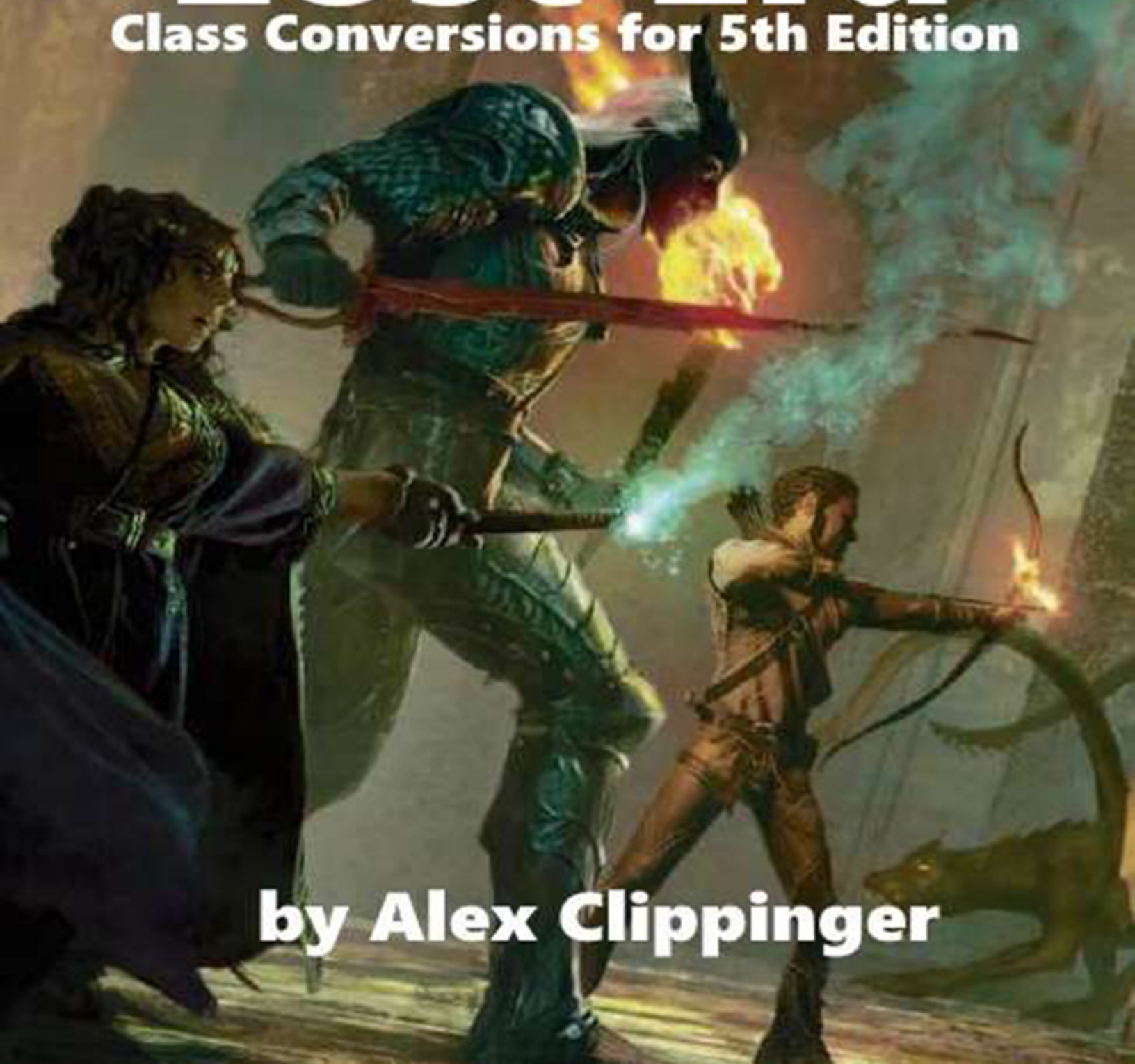


Champions of a Lost Era

Class Conversions for 5th Edition



by Alex Clippinger

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Introduction

How to Use This Book

At some point I was talking to a fellow D&D player, reminiscing about an old 3.5 game and the Dread Necromancer I used to play. “Man,” I told him, “I miss that class a lot. It’s a shame they don’t—”

And I stopped, because I’m an idiot, an idiot who enjoys doing class creation lamenting that nobody’s done a core class archetype for the Dread Necromancer yet.

So I sat down and converted it. And then I looked at a few more classes from 3.5, and converted those. And I started looking at big lists of 3.5 classes and decided to convert those...eventually I had over 20 and, I guess, a book.

Not for the Faint of Heart

Converting a base class from 3.5 into 5E was a challenge. Converting the majority of the contents of this supplement—former *prestige* classes—into 5E core class archetypes was a bit harder. 3.5 had different expectations and different approaches, and while I’ve done my best to preserve what I envision as the core thematic components of each class, at times I’ve had to take some liberties to change the expectations of 3.5 prestige classes into 5th edition realities.

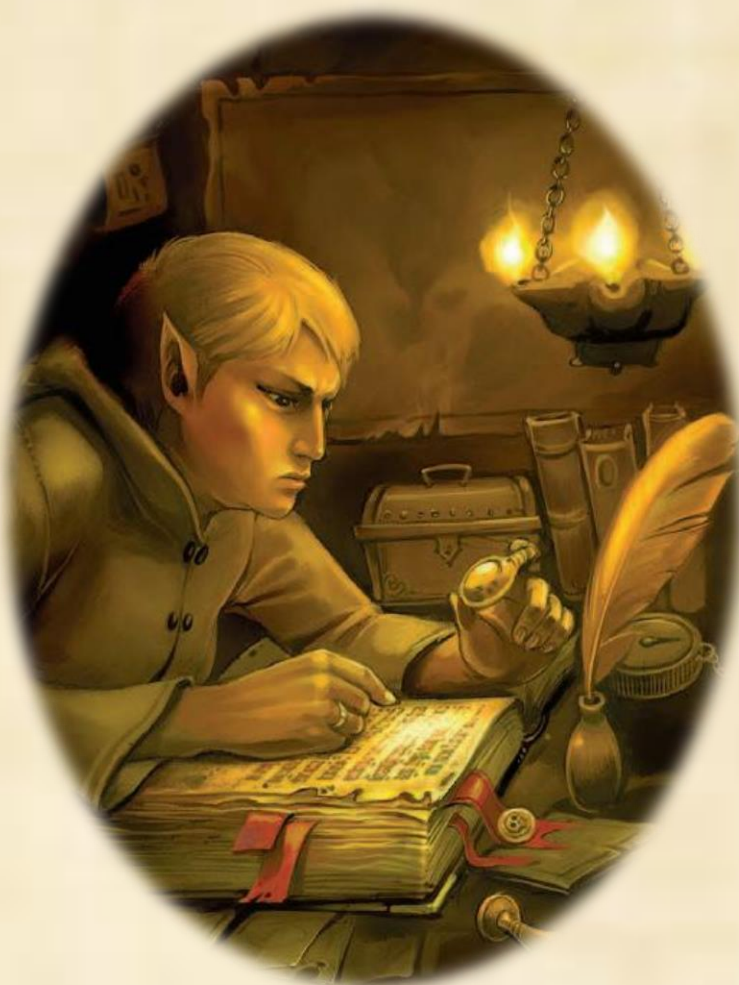
That being said, there are some mechanics or archetypes in this supplement that push on the edges of what 5E likes to see in terms of mechanical focus or mechanical complexity. Several classes in this supplement involve the use of creature summoning or control, something with numerous supporting rules in 3.5 that was, more or less for the better, gutted and unfocused in this newest edition.

As a player or as a Dungeon Master, I strongly encourage close reading of any of these classes before agreeing to allow them in a game, to

maximize the player’s ability to enjoy the class and the Dungeon Master’s ability to both facilitate and challenge them. **To this end, I’ve added a section of notes at the end of each archetype specifically for Dungeon Masters, discussing how they can both empower and contest the abilities of these various archetypes.**

It’s my sincere hope that, whether player or DM, this supplement provides new directions for your table.

Happy rolling.



A Letter

To His Most High Grace...

Most Holy Potentate,

It is as you feared. The translation of the ancient tomes has given us insight into the power of the old masters, as all predicted. Only you, most venerated one, had the foresight to warn us that the continued translation of the texts would unearth the knowledge of strange and dark arts not sought by the Church. Despite our best attempts, these translated manuals escaped our grasp four years ago, and now we find ourselves drowning in the worst plague known to civilization—adventurers.

These upstarts plague this city, a metropolis whose piety and magnificence is second only to the seat of your hallowed wisdom. Some of these arts simply border on the bizarre or repulsive; newly formed sewer-dwelling circle of ooze-obsessed druids—or ‘Gooids’ as they refer to themselves with poor taste—are an example of such. Some others have taken to darker arts. Sects have arisen, jump-starting their members’ transformation towards lich-like undeath in order to gain power over the undead. Even some clerics, led astray from a life of proper devotion, have uncovered lost secrets of summoning dreadful specters. I have done my best to stamp out these villains, our Holiness, and none may say otherwise! Alas, I find myself overwhelmed.

It is in these pages, most beloved of the shining divine, that I provide you with detail regarding these many miscreants and their misguided, affrontive practices. It is my prayer that your inspired guidance may lead us back to the path of the righteous.

*Signed amidst vexation,
Archbishop Mathias Lemont*



Barbarian:

King/Queen of the Wild

Sanctified One, I first make mention of a series of texts which, when translated, gave insight into the endurance and mastery of various environments. These revealed mysteries have been seized upon by wild people who shun the light of our metropolis. Instead, they withstand the harshest weathers and learn to dominate land and beast!

Class Features

Chosen Terrains

At 3rd level, you select two chosen terrain types. You are always considered proficient in Wisdom ability checks related to foraging, navigating, or tracking in these environments. In addition, each chosen terrain has a damage type associated with it; while raging, you gain resistance to this damage type. You select an additional chosen terrain at 6th and 10th level, gaining all of the benefits for these terrain types.

- Desert: Fire
- Forest: Fire
- Hills: Cold
- Marsh: Acid
- Mountains: Cold
- Plains: Electric
- Sea: Cold
- Underground: Psychic

Lord of Native Beasts

Starting at 6th level, you have advantage on Intelligence ability checks to identify or recall information about creatures native to your chosen terrain types. In addition, you can add

your Strength modifier to Wisdom (Animal Handling) checks to influence or control beasts from one of your chosen terrains.



Endure Elements

At 10th level, when you would receive damage of a type associated with one of your chosen terrains, you can expend your reaction to end your rage early and gain immunity to that damage type until the start of your next turn. This takes effect before the triggering damage is applied.

