If the target suffers any harm from a creature or receives a suicidal command from you, the target can repeat the saving throw, ending the effect on itself on a success.



GHOST PATRON

As a warlock, you have made a pact with a creature long dead, a being who holds little power on their own, but when channeled through your life force, can accomplish great things. This being's motivation likely revolves around business it left unfinished in life, such as the slaying of a certain creature or the success of a certain kingdom. Beings of this sort include long dead kings, heroes, mages, and even sometimes beasts and monsters who held a particular attachment to the world.

Weapons created from Pact of the Blade take on an ethereal, transparent quality, and likely relate to the ghost's past life. Familiars gained from Pact of the Chain are ghostly, or white. Your spellbook has transparent pages, the ink seemingly written in mid-air.

EXPANDED SPELL LIST

The Ghost 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.

GHOST EXPANDED SPELLS

Spell Level	Spells
-------------	--------

1st	<i>bane, inflict wounds</i>
-----	-----------------------------

2nd	<i>phantasmal force, see invisibility</i>
-----	---

3rd	<i>bestow curse, speak with dead</i>
-----	--------------------------------------

4th	<i>greater invisibility, phantasmal killer</i>
-----	--

5th	<i>mislead, telekinesis</i>
-----	-----------------------------

POSSESSED SOUL

At 1st level, you gain the *chill touch* cantrip. You may choose a warlock cantrip of your choice if you already have *chill touch*.

In addition, you can see 30 feet into the Ethereal Plane while you are on the Material Plane, and vice-versa.

GHOST STEP

Starting at 6th level, your ghost patron can partially pull you into the Ethereal Plane. As an action, you can turn ethereal until the end of your next turn. While ethereal, you have resistance to all damage, except for psychic and force damage, and you can move through creatures and objects as if they were difficult terrain. If you end your turn inside of an object, you take 1d10 force damage. If you are occupying the same space as a creature or object when this effect ends, you are immediately shunted to the nearest unoccupied space that you can occupy, and take 1d10 force damage for every 5 feet that you moved.

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

SPIRITUAL SHIELD

Starting at 10th level, your patron has taken an active interest in preventing others from interfering with your soul. Your thoughts can't be read by telepathy or other means unless you allow it. You are immune to being charmed and frightened, and have resistance to psychic damage.

POSSESSION

When you reach 14th level, your patron shares with you the ability to possess others. As an action, you force a humanoid within 5 feet of you to make a Charisma saving throw against your Warlock spell save DC. On a failure, you turn into a ghost yourself (gaining the undead type) and possess their body. The target is incapacitated and loses control of their body to you, but they still retain awareness. You can't be targeted by any attack, spell, or other effect, except ones that turn undead, and you retain your alignment, Intelligence, Wisdom, Charisma, and class features. You otherwise gain the possessed target's statistics. You do not gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, you end it as a bonus action, or you are forced out by an effect like the *dispel evil and good* spell. When the possession finally ends, you reappear in an unoccupied space within 5 feet of the body, no longer a ghost and losing the undead type. The target is immune to your possession for 24 hours after succeeding on the saving throw or after the possession ends.

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



SCHOOL OF BIOMANCY

Wizards of the School of Biomancy have an obsession with life and its workings, and use their studies to fuel their spells. They study the ways of druids not in order to protect nature, but in order to better understand and manipulate it. Some biomancers actually do want to help, while others only wish to understand how to improve on nature's designs for their own whims. It is rumored the wizard who created owlbeats was a powerful biomancer. Whether this is a credit or not to biomancy is often debated.

ARCANE DRUIDRY

When you choose this school at 2nd level, you learn the *thorn whip* and *shillelagh* cantrips. These cantrips count as wizard cantrips for you, and do not count against your number of cantrips known.

The School of Biomancy lets you choose from an expanded list of spells when you learn a wizard spell. The following druid spells are added to the wizard spelllist for you.