Wild Regent

At 14th level, you gain additional bonuses based on your chosen terrain types. You may select two of the following benefits as you have at least one of its chosen terrains:

Desert, Mountains: You have advantage on saving throws against exhaustion.

Marsh, Sea: You gain a swim speed equal to half your speed.

Forest, Hills: Difficult terrain doesn't slow your movement.

Underground: You gain darkvision out to 60 feet, or increase your existing darkvision by 60 feet.

Dungeon Master Notes

The King/Queen of the Wild gains a number of benefits thanks to their Chosen Terrain features. Their initial restriction to two terrains may limit their out-of-combat abilities if the adventure takes them through numerous terrain types.

The chosen terrain damage resistances while raging and their Endure Elements feature can be a good way to both empower and counter this class—provide damage types associated with their terrains to make players feel great about resisting the damage, or challenge them with types they aren't resistant to. Massive elemental damage that could trigger Endure Elements (such as a dragon's breath attack or a powerful elemental spell) can be a good way to force the player into a tough choice between ignoring a large amount of damage or sacrificing their rage.

Barbarian:

Stonelord

Some of the aforementioned texts focused considerably upon the stone of the earth, Most Beloved and Divine. These secrets taught a select few a strange and blasphemous connection to the earth, drawing energy from the ground beneath their feet. Most of them have been Dwarves. Because—well, your Holiness knows how Dwarves are about dirt and stone.

Class Features

Stoneskin

Starting at 3rd level, your skin takes on a rock-like appearance when you unleash your wrath. When you rage, your body becomes rock-like and further resistant to damage, gaining resistance to fire and lightning damage.

Earthgrip

Starting at 6th level, you can use your action to call on the earth and bind a creature within 30 feet of you that you can see. The creature must succeed on a Dexterity saving throw against a DC of

8+your Proficiency bonus+your Wisdom modifier or be affected by the grappled condition for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Creatures who are airborne or in a body of water cannot be targeted by this ability.

Gravity

At 10th level, you learn how to exert powerful gravitational forces. As a bonus action, all creatures within 20 feet of you must expend double movement when they attempt to move in any direction other than directly towards you. Once you use this feature, you cannot do so again until you finish a short or long rest.

Earth's Blood

Your connection to the earth empowers you as you move along the ground. Starting at 14th level, while in a rage you gain 5 temporary hit points at the end of each of your turns where you move at least 5 feet. This benefit can only be gained by walking or climbing; swimming, flying, teleporting, or similar effects do not grant you this bonus.

Dungeon Master Notes

This class has a few weaknesses that can be used to challenge them in combat. First, their Earthgrip cannot be used on airborne or waterborne targets, making flying or swimming creatures an extra challenge.

Gravity is a powerful movement slow that affects all creatures, even flying. Note that it doesn't differentiate between allies and enemies, meaning that an imprudent use could be as much a disadvantage for a Stonelord's companions as it is for his enemies.

Earth's Blood lets a Stonelord 'top off' with a few temporary hit points at the end of each turn as long as they stay mobile. Knocking them airborne or dealing consistent damage to negate their temporary hit point gain helps counter this feature in your encounters.

An empowering encounter would involve multiple enemies attempting to fight or flee from a Stonelord, who uses Gravity to keep in place and moves with Earth's Blood to keep him healthy.



Bard:

Dirgesinger

Some of our hymns have been marred of late, Joy of the Morning Sun. From the cold stone mausoleums and dusty sepulchers of the city graveyard come somber chords; dark notes framing darker words that float through the windows of the cathedral and deaden the voices of the faithful. On such evenings we find the congregations reclusive and full of fear. Those responsible are a sect of performers whose study of the old texts has left them with morbid fascinations—quite strange for the usual, aggravatingly chipper musicians who flock like pigeons in public squares.

Having the town guard chase off the terror-inducing wailers every night when they sneak onto the ground and try to raise the dead almost makes us miss the days when they simply warbled flutes at us and asked for money.

Almost.

Class Features

Song of Horror

Starting at 3rd level, you can imbue a song with horrifying notes. As an action, you expend a use of Bardic Inspiration and sound a note, tune, or chord that horrifies all creatures within 20 feet of you and can hear you. Each creature of your choice in this area must make a Wisdom save against your spell save DC or become frightened of you. This effect lasts a number of rounds equal to your half your bard level.

Song of Awakening

At 6th level, you learn how to raise the dead with the power of your dark song. As an action, you start a performance targeting a corpse within 30 feet of you. The corpse rises as an undead creature under your control as if you had cast the *Animate Dead* spell. Each day, you can repeat the

performance to maintain control of the undead creature. Unlike the normal *Animate Dead* spell, you cannot have more than one undead creature under your control at a time in this manner.

Song of Grief

At 14th level, you learn how to strike creatures with terrible sorrow. As an action, you expend a use of Bardic Inspiration and perform a heart-wrenching song against a creature you can see within 60 feet of you that can hear you. The creature must succeed on a Charisma saving throw against your spell save DC or become Paralyzed for a number of rounds equal to your Charisma modifier (minimum 1). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This effect has no effect on creatures with a Charisma of 7 or lower.

Dungeon Master Notes

Dirgesingers are bards focusing on terror rather than joy and roguish charm. Two of their features are focused on controlling enemies through fear or paralyzing effects. They may struggle against enemies with strong saving throws (such as Paladin-style foes).

Song of Awakening gives this bard archetype a chance to have limited access to an undead servant, allowing them to forego taking *Animate Dead* from the bard's Magical Secrets feature without sacrificing the interesting possibilities an undead servant might afford.

This archetype certainly lends itself to evil, or at the very least morally gray, parties and adventures.

Bard:

Virtuoso

A tome discovered in the deepest chambers caused a stir in the professional music community in the city. The book was apparently a notebook of musical theory penned by none other than Acheros and Liana Purenote, performers whose skill reached such dizzying heights, they once caused a demonic Pit Lord to weep at the raw beauty of their celestial duet.

I will admit—albeit begrudgingly—that the efforts of the modern-day students have borne fruit. I myself have witnessed as the performance of these ‘Virtuosos’ touch the hearts of the throng. Perhaps I see opportunity for the Church in such talents, if they can be convinced to turn their effort to a higher calling.

Class Features

Musical Savant

When you take this archetype at 3rd level, you gain proficiency with two more instruments of your choice. In addition, you select one musical instrument that you are proficient in, naming it as your Virtuoso’s instrument of choice. Your proficiency bonus with this instrument is doubled when making Charisma (Performance) checks.



Persuasive Song

Beginning at 3rd level, you can deliver a performance that can sway the heart of kings and crowds. You expend a use of your Bardic Inspiration to make a performance lasting at least 1 round and up to 1 minute; at the end of the performance you may roll a Charisma (Performance) check, adding +1 to the result for every two rounds you were permitted to perform (a minimum of +0 for 1 round, up to a maximum of +5). Creatures within 30 feet of you who heard your performance roll a Wisdom (Insight) check against your total result. Creatures whose roll result is less than yours become friendly for up to 1 hour and are unwilling to attack you unless severely provoked.

Jarring Song

From 6th level onward, when you use your Countercharm ability its range is increased to 60 feet, and during the Countercharm allies within this range may substitute your Charisma modifier for their own ability modifier when making saving throws against being frightened or charmed.

Revealing Melody

At 14th level, as an action, you begin playing a song for up to 1 minute, requiring your concentration to continue doing so. During this time, you and allies within 20 feet of you are affected as if by a True Seeing spell, lasting as long as the melody is maintained. Once the effect ends, you must complete a long rest before using this ability again.

Dungeon Master Notes

Virtuosos excel at extremely varied acts of utility. Their Persuasive Song is an excellent roleplaying tool for gaining friends, and can be a good catalyst for your adventure when players are looking for ways to gain allies and access in various situations.

Revealing Melody is an excellent tool for the bard to use when attempting to search an area or reveal clues to some mystery. Don't be afraid to waste or reward it to make the player's decision to use it feel meaningful.

Cleric: Inquisitor

Here I must confess—with no dark humor intended. When at first the swarms of these new and often heretical offshoots of the old texts appeared in the city, these were a group that we sought to utilize rather than impugn, thinking that their talents would prove a powerful deterrent to other upstart factions. It soon became apparent, though, that the sadistic tendencies of these clerics went far beyond the pale.

Class Features

Inquisitor Spells

Cleric Level	Spells
1st	<i>command, dissonant whispers</i>
3rd	<i>detect thoughts, zone of truth</i>
5th	<i>fear, tongues</i>
7th	<i>compulsion, locate creature</i>
9th	<i>geas, dominate person</i>

Interrogator

At 1st level, you gain proficiency in Charisma (Intimidation) and Wisdom (Insight) checks.

Channel Divinity: Fearful One

Starting at 2nd level, you can use your Channel Divinity as part of casting certain spells to impose disadvantage on a creature's saving throw. When you first gain this feature, you can impose disadvantage on a creature's attempt to resist one of your *command* or *dissonant whispers* spells. At 3rd level, you can use this feature in conjunction with your *detect thoughts* and *zone of truth* spells.

At 5th level, you can use

this feature in conjunction with your *fear* spell.

Cathartic Torture

At 6th level, your zeal for finding an enemy's weakness can restore your magic. When you successfully damage an enemy with a weapon or spell attack, you can restore expended cleric spell slots. The slots must have a combined total no higher than your Wisdom modifier, and none of the slots can be of 4th level or higher. Once you use this feature, you must finish a long rest before you can use it again.

Searing Strikes

At 8th level, your propensity for torture allows you to make your weapons glow red-hot as you strike. 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.

Learn the Truth

At 17th level, you can use your action to place your hand on a creature you can see and who is within reach. When you do so, the creature must succeed on a Wisdom saving throw against your spell save DC or be forced to speak truthfully for up to one minute, which you can dismiss early as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Dungeon Master Notes

This cleric option has some extremely dark undertones: its alignment could run the gamut from Neutrals to Chaotic Evil. Players and DMs should have conversations detailing their expectations and boundaries for roleplay and how their character fits into the adventuring world.

That said, this class could be no more 'intense' than an Oath of Vengeance paladin, and even just as generally good. This class focuses strongly on controlling or overpowering the will of creatures both socially and magically, creating the option for an unconventional (and intimidating) alternate 'party face' character.



Cleric:

Master of Shrouds

The somber Dirgesinger bards have not been alone in their night-vigils in the city graveyards, Holy One. They are accompanied by a far more blasphemous set of compatriots: former holy brothers of the faith, former acolytes, turned to evil. It is with horror that I report their ability to summon undead spirits to their bidding; specters of such horror that the guard refuses to roust them from among the gravestones without a full compliment of our clerics in accompaniment, ready to turn back these foul summonings as they appear.

Class Features

Master of Shroud Spells

Cleric Level	Spells
1st	<i>false life, protection from evil and good</i>
3rd	<i>gentle repose, ray of enfeeblement</i>
5th	<i>animate dead, feign death</i>
7th	<i>death ward, phantasmal killer</i>
9th	<i>antilife shell, dispel evil and good</i>

Ethereal Striker

At 1st level, you have learned to affect the incorporeal and the invisible. When a creature is invisible or incorporeal but still able to be attacked, you do not take disadvantage on attack rolls as a result of the effect, so long as you have knowledge of where the target is. In addition, you have advantage on attack rolls made against creatures who possess the Incorporeal Movement ability, and these creatures cannot pass through a space you occupy when they use the ability.

Channel Divinity: Shroud Summoning

Starting at 2nd level, you can use your Channel Divinity to summon undead spirits to do your bidding for a brief time.

As an action, you present your holy symbol and draw forth an undead creature to an unoccupied

space within 15 feet of you that you can see. This undead creature acts immediately upon the end of the turn when you summoned it, and lasts for an additional number of rounds equal to your Wisdom modifier (minimum 1). If there is no unoccupied space within 15 feet of you, you may select an occupied space; the summoned creature will take force damage as described in its Incorporeal Movement ability before the start of its first turn.

You have a telepathic link with the creature and it follows your basic commands. You give it an initial command as part of the turn when you summon it, and can give it new orders as a bonus action on your turn. The summoned creature knows what other creatures around you are considered hostile or friendly. At the end of the effect's duration, the



summoned creature vanishes back into nothingness.

When you gain this feature at 2nd level, you can summon a Shadow (MM 269). At 8th level, you can summon up to two Specters (MM 279). At 18th level, you can summon up to two Wraiths (MM 302). Your Shadow and Wraith summons cannot create other shadows or specters as normal creatures of these types can.

Powerful Turning

At 6th level, you gain confidence in your ability to dominate the undead. You can use your ability to turn undead without expending the use of your Channel Divinity feature. You must complete a long rest before you can turn undead in this manner again.

Resilient Apparitions

At 8th level, as your mastery over the spirits you summon grows, so too does their power. Undead summoned or created by your spells or your Shroud Summoning feature no longer suffer from Sunlight Sensitivity. In addition, they are summoned with additional maximum hit points equal to half your Cleric level, and add your Wisdom modifier on saving throws against effects that turn undead.

Master of Wraiths

You are the true Master of Shrouds, capable of summoning the most dreadful of specters to do your bidding. Undead summoned or created by your spells or Shroud Summoning feature add your Wisdom modifier to their attack and damage rolls and gain Turn Immunity. In addition, creatures summoned by your Shroud Summoning feature do not take damage from their Incorporeal Movement feature when they end their turn inside an object.

Dungeon Master Notes

The Master of Shrouds is a class focused almost exclusively on summoning and interacting with undead, acting as an interesting evil cleric option if desired.

Every summoned creature from their Shroud Summoning feature will suffer from sunlight sensitivity until the cleric reaches 8th level. Also until this time and beyond, foes with the ability to turn undead (other clerics perhaps) could be a challenging foe for this class. At any level, a necromancer or similar enemy who can dominate (not turn) undead by some means could also present a challenge.

Players of this class will seek best-use scenarios for expending their Channel Divinity to summon undead, hoping to maximize its impact in an encounter.



Cleric:

Void Disciple

While some of the faithful have given in to the temptation of dark magics, a certain tome has given rise to far stranger heresies. Discussing a vast emptiness behind all things that they call 'the Void' or 'entropy,' this sect insists that the concepts of distance, thought, knowledge, and so on are fluid and indistinguishable. It's a strange kind of blasphemy, to be sure.

Class Features

Void Disciple Spells

Cleric Level	Spells
1st	<i>comprehend languages, detect magic</i>
3rd	<i>augury, locate object</i>
5th	<i>blink, nondetection</i>
7th	<i>arcane eye, dimension door</i>
9th	<i>legend lore, scrying</i>

Void Thoughts

At 1st level, you gain proficiency in the Intelligence (Arcana) skill. In addition, you have advantage against spells or other effects that read your thoughts.

Channel Divinity: Sense Void

Beginning at 2nd level, you can use your Channel Divinity to project your consciousness outside of your body and sense what is happening in another part of the world. When you do so, you spend one minute meditating on particular location, attempting to project your mind to observe that space. The location must be within a number of miles equal to $\frac{1}{2}$

your cleric level. At the end of your meditation, an invisible astral projection of your consciousness appears at that location and can use your normal senses to observe the area for up to 1 minute. Creatures that have true sight, or which can otherwise see into the astral plane, can see your projected form.

When using this feature, you must be familiar with the location, an individual there, have a map or description of the area, or similar. You cannot observe locations that are on a different plane of existence from you. In addition, areas or individuals of antimagic or nondetection are invisible or unavailable to you when you use this feature.

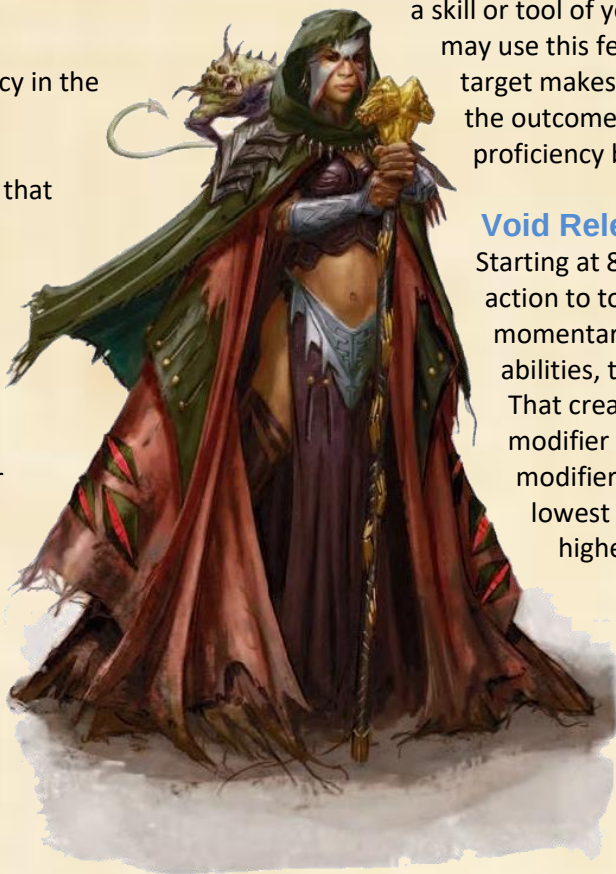
Channel Divinity: Moment of Clarity

At 6th level, you help others understand that knowledge is a vague and illusory thing. As a reaction, you choose a willing creature other than yourself within 60 feet. They gain proficiency with a skill or tool of your choice for 1 minute. You may use this feature retroactively after a target makes an ability check but before the outcome is known, adding the proficiency bonus to their roll.

Void Release

Starting at 8th level, you can use your action to touch a creature to momentarily alter how it uses its abilities, to its benefit or detriment. That creature uses its highest ability modifier in place its lowest ability modifier, if considered friendly, or its lowest ability modifier in place of its highest, if considered an enemy.

This effect lasts for number of rounds equal to your Wisdom modifier. For example, a friendly Fighter with a Strength modifier of +5 and a normal Intelligence modifier of -1 could use +5 for both



Strength and Intelligence ability checks and saving throws for the duration of the effect. If any ability scores would tie for highest or lowest, the abilities affected are chosen at random.

You can use this feature a number of times equal to your Wisdom modifier, regaining expended uses when you finish a long rest.

Void Supression

Starting at 17th level, you can cast *mind blank* at will without expending a spell slot, but only if targeted on yourself.

Dungeon Master Notes

Void disciples can see a lot of utility around their various features, such as granting proficiency to another character in a pinch or giving the extra boost they need for an ability check they're normally bad at.

Druid: Blighter

Destructive. Unholy. Debased. There are few words I could use to describe these druids. Steeped in foul magics, these 'Blighters' bring disease and destruction. Some revel in the death of the natural world around them; others of their order insist that they are simply another part of the natural order. Their motivations are meaningless. All that matters are the wails of those suffering from the curse they inflict.

Class Features

Blighted Sustenance

Starting at 2nd level, you no longer require food or water to survive.

Blightfire

Starting at 2nd level, you can use your action to unleash a blast of necrotic fire around you, forcing creatures within 10 feet of you to make a Dexterity saving throw against your spell save DC or take necrotic damage equal to twice your Druid level on a failed save, or equal to your level on a successful one.

Beasts and plants have disadvantage on their saving throw to resist the effect. In addition, your blightfire instantly kills any nonmagical plant life in its area. You can use Blightfire while in a wild shape form of size Medium or larger.

Undead Wild Shape

From 6th level onward, when you use your Wild Shape ability, your animal form is considered an undead type and appears visibly undead. You cannot be turned or

dominated by spells or abilities that do so to other undead creatures, but can be affected by other spells like *hallow*. Your hit point maximum for your wild shape forms increases by a number equal to your druid level.

Contagious Touch

Starting at 10th level, you can cast *contagion* once without expending a spell slot. You must finish a long rest before using this feature again.

Plague

Starting at 14th level, when you use your Contagious Touch feature, you can choose to affect all creatures you designate within a 15-foot radius within 100 feet of you.

Dungeon Master Notes

The Blighter will have decent spell preservation, as Blightfire will give it an at-will source of damage. Its later features revolve around a once-per-day contagion spell; players will be careful about how or when to try to use this feature, and could feel wasted or rewarded depending on the scenario and its level of success.

At earlier levels, players may take advantage of Blightfire's use in wild shape forms, or their undead wild shape's 'chunkier' hit point pool. Overall, a Circle of the Moon druid will tend to be a more effective wild-shape-focused archetype for combat, but the Blighter's extra hit points for even small wild shape forms could present interesting opportunities in the right scenarios.