BIOMANCY EXPANDED SPELLS

Spell Level	Spells
1st	<i>cure wounds, entangle</i>
2nd	<i>enhance ability, spike growth</i>
3rd	<i>plant growth, speak with plants</i>
4th	<i>giant insect, grasping vine</i>
5th	<i>awaken, mass cure wounds</i>

IMPROVED FAMILIAR

At 6th level, you add *find familiar* to your spellbook if it is not there already. When you cast *find familiar*, or when you use your action to summon your familiar after it has been temporarily dismissed, you may expend a 2nd level spell slot, which will allow you to summon a giant familiar. If you temporarily dismiss your giant familiar, it will become a regular familiar when you summon it again unless you expend another 2nd level spell slot. Refer to the Improved Familiar table for the giant familiars available.

Additionally, you may use your bonus action to allow your familiar to use the Attack action, using its reaction. It can attack regardless of whether or not it is in its giant form. If your familiar has the Multiattack feature, it may use that instead.

FOCUSED BIOMANCY

Beginning at 10th level, while you are concentrating on a transmutation spell that targets a creature or plant, your concentration can't be broken as a result of taking damage.

ALTER LIFE

At 14th level, your ability to alter bodies comes so easily that it no longer requires effort on your part. You may cast *alter self* on yourself at will, without expending a spell slot. You may also target another creature with *alter self*, with a range of touch, but you must expend a 2nd level spell slot as normal if you do so. *Alter self* does not require concentration when you cast it on yourself, but it does when you cast it on another creature.

IMPROVED FAMILIAR TABLE

Familiar	Giant Familiar
Bat	Giant Bat
Cat	Lion or Panther
Crab	Giant Crab
Fish	Hunter Shark or Reef Shark
Frog	Giant Frog
Hawk	Giant Eagle
Lizard	Giant Lizard
Octopus	Giant Octopus
Owl	Giant Owl
Poisonous Snake	Giant Poisonous Snake
Rat	Giant Rat
Raven	Giant Raven*
Sea Horse	Giant Sea Horse
Spider	Giant Spider
Toad	Giant Toad
Weasel	Giant Weasel

GIANT FAMILIARS

Almost all familiars have a giant form already written into the Monster Manual. Not all giant familiars are created equal; the hunter shark in particular is very powerful, but its restricted use will hopefully balance that out. The reef shark has been provided as an alternative if you or your DM do not agree.

To create a giant raven, simply use the stats for a giant vulture, increase its intelligence to 8, and grant it the Mimicry trait. Giant ravens can speak Giant Raven, as well as Common and Auran, but they can only speak the latter two through the use of their Mimicry trait.



PATH OF THE WILDFIRE, REVISITED

This version of the Wildfire Barbarian has a different 14th level feature, imitating certain fictional archetypes of warriors who burn up their life force in order to achieve greater power. This may end up being too powerful or cluttered, but I enjoy it for what it is right now and wanted to share.

BURNING SOUL

Starting at 3rd level, the fire burning within you enhances your body. Your unarmed strikes deal 1d4 + your strength modifier in bludgeoning damage instead of the normal damage for your unarmed strikes. The damage die increases from a d4 at higher levels, as shown on the Wildfire Damage chart.

While you are raging, you gain the following benefits.

- When you use the Attack action with an unarmed strike, grapple, or shove, and you are not wearing armor or holding a weapon or shield, you can use your bonus action to make an unarmed strike.
- When you use your action to grapple a creature and succeed, it takes 1d4 fire damage from the heat of your body. It instead takes 2d4 damage if you are unarmored.

WILDFIRE DAMAGE

Level	Damage Die
5	d6
10	d8
15	d10
20	d12

WILD FISTS

At 6th level, your body becomes blazing hot in battle. You gain resistance to fire damage. Additionally, you can choose to let the additional damage you gain from your Rage Bonus to melee weapon attacks be fire damage instead of the normal damage of the attacks. Flammable objects not being worn or carried that take this damage catch fire. Nonmagical flammable weapons you are wielding in this way do catch fire, and are destroyed at the end of your turn after using them.

RISING HEAT

At 10th level, you can use the fire you emit from your body to propel yourself towards your targets. While raging, you can use your bonus action to use the Dash action. If you are not wearing armor, your jump distance is tripled during this movement.