Druid:

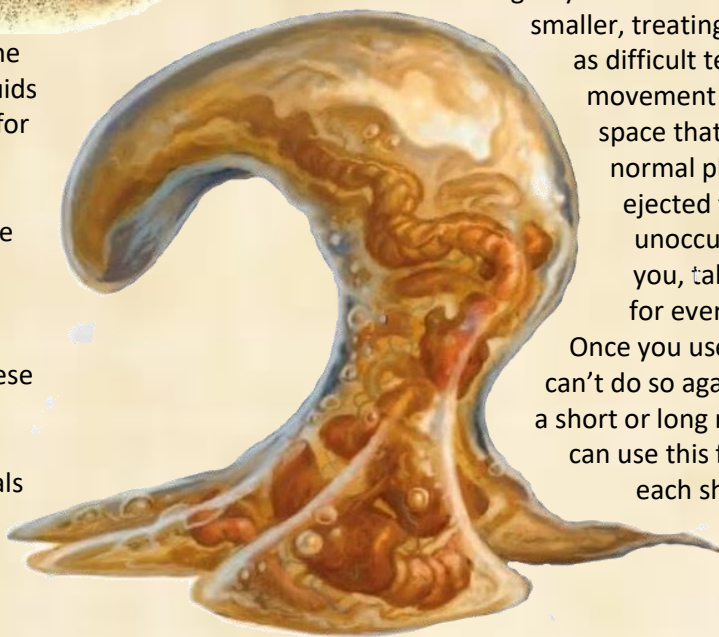
Oozemaster

I was subjected to a most disgusting violation of privacy within the past week. As I sat in study in my private chambers, a green slime began pooling from under the door. As I stared, transfixed, the puddle of goop coalesced into a humanoid figure, finally gaining color and features of a human man! He apologized and stated that he had been 'practicing.'



It is then that I learned of the 'Oozemasters,' a sect of druids who have a bizarre affinity for the slimes and burning goo that populate the filthier dungeons and tunnels of the world. Sometimes calling themselves 'Gooids,' they attempt to mimic, or even change themselves into, these slime creatures!

Oh, Holy One, will these trials never cease to befall me?



Class Features

Oozy Touch

When you take this archetype at 2nd level, your wild shape forms are tinged with the appearance of a soft, ooze-like creature and burn with their acidic nature. Your attacks while in any wild shape form deal an additional 1d4 acid damage. This damage increases to 1d6 at 6th level and 1d8 at 10th level. In addition, you gain resistance to acid damage in all forms.

Slithery Form

At 2nd level your anatomy in humanoid form becomes strangely flexible, your features softened and difficult to read. You gain proficiency in Dexterity (Stealth) and Charisma (Deception) checks. In addition, creatures have disadvantage on their Wisdom (Perception) checks to see through a disguise you're wearing when you pretend to be someone else.

Malleability

At 6th level, you gain the ability to become oozelike for a brief period of time, fitting through narrow spaces as your anatomy collapses and stretches. As part of your movement, you can squeeze through spaces as small as an inch wide as long as your current form is size Medium or

smaller, treating the narrowed space as difficult terrain. If you have no movement remaining but are in a space that would not fit your normal physical form, you are ejected to the nearest unoccupied space that can fit you, taking 1d6 force damage for every 5 feet of movement.

Once you use this feature, you can't do so again until you complete a short or long rest. At 14th level, you can use this feature twice between each short or long rest.

Ooze Form

From 10th level onward, you can expend both uses of your Wild Shape ability to transform into a Gelatinous Cube (MM 242), or one use to become a Gray Ooze (MM 243), or Ochre Jelly (MM 243).

One with the Ooze

Starting at 14th level, your anatomy has become ooze-like in all but appearance, making you a strange hybrid. Your type is considered Ooze in all forms, even when not in wild shape. You gain blindsight out to 30 feet while in humanoid form and cannot be blinded.

Dungeon Master Notes

I hope this becomes someone's Druid class they never knew they wanted. Oozemaster is one of the most silly Prestige Classes to grace 3.5's pages, hands down.

This class has some interesting utility in Slithery Form and Malleability, giving them a few social and movement tricks. Mostly, though, the class is focused on its benefits to wild shape.

The extra acid damage and eventual ooze forms, but lack of extra hit points or higher CR creatures, makes this class good at dealing higher wild shape damage but without extra resilience. Acid-resistant creatures are at an advantage against an Oozemaster. Additionally, the limited senses of its ooze forms make them extremely vulnerable to distant targets and ranged attacks.

Druid:

Verdant Lord

I shall be fair, my Deific Lord, in saying that not all of the druids' discovered texts have led to such dark or absurd results. Some have become energized with such a powerful connection to the natural world, you might think they positively glow in the sunlight. They demonstrate a remarkable connection to the plants of the earth, even commanding them in their defense when the need arises. The masters of the green world are a fascinating sect.

Class Features

Sunlight Sustenance

Whenever you are outside during daylight hours and complete a short rest, you can add your Wisdom modifier as well as your Constitution modifier to each Druid hit die expended to regain hit points. In addition, whenever you are outside during daylight hours and cast a healing spell that adds your Wisdom modifier to the number of hit points gained, you may double your modifier when adding it to the spell's effects.

At 10th level, you also gain these effects during nighttime hours, so long as the moon is up and not concealed by clouds or similar.

Awaken Tree

From 6th level onward, you are able to call upon a tree to mobilize and defend you. As an action, you select a tree within 100 feet of you that you can see; the tree becomes an Awakened Tree (MM 317) for up to 1 minute, ending early if you dismiss the effect as a bonus action. If there are no trees around you when you use the ability, you can expend a 3rd-level or higher spell slot to summon the tree magically at a point you can see within 60 feet of you. In either case, there must be sufficient space for a creature of the tree's size. While the tree is Awakened, it acts on your initiative and follows your mental commands to

the best of its ability. You may issue a new command to it on your turn as a bonus action. Once you use this feature, you cannot do so again until you complete a long rest.

Spontaneous Healing

At 10th level, you learn how to renew life at will. You can cast Cure Wounds or Healing Word without having them prepared on your list of druid spells for the day.

Gaea's Embrace

At 14th level, your body becomes one with the plants of the forest. Your type changes to Plant when not in a wild shape form, and you therefore become immune to poison, sleep, paralysis, stunning, or any effect that polymorphs or alters your shape against your will.

Dungeon Master Notes

The verdant lord blends some flavor of a healing and summoning class. Their sunlight sustenance allows them to upkeep their own hit points better during rests, and may save them a slot once in a while with more effective healing spells.

The enemy of the verdant lord is its environment. Indoor spaces, tunnels, dungeons, and nighttime (in all cases until 10th level) counteract this class. Tight indoor rooms will deny their sunlight sustenance and prevent their ability to summon a tree.



Fighter:

The Dervish

Holy Master, I have seen both grace and slaughter in my time in this world. Until recently, however, I never dreamed I would see the two paired. The terrible elegance of it...I shudder now, even as I stared in a horrified awe when I first witnessed it. These dervishes are breathtaking—in more than one sense of the word.

Class Features

Dervish Dance

When you take this archetype at 3rd level, you become capable of channeling your energies into a breathtaking dance of death. When you perform a dervish dance as part of your attack action, you can add your Charisma modifier to both the attack and damage rolls made with melee weapons, provided that the following are true.

- You are not wearing heavy armor.
- You move at least 5 feet between each attack, even if you strike the same target.

If you attempt to make an attack without a finesse weapon, or without moving at least 5 feet between each attack, the effects of the dervish dance end. Once you have performed a dervish dance, you must finish a short rest before you can use it again.

Death Dancer

Starting at 3rd level, you may take the Disengage action as a bonus action on each of your turns.

Lightfooted Grace

At 7th level, you gain proficiency in Charisma (Perform) checks. In addition, you gain a +1 bonus to AC when not wearing heavy armor.

Movement Mastery

At 10th level, your surefooted poise can carry you across any dancing floor. Nonmagical difficult terrain doesn't slow you down, and you have advantage on Strength and Dexterity throws to resist being restrained or grappled.

Fast Movement

At 15th level, your speed increases by 10 feet.

A Thousand Cuts

At 18th level onward, when you perform the dervish dance, you may perform one additional attack above what your attack action would normally allow. In addition, if you kill or reduce a creature to 0 hit points with an attack, your next 5 feet of movement are not reduced from your total movement this turn.



Dungeon Master Notes

The Dervish has both significant strengths and weaknesses. When planning encounters, understand that a single, chunky enemy, or a crowd of close-knit, easily-downed foes, will both be incredibly tempting targets for a player to expend their dervish dance upon. This can allow you to OR 'bait' the use of the dance in order to make a future encounter more challenging.

For more challenging encounters: the Dervish can run out of movement between attacks if enemies are spaced out; the player must move into position before starting their dance on their next turn.

Fighter:

Dread Commando

Some of the soldiery have taken to the journal of some unnamed, lost battalion, and the account of their harrowing story of survival while deep in the jungles of Chult. They have done their best to copy the silent, deadly tactics used by the heroes from this tale. So far, none of us have had the heart to explain that the translated 'journal' is the equivalent of an ancient pulp novel.

Class Features

Sudden Strike

At 3rd level, you gain proficiency in Dexterity (Stealth) checks. In addition, you gain an ability to strike at a distracted foe for extra damage. Once per turn, when you make a melee weapon attack against a creature with advantage or if there is another enemy of the target within 5 feet of it who isn't incapacitated, your attack deals an additional 1d6 damage. You cannot make a sudden strike on a target if you have disadvantage on the attack roll.

Your sudden strike damage increases to 3d6 at 7th level, 4d6 at 10th level, 5d6 at 15th level, and 6d6 at 18th level.

Initiative Bonus

At 7th level, your ability to move quickly when the fighting begins acts as an inspiration to your allies. You and allied creatures within 20 feet of you who can see you add your Proficiency Bonus to their initiative rolls.

Armored Ease

At 10th level, your use of any type of medium armor no longer imposes disadvantage on your Dexterity (Stealth) checks.

Improved Armored Ease

At 15th level, your use of any type of heavy armor no longer imposes disadvantage on your Dexterity

(Stealth) checks. In addition, you and allies within 60 feet of you can travel stealthily while maintaining a normal travel pace.

Vicious Strikes

At 18th level you learn how to attack with rapid, vicious precision. When you successfully make a sudden strike on a target, your next melee weapon attack can also be a sudden strike, provided you meet all of the other normal criteria for making one.

Dungeon Master Notes

The dread commando was a Heroes of Battle prestige class that piqued my interest back in the day. Originally only 5 levels, I didn't have to stretch much of the original features to translate it to 5th Edition.

Overall, this class is nice for players who want to be able to play a stealthier character without becoming a tool or skillhorse like the Rogue or Bard. The dread commando won't really match the champion archetype's mass damage potential or quite reach the Eldritch Knight's utility, but they also won't give away the entire party when their heavy metal breastplate starts banging against the wall.

Something to note here is that their sudden strike feature does not require a finesse weapon to use, allowing the player to have a tougher, stealthy fighter without highly restricted weapon choice, at the cost of a far slower and lower curve of extra damage dice.

Monk:

Pale Master

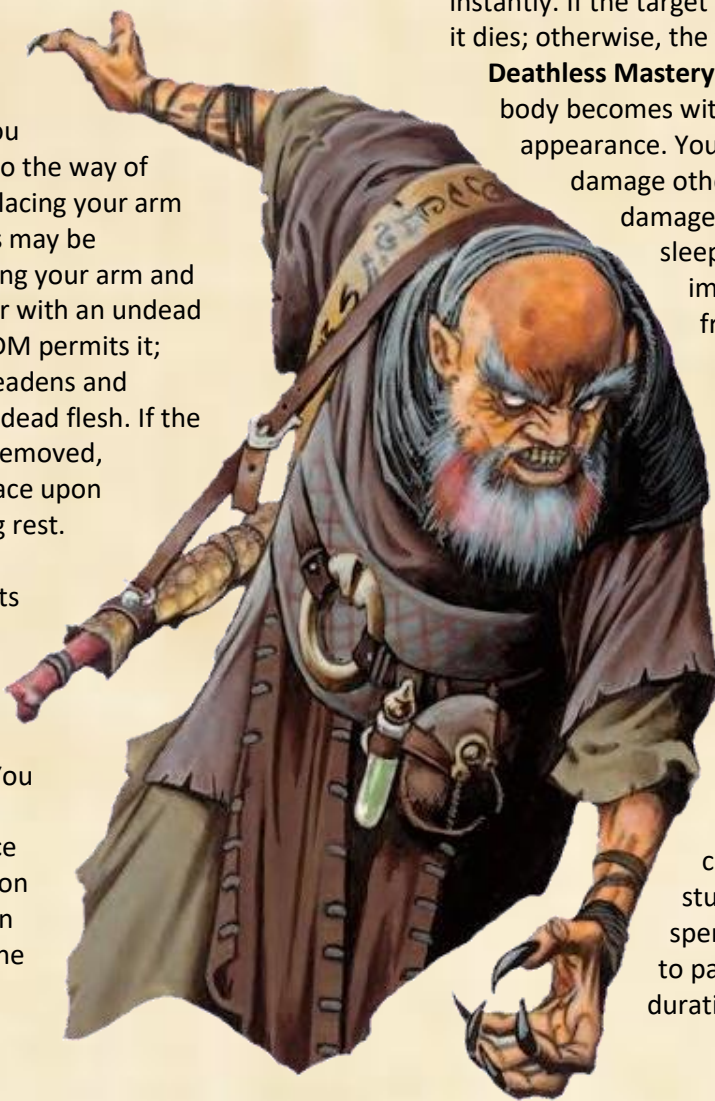
One usually considers monks above the influence of corruption, of taint and darkness. I am sad to report, Holy One, that this is not always the case. Some sages have committed savage amputation of their own limbs, growing withered, undead abominations in their place. Such foul rituals are one of the best examples of why the accumulated secrets of these texts cannot be allowed to run rampant in the land.

Class Features

Undead Graft

When you take this tradition at 3rd level, you show your dedication to the way of the Pale Master by replacing your arm with undead flesh. This may be represented by removing your arm and replacing it magically or with an undead creature's limb, if the DM permits it; otherwise, your arm deadens and becomes pale, cold, undead flesh. If the arm is ever somehow removed, another grows in its place upon finishing your next long rest.

Your undead limb grants you access to various benefits or deadly attacks, as chosen from the Pale Disciplines list below. You gain access to one Pale Discipline of your choice upon taking this tradition at 3rd level, and learn an additional Pale Discipline of your choice at 6th, 11th, and 17th level.



Pale Disciplines

The Pale Disciplines are listed here in alphabetical order. If a Discipline requires a level, you must be that level in this class to learn it.

Animate Dead (11th Level Required). You can spend 5 Ki points to cast *animate dead*.

Deadened Sight. Your eyes become clouded like a dead thing's, giving you darkvision out to 60 feet. If you already had darkvision, its range increases to 120 feet.

Deathless Master's Touch (17th Level Required). When you hit another creature up to one size larger than you with an unarmed strike, you can spend 10 ki points in an attempt to kill it instantly. If the target has less than 100 hit points, it dies; otherwise, the touch has no effect.

Deathless Mastery (17th Level Required). Your body becomes withered and mummified in appearance. You gain resistance to all damage other than psychic and force damage, and no longer require sleep. In addition, you become immune to the charmed and frightened conditions.

Deathless Vigor. You gain proficiency in Constitution saving throws.

Eyes of the Grave (11th Level and Deadened Sight Required). You may spend 1 ki point as a bonus action to gain true sight until the end of your next turn.

Paralyzing Touch (6th Level Required). When a creature is stunned by your stunning strike, you may spend an additional 2 ki points to paralyze the creature for the duration instead.

Tough as Bone. You become immune to disease, paralysis, poison, and stunning.

Weakening Touch. When you hit another creature with an unarmed strike, you can spend 2 ki points to reduce the target's Strength score by 1d6. This Strength loss lasts for 1 hour. Additional Degenerative Touch attacks will not lower the target's score further, but will replace the previous effect with the new one.

Dungeon Master Notes

The pale master has a very invocation-like approach to selecting its features. Players of this class might opt for more resilient builds, or impose deadly effects on their foes with touch attacks. You will simply have to be aware of what features your player selects and adjust your combat or other encounters to suit or challenge them as you see fit.



Paladin:

Corrupt Avenger

Only dead bodies and frightened whispers are left in the wake of men such as these. Some of our order, wracked with grief and hate at the losses endured over the years, were all too happy to join the ranks of those calling themselves corrupt avengers. Their anger is personal and unfettered; a hatred that is as like to consume their own soul as it is the foes they have sworn to destroy.

Tenets of the Corrupt Avenger

Vengeance at all Costs. There is no price too high or feat too great when revenge is at hand.

Alliance of Opportunity. The enemy of your enemy is your friend. Know how to leverage valuable assets in your quest for retaliation.

Corruption of Self, Destruction of Others. The marring of your own soul, even a fall to evil, is an acceptable compromise in order to do what must be done.



Channel Divinity

When you become a Corrupt Avenger at 3rd level, you gain access to the following Channel Divinity option.

Righteous Fury. As an action, you enter a state of wrath that propels you in combat for 1 minute. You gain 5 feet of movement speed, and have advantage on Strength and Constitution ability checks. If you are facing a Sworn Foe who is alive and visible within 100 feet of you, you may add your Charisma ability modifier (minimum 1) to your weapon damage rolls for the duration, and the bonus to your movement speed increases to 10 feet.

Sworn Foes

At 3rd level, you select a number of sworn enemies in a manner not dissimilar from a ranger. When you first access this feature, you select two types of Sworn Foes: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid as sworn foes instead of one of the other options above.

Class Features

Corrupt Avenger Spells

Paladin Level	Spells
1st	<i>inflict wounds, hellish rebuke</i>
3rd	<i>blindness/deafness, misty step</i>
5th	<i>blinding smite, vampiric touch</i>
7th	<i>banishment, phantasmal killer</i>
9th	<i>cloudkill, wall of force</i>

In addition to the effects when using your Channel Divinity option, you are always considered proficient in any ability check that relates specifically to your sworn foe. If you already have proficiency in a given skill, your proficiency bonus is doubled for that ability check.

You select an additional sworn foe at 7th, 15th, and 20th level.

Tainted Strike

Starting at 7th level, the hatred that grips your soul can be focused on a single, devastating strike. When you hit a target with a melee weapon attack, you can do bonus damage equal to half your paladin level, rounded down, or damage equal to your paladin level if the enemy is a sworn foe. You may use this feature a number of times equal to your Charisma modifier, regaining expended uses when you finish a long rest.

Frightful Fury

At 15th level, your hateful power is a terror to the enemies around you. When you use your Channel Divinity feature, hostile creatures within 20 feet of you must succeed on a Wisdom saving throw against your spell save DC or become frightened until the start of your next turn.

Unnerving Fury

At 20th level, you can use your action to transform into a terrifying visage of retribution incarnate for 1 minute. During this time, you may use your Tainted Strike at will without expending any of its normal uses, and all creatures within 60 feet of you are considered sworn foes. Once you use this feature, you can't use it again until you finish a long rest.

Dungeon Master Notes

The Corrupt Avenger isn't too dissimilar from an oath of vengeance paladin. The difference between the two archetypes is that the corrupt avenger is a bit more specific due to its sworn foes feature, but this also comes bundled with more RP flavor than vengeance.



Paladin:

Mythic Exemplar

Not all of the factions loosed upon us by the translation of the old tomes have been a burden, Holy One, and I would be remiss if I did not mention those bold few who follow the Six from Shadow. As you know, the Six were a mysterious group who emerged victorious from the jaws of ultimate evil, and whose shining example emboldens the greatest of heroes even to this day. With further examples of their deeds recorded and now discovered, some have taken up the call and attempt to imitate the greatest strengths of the Six.

Tenets of the Mythic Exemplar

Emulate Greatness to Inspire Greatness. Seek to imitate the heroes of old and, by doing so, perform heroics of your own.

Deeds above Affiliation. You do not perform feats for the glory of your nation, your deity, or your people. Do not boast of such; your actions are performed for the sake of what is right.

A Hero from Anywhere. Anyone could be a companion, a compatriot, a potential ally. Do not let prejudice cloud your ability to see the best in people, or to coax out their potential.



Class Features

Channel Divinity: Paragon

In lieu of a traditional Channel Divinity option, when you finish a long rest and prepare your list of spells for the coming day, you focus your will on imitating one of the Six from Shadow, selecting one to emulate. Whichever of the Six you select becomes your Paragon until you finish your next long rest and select your Paragon again. During this time, your Paragon grants you specific benefits or abilities; of these benefits are passive effects, while others may be spells or treated as normal Channel Divinity options.

At 3rd level, your Paragon only grants you one listed bonus; as you gain levels in this class, each Paragon selection will gain access to more benefits at 7th, 15th, and 20th level.

Paragon's Gift, Least

When you select one of the Six from Shadow as a Paragon for the coming day, you gain the following benefits, depending on which Paragon you chose:

Dardallion: You gain proficiency in the Dexterity (Sleight of Hand) and Dexterity (Stealth) skills.

Imdastri: You may expend your reaction and your Channel Divinity to immediately reroll an ability check, attack roll, or saving throw that you made. You may use either the original or your new result, but must choose before the outcome of either roll is known.

Ktolemagne: You gain proficiency in the Intelligence

(Arcana) and Intelligence (Religion) skills.

Orosos: You gain 5 feet to your walking speed.

Reikhardt: You can use your Channel Divinity to cast *bless* once, whether or not you had the spell prepared, without expending a spell slot.

Sunyartra: Your weapon attack rolls score a critical hit on a roll 19 or 20 for one type of weapon you are proficient with.