BLAZING SOUL

At 14th level, you can let the fire inside you consume you in battle, granting you great strength at the cost of your life force. When you start raging, or as a bonus action while you are raging, you can activate your Soul Blaze, which lasts until the end of your current rage, or when you reach 1 or 0 hit points. You gain the following effects while your Soul Blaze is activated:

- When a creature within 5 feet of you hits you with a melee attack, the attacker takes fire damage as if you had grappled them if you are raging and aren't incapacitated.
- You can use your bonus action to instantly destroy flammable, nonmagical armor you are wearing.
- You can choose to emit bright light out to a range of 15 ft., and dim light to an additional 15 ft. You can turn this light on or off as a bonus action.
- When you are not wielding weapons or a shield, you can throw bolts of your rage at other creatures. When you make an unarmed strike, you can instead make a ranged spell attack that deals the same damage and benefits from the same barbarian features an unarmed strike would. Its range is 30 ft., you use your Strength for the attack and damage rolls, and it deals fire damage instead of bludgeoning damage.
- You can use your action to channel your aura in a single direction. When you do so, creatures in a 60 ft. line from you that is 5 ft. wide must make a Dexterity saving throw. On a failure, they each take fire damage equal to four of your Wildfire damage dice. On a success, they take half of this damage. You take psychic damage equal to your barbarian level every time you use this action, and this damage cannot be resisted or negated in any way.

When your Soul Blaze ends, you gain a level of exhaustion. The DC required for the saving throws of this feature is equal to 8 + your Constitution modifier + your proficiency bonus.

COLLEGE OF BEASTS, REVISITED

The College of Beasts, above, is based off of the Beast Master Ranger archetype from the Player's Handbook. Wizards of the Coast has been conducting a playtest of the Ranger that modifies the Beast Master greatly, and so the following class is based on the "Revised Ranger" Unearthed Arcana. Like the Wildfire above, this might be far too powerful or cluttered, but I wanted to share.

BEAST KNOWLEDGE

When you enter this college at 3rd level, you gain proficiency with the Animal Handling skill. You have advantage on Intelligence checks to recall information about beasts, and advantage on Wisdom (Survival) checks to track them.

ANIMAL COMPANION.

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an ape, a black bear, a boar, a giant badger, a giant weasel, a mule, a panther, or a wolf.

However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you.

The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.

As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the revised-ranger animal companion tables. Your companion shares your ideal, and its bond is always, "The bard who travels with me is a beloved companion for whom I would gladly give my life."

BEAST TRAINER

At 6th level, you learn the *find familiar* spell, if you do not already know it, and it counts as a Bard spell for you. Instead of summoning a true familiar, you may call forth an animal from the wilderness to serve as your familiar. This beast gains the same benefits that your animal companion does from your Companion's Bond feature, and you may return a slain familiar to life by casting *find familiar* again with a cost of 5 gp. You cannot dismiss this familiar with a bonus action.

Additionally, if a creature benefitting from Companion's Bond is proficient in a skill that you may double your proficiency bonus in, the creature may do so as well.

ULTIMATE TRAINER

At 14th level, you've learned so much about beasts that to you, the line between beasts and humanoids is blurred. You learn the *awaken* spell, if you don't already know it. You can cast it without material cost, but only when you cast it on your animal companion. You can cast it on your companion even if its intelligence is greater than 3, but less than 10. Your companion is not charmed as a result of this spell.

When your animal companion is awakened in this way, its base Intelligence score is considered 10 before applying Ability Score Increases it already has. Additionally, your animal companion gains a level in one character class of your choice. This counts as multiclassing, so the companion must qualify for the class. If they gain the ability to cast spells, they do not gain their own spell slots, instead using your spell slots to cast spells that they know. The companion cannot summon creatures you already have summoned from the same spell or vice-versa (such as a familiar), nor can it gain the animal companion feature or similar features. Your companion cannot use weapons, armor, or other items it lacks the anatomy to use.

For every two levels that you gain as a Bard beyond 14th, your animal companion gains another level in its chosen class. It does not gain hit points as its class, instead continuing to gain hit points as before.