Paragon's Gift, Greater

When you select one of the Six from Shadow as a Paragon for the coming day, you gain the benefits listed below, as well as their Least gift, depending on which Paragon you chose:

Dardallion: You can cast *blink* once before you finish your next long rest.

Imdastri: You gain resilience against mind-affecting abilities. You cannot be charmed, and cannot be blinded or deafened by a spell that imposes those conditions.

Ktolemagne: You can use your Channel Divinity to cast *detect magic* or *identify* at will, without a need for material components.

Orosos: You gain a +1 bonus to armor class while you are not wearing a shield.

Reikhardt: You can use your Channel Divinity to make an inspiring speech to your companions as though you had the Inspiring Leader feat, mimicking its effects but only granting temporary hit points equal to ½ your Paladin level (rounded down)+your Charisma modifier.

Sunyartra: You can cast *haste* on yourself once before you finish your next long rest.

Paragon's Gift, Supreme

At 15th level, when you select a Paragon for the day, you gain another benefit specific to the Paragon you chose:

Dardallion: You can use your Channel Divinity to cast *invisibility* on yourself.

Imdastri: You gain resistance to necrotic damage and become immune to death effects, such as *power word: kill* or effects that instantly kill you if you hit 0 hit points (such as a Beholder's death ray ability).

Ktolemagne: You have advantage on saving throws against spells.

Orosos: As an action, you can use your Channel Divinity to gain a flying speed equal to your walking speed for a number of rounds equal to your Charisma modifier (minimum 1).

Reikhardt: You can cast *dominate person* once before you finish your next long rest.

Sunyartra: You can use your Channel Divinity to add your Charisma modifier to your weapon attack rolls for a number of rounds equal to your Charisma modifier (both minimum 1).

Embody Paragon

At 20th level, you gain the ability to truly exemplify the greatest traits of the Six from Shadow. You may select a new Paragon upon finishing a short rest, instead of a long rest, and gain access to its available benefits.

Dungeon Master Notes

As you can tell, this is a massive class. Fortunately, at any given time a player is only going to have access to one 'set' of benefits and bonuses. This class gives the player a massive, diverse set of options—but is primarily bottlenecked by a need for foresight and preparation. It's not often that a player will *know* what challenges await them in the coming day. Your ability to offer hints or information through roleplay may strongly guide their decision-making in this regard. In general, players will find one or two 'default' Paragons that they feel comfortable using when they don't have specific knowledge of what they're about to face.

Ranger: Foe Hunter

A set of seemingly medical texts had the most unusual interested parties. It wasn't the doctors or the scholars who seized upon detailed studies of creature anatomies and behaviors, but the *hunters*. They pored over these tomes with a precise dedication, focusing themselves on how best to slay specific foes. They now work in various capacities throughout the region, their utter hatred of some creatures leading them to bring down these enemies for no other payment than the joy of the hunt.

Class Features

Hated Enemy

When you choose to follow this archetype at 3rd level, your favored enemies become hated enemies. You may select a second hated enemy type (or pair of humanoid subtypes) from the favored enemy class feature list.

You gain an additional hated enemy type of your choice at 4th and 10th level. When you would normally gain new favored enemies at 6th and 14th level, the creature types you select are considered hated enemies instead.

Rancor

At 7th level, when you make an attack against a hated enemy, you may declare the strike a rancor attack before making the attack roll. On a successful hit, the hated enemy takes an additional 2d6 damage. If the attack misses, the use of rancor attack is wasted. You may make a number of separate rancor attacks equal to your Wisdom modifier, replenishing expended uses when you complete a short or long rest. At 15th level, the damage increases to 2d8.

You can also declare a rancor attack against a creature who is not one of your hated enemy types, but the damage is halved.

Hated Enemy Resistance

At 11th level, you can shrug off or resist damage dealt by one of your chosen enemy types. When you are subjected to a weapon or spell attack from a hated enemy type, you may expend your reaction to gain resistance to one damage type used by your hated enemy until the start of your next turn. If your hated enemy inflicts multiple kinds of damage (such as with multiple attacks), you must declare which damage type you are resisting this turn. You have resistance from attacks made by other hated enemies before the start of your next turn that use this same damage type.

Coup de Grace

At 15th level, you can expend a use of your Rancor attack on an enemy below half of its maximum hit points in an attempt to finish it off. You must declare your attack as a coup de grace before making the attack roll. On a successful hit against a hated enemy with less than half of its maximum hit points remaining, the target makes a Wisdom (Insight) check



contested by your own Wisdom (Insight) check. If your ability check is higher than the target's, your attack is a critical hit, and includes your Rancor damage dice. If your target's ability check is higher than your own, they are able to determine your intention and protect themselves from the critical strike. Your attack hits as normal, but the rancor attack is expended without granting additional damage. You do not have to make a Wisdom (Insight) check if the hated enemy is incapable of making a Wisdom (Insight) check at the time.

This class works best in either short-or-medium-arc adventures where the pool of enemy types is known beforehand, or in campaigns where you as DM will be able to incorporate hated enemy types as at least moderately consistent appearances. This class should be selected based on good communication and trust between the player and Dungeon Master about what kind of content the adventure, arc, or campaign will include regularly.

Fortunately, as this class gains levels their access to hated enemy types increases dramatically: a Foe Hunter can have four separate creature types or up to *eight* humanoid subtypes as hated enemies by 6th level. This should allow you to include more and more varied enemies as recurring foes as your players progress and interact with more of the world.



Dungeon Master Notes

This class revolves almost exclusively around fighting hated enemy types, though rancor attacks can be made at half-damage against any creature.

Ranger: Vigilante

As chaos engulfs this holy city, our guards find themselves, at times, overwhelmed. There is tentative luck in a sect of hunters who have focused their efforts on apprehending criminals from the ever-rising tide of miscreants. They learned some few secrets from the old tomes, methods of tracking criminals and determining guilt despite obfuscation. Our guards have been instructed to overlook their activities...for now.

Class Features

Streetwise

The city is just another kind of wild terrain. At 3rd level, you treat cities and towns as if they were a favored terrain type that you specialize in, gaining any and all applicable benefits when you spend time in this environment. In addition, you gain proficiency in Wisdom (Insight) checks, and your choice of either Charisma (Intimidation) or Charisma (Persuasion) checks.



Tools of the Trade

At 7th level, you gain the ability to cast *detect evil and good* using Ranger spell slots. You may also cast *speak with dead* once, regaining its use when you finish a long rest. In addition, you gain proficiency with your choice of either Thieves' Tools or the Disguise Kit.

Punish the Guilty

At 11th level, you gain the ability to make a powerful attack against a creature you believe to be guilty. You must have witnessed the creature performing a criminal act, or have testimony from others who you deem reputable indicating the same. Alternatively, you could know the creature to be wanted for crimes, by reputation, by means of a Wisdom (Insight) check, or similar. When you use this feature as part of an attack, the attack deals additional damage equal to your Ranger level. You can use this feature a number of times per day equal to your Wisdom modifier.

No Escape

At 15th level, when you hit a creature with a melee or ranged weapon attack you can force it to roll a Wisdom saving throw against your spell save DC or become restrained for up to 1 minute. Additionally, the target cannot teleport or shift to another plane by any means. The creature can reroll the saving throw at the end of each of its turns, ending the effect on itself on a success. You must finish a short or long rest before using this feature again.

Dungeon Master Notes

This class embraces the concept of a lawful, or at least law-oriented, ranger class. It has a number of tools that allow the ranger to feel useful even in urban adventures.

This class has less combat prowess than some other ranger archetypes; its punish the guilty is powerful but relies fairly heavily on an RP-related setup. The same can be said for most of the class—the player and your adventure should embrace RP elements that will empower these features if the class is to be deemed enjoyable.

Rogue:

Combat Trapsmith

We did not realize that schematics for a variety of contraptions had been stolen from the archives until, a few weeks after unearthing the vaults, our temple guards pursued a thief into a maze of hidden traps. Several leg-tied and singed guardsmen later, we found out that the local thieves' guild had taken a liking to the mechanical creations of an ancient engineer's personal journals. As if such criminals needed the help!

Class Features

Trapsmith

You gain proficiency with Tinkers Tools if you weren't already proficient, and gain a set of these tools. You use your Tinkers Tools when making and using your combat traps. In addition, you can use your proficiency in Tinkers Tools when interacting with any trap, not just your own.

You can hide a trap that you have placed on your turn as a bonus action, rolling a Dexterity (Stealth) check to cover or disguise the trap as if you had taken the Hide action.

Combat Traps

At 3rd level, you begin learning how to make traps for use in combat, first mastering the Entangler and Enfeebler traps. As an action, you use your Tinkers Tools to prepare and place a trap on any space adjacent to your own, lasting a number of rounds equal to your Intelligence modifier (minimum 1). A creature who enters or occupies the space triggers the trap and its specific effects. If a saving throw is required, the saving throw DC is 8 + your proficiency modifier + your Intelligence modifier. If you place a trap into an occupied space, the trap triggers on that creature immediately. Creatures affected by your traps are valid targets for your Sneak Attack, even if they would not normally meet its conditions



You can create a number of traps equal to your Intelligence modifier (minimum 1). You regain expended uses of this feature when you finish a short or long rest.

Trap Trickster

At 9th level, you learn how to craft the Glitterburst and Scorcher traps. In addition, creatures affected by one or more of your traps have disadvantage on attacks of opportunity against you.

Expert Trapsmith

At 13th level, you learn how to craft the Stinkburst and Footspiker traps. In addition, your proficiency bonus is doubled when using your Tinkers' Tools to interact with traps.

Trapsetter

Starting at 17th level, you can attempt to throw traps directly beneath targets and inflict their effects immediately. You must roll a DC 15 Intelligence (Tinkers Tools) check; if you succeed, you can throw the trap into any space within 15 feet of you. If a creature is occupying that space, the trap triggers instantly. On a failed check, the

trap breaks or malfunctions harmlessly in the given space, with no effect.

Traps

The Combat Trapsmith's trap types are listed below in alphabetical order.

Enfeebler. A puff of acrid powder shoots up from this trap, forcing the target to roll a Constitution saving throw against your trapmaker's DC or have disadvantage on attack rolls until the end of its next turn.

Entangler. A hidden cord attempts to ensnare the target's legs, forcing the creature to roll a Dexterity saving throw against your trapmaker's DC or become restrained until the end of its next turn. The affected creature or another creature can spend their action untangling the cord and ending the effect.

Footspiker. Sharp spikes jam upward, forcing the target to make a Dexterity saving throw against your trapmaker's DC or have its walking speed halved until the end of its next turn. On a successful save, the trapped square is still considered difficult terrain for the duration of this creature's turn.

Glitterburst. A fine cloud of silver dust clings to any creature in the trap's space. A creature affected by the Glitterburst has disadvantage on Dexterity (Stealth) checks and cannot benefit from magical effects that bestow invisibility.

Scorcher. A fine gunpowder dust puffs out an instant before being set alight. The target creature must make a Dexterity saving throw against your trapmaker's DC or take fire damage equal to your Sneak Attack damage, halving the damage on a success.

Stinkburst. A cloud of noxious vapor bursts upward, filling the target square until the end of the creature's next turn. The cloud operates like a Stinking Cloud spell, but only fills the trapped space. The target creature must make a Constitution saving throw against your trapmaker's DC immediately or spend the remainder of its turn retching and reeling; it must

repeat the saving throw if it starts its next turn in the trapped space.

Dungeon Master Notes

The combat trapsmith is a wily class. In the thick of battle, the trapsmith can wreak havoc *but* tends to leave themselves exposed to retaliation if they don't position correctly. This archetype could be extremely fun to play for a player who either enjoys meticulous preparation for combat, or someone who wants a new way to cause chaos in a fight. Challenging them with an enemy who can resist or outmaneuver their favorite trap types will keep this class on its toes.

Rogue:

Fang of Sseth

With growing obsession over the region of Chult and its gutter-magic, what else was I to expect when cultish secrets of the heretical god Sseth were discovered among the books and scrolls? Now a sect of assassins is rumored to be nestled deep in the heart of the metropolis, and not even our most cunning investigators can track them down. Oh Divine Leader, how are we to root this venomous corruption from our city?

Class Features

Poisoner

At 3rd level, you gain proficiency with the Poisoner's Kit and have resistance to poison damage. In addition, you can spend ten uninterrupted minutes with a venomous creature to harvest a vial of mundane poison without the need to make an Intelligence (Nature) check.

Venomous Sneak Attack

Beginning at 3rd level, when you make a successful Sneak Attack against a target you deal additional poison damage equal to half your rogue level (rounded down).

Serpent's Blood

At 9th level you become immune to poison damage and the poisoned condition. In addition, you have advantage on saving throws against being charmed and frightened.

Serpent Slither

At 13th level, your ability to move like a serpent becomes uncanny, granting you a climbing and swimming speed equal to your walking speed.

Favor of Sseth

Starting at 17th level, once per day you can use your action to become nearly undetectable for a short time. You become invisible to the senses of sight, hearing, and smell for up to 1 minute,

ending the effect early as a bonus action or if you attack a creature. You regain the use of this feature when you finish a long rest.

Dungeon Master Notes

The focus on poison as both an immunity and as a source of bonus damage can influence your encounter building for this class. Most undead are immune to poison and can negate this extra damage; at the same time, any number of creatures can cause poison damage or a poisoned condition, making the Rogue stronger against the latter categories.

This class will appreciate an adventure or campaign with a mix of terrains, opportunities to interact with poisons, and battling a variety of foes that do (or don't) take extra damage from their venomous sneak attack feature.



Sorcerer:

Entropomancer

Like the strange 'void disciples' who insist that they can see 'the emptiness behind the veil of our universe' (yes, your Holiness, I scoffed as well), some ill-advised magicians attempt to prove this heresy by actually *tearing* the hole into the 'emptiness behind the universe.' Whereas the clerics who follow this doctrine are a strange curiosity, the withering vortex summoned by these sorcerers is outright destructive.

Class Features

Shard of Entropy

At 1st level, you can rend space and summon a destructive force. As an action, you sacrifice a spell slot to create a point of absolute nothingness, a tiny tear in the multiverse, in an unoccupied space you can see within 30 feet of you. Any creature that ends its turn within 5 feet of the shard must make a Constitution saving throw. The creature takes 2d8 force damage on a failed save, or half as much damage on a successful one. You can expend stronger spell slots to increase the shard's damage at the time of casting, increasing the damage by 1d8 for each slot level above 1st. The shard lasts for a number of rounds equal to your 1+ your Charisma modifier (minimum 1), disappearing at the end of your turn or vanishing if you move more than 60 feet away

from it. You can dismiss the shard early as a bonus action.

As a bonus action, you can move the shard up to 30 feet. If you ram the shard into a creature or if a creature enters the shard's space, that creature must make the saving throw against the shard's damage, and the shard stops moving for this turn.

Tiny objects that aren't being worn or carried, such as coins, keys, or similarly-sized items within 5 feet of the shard are drawn into it, and fall to the floor when the shard vanishes. Unless the items were magical in nature, there is a 50% chance the items are damaged or destroyed.

Once you summon a shard of entropy, you cannot do so again until you complete a short or long rest.

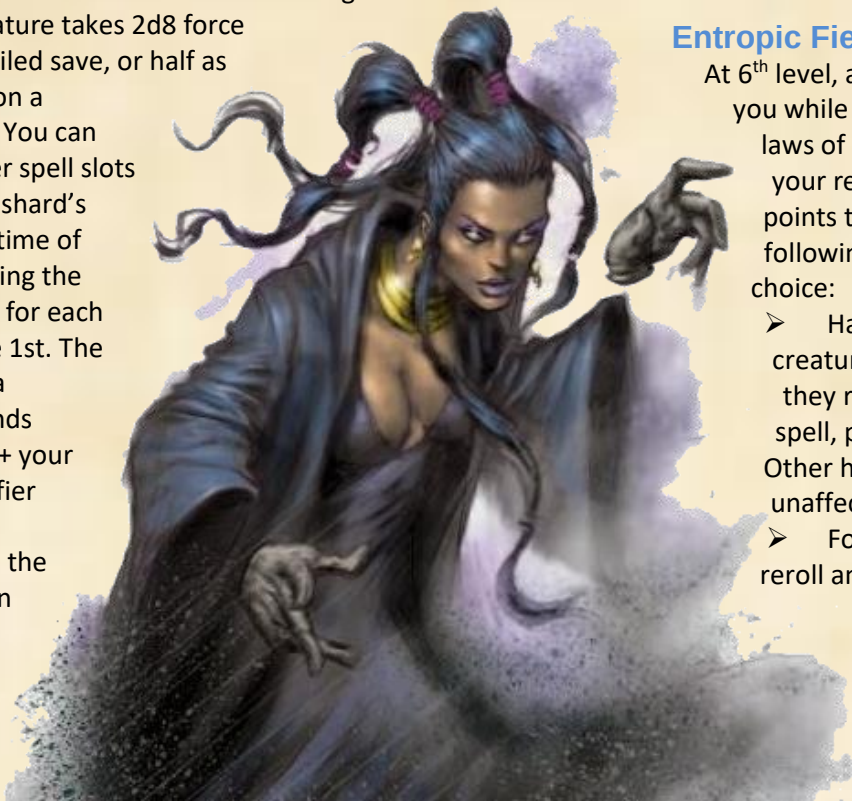
Void Form

Also at 1st level, your connection to the emptiness behind all things grants you resistance to force and psychic damage.

Entropic Field

At 6th level, a strange field surrounds you while in combat, bending the laws of reality. You can expend your reaction and 2 sorcery points to create one of the following effects of your choice:

- Halve healing on a creature within the zone when they receive hit points from a spell, potion, or magic item. Other healing abilities are unaffected.
- Force another creature to reroll an attack, saving throw, or ability check. They must use the new roll.



Void Pulse

Starting at 14th level, as part of your action to manipulate a shard of entropy, you can expend 5 sorcery points to cause the shard to pulse, affecting all creatures within 20 feet of it and forcing them to roll a saving throw against its damage. Once you use this feature, the shard stops moving for this turn. You can use this feature if you have already attempted to ram the shard into a creature this round.

Annihilation

At 18th level, your connection to the void behind all things has granted you power over the great nothingness. You become immune to force and psychic damage, as well as the effects of a Sphere of Annihilation. When interacting with a Sphere of Annihilation, you have advantage on your Intelligence checks to control the sphere.

In addition, you can change any spell's damage to force damage. To do so, you must expend sorcery points equal to 1+the spell's level.

Dungeon Master Notes

This class revolves mainly around its shard of entropy feature, which behaves similarly to the *flaming sphere* spell. It can be an excellent zone control option and can make a bottlenecked hallway a nightmare for enemy creatures. However, the fact that it can affect allies makes it a double-edged sword. In addition, its tendency to suck up little objects can create an unexpected twist or obstacle for an overeager entropomancer and his companions, should he inadvertently damage an important book, key, or similar.

Sorcerer:

Tainted Scholar

I almost regret to say that the previously mentioned magic-users and their heady theories about the nature of the universe are *preferable* to the horror of this next entry, Wise and Holy Guidance. These 'scholars' study the most profane secrets, marring their own bodies as a means to power. They drive themselves to madness in the insistence of a horrible truth: that the emptiness beyond the world is not *unoccupied*.

Class Features

Lore

At 1st level, you gain proficiency in Intelligence (Arcana) and Intelligence (Religion) checks.

Bloodseeking Spell

Also at 1st level, when you cast a damaging spell, you can freely harm yourself for an amount equal to your Charisma modifier (minimum 1). In exchange, you add that amount to the spell's damage.

Blooded Metamagic

At 6th level you learn how your own suffering can fuel your spellpower. As a bonus action, you expend and roll at least one of your sorcerer hit dice, but do not apply your Constitution modifier. You lose a number of hit points equal to half of the amount on the die (minimum 1), and regain 1 sorcery point. You may continue to expend hit dice in this manner after each roll, but cannot

expend more than ½ your maximum number of sorcerer hit dice at one time. Once you use this feature, you must finish a long rest before using it again.



Outre Lore

At 14th level, you gain the ability to cast *contact other plane* once per day as a ritual.

Heretical Lore

Starting at 18th level, as an action, you can call upon an aberrant evil creature from another plane to aid you. A nongood entity, deity, aberration, fey, or fiend at your request or the DM's discretion appears and grants your desire in an effect similar to a *wish* spell, but with a greater chance of working as you intended it. In return, your character gains a form of indefinite madness. At some point in the next seven days, you will come under the effect of a *geas* spell that dictates the action or service that the entity demands in repayment. This effect cannot be removed by anything short of a *Wish* spell, or by an entity more powerful than the one that was summoned. You

cannot use this ability within seven days of its last use, and cannot use it if you are currently under compulsion to repay a previous use of this ability.

Dungeon Master Notes

Risk. This sorcerer is all about risking injury, death, and insanity in the name of power. With both damage and metamagic recovery options, players using this class might actually give higher priority to their Constitution score than normal, in order to minimize the danger imposed by their diminished hit points.

The heretical lore feature can have any number of applications, and should be approached as an interesting opportunity for a hook into an adventure or side quest for a high-level party.

Warlock:

Dread Necromancer

We attempted to burn all we could find. We imprisoned any who dared speak of such profane secrets. And yet, despite our best efforts, the knowledge of the most unholy rituals escaped the grasp of our Church and are loosed upon the world. Now the power-hungry undergo dark rites, starting a transformation towards an unholy living death.

Class Features

Dread Necromancer Expanded Spells

Spell Level	Spells
1st	<i>inflict wounds, dissonant whispers</i>
2nd	<i>enthrall, gentle repose</i>
3rd	<i>animate dead, phantom steed</i>
4th	<i>phantasmal killer, death ward</i>
5th	<i>antilife shell, hallow</i>

Charnel Touch

At 1st level, your touch radiates with the dread power coursing through you. As an action, you can make a melee spell attack against a creature within reach, dealing 1d10+your warlock level as necrotic damage. You can use this feature a number of times equal to your Charisma modifier (minimum once), regaining expended uses upon completing a long rest. A Pact of the Chain familiar can store and use charnel touch as if it were a spell.

Fervent Dead

At 6th level, your ability to control undead under your power becomes second nature. When you cast Animate Dead to maintain control of undead creatures originally created by this spell, you can do so once without expending a spell slot. You must complete a long rest before you can use this feature again. In addition, undead creatures



created or summoned by your spells gain 10 feet to their walking speed, and add your Charisma modifier to their weapon attack and damage rolls.

Master of the Shambling Horde

At 10th level, your dedication to mastering undeath gives you greater power over undead creatures.

Undead creatures under your control add your proficiency bonus to their AC. In addition, they have advantage on saving throws against being turned

and cannot be destroyed by a cleric's destroy undead or equivalent ability.

Lich Body

At 14th level your body is wholly corrupted by transformative energy, giving you lich-like power. You become immune to necrotic and poison damage, and gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. You cannot be frightened, poisoned, charmed, or exhausted. You no longer require food, drink, or sleep, and simply meditate for at least four hours to gain the benefits of a long rest.

Dungeon Master Notes

This class provides a necromancer/summoning option for the warlock. Unlike the wizard school, the undead summoned by this class will be faster and tend to hit a little harder, but will have fewer hit points.

One of the better ways to keep this class in check is to keep its undead horde from getting too large; destroying the undead it maintains with its free slot will force the player to use a spell slot to create new ones.

Warlock:

Noctumancer

Most Blessed Potentate, one of the most difficult upstarts to deal with have been the so-called noctumancers—dark magicians who claim to bridge the gap between ‘the shadow’ and the arcane as we know it. They have a knack for snuffing out the holy spells we would use to contain them, and even become empowered by doing so!

Class Features

Noctumancer Expanded Spells

Spell Level	Spells
1st	<i>absorb elements, shield</i>
2nd	<i>knock, silence</i>
3rd	<i>protection from energy, remove curse</i>
4th	<i>confusion, resilient sphere</i>
5th	<i>dispel evil and good, planar binding</i>

Master of Mysteries

At 1st level, you immediately gain access to an eldritch invocation of your choice, provided you meet its prerequisites. This invocation doesn’t count against your number of invocations known starting at 2nd level.

Capture Magic’s Shadow

Starting at 6th level, you have add *counterspell* and *dispel magic* to your list of known spells. They do not count against your total number of spells known. In addition, the maximum spell slot level for your *counterspell* and *dispel magic* is equal to half your warlock level, rounded up.

Eldritch Disruption

At 10th level, you can warp the magical energies around a creature, unsettling its connection to the arcane. As an action, you target a creature within 60 feet of you that you can see. The target must succeed on a Charisma saving throw against your spell save DC or have disadvantage on spell attack rolls and concentration checks for a number of

rounds equal to your Charisma modifier (minimum 1). The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success.

Shadow’s Persistence

At 14th level, when you successfully dispel or counter a spell or other magical effect with *dispel magic*, *counterspell*, or an Intelligence (Arcana) check, you regain the use of a warlock spell slot. You must finish a long rest before you can use this feature again.

Dungeon Master Notes

This archetype’s features can be hit-or-miss; when this class goes up against magical opponents, it can be an unstoppable terror. Starting at 6th level, this class can freely use *counterspell* or *dispel magic*, with a special scaling for these spells to match all other spellcasters.

The ‘bonus’ invocation at first level gives the player access to a single, low-level, pact-independent invocation for free. There are a number of good options, though some players may tend to take Eldritch Sight for utility and flavor.



Wizard: Archivist

The wizards who pored endlessly over the old books as part of our translation efforts learned a great deal about the creatures that plague our Holy city and the world beyond it. Many of them, the task now complete, have retained an encyclopedic mental catalogue of the information, able to recall it in even the most deadly battle.

Class Features

Dark Knowledge

Starting at 2nd level you can, as a bonus action, make a DC 12 knowledge skill check in regards to a creature within 80 feet of you that you can see, using either Intelligence (Arcana) for most magical or planar creatures, Intelligence (Nature) for most beasts and monstrosities, or Intelligence (Religion) for most undead or fiends. On a success, you select a Dark Knowledge feature of your choice, gaining its benefits while fighting the given creature. You learn the Tactics feature at this level, and gain access to additional Dark Knowledge options at 6th, 10th, and 14th level.

When you gain this feature at 2nd level, only one Dark Knowledge feature may be active on a target at any one time. You may have two Dark Knowledge effects on a target starting at 6th level, and up to three effects at 10th level. You can use Dark Knowledge a number of times equal to your Intelligence modifier, regaining expended uses when you finish a long rest.

Tactics

At 2nd level, when you succeed on a Dark Knowledge ability check you can recall or determine the general combat behavior of the given creature, granting you and your allies within 60 feet of you a +1 bonus to weapon and spell attack rolls against the creature for 1 minute. If you succeed on the Dark Knowledge check by 10 or more, this bonus increases to +2.

Puissance

Beginning at 6th level, when you succeed on a Dark Knowledge ability check, you can advise your companions on how to avoid or resist the creature's magical influences, granting you and allies within 60 feet of you a +1 bonus to saving throws against the creature's abilities and spells for 1 minute. If you succeed on the Dark Knowledge check by 10 or more, this bonus increases to +2.

Foe

Starting at 10th level, when you succeed on a Dark Knowledge ability check you can direct you and your allies' attacks towards a creature's key weak points, granting a bonus 2d6 damage to weapon attacks made by you or allies within 60 feet of you for 1 minute. If you succeed on the Dark Knowledge check by 10 or more, this bonus damage increases to 4d6.

Dread Secret

At 14th level, when you succeed on a Dark Knowledge ability check, you can speak aloud a dark secret relevant to the creature or its type, distracting or even stunning it. The creature must make an Intelligence saving throw against your spell save DC or become stunned until the end of its next turn on a failed saving throw. On a success, its speed is halved and its attack rolls have disadvantage until the end of its next turn. If you succeed on the Dark Knowledge check by 10 or more, the creature has disadvantage on the saving throw against the secret's effect. A creature cannot be affected by this feature more than once in a 24-hour period.

Dungeon Master Notes

Rather than focusing on a certain school of magic, the Archivist's mechanics revolve around its Dark Knowledge features. At their core, they emphasize the player having proficiency in the three knowledge skills in order to maximize the potential benefits of each of the Dark Knowledge bonuses. As the player progresses, their proficiency bonus and (likely) increasing Intelligence score will help their Dark Knowledge rolls become higher on average, increasing their chance of success and reaching the second 'tier' bonus.

Credits and Changelogs

Cover Art

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Watermark/Background

Background/Watermark image provided by Arcana Games.
Visit the DMsGuild site to see their numerous art packs and other resources.

Changelog: Version 1.0 to 1.1

STONELORD:

- Changed Earthgrip to impose the grappled condition.
- Changed Earth's Blood to grant a flat 5 temporary hit points as long as the target moves, from 1 per 5 feet of movement.

DIRGESINGER:

- Changed Song of Horror to have a maximum duration of ½ Bard level (from Charisma modifier).
- Changed Song of Awakening to no longer require a spell slot; refreshes on long rest.

VOID DISCIPLE:

- Sense Void changed from 10 to 1 minute meditation, removed ability check, new range is miles equal to ½ your cleric level.
- Moment of Clarity changed to reaction with a range of 60 feet with retroactive potential, from touch-range action.
- Changed Void Suppression to at-will self-targeted *mind blank*, from detrimental version of Void Release.
- Changed Void Release to include the detrimental use of previous Void Suppression.

DERVISH:

- Removed Finesse weapon restriction of Dervish Dance.
- Removed Action Surge requirement of Dervish Dance; it is now part of an attack action and refreshes use on finishing a short rest.
- Removed Medium armor restriction from Dervish Dance.
- Added Death Dancer as a level 3 feature
- Replaced Tireless Dancer with Fast Movement.
- Adjusted wording of A Thousand Cuts to reflect previous changes.

DREAD COMMANDO:

- Corrected Armored Ease to read as medium armor.

FOE HUNTER:

- Hated Enemy feature no longer grants +Wisdom modifier to attack rolls against Hated Enemies.

VIGILANTE:

- Swapped Tools of the Trade and Smite (now 'Punish') the Guilty as the 7th and 11th level features.
- Changed Tools of the Trade to allow one free casting of *speak with dead* per long rest, to account for the reduced.

COMBAT TRAPSMITH:

- Trapsmith now includes the ability to hide or disguise your traps as a bonus action.

- Expert Trapsmith, 13th level feature, is now properly included.

ENTROPOMANCER:

- Moving/ramming the sphere is now a bonus action, instead of an action.

TAINTED SCHOLAR:

- Adjusted Blooded Metamagic to lose ½ the value of the hit die instead of the full value.

DREAD NECROMANCER:

- Charnel Touch base damage die increased to 1d10.
- Renamed 6th-level feature Fervent Dead
- Replaced 10th level feature: now grants proficiency bonus to AC for undead you control, and grants advantage against turning effects and immunity from its destroy undead feature.
- Renamed 10th level feature Master of the Shambling Horde
- Lich Body now also grants resistance to nonmagical bludgeoning, piercing, and slashing damage.

NOCTUMANCER:

- Capture Magic's Shadow now grants *counterspell* and *dispel magic* as spells that don't count against the number of spells known.
- Capture Magic's Shadow no longer refreshes spell slots; these spells can now be cast at a maximum slot level of ½ your warlock level, rounded up.
- Shadow's Persistence no longer grants immunity; it now restores a spell slot like the old part of Capture's Magic Shadow.

ARCHIVIST:

- Dark Knowledge is now a bonus action.
- You may now have up to two Dark Knowledge effects on a single target at 6th level, and up to three at 10th level.
- Foe is now a base 2d6 damage, doubling to 4d6